

PATTERNS

RULES: IDPA Rules	Created By: RicoCastro
START POSITION: Shooter starts with shotgun loaded with FIRST ROUND birdshot, FOUR ROUNDS buckshot, LAST ROUND shotgun slug	
SCENARIO: This scenario primarily engages different types of shotgun rounds at different distances to clearly show patterns on different targets at different ranges using human silhouette targets	SCORING: Unlimited
	ROUND COUNT: 6
PROCEDURE: Upon buzzer, shooter engages flying clay target with ONE ROUND of birdshot. Shooter then engages four different paper targets with ONLY FOUR ROUNDS at ranges from 3 yards to 50 yards with their own preferred type of BUCKSHOT defensive shotgun rounds - different types of buckshot are allowed. Birdshot NOT allowed on paper targets. Final shot with shotgun SLUG at 50 yard target. Best THREE holes are target are scored. Time scored.	TARGETS: 5
	DISTANCE: 3 to 50 yards
	SCORED HITS: 6
	PENALTIES: Score best three shots Points down, birdshot on paper targets
	CONCEALMENT: No
	NOTES: Use paper silhouette outline black and white targets for each shooter

