

PICK A CARD	
RULES: IDPA Rules	Created By: Cole Dillon
START POSITION: Shooters will enter the pistol bay, move to the firing "bench" and - at the command of the RSO load and make ready, then place their pistol on the tables in front of them facing downrange.	
SCENARIO: In the pistol bay area a number of playing cards will be hidden, numbered 2 through 9. Downrange will be 8 "pepper popper" targets, likewise numbered 2-9. The targets will not be in numerical order from right to left or left to right, but will be placed randomly. Three targets will be set at 15 yards, three at 20 yards, and two at 25 yards. PROCEDURE: On the buzzer, each shooter will start looking for the hidden cards. As soon as a shooter has found 3 cards, they will move to the shooting bench, find their own weapon, and engage the three targets that correspond to the numbers on the cards they have found. Shooter will fire as many shots as necessary to knock down their three targets (CALLING OUT THEIR TARGET NUMBERS. NOTE: if a target is clearly being solidly hit and is not going down, RSO will yell "Hit, move on!" and the shooter will proceed to their next target. If a shooter knocks down a target for which they do not have a card, they will place their pistol on the bench and go back to find another card and then return and engage the new target number. If there are no more cards. the shooter will be assessed a 30 second penalty.	SCORING: Unlimited
	ROUND COUNT: 3
	TARGETS: 8
	DISTANCE: 15 to 25 yards
	SCORED HITS: 3
	PENALTIES: Wrong Target, Miss
	CONCEALMENT: No
NOTES:	

