

SLUG BUG

RULES: IDPA Rules

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START POSITION:

Shooter will start standing behind tall "tube" barricade on left side of the range, shotgun loaded to capacity with birdshot. Shooter will have at least three slugs on hand.

SCENARIO:

On buzzer, RSO will launch a clay from behind and to the left of the shooter. After the shooter has engaged the clay to their satisfaction, they will engage one popper from the left side of the barricade, and one from the right side. Shooter will then perform a "slug select," and fire a slug at the left 50 yard paper target. Shooter will then move to the VTAC barricade, and engage one popper from the slot marked "1" and one popper from the slot marked "2." Shooter will then perform a slug select and fire a slug at the center 50 yard target from the slot marked "SLUG." Shooter will then move to the barrel barricade and kneel behind it. Shooter will engage one popper from the left of the barricade, and one from the right. Shooter will then perform a slug select, and engage the right 50 yard paper target with a slug.

PROCEDURE:

Hitting "clay" pigeon: -10 seconds

Each popper left standing: +30 seconds

Each MISS on paper targets: +30 seconds

SCORING: Unlimited

ROUND COUNT: 10

TARGETS: 10

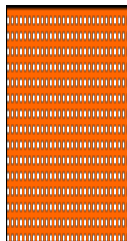
DISTANCE: 15 to 50 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



VTAC Barricade

