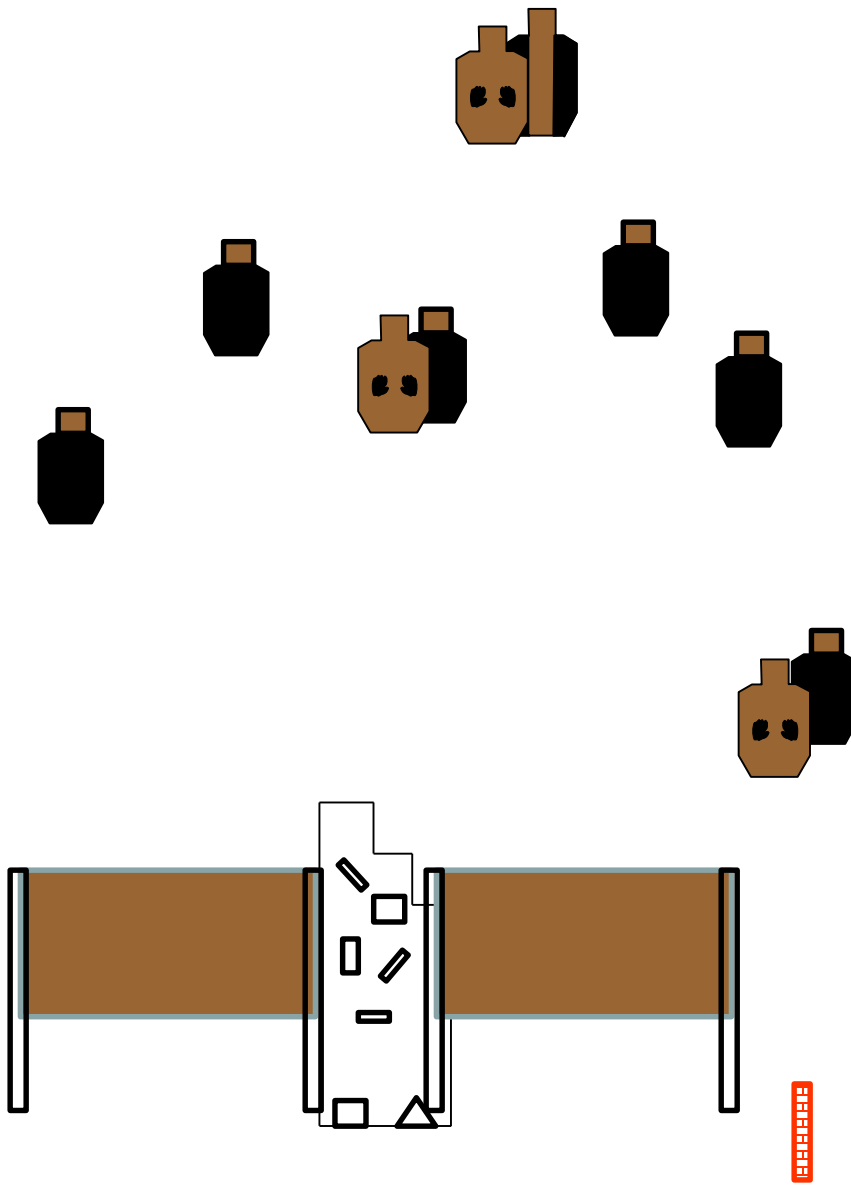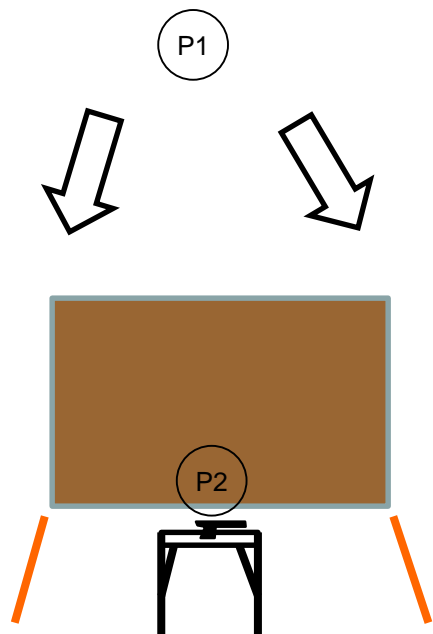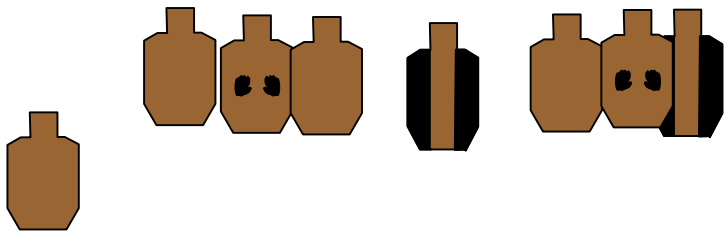|	
Scenario	You're on a hiking trip in Big Bend and walk up on a group of drug smugglers. You take cover and have the higher advantage. Of course they have dogs.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Facing UP RANGE Gun loaded to division capacity
Description	At the signal turn and go to P2. Draw and engage all targets in Tactical Priority, near to far, from over wall. There are 3 rows of targets. All paper gets 2 shots.
Scored shots	18
Targets	3 x open, 3 x NT, 4 x skunks, 2 x midget
Props	Short wall. 3 x barrels
Setup notes	.
SO Notes	All shots must be from behind wall
	BAY A

Short Wall

P2

P1

Bad Deal in Big Bend	Mark Stavrakis	4-2019

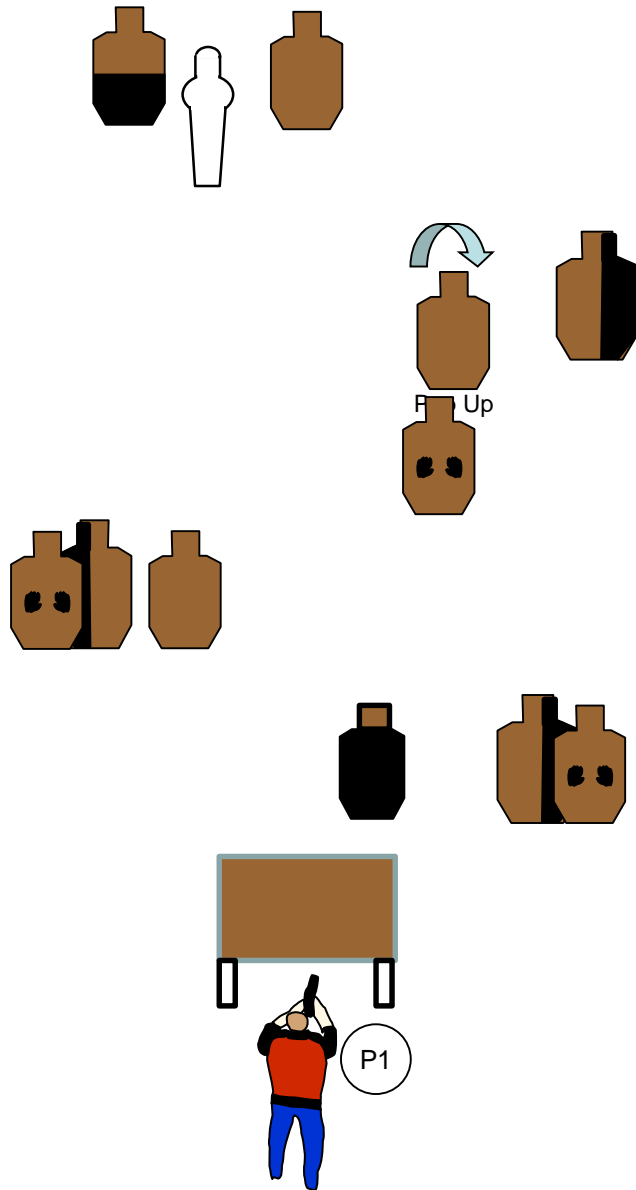|	
Scenario	Well it's Zombie time again. We all know Zombies must be shot in the head. There's even one that's not quite changed all the way yet.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Gun loaded to division capacity.
Description	At the signal proceed to slot wall and engage all targets through slots of your choice, any order.
Scored shots	14
Targets	6 x head, 1 x skunk, 3 x NT
Props	
Setup notes	
SO Notes	
	BAY B

P1

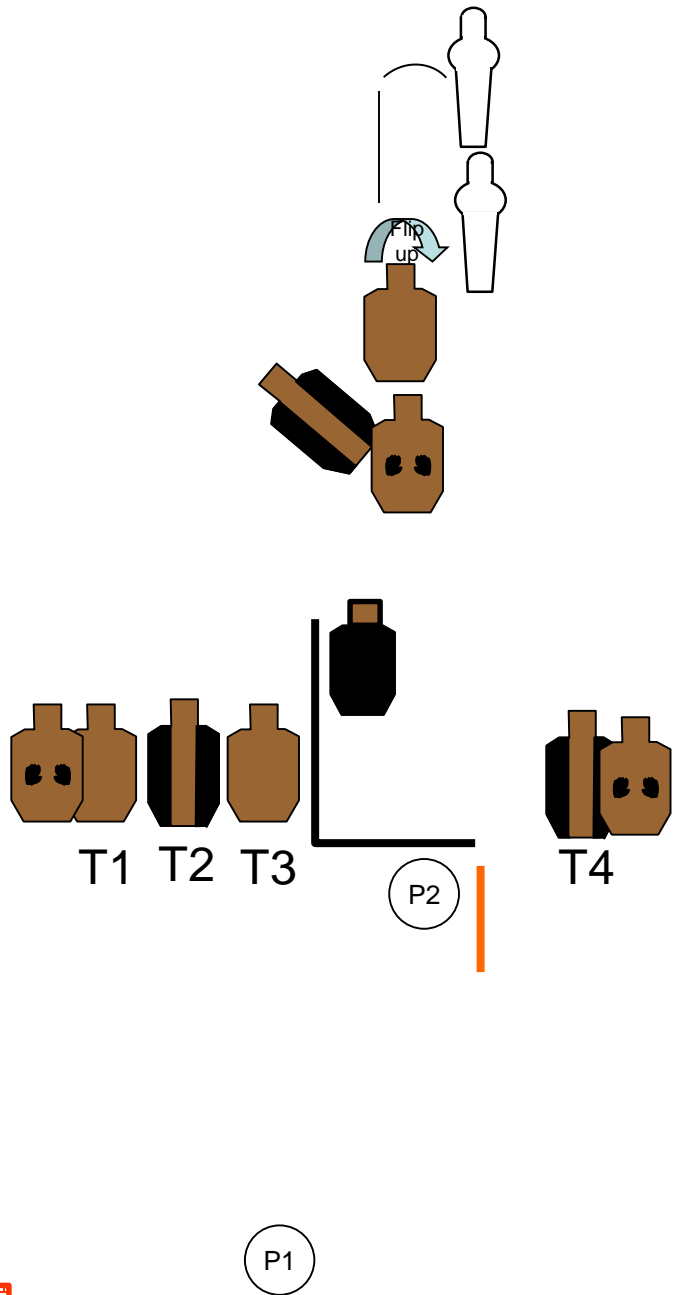|		
Zombie Attack	Mark Stavrakis	4-2019

Scenario	You get challenged by a bunch of punks. You know there's a gun in a bag on the table behind you so you have to get to it quickly.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Facing targets. Gun unloaded in bag on table. All spare ammo in bag.
Description	At the signal turn and proceed to table, shooter's choice which side .Face the wall, retrieve gun and stow spare ammo from bag, load gun and engage targets from behind wall with 2 shots each. Either end .
Scored shots	14
Targets	5 x plain, 2 x NTs, 2 x skunk
Props	Table and bag
Setup notes	
SO Notes	
	BAY C

P1

P2

Run for the gun	Mark Stavrakis	4-2019

Pop Up

P1

Scenario	It is the 1880s and your wagon is being attacked by natives from the Fakaar-wee tribe.
	You take cover and hold them off till the Calvary gets there.
Scoring	Vickers
Concealment	Optional
Starting Position	P1 Prone under wall / wagon. Gun loaded to division capacity on blanket with all ammo.
Description	At the signal engage all targets in priority, near to far from under the wall (wagon)
	All paper gets 2 shots each. Steel must fall.
Scored shots	17
Targets	1 plain, 3 x NT, 2 x Right HC, 1 x Left HC, 1 x bottom HC
Props	Popper, pop up
Setup notes	
SO Notes	
	BAY D

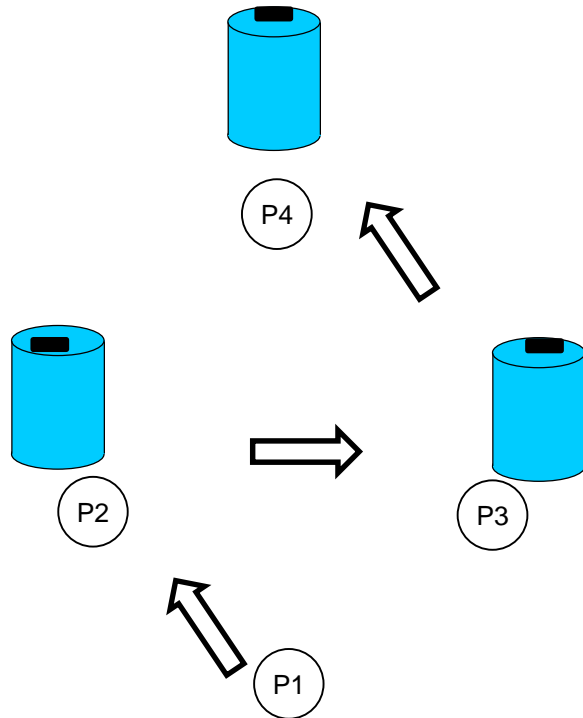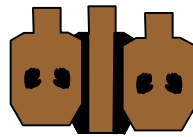| Circle the Wagons	Larry Janecka Mark Stavrakis	4-2019

T1 T2 T3

P2

T4

P1

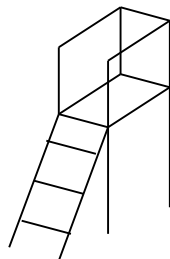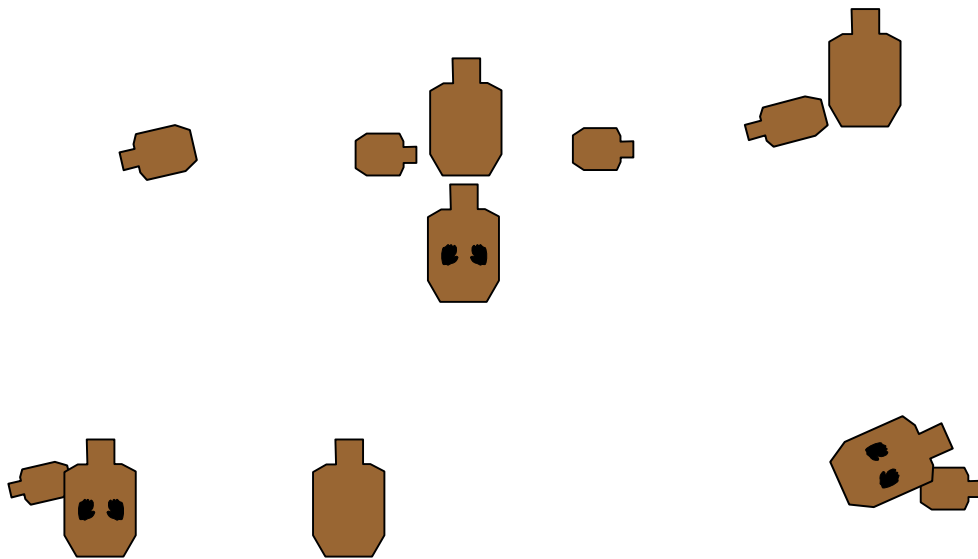| Scenario	Several bad guys and their girlfriends try to intimidate you by spreading out and start coming toward you. More are hiding and you have to flush them out.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Gun loaded to division capacity.
Description	Start at P1 in the surrender position.. At the signal draw and engage T1 – T4 All shots must be with both feet inside P1. Proceed to P2 and from the **RIGHT** side of the wall engage targets. Paper gets 2 shots. Steel must fall. T1-T4 must be engaged before moving to P2. No make-ups
Scored shots	16
Targets	3 x open, 2 x NT, 3 x skunk, 1 x head
Props	1 x pop-up 2 x poppers
Setup notes	
SO Notes	
	BAY E

Line Up	Mark Stavrakis	4-2019

Scenario	Basic drill
Scoring	**LIMITED** Vickers
Concealment	Optional
Starting Position	P1 Facing up range. Starting with gun unloaded in holster. Place one magazine loaded with 6 rounds on each barrel.
Description	At the signal go to P2, load gun and engage each target with 2 shots from behind the barrels. Any order. Proceed to P3, load gun and engage each target with 2 shots from behind the barrels. Proceed to P4, load gun and engage each target with 2 shots from behind the barrels.
Scored shots	18
Targets	1 x plain, 2 x NT, 1 x skunk, 1 x bottom HC
Props	3 barrels
Setup notes	
SO Notes	
	BAY F

Barrel dance	Mark Stavrakis	4-2019

P4

P2

P3

P1

Scenario	You're looking for a lost dog and mistakenly walk into a pot farm. The pot farmers and their crackhead dogs come out to attack you. You find an old deer stand and climb up to take cover.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Gun loaded to division capacity.
Description	At the signal climb into the stand, draw and engage all targets, in tactical priority, near to far, with 2 shots each. There are 2 rows of threats.
Scored shots	18
Targets	3 x open, 3 x NT, 6 x midgets
Props	
Setup notes	
SO Notes	
	BAY X

P1

Dog pack	Mark Stavrakis	4-2019