

Interference Fence

RULES: Other

Created By: JH

START POSITION:

Anywhere along the firing line.

PROCEDURE:

Start from low ready, or draw from holster, at the tone. Shoot in between the gaps of the Interference Fence (the row of "No-Shoot" targets in the front), engaging the three targets in any order you chose. You cannot go around the far left or far right of the fence. Best two hits on each target are scored, so make ups are allowed. Each hit on a "No-Shoot" target (including the Interference Fence) is a twenty five second penalty. Pass through hits on "No-Shoot" target(s) also incur a twenty five second penalty. Known pass through hits on target will not be scored.

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 3

DISTANCE: Three to ten yards

SCORED HITS: Best two hits on each target

PENALTIES: 25 seconds per hit on

NOTES:

