Dothan – Defensive Pistol Match

When Bad Guys Attack

Bay: Shoot House

A group of bad guys is attacking the area you are in. You must fight your way through the building to escape. Through the magic of “just because” your pistol is only loaded with 6 rounds. You catch one bad guy reloading, and his rifle (that they might have stolen from your car somehow) is unloaded. Engage the first 3 targets with your pistol only, safely abandon your pistol, retrieve and load the rifle, and escape the building engaging other targets as needed.

**THERE IS NO WALKTHROUGH**

Start condition: handgun loaded, held with strong hand. Weak hand is on door handle, muzzle touching wall above orange line, finger off trigger.

Rifle condition: staged on stand, unloaded, bolt locked to rear if possible. Magazine staged on barrel or table.

Shots:

Pistol: 6 (limited)

Rifle: 8 (unlimited)

Stage gun will be loaded to ~15 rounds only, for ammo conservation.

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Lost in the Woods

Bay: A2

You are driving through the woods and stop to help someone on the side of the road when “bandits” attack. From within the shooting box, engage the targets. Abandon your pistol on the table/barrel, and retreat to your SUV. In the back of the SUV is a shotgun. Engage all 5 poppers from behind the SUV. Steel must fall to score.

Start condition: loaded and holstered, hands at sides.

Shotgun condition: in back of the SUV, with 4 shells in magazine, empty chamber (“cruiser ready”). Extra shells are in the back of the SUV.

Shots:

Pistol: 10 (unlimited)

Shotgun: 5 (unlimited)

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Bad Time at the Mall

Bay:

You’re shopping at the mall for a last minute gift that you totally didn’t forget about. A fight turns deadly at the food court, and you need to escape. Starting on one side of the “mall,” engage each target from cover as they become available. Start on either side. Be mindful of the bystanders and remember that shoot throughs DO count. You must perform a mandatory reload before the last shot fired.

Start condition: loaded and holstered, hands at sides. In either shooting box at the end of the “mall”

Shots: 14 (unlimited)

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Dickens Drill

Bay: A1

You’re at the food court, when someone starts shooting. Engage the left or right 3 targets from behind the first stack of barrels from the corresponding side of the barrel stack (left targets from left, right targets from right). Then move to the second stack of barrels and engage the OTHER 3 targets from the corresponding side. Engaging the wrong set of targets or engaging from the wrong side of the barrels will incur a procedural.

Start condition: loaded and holstered, seated, holding “burrito” near your face

Shots: 12 (unlimited)

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Angry Aarons Rodgers Fans

Bay:

While peacefully enjoying a football game, wayward fans attack you with deadly intent. Push Bob the Packers fan (the dummy) all the way to the ground, then engage the paper target behind, labeled Bob. DO NOT SHOOT BOB THE DUMMY – 60 second penalty. Engage his friend while moving to cover, then engage remaining ruffians from behind barricade.

Start position: loaded and holstered, hands at sides. Inside shooting box.

Rounds: 10 (unlimited)

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Multipass

Bay:

You enter a building and find a robbery in progress. Work your way through the building, identifying and neutralizing targets from cover. Targets are labeled with odd or even numbers in random locations. Shooter will be told “odds” or “evens” before make ready. Odds – engage odd numbered targets and evens are noshoots, evens – engage even numbered targets and odds are noshoots.

**THERE IS NO WALKTHROUGH**

Start position: loaded and holstered. Strong hand on door handle.

Rounds: 12 (unlimited)