

**Green River Gun Club – 3 Gun**  
**Booth Boogie (Modified)**  
**Course Designer: Jeff Maass (OH) / John Humkey (KY)**  
**Shotgun – Rifle - Pistol**

**SCENARIO:** Seeing a group of gang members terrorizing the fair booths with small arms fire, you (who thoughtfully brought your shotgun/rifle/pistol) try to deal with the gang until help arrives to save the meek California fair goers who thoughtlessly came unarmed.

**GUN READY CONDITION:** Pistol loaded in holster, Rifle unloaded on Table, Shotgun loaded at low ready.

**STAGE PROCEDURE:** On buzzer, engage S1-S3 with shotgun. EMPTY CHAMBER of shotgun, load Rifle and engage T1-T8 with Rifle, two shots each, from Box A. EMPTY CHAMBER of rifle, leave rifle/shotgun on table. Advance to the three boxes engage T9-T15 with Pistol, from the Booth portals, two shots each.

**STRINGS:** 1  
**SCORING:** 3S/16R/14P rounds min, Vickers  
**TARGETS:** 15+3 threat, 1 non threat, 3 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Optional

