

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

**SCENARIO:** Evil Megamart has drawn all business to the other side of town. Now, as property values plummet, gangs roam your neighborhood looking for easy pickings. Seeing the advancing hoards, you defend your house and family as your spouse calls 911.

**GUN READY CONDITION:** Shotgun on Barrels (Loaded/Empty Chamber), Rifle in hands, behind start Barrell.

**STRINGS:** 1  
**SCORING:** 16R/4S rounds min, Vickers  
**TARGETS:** 8+4 threat, 1 non threat, 4 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Optional

**STAGE PROCEDURE:** Advance to the door, open, and engage visible targets, two shots each, with Rifle. T1-T4, then T5-T8 from 1<sup>st</sup> window. **EMPTY CHAMBER** on Rifle, swap to Shotgun, and engage Steel S1-S4 with Shotgun from 2<sup>nd</sup> window.

