

# Freeloaders

**\*\*CONCEALMENT REQUIRED\*\***

Shooter will start facing squarely up range with hips parallel to rear berm at P1, with hands above respective shoulders. At the signal, turn, draw and engage T1 with 3rds, then PP1 while moving to cover at P2. From P2, engage T2 – T4 with 3rds each and finally, engage T5 with 1rd to the head.

- NOTES – SHOTS UNLIMITED;** best 14 hits scored, 3 each paper (except T5) and steel must fall
- T1 & PP1 must be engaged while moving / makeup shots on both ARE allowed from cover
  - PP1 activates swinging NO SHOOT
  - Range of engagement: approx 3 to 12 yards

You are working outside your store when a couple of bad actors approach with obvious bad intentions. As you begin to dispatch them, you hear cries for help from your employee inside the building. Take action!

