



SIGSAUER®

SQUATCHBOMB!!!

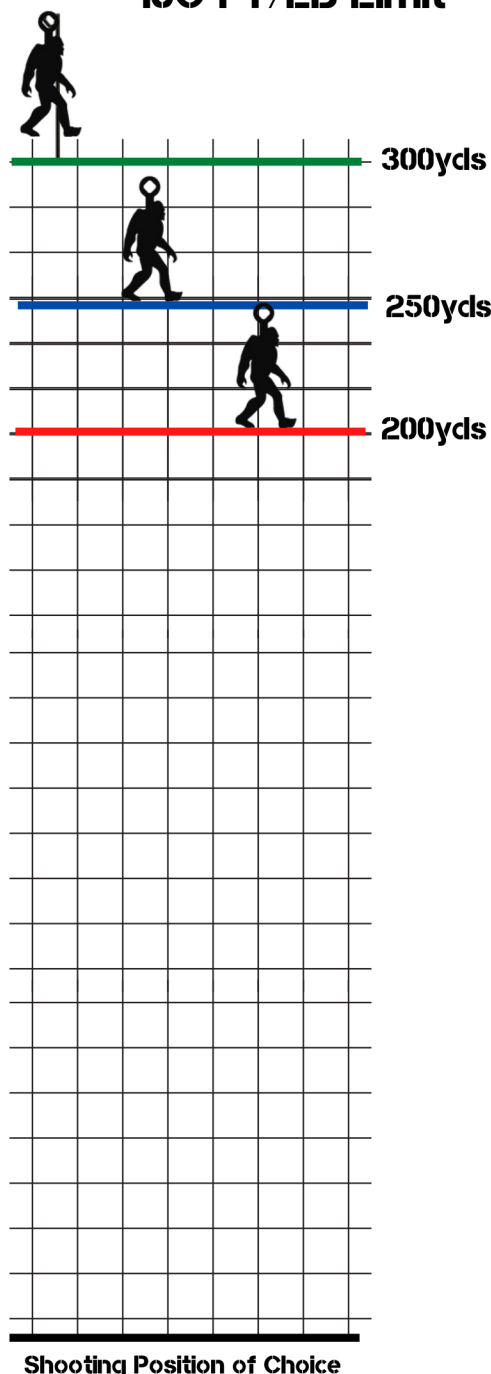
24 in Sasquatch = 300yds

20 in Sasquatch = 250yds

15 in Sasquatch = 200yds

TIME: 180 Sec
Round Count: 8

160 FT/LB Limit



STARTING POSITION: STANDING, GEAR IN HAND, MAGAZINE INSERTED, ACTION OPEN.

DESCRIPTION: ON THE START SIGNAL THE SHOOTER WILL ENTER ANY SHOOTING POSITION THE SHOOTER WISHES. THE SHOOTER WILL ENGAGE THE 200 YARD SASQUATCH UNTIL AN IMPACT IS MADE. THE SHOOTER WILL THEN ENGAGE THE 250 YARD SASQUATCH UNTIL AN IMPACT IS MADE. THE SHOOTER WILL THEN MOVE ONTO THE 300 YARD SASQUATCH. ON THE 300 YARD SASQUATCH THERE WILL BE PLACED A FIREBIRD TARGET. HITTING THE FIREBIRD TARGET WILL BE REQUIRED FOR THE IMPACT TO COUNT AND SIGNIFY THE END OF THE SQUATCHBOMB! SHOOTER WHO HITS FIREBIRD IN LEAST SHOTS WINS!

SHOT COUNT: 8 SHOTS TOTAL. FOR EXAMPLE: IF YOU HIT THE 200 YARD SASQUATCH ON THE FIRST HIT THEN YOU MOVE ON TO THE 250 YARD SASQUATCH WITH 7 REMAINING SHOTS. IF YOU HIT THE 250 YARD SASQUATCH AFTER 2 MORE ATTEMPTS YOU MOVE ON TO THE 300 YARD SASQUATCH WITH 5 REMAINING SHOTS. YOU THEN HAVE 5 SHOTS ON THE 300 YARD SASQUATCH TO HIT THE FIREBIRD TARGET.

GEAR: SUPPORT BAG, BIPOD. NO BENCHREST, NO TRIPODS

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