

Carbine Team (5 person team)

All events are 5 minutes

1. 7 Hanging 6” x 6” tiles – 100 yards
 2. Pigeon Board – 20 clays on backer (either side out) – 50 yards
 3. 10 hanging 4” tiles – 50 yards
 4. 10 hanging clay pigeons – 50yards
 5. 20 Charcoal briquets on backer – 25 yards
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Smoothbore Team (2 person team)

Both events are 5 minutes

1. Pigeon Board – 4 clays on backer, 2 hanging pigeons and 2 hanging 4” wooden blocks – 25 yards
 2. 3 Hanging 6”x6” tiles – 50 yards
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Repeating Rifle Team (2 person team)

One 3 minute event

Pigeon Board – (8 clays on backer), 4 hanging water bottles and 4 hanging pot silhouettes – 50 yards

Revolver Team (3 person team)

Three 90 second events

1. Pigeon Board – 9 clays on backer – 25 yards
 2. 6 hanging 4” tiles – 25 yards
 3. 6 hanging water bottles – 25 yards
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Mortar Team

100 yard stake event as per usual. Total of 7 shots, closest 5 shots count for score

Pick a Partner Team (2 person team)

One 5 minute event

10 hanging targets – 50 yards

Musket Team (5 person team)

Events one through four are 5 minute events

1. Pigeon board – 20 clays on backer (either side out) – 50 yards
2. 10 hanging 4” tiles – 50 yards
3. 10 hanging pigeons – 50 yards
4. 10 wooden blocks – 50 yards
5. 5 puff boards, 6” - rapid fire 2 minute event – 100 yards

NOTE: Skirmish Director reserves the right, at his discretion, to substitute target material for any team event.