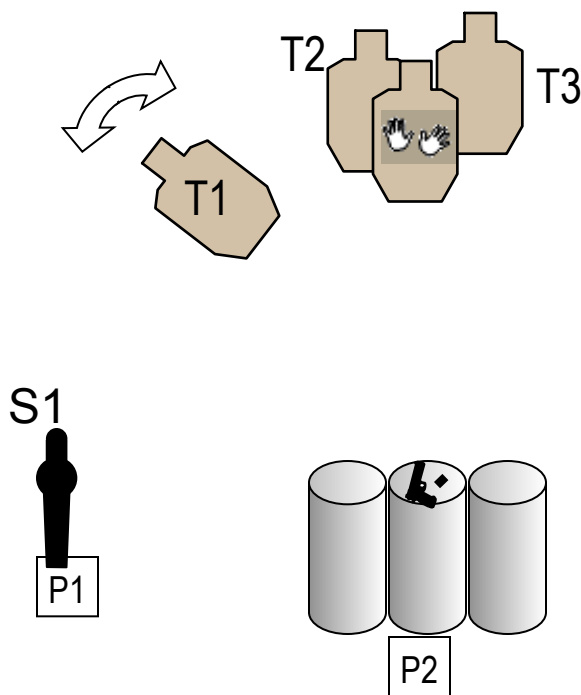


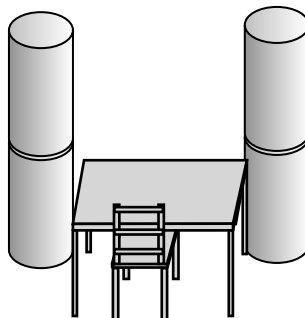
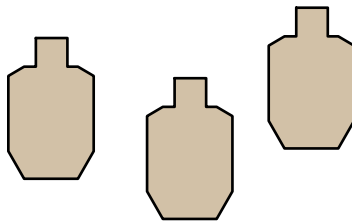
Stage 1: Back Yard: Battered Clerk

Scenario:	While working the graveyard shift at a local convenience store, you are confronted by a group of thugs, one of which breaks your arm with a baseball bat. Show your ambidextrous skills and save the day.
Start Position:	Standing at P1 with weak hand relaxed at side and strong hand shielding your head from attack (wrist must be above eye level). Loaded gun and spare ammo on center barrel at P2. No Concealment required.
Procedure:	<ul style="list-style-type: none"> • Push over S1 with your week hand and move to P2. • From low cover, at least 1 knee on the ground, at P2, engage T1 through T3 in tactical sequence with 3 rounds each (1,1,3,2,2). Weak hand only. <p>Note: both hands may be used for reloads and clearing malfunctions.</p>
Scoring/Rounds:	Vickers, 9+ rounds



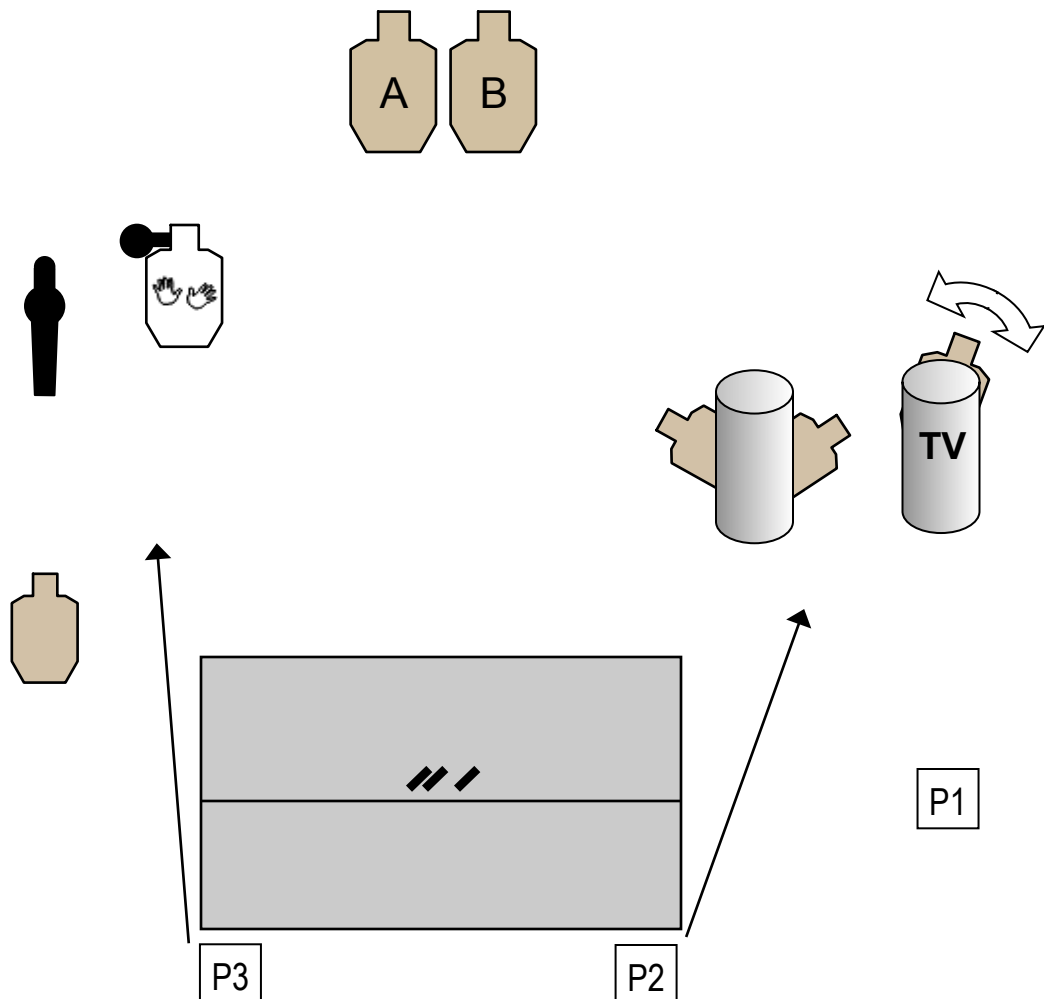
Stage 2: Steel Pen: Guard On the Ball

Scenario:	http://blog.rtba.co/real-footage-security-guard-calmly-shoots-armed-intruders/#.Uso1TtJDt0w While working as an armed guard at an internet café, three masked men enter the shop with guns drawn. You draw and engage them without hesitation.
Start Position:	Sitting behind table, holding a magazine with both hands in front of your face.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">• Stand up, then draw.• Engage each target with one round to each body between the barrels,• Then with one round to each body from the left side of the barrels,• Then with one round to each body from the right side of the barrels.• Head shots are misses on this string. Do not move forward of the table. <p>String 2:</p> <ul style="list-style-type: none">• (Same start position) Stand up, then draw.• Engage each head with two rounds each between the barrels.• Body shots are misses on this string. <p>The barrels are not cover, They are only present to force the shooter to move left and right.</p>
Scoring/Rounds:	Vickers, 15+ rounds



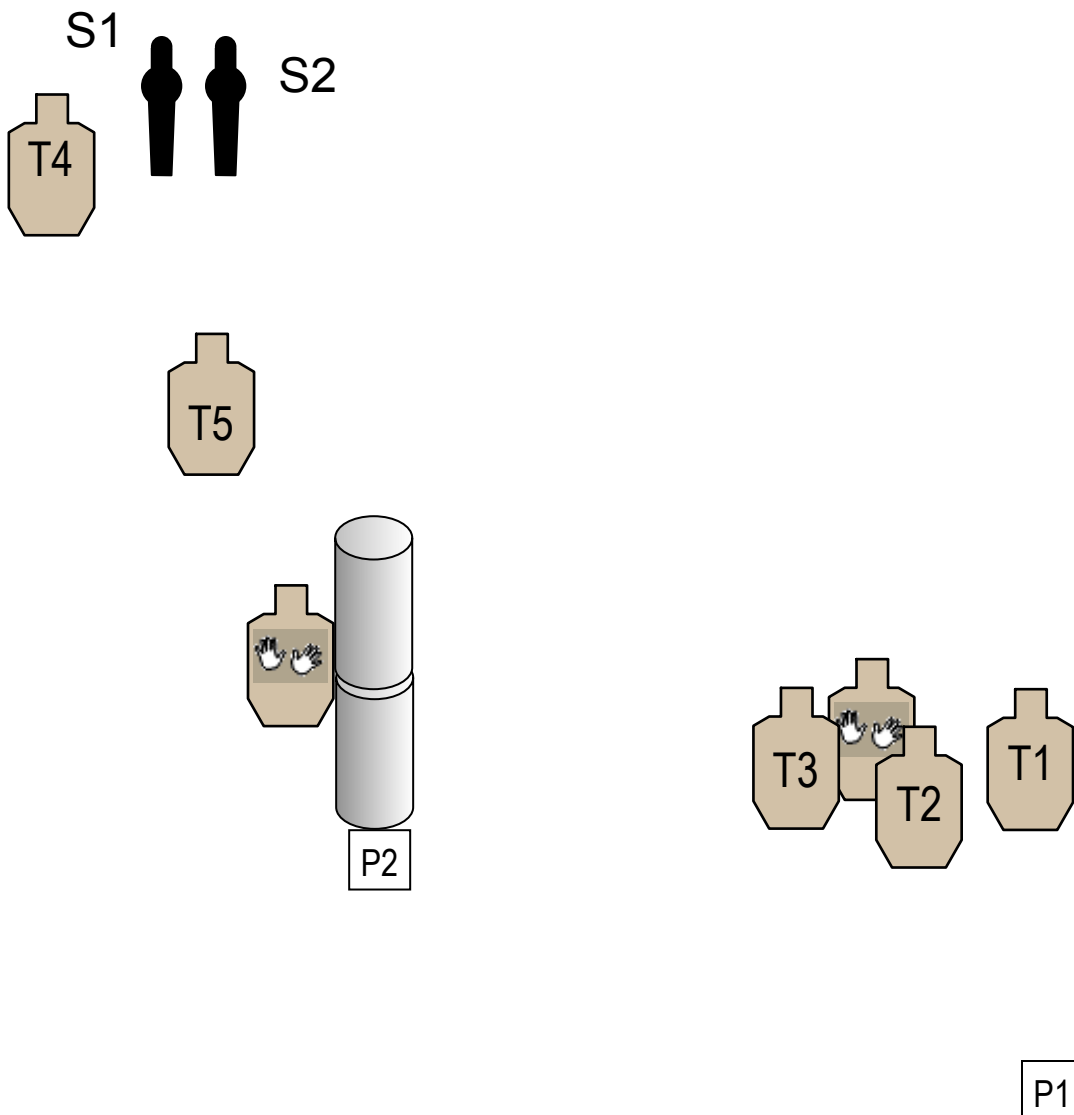
Stage 3: City Limits: Dry Fire

Scenario:	You are dry firing into your TV when thugs enter your home. Retrieve your live ammo from the next room and defend your home.
Start Position:	Standing at P1 aiming unloaded gun at TV, slide forward hammer down. Loaded magazines at center of wall on the cross bar.
Procedure:	<ul style="list-style-type: none"> •Engage paper targets with 2 rounds each using cover, knock down popper, and hit hostage taker head. •Swinging target and two partial targets must be engaged from P2. •Steel targets must be engaged from P3. •Targets A and B can be engaged from P2 or P3. <p>Range Crew:</p> <ul style="list-style-type: none"> •Pull the rope to activate the swinging target at the buzzer. •Inspect non-threat and paint any hits between shooters. •Re-set the hostage taker head to left side for every shooter.
Scoring/Rounds:	Vickers, 14 Rounds Minimum



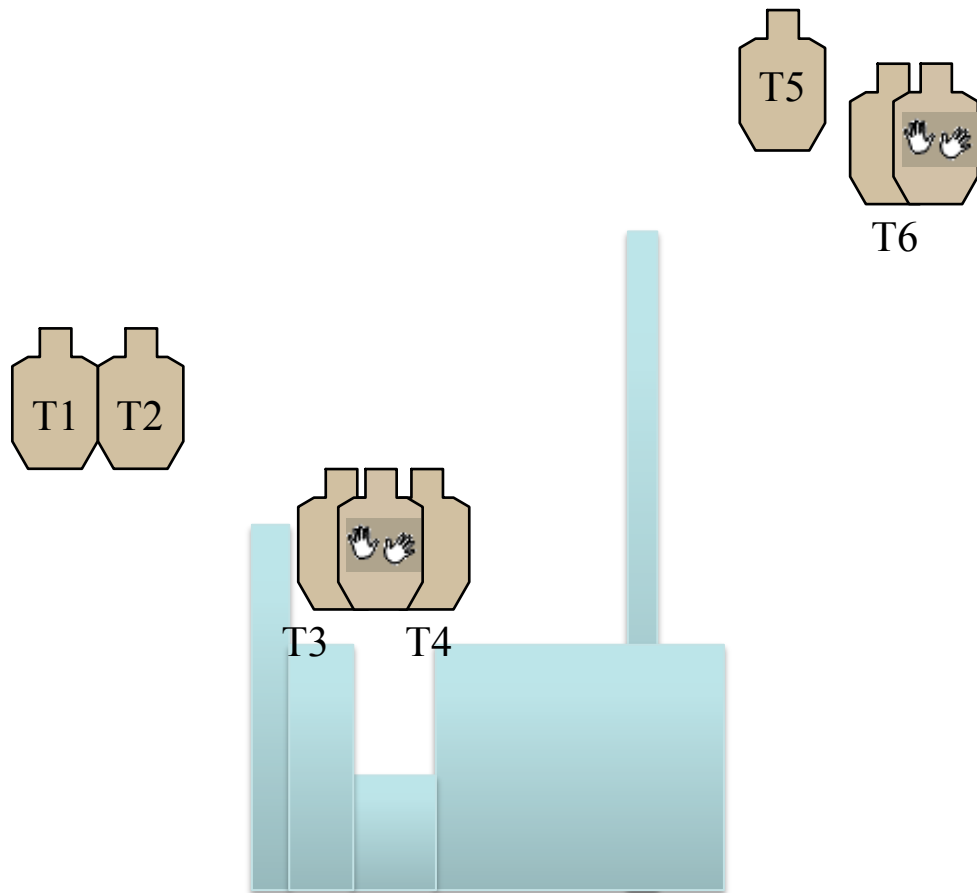
Stage 4: The Wall: Why does She do this to Me?

Scenario:	While walking through the park, your wife leaves you holding her purse while she heads to the restroom. While you stand there, sheepishly holding her purse, like a dead rabbit, you are noticed by a gang of miscreants, who see your purse holding as a major sign of weakness (see honey, I told you). Thankfully, that purse has your wife's gun and ammo.
Start Position:	Standing at P1, with the unloaded gun and 1 magazine in the purse, spare magazines on your belt, arms relaxed at sides and holding the purse in your weak hand, no concealment
Procedure:	<ul style="list-style-type: none">•Recover the gun and magazine and ditch the purse. then load and engage T1 through T3 with 2 rounds each in while moving to P2.•Move to P2 and engage T4 through T5 with 2 rounds each and S1 and S2 until down.
Scoring/Rounds:	Vickers, 12+ rounds



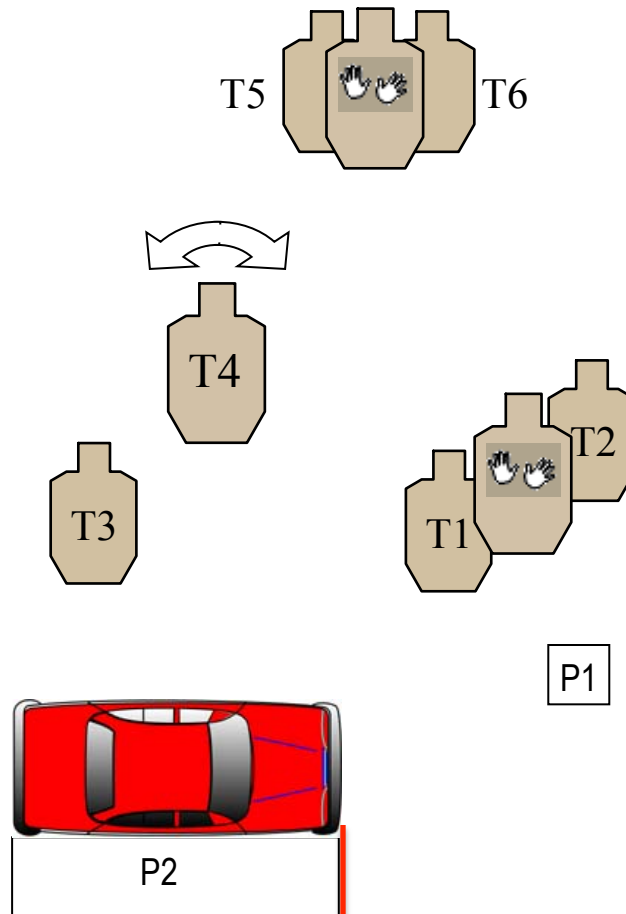
Stage 5: The Gulch: Bucket Brigade

Scenario:	You are working carrying your bucket of groceries home when you see bad guys in your house! Defend your family!
Start Position:	Standing at P1, toes touching the stick. Weak hand holding bucket. (Concealment Required)
Procedure:	<ul style="list-style-type: none"> • Draw and engage T1-T2 with two rounds in Tactical Sequence (1-2-1) while moving to cover. • The bucket must be held in the weak hand while shooting T1 and T2 but can be sat down once you are behind cover. • From Cover, engage T3-T6 with two rounds each.
Scoring/Rounds:	Vickers, 12+ rounds



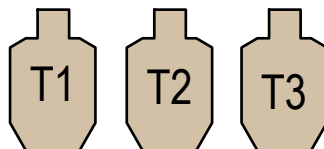
Stage 6 : Corral 1 : Coworker Liability

Scenario:	You and a coworker are leaving work. While walking to your cars, your coworker realizes he forgot to set the alarm. Needing to finish the conversation with them, you opt to wait. After a few minutes, you realize that your coworker is being brutalized by a band of thugs attempting to gain access to building.
Start Position:	Standing at P1, facing down range. Concealment required.
Procedure:	<ul style="list-style-type: none"> Engage T1 and T2 with 3 rounds each while moving to P2 From low cover, at least one knee on ground, at P2, engage T2 through T6 with 3 rounds each. <p>Note: Due to the snow we'll need another member of the squad to activate T4. This is to be done by pulling the rope the moment the shooters passes the red stick, before they get down on one knee.</p>
Scoring/Rounds:	Vickers, 18+ rounds



Stage 7: Corral 2: Conditional States

Scenario:	Different states have very different laws regulating open and concealed carry. Demonstrate how a few of these laws affect your ability to defend yourself when seconds count.
Start Position:	Standing at P1 with your gun unloaded in holster. Have your concealment garment ready for the 3rd string.
Procedure:	<p>String 1: Starting without concealment and the gun unloaded (Condition 4)</p> <ul style="list-style-type: none">Engage T1 with 2 rounds <p>String 2: Starting without concealment and a loaded magazine in the gun, but the hammer down on an empty chamber. (Condition 3)</p> <p>Note: revolvers need to start with 2 empty chambers and the cylinder positioned so 2 trigger pulls are required to fire the first shot</p> <ul style="list-style-type: none">Engage T2 with 2 rounds <p>String 3: Starting with concealment and a loaded gun (Condition 1)</p> <ul style="list-style-type: none">engage T3 with 2 rounds <p>Note: Being complaint with local laws is absolutely critical. Thus, a PE will be issued if the firearm is not in the correct condition for each string. There are no reshoots for mental errors.</p>
Scoring/Rounds:	Limited Vickers, 6 rounds



P1

Stage 8: Corral 3: Six Gun Sucking

Scenario:	Your rod runs empty during a gunfight, so you adapt, improvise, and overcome.
Start Position:	Start back to targets at either table. Exactly 6 rounds in you gun, sitting on table. Exactly 6 rounds in previous shooter's gun, sitting on other table. No spare ammo for either gun.
Procedure:	<ul style="list-style-type: none">•Engage the targets until your gun is completely unloaded.•Leave your gun on the first table (muzzle down range) and finish with the other gun.•Paper targets get two rounds each, head shot steel targets must fall. <p>Note:</p> <ul style="list-style-type: none">• A PE penalty WILL apply if you don't fire once at each steel target and twice at each cardboard target. (like normal)• A reshoot will be given if the previous shooter's gun malfunctions (prop malfunction) , but not if the shooter's own gun has issues.
Scoring/Rounds:	Vickers, 11 Rounds Minimum, 12 Rounds Maximum

