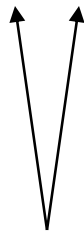
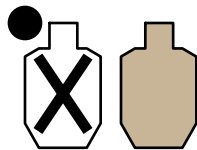
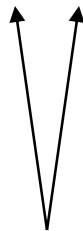
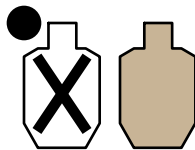


Stage 1: Pit: Restricted

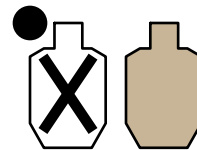
Scenario:	Skills Test
Start Position:	•P1, all equipment concealed
Procedure:	<ul style="list-style-type: none">•String 1: Hit the hostage taker head <u>freestyle</u>, then fire three shots at the paper target <u>freestyle</u>.•String 2: Hit the hostage taker head <u>freestyle</u>, then fire three shots at the paper target <u>strong hand only</u>.•String 3: Hit the hostage taker head <u>freestyle</u>, then fire three shots at the paper target <u>weak hand only</u>.
Scoring/Rounds:	Vickers, 12 rounds maximum



P1



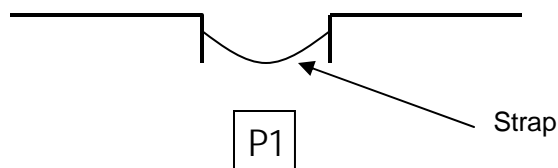
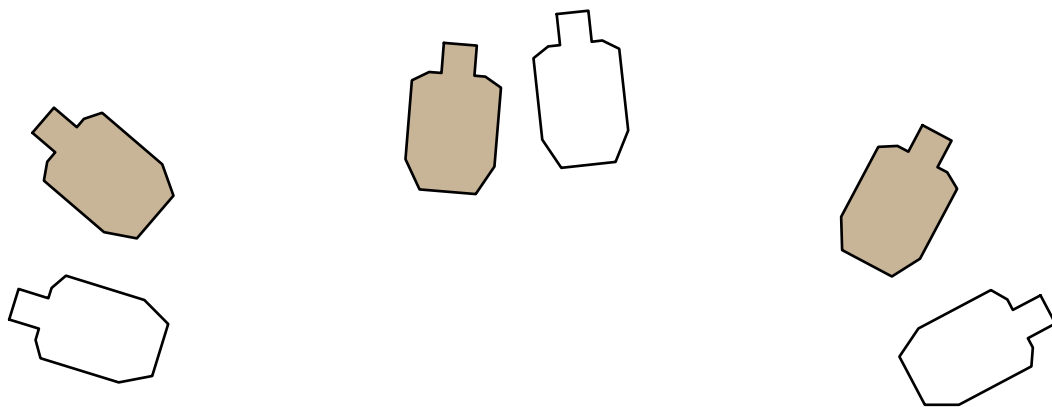
P2



P3

Stage 2: Barn: Trax Attax II

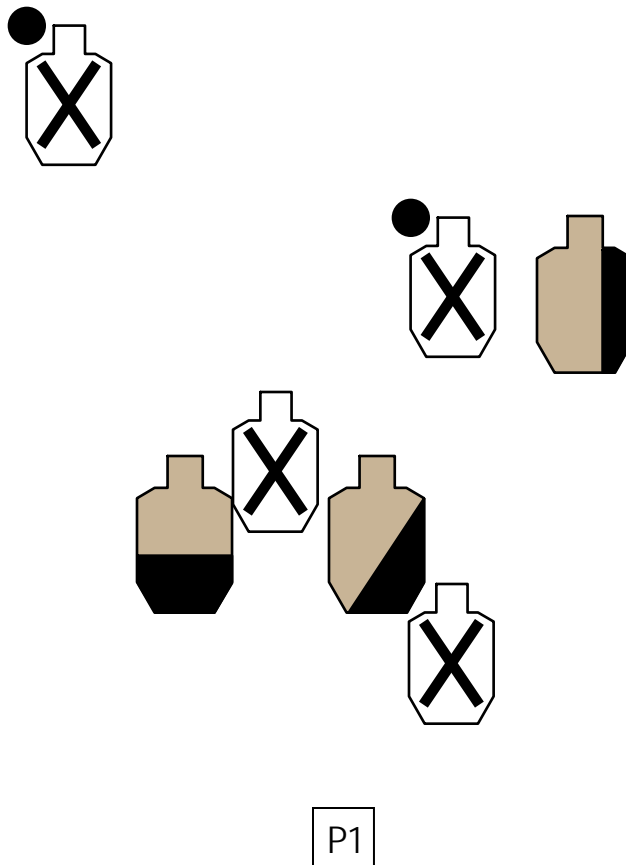
Scenario:	Several farging bastages attack the UTA light rail. What morons. You engage them while holding on to the hand rail.
Start Position:	P1 with gun and ammunition carriers concealed. One hand holding strap overhead.
Procedure:	<ul style="list-style-type: none">•Engage all targets with three rounds each while holding the strap with either hand.•Shooter may let go of strap to reload, but must grab strap while firing.•Squad should stand inside the barn, behind the shooter. Do not walk along side of the barn.
Scoring/Rounds:	Vickers, 18 Rounds Minimum



Window in Back of Barn

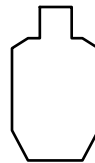
Stage 3: Backyard: Bank Robbery

Scenario:	A bank robbery goes down right before your eyes. The robbers turn their backs, and you engage them. Fearing hidden body armor, you take head shots.
Start Position:	<ul style="list-style-type: none">•All equipment concealed•Kneeling on carpet at P1
Procedure:	<ul style="list-style-type: none">•Engage T1, T2, and T3 with 3 rounds to the body and one to the head and engage the hostage takers with one round to the head.•Engage targets near to far.
Scoring/Rounds:	Vickers, 14 Rounds Minimum



Stage 4: Steel Pen: Backyard: Retention

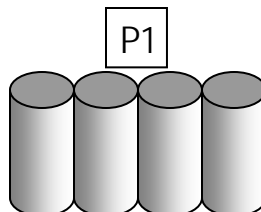
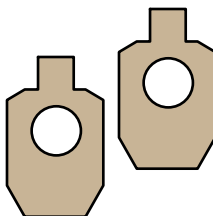
Scenario:	Several thugs get the drop on you and you must engage them from close range. Rather than hand your gun to them, you fire from a close retention position. You've only got a six shooter on you, so make each shot count.
Start Position:	<ul style="list-style-type: none"> •Back against barrels at P1. •Begin with all equipment concealed for strings 1 and 2.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> •Engage T1 and T2 (any order) with only 2 rounds each from retention. Then •Engage T3 with only 2 rounds freestyle, retention not required <p>String 2:</p> <ul style="list-style-type: none"> •Repeat string 1 <p>String 3:</p> <ul style="list-style-type: none"> •Begin with the gun in your weak hand, pointed 45° down, finger off trigger. •Engage T1 and T2 weak hand only from retention. •Engage T3 weak hand only, retention not required <p>Retention: Keep your firing forearm or elbow against your body. Do not extend your arm (or you'll get a PE).</p>
Scoring/Rounds:	Limited Vickers, 18 Rounds



T3 - Steel target

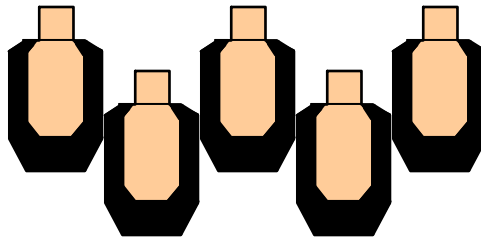
Cut the -0 circles out of these targets.

Targets 5' and 6' tall



Stage 5: City Limits: Shoot Me Clean

Scenario:	Standards
Start Position:	Standing with back to targets
Procedure:	<p>String 1: From P1: Turn, draw, and fire two rounds at each body in tactical sequence (1,1,1,1,2,1,1,1,1).</p> <p>String 2: From P2: Turn, draw, and fire two rounds at each head in tactical sequence (1,1,1,1,2,1,1,1,1).</p>
Scoring/Rounds:	Limited Vickers, 20 rounds. Each target should have two rounds in each body and two rounds in each head.

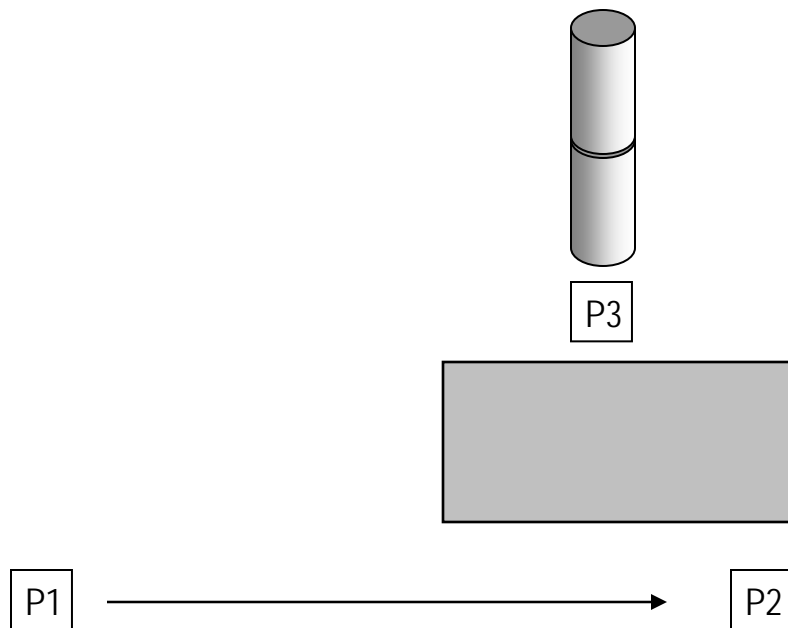
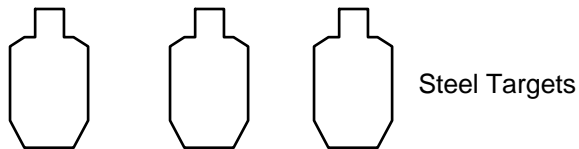


P2

P1

Stage 6: Wall: Iron Man

Scenario:	Three assailants refuse to go down, so you keep shooting and moving.
Start Position:	•Standing at P1
Procedure:	•Engage each target with 2 rounds while moving from P1 to P2. Then •Engage each target with 2 rounds from the right side of cover at P2 . Then •Engage each target with 2 rounds from P3.
Scoring/Rounds:	Vickers, 18 rounds minimum

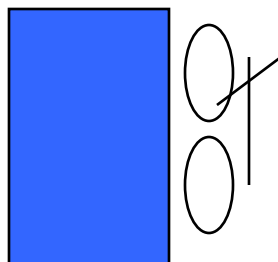


Stage 7: Gulch: Andy Brown

Scenario:	<p>In 1994 military police officer Andy Brown single handedly took down an active shooter at a military hospital with his 9mm Beretta 92, firing four shots at a distance of 70 yards.</p> <p>Two of Andy's four rounds struck the assailant and ended the rampage which left 5 dead and over 20 injured. Andy was on bike patrol, and rode to the scene when he heard the call.</p>
Start Position:	Straddling the bicycle at P1 with both hands on handlebars.
Procedure:	<ul style="list-style-type: none">•Dismount the bike and drop it.•Fire at least 4 shots, standing, kneeling, or prone. Only the best two hits will be scored.
Scoring/Rounds:	Vickers, 4 Rounds Minimum. Only the best two hits will scored. Assign a FTN penalty if the target does not have at least one -0 or -1 hit.



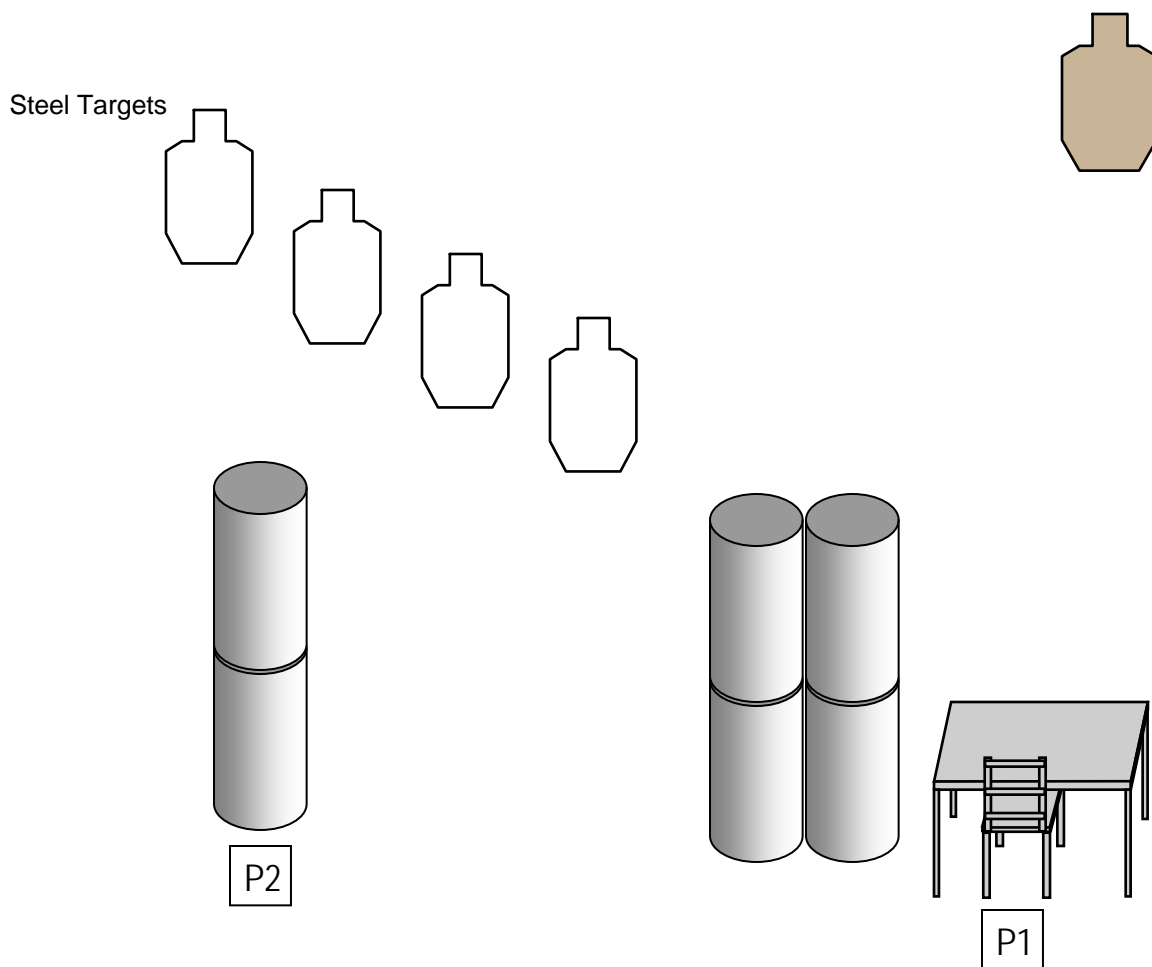
Target at 40 yards (not 70).



Large carpet and bike

Stage 8: Corral 1: Readin' the Trib

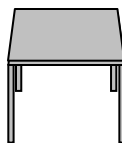
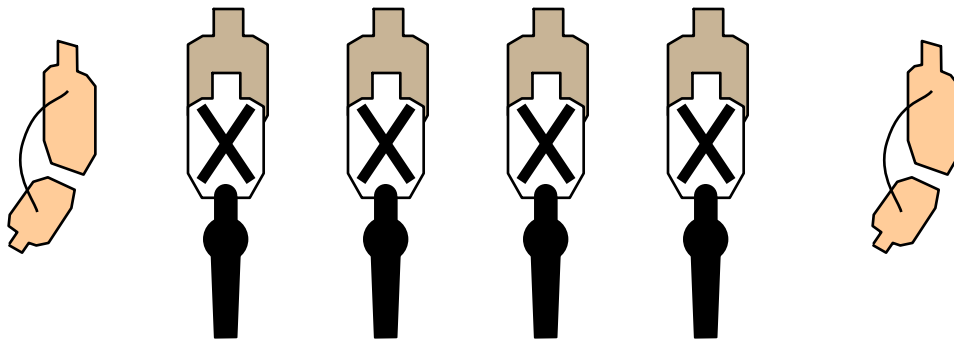
Scenario:	You are reading the morning paper and an armed stranger crashes through your kitchen door.
Start Position:	<ul style="list-style-type: none"> •Seated at P1, loaded gun on table under a newspaper, holding a second newspaper in front of your face with both hands.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> •Fire two shots at the paper target while seated. Then •Engage the steel targets with one round each while moving to P2. Then •Using cover at P2, engage the steel targets again with one round each. <p>•String 2:</p> <ul style="list-style-type: none"> •Repeat string 1, except all shots must be fired strong hand only.
Scoring/Rounds:	Vickers, 20 Rounds Minimum



Stage 9: Corral 2: Over/Under

Scenario:	Skills Test
Start Position:	•Standing at P1, 6 rounds total in gun.
Procedure:	•Engage steel and falling targets until down, and paper targets with 2 rounds, any order. •The four pepper poppers must be shot from under the table.
Scoring/Rounds:	Vickers, 14 Rounds Minimum

Falling targets
with T-shirts



P1

Stage 10: Corral 3: Cornered Rat

Scenario:	You have attempted to avoid some ganstas' who are robbing the store you happened to be patronizing. Now you are cornered and must defend yourself.
Start Position:	Standing at P1 with strong and weak hands holding swinger cords
Procedure:	<ul style="list-style-type: none"> •At the buzzer, pull the cords to start the swingers, kneel and engage all targets with 2 rounds each, any order. Then •Engage all targets with one round to the head, any order. <p>Note: Do not walk over the short berm, walk around the end to tape and reset.</p>
Scoring/Rounds:	<p>Vickers, 12 Rounds Minimum</p> <p>Only full round bullet holes count as hits on the targets. Holes caused by partial bullets, ricochets, and bullet splatter are misses.</p>

