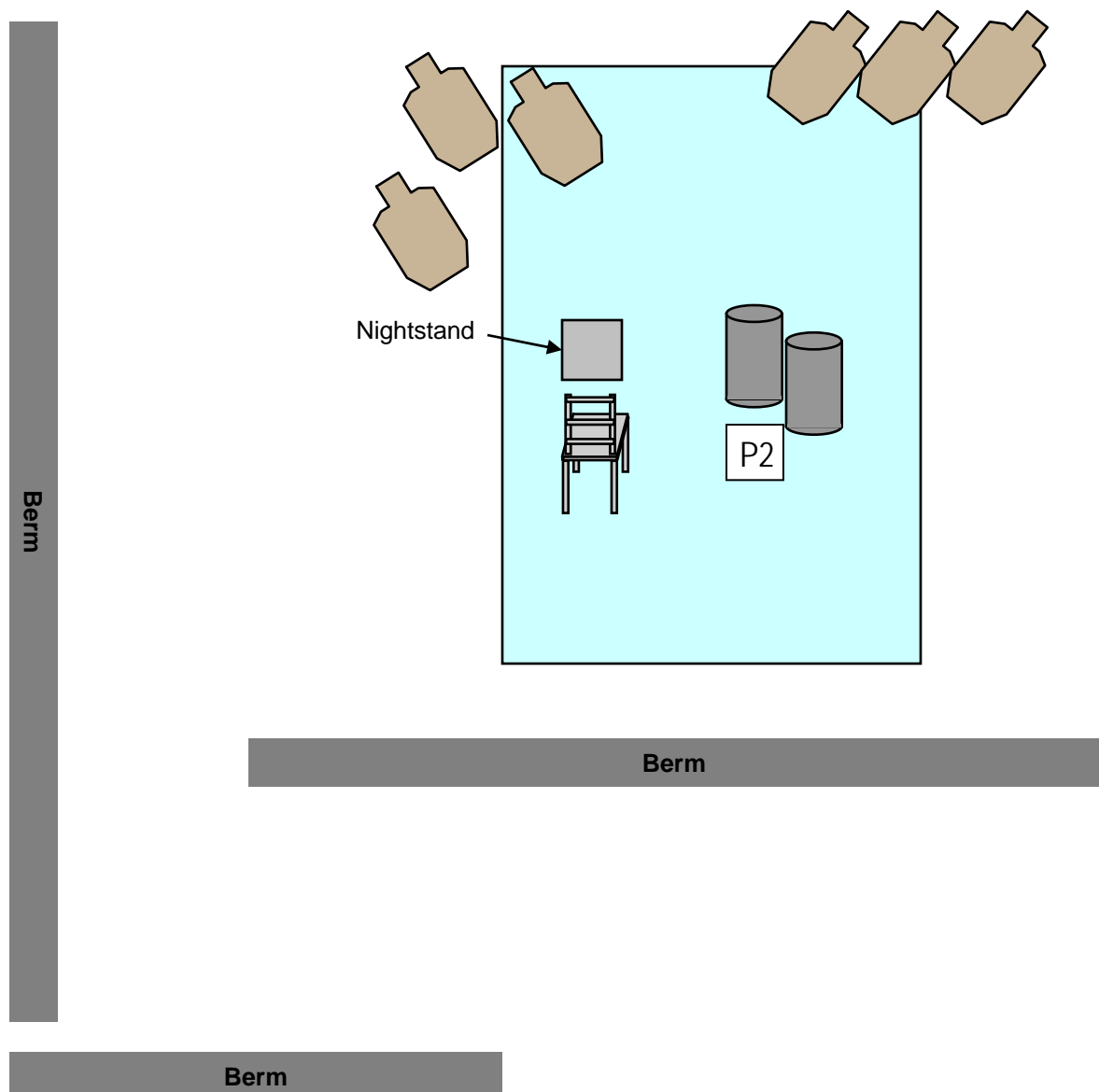


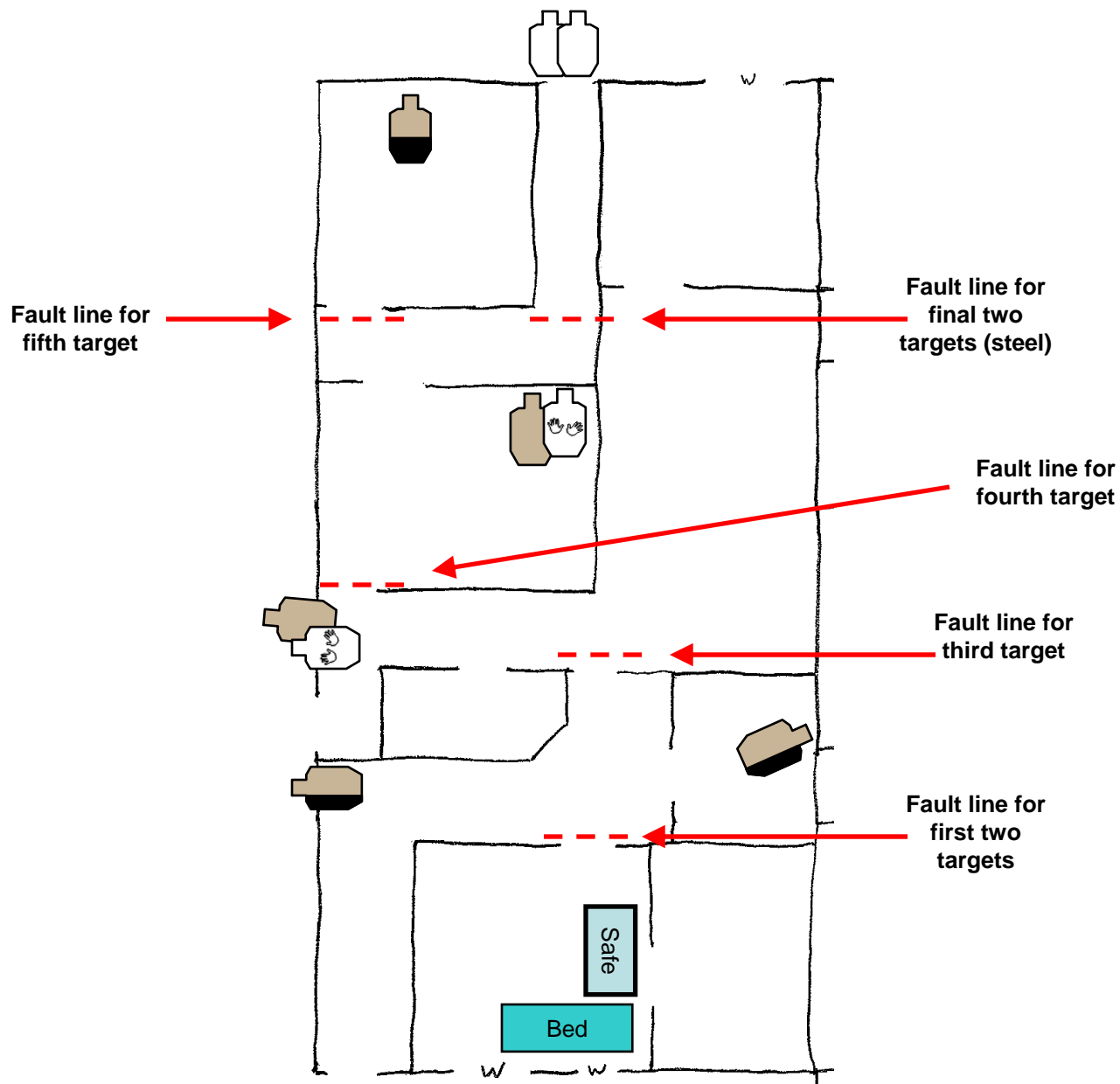
Stage 1: Pit: One Night Stand

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| Scenario: | Skills test |
| Start Position: | <ul style="list-style-type: none"> •P1 sitting on chair, hands on knees. •Loaded gun, all spare mags, and light in night stand. •Gun mounted lights/lasers are OK on this stage. |
| Procedure: | <ul style="list-style-type: none"> •While seated, engage the left targets with two rounds each. Then •Move to P2, kneel and engage the right targets with 2 rounds each. Then •Engage all 6 targets with 1 round to the head while kneeling. |
| Scoring/Rounds: | Vickers, 18 rounds minimum |



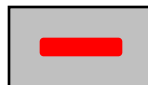
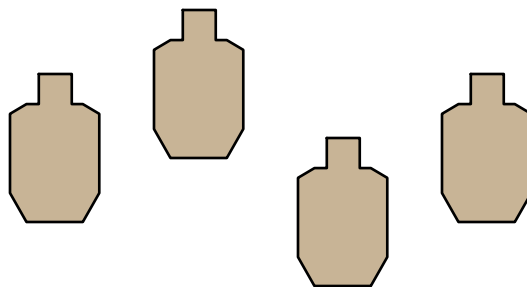
Stage 2: Barn: Snorzzz

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| Scenario: | You are dreaming of the next Utah professional team when you hear someone kicking in your front door. |
| Start Position: | <ul style="list-style-type: none"> •Loaded gun and all ammo in safe, door closed. Light on low. •Club flashlight in safe, turned off. You may not use your own light/laser. •Lying flat on your back, head down, heels down, palms down, eyes shut. Make a snoring sound when ready. |
| Procedure: | <ul style="list-style-type: none"> •Open safe, grab spare mags, light, and THEN pick up gun. •Engage all targets with two rounds each. •Fire at the targets when they are first visible. Do not fire on the targets after advancing past the red lines. |
| Scoring/Rounds: | Vickers, 14 rounds minimum |



Stage 3: Backyard: Flarezz

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| Scenario: | Standards |
| Start Position: | Standing at P1, concealed. Flare burning, no lights used on this stage. |
| Procedure: | <p>String 1:</p> <ul style="list-style-type: none">•Draw and engage each target with 2 rounds to the body, then engage each target with 1 round to the head. <p>•String 2:</p> <ul style="list-style-type: none">•Draw and engage each target with 2 rounds each strong hand only. <p>•String 3:</p> <ul style="list-style-type: none">•Draw, transfer gun to weak hand, engage each target with one round each weak hand only. <p>Score 5 to each body and 1 to each head.</p> |
| Scoring/Rounds: | Limited Vickers, 24 Rounds Minimum |

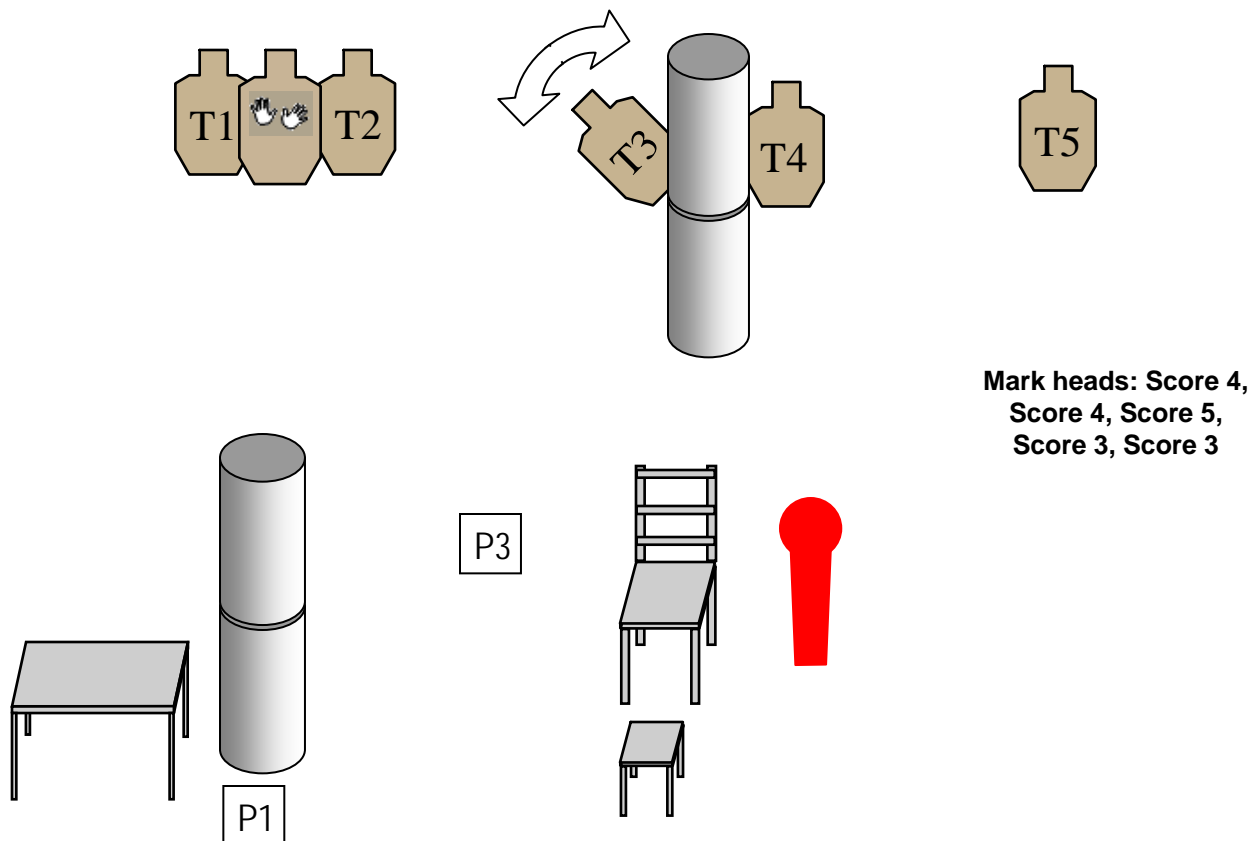


Flare on cinderblock

P1

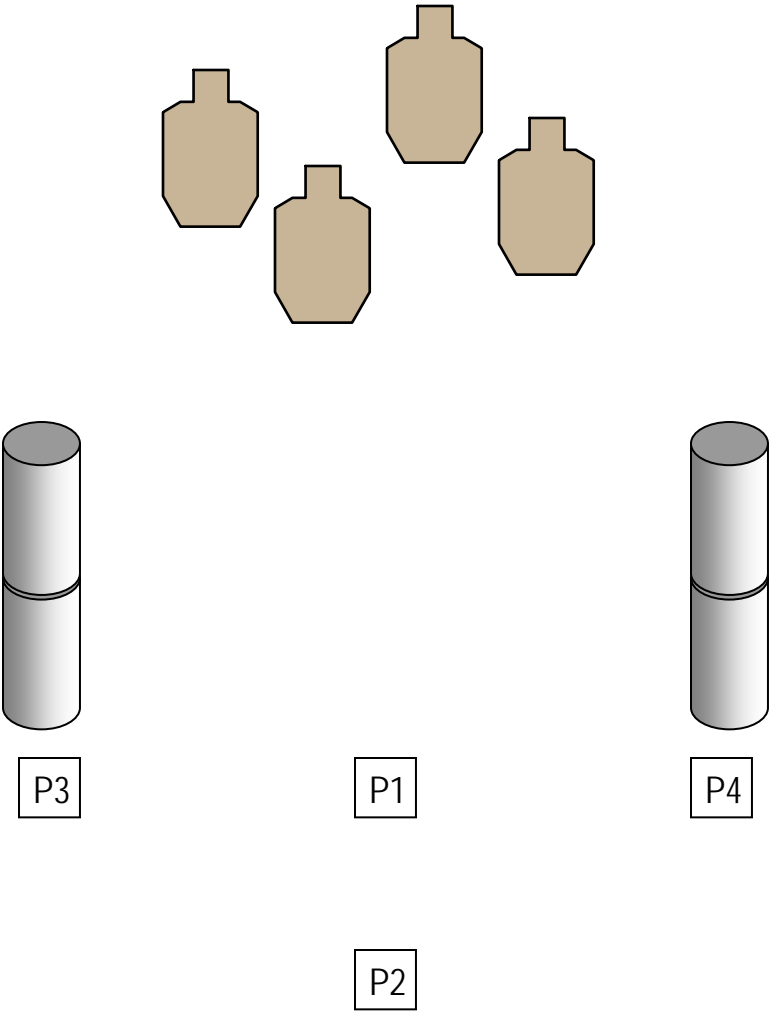
Stage 4: Steel Pen: BUG Stage: Pocket Lint

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| Scenario: | Engage homicidal attackers from a variety of starting conditions. |
| Start Position: | Handgun loaded to 5 rounds max. No Concealment Required. |
| Procedure: | <ul style="list-style-type: none"> •String 1: Shooter will begin this stage standing behind barricade at P1 with handgun at low ready. At the signal shooter will engage T1-T2 with 2 rounds each from either side of barrels. 4 rounds min, 5 max. •String 2: Shooter will place loaded gun on table at P1. Shooter will seated with back against chair, feet on footrest, ankles crossed holding newspaper with both hands. At the signal discard the paper, push red popper down and move to P1. Retrieve handgun and engage T3 with 3 rounds, then engage T4 and T5 with 1 round each. 5 rounds only. •String 3: Shooter will start with gun at low ready at P3. At signal, fire one round at each target T1 through T5. Shooter may move any where forward or to the side of P3 after the buzzer to get clear shots at targets so long as they do not break the 180. 5 rounds only. T3 will be vertical (don't re-set swinger yet). •String 4: Repeat string 3 Strong Hand Only. 5 rounds only <p>Score best 4 hits on T1, T2. Best 5 hits on T3, Best 3 hits on T4 and T5.</p> |
| Scoring/Rounds: | Vickers, 19 Rounds Minimum, 20 rounds maximum. No reloading on the clock. |



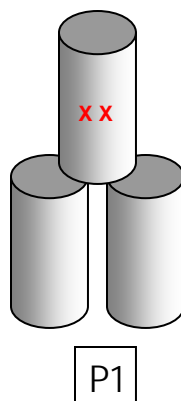
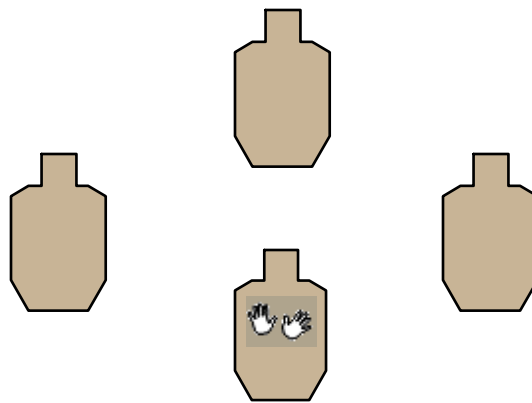
Stage 5: City Limits: BUG Stage: Four for Five

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| Scenario: | Engage four bad guys in a variety of different colors and flavors. |
| Start Position: | Begin each string facing the targets, gun loaded with 5 rounds max, gun at low ready. |
| Procedure: | <ul style="list-style-type: none">•String 1: Begin at P1. Engage targets in any order with 1 round each while retreating to P2.•String 2: Begin at P2. Engage targets in any order with 1 round each while advancing to P1.•String 3: Begin at P3. Engage targets in any order with 1 round each while on the move to P4.•String 4: Begin at P4. Engage targets in any order with 1 round each while on the move to P3. <p>Score best 4 hits on each target.</p> |
| Scoring/Rounds: | Vickers, 16 Rounds Minimum, 20 rounds maximum. No reloading on the clock. |



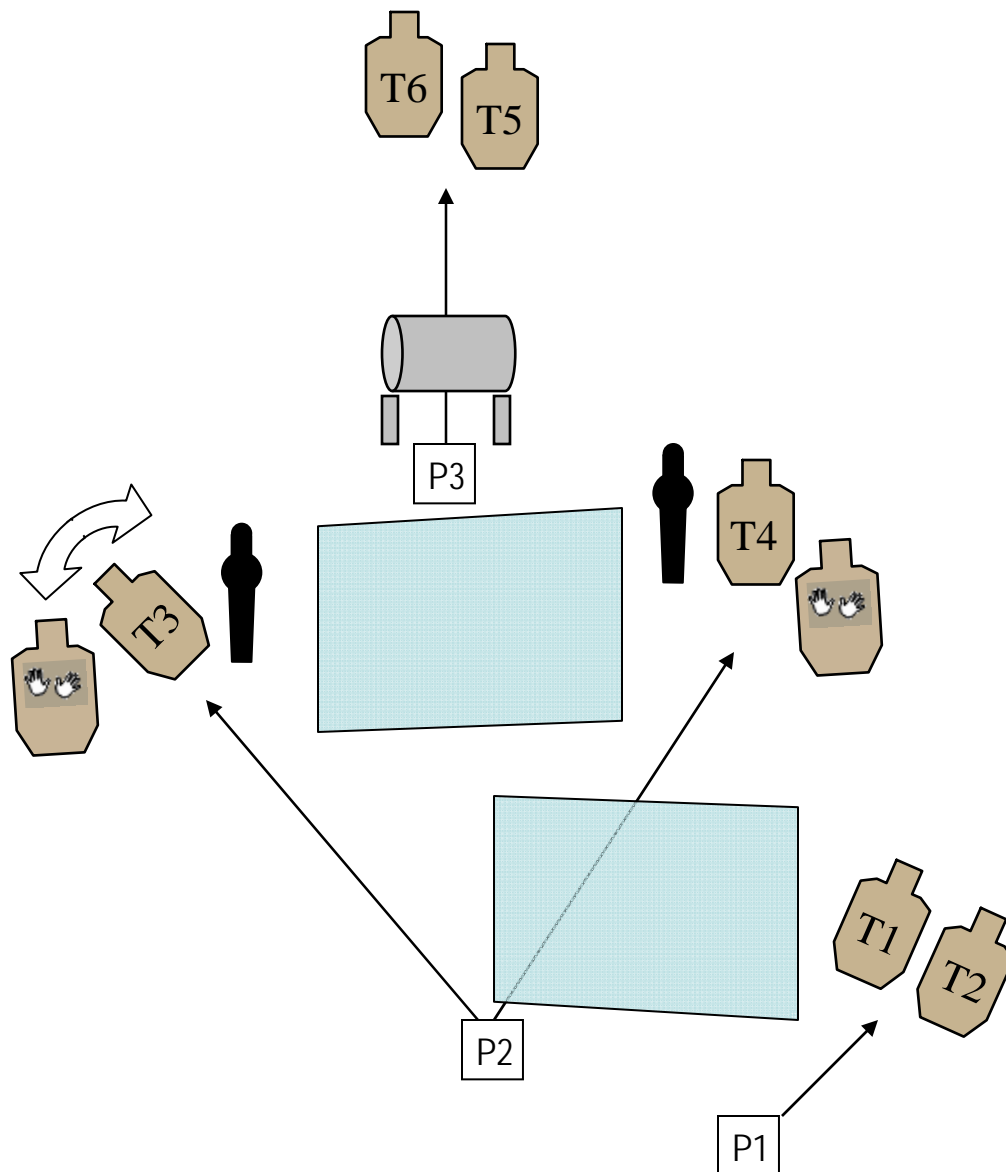
Stage 6: Wall: BUG Stage: Limited Roundzz

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| Scenario: | A skills test stage. |
| Start Position: | Hands touching X's on center barrel, gun loaded with 3 rounds maximum on each string. |
| Procedure: | <ul style="list-style-type: none"> •String 1: Loaded gun pointing down range on right barrel. Engage T1-T3 with right hand only from the right side of the center barrel with 1 round each. •String 2: Same as string 1 but left hand only from left side of center barrel. •String 3: Loaded gun on the ground by shooter's feet, pointed down range. Retrieve gun and engage T1-T3 through the gap between the barrels with 1 round each. |
| Scoring/Rounds: | Limited Vickers, 9 rounds maximum. No reloading on the clock. |



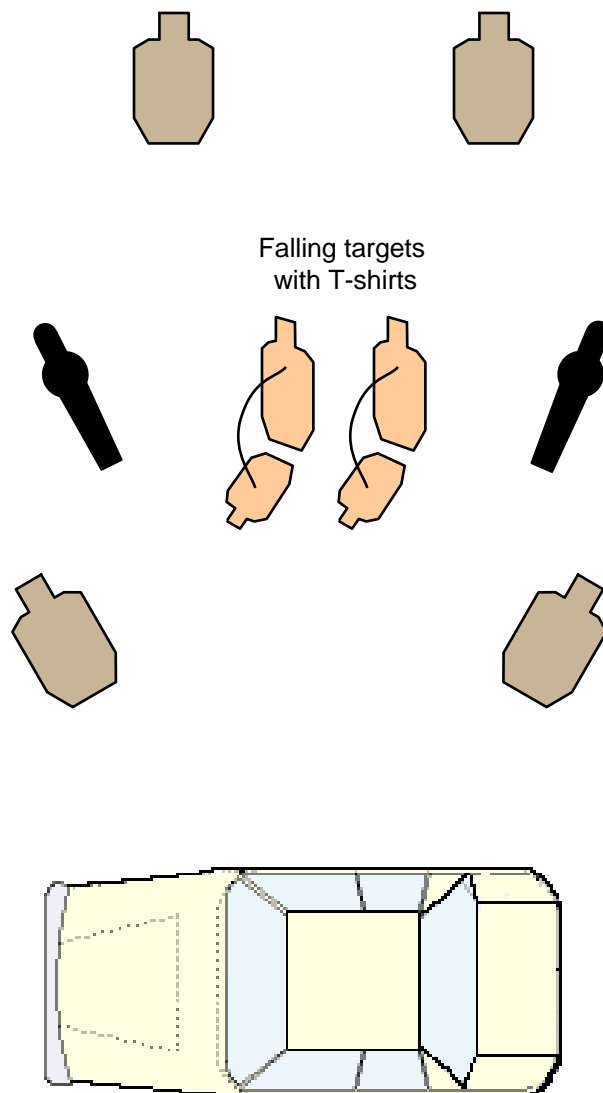
Stage 7: Gulch: Walzz

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| Scenario: | While heading back to your car in the parking garage, you encounter some homeys looking to get paid. |
| Start Position: | P1 concealed. Flashlight in pouch or pocket at waist level. No gun mounted lights/lasers. Range crew activates the swinger at the buzzer. |
| Procedure: | <ul style="list-style-type: none"> •Engage T1 and T2 from P1 or while backing up from P1. •From P2 engage T3, the two poppers, and T4. •At P3, go prone and engage T5 and T6 from under the “car” (barrel). <p>Paper targets get two rounds each, knock steel targets down.</p> <p>Range crew: Activate the swinger immediately at the buzzer.</p> |
| Scoring/Rounds: | Vickers, 14 rounds minimum |



Stage 8: Corral 1: Car Blasting

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| Scenario: | A zombie apocalypse type stage from inside a car. Watch out for hot brass. |
| Start Position: | <ul style="list-style-type: none">•Load the gun with 6 rounds max. Set gun inside car on front passenger seat, muzzle to targets.•Climb in car. Pick up gun, finger off trigger, low ready. Light in hand if desired.•Light may be on before buzzer if desired.•Gun mounted lights/lasers are OK on this stage. |
| Procedure: | <ul style="list-style-type: none">•Engage paper targets with 2 rounds to the body and one to the head and engage falling targets until down. Targets must be engaged in tactical priority – closest targets first. |
| Scoring/Rounds: | Vickers, 16 rounds minimum |



Stage 9: Corral 2: Bad Light

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| Scenario: | You fumble your flashlight when accosted in a parking lot. |
| Start Position: | Flashlight turned on at P2, on the carpet, pointed wherever the shooter likes. Concealed. No gun mounted lights/lasers. |
| Procedure: | <ul style="list-style-type: none">•Engage the first 4 targets anywhere between P1 and P2 with 3 rounds each.•CAREFULLY pick up the flashlight at P2 and hold it while engaging T5 with 3 rounds and the pepper popper until down from the right side of the barrel. <p>Shooter should “air gun” practice picking up the flashlight while keeping the gun pointed in a safe direction several times.</p> |
| Scoring/Rounds: | Vickers, 16 rounds minimum |

