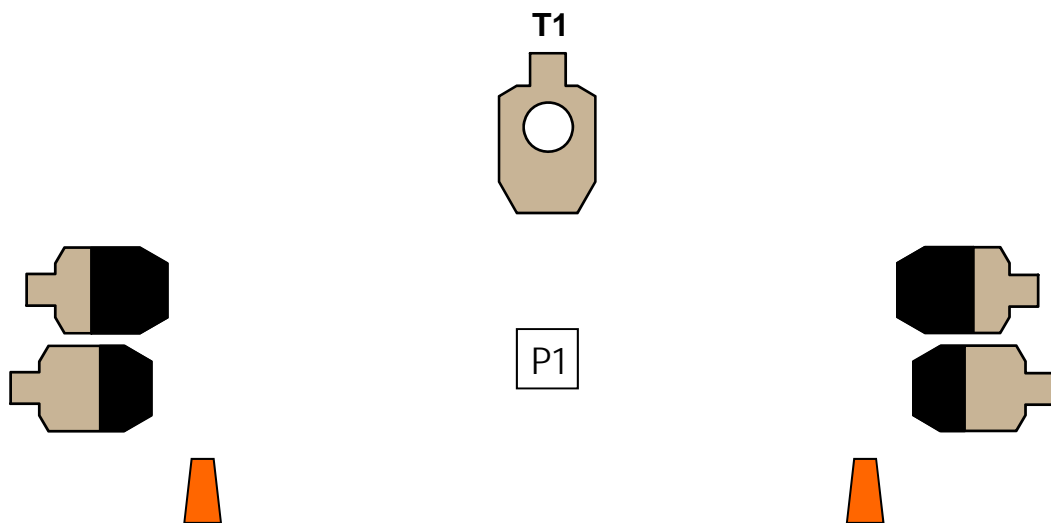


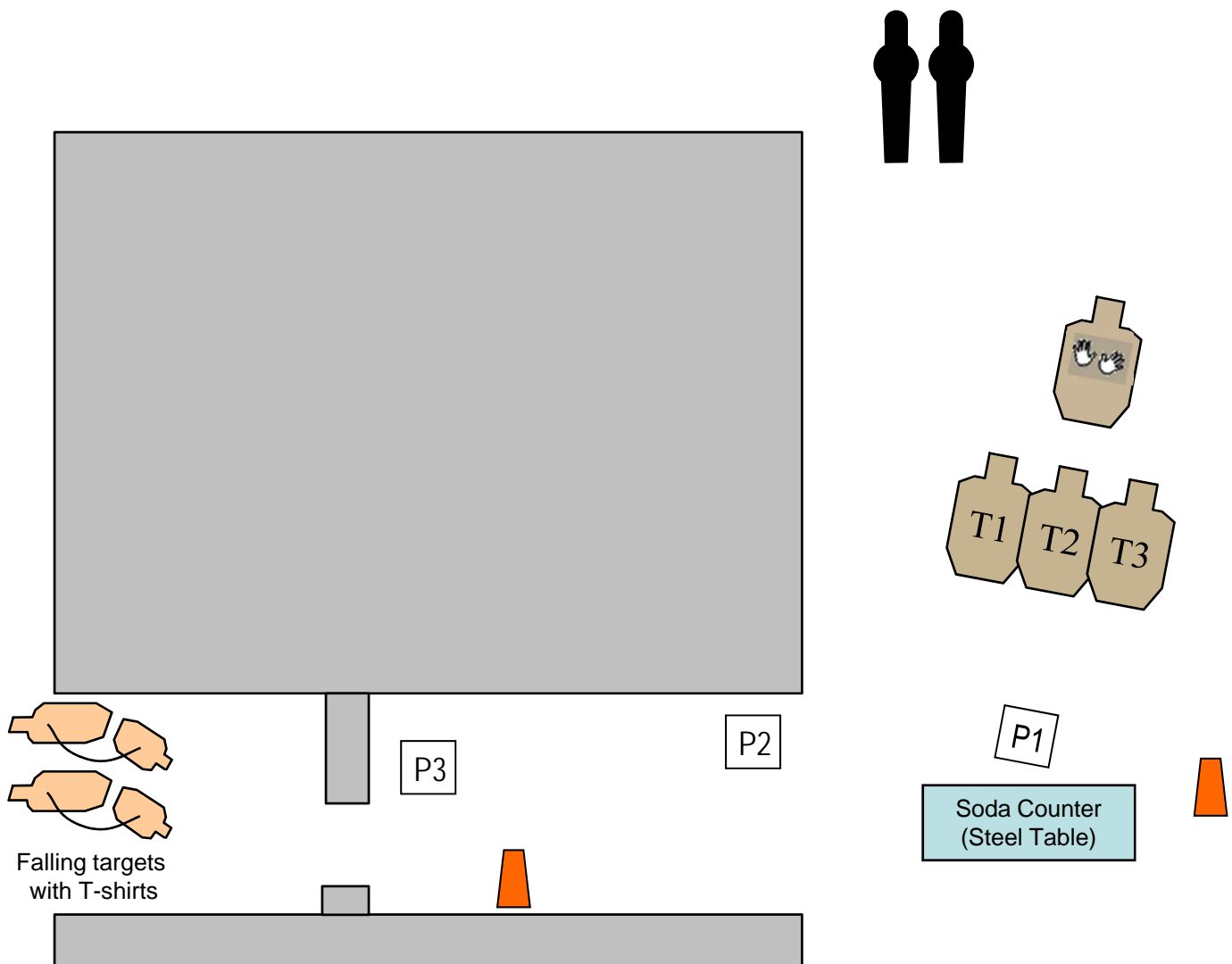
Stage 1: Pit: Parking Lot

Scenario:	Several miscreants close in on you in a parking lot brandishing weapons. As you engage the leader, the others move behind cover but refuse to break off the attack.
Start Position:	•P1 all equipment concealed
Procedure:	•Engage T1 with 3 rounds from retention, with strong arm or elbow against ribs. Then •Engage the remaining targets with 3 rounds each.
Scoring/Rounds:	Vickers, 15+ rounds



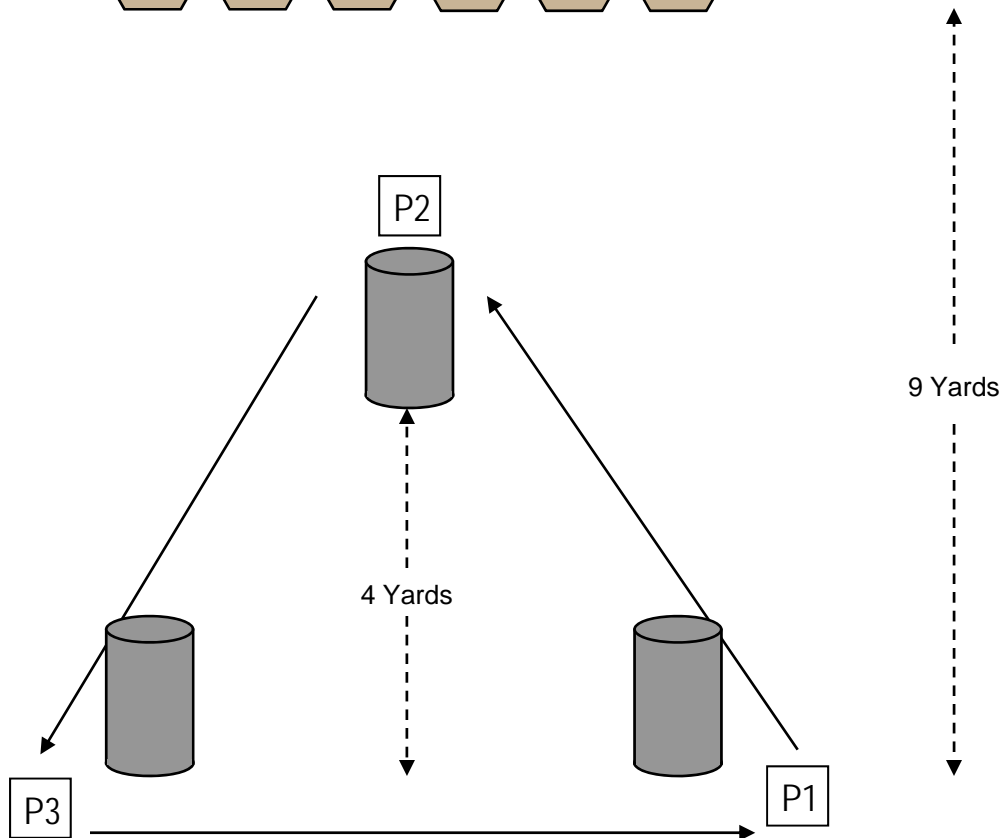
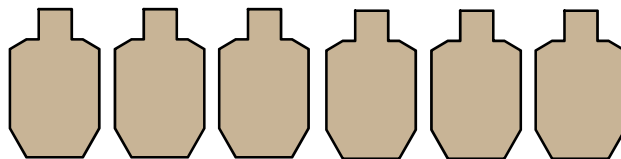
Stage 2: Barn: Diet Coke in the Barn

Scenario:	While refilling your soda at a restaurant, a robbery begins. You get a few rounds off before your strong arm is disabled.
Start Position:	P1 with back to targets, holding a soda cup in strong hand as if refilling it, lid in weak hand, gun and ammunition holders concealed
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> •Engage T1 – T3 with two rounds each freestyle. (Don't shoot the barn.) •From P2 engage the poppers strong hand only. •From P3 engage the final two falling targets strong hand only until down. •Reload as necessary using both hands. <p>Safety Notes:</p> <ul style="list-style-type: none"> •Turn THEN draw. Squad will be behind the steel table. •Be careful with your muzzle direction.
Scoring/Rounds:	Vickers, 10+ rounds



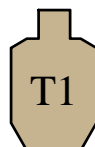
Stage 3: Backyard: Triangle Drill

Scenario:	Skills Test
Start Position:	P1, 6 rounds only in gun, 6 rounds only in all spare magazines.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Engage T1-T6 with one round while moving from P1 to P2. You may stop moving during the reload but must begin moving before firing.•Engage T1-T6 with one round while moving from P2 to P3. You may stop moving during the reload but must begin moving before firing.•Engage T1-T6 with one round while moving from P3 to P1.
Scoring/Rounds:	Limited Vickers, 18 Rounds Only



Stage 4: City Limits: Bill Drill Plus One

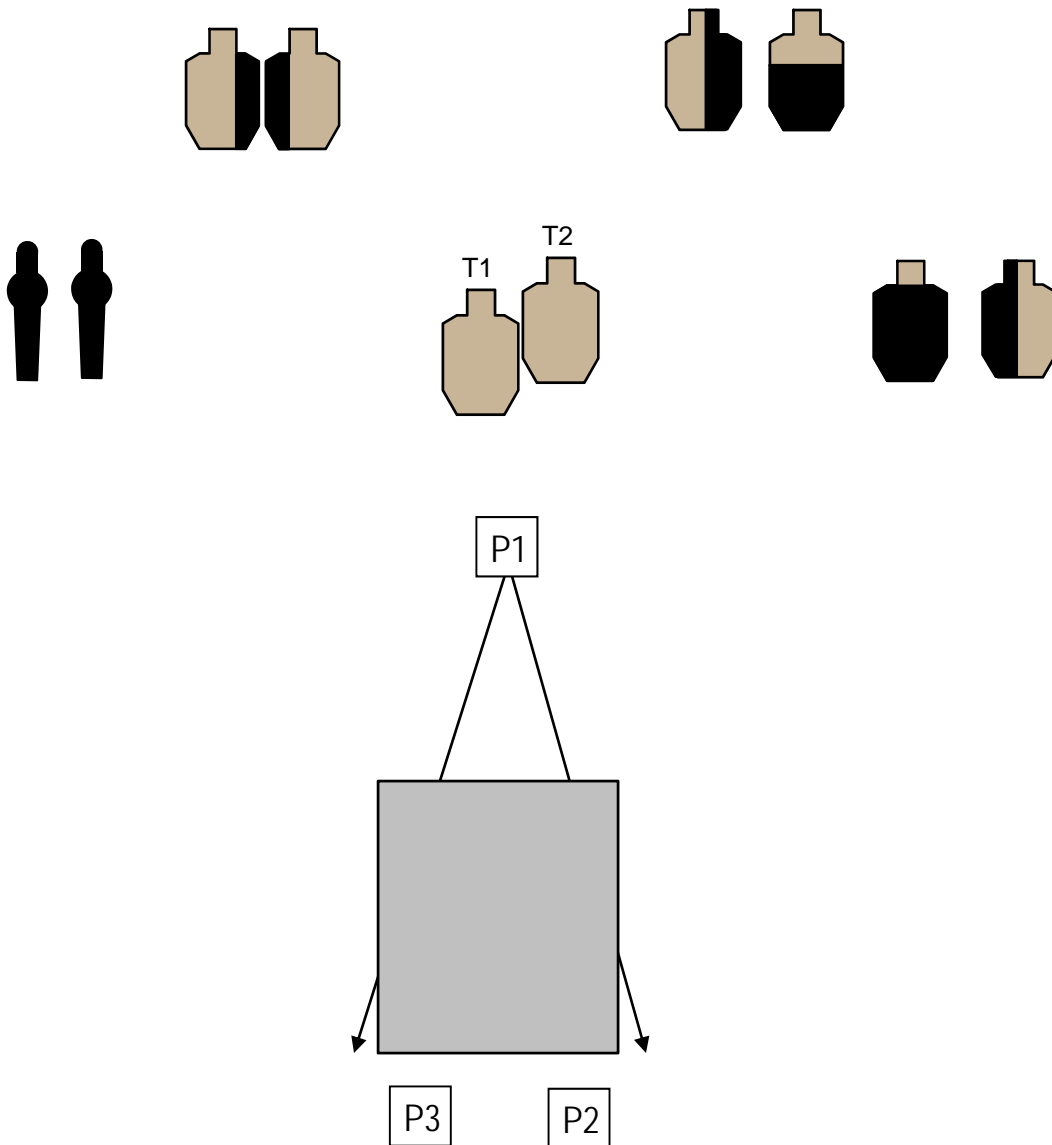
Scenario:	Skills test
Start Position:	P1, concealed.
Procedure:	<ul style="list-style-type: none">•String 1: Engage T1 with 6 rounds then the steel target with 1 round.•String 2: Engage T2 with 6 rounds then the steel target with 1 round.•String 3: Engage T3 with 6 rounds then the steel target with 1 round. <p>Targets will be approximately 7, 15, 30, and 40 yards from P1.</p>
Scoring/Rounds:	Vickers, 21+ rounds



P1

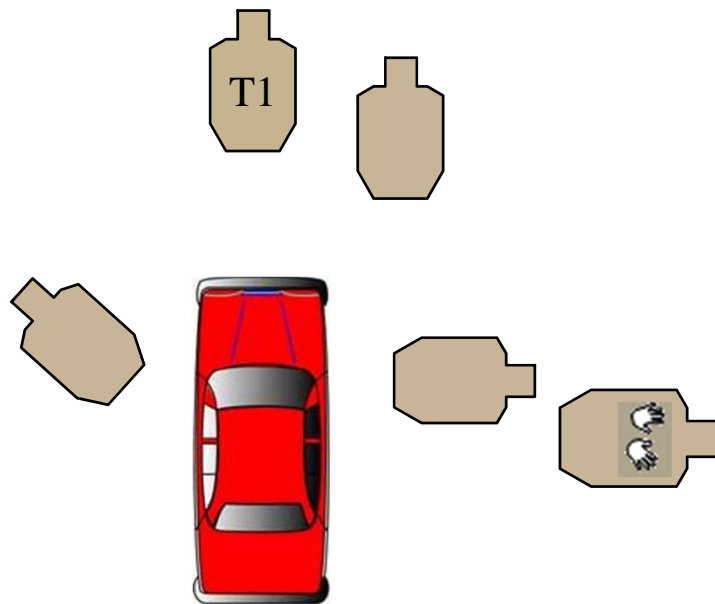
Stage 5: Wall: Splitting the Difference

Scenario:	You stumble upon a meeting in a parking garage. You clearly were not invited.
Start Position:	P1 with gun and ammunition carriers concealed.
Procedure:	<ul style="list-style-type: none"> •Engage T1 and T2 with 2 rounds each while backing up. Move to P2 or P3. •From P2 engage the right four targets and from P3 engage the left four targets, either side may be first. Paper targets get two rounds each, poppers must fall. •Be careful with your muzzle direction while retreating to P2 or P3.
Scoring/Rounds:	Vickers, 18+ rounds



Stage 6: Gulch: Seat Belt

Scenario:	Standard car jacking/kidnapping stage.
Start Position:	Seated in car, hands on wheel at 10 and 2. Seatbelt fastened, door closed, concealment not required.
Procedure:	<ul style="list-style-type: none">•String 1:<ul style="list-style-type: none">•Engage T1 with only two rounds, then engage the remaining targets with only two rounds each, freestyle.•String 2:<ul style="list-style-type: none">•Engage T1 with only two rounds strong hand only, then engage the remaining targets with only two rounds each, strong hand only. <p>DO NOT muzzle yourself. DO NOT shoot the car.</p>
Scoring/Rounds:	Limited Vickers, 16 Rounds Only



Stage 7: Corral 1: Styling

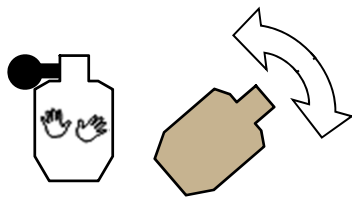
Scenario:	Skills Test
Start Position:	P1
Procedure:	<ul style="list-style-type: none">•Engage T1-T3 Mozambique style (2 to torso and then 1 to head).•Then engage T1-T3 Bin Laden style (1 to body and then 1 to head).•Any makeup shots must be taken after completing the above sequence. <ul style="list-style-type: none">•Score 3 to each body and 2 to each head.•Targets will be approximately 3, 6, and 9 yards from P1.
Scoring/Rounds:	Vickers, 15+ rounds



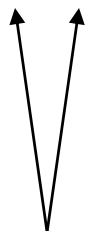
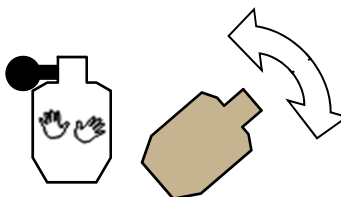
P1

Stage 8: Corral 2: Restricted

Scenario:	Skills Test
Start Position:	•P1, P2, and P3 concealed
Procedure:	<ul style="list-style-type: none"> •String 1: Hit the hostage taker head <u>freestyle</u>, then fire three shots at the swinging paper target <u>freestyle</u>. Range crew pull swinger rope at buzzer. •String 2: Hit the hostage taker head <u>freestyle</u>, then fire three shots at the swinging paper target <u>strong hand only</u>. Range crew pull swinger rope at buzzer. •String 3: Hit the hostage taker head <u>freestyle</u>, then fire three shots at the paper target <u>weak hand only</u>. •Hostage taker head may be on either side.
Scoring/Rounds:	Vickers, 12+ rounds



P1



P2



P3

Stage 9: Corral 3: Air Marshal Down – Only Harder

Scenario:	You see an air marshal yelling and fighting with three hijackers. As you go to his aid your strong arm is slashed. The air marshal's gun lands on the floor as he is knocked unconscious. Finish off the hijackers with your weak hand.
Start Position:	Under the direction of the SO, after the targets are scored and taped and the squad is behind the chair, the shooter that just finished will load his gun with 6 rounds only (round chambered, safety engaged on single action guns) and leave it on the carpet, muzzle towards targets. The shooter starts seated at P1.
Procedure:	<ul style="list-style-type: none"> •Recover the marshal's unfamiliar handgun at P2. •From P2 engage the hijackers with 2 shots each weak hand only. <p>Everybody shoots the gun belonging to the shooter before them. The SO shuffles the score sheets. The bottom score sheet gun goes on the carpet to start the squad.</p> <p>Malfunctions: If the gun malfunctions, the shooter gets a re-shoot, same gun.</p>
Scoring/Rounds:	Limited Vickers, 6 Rounds Only

