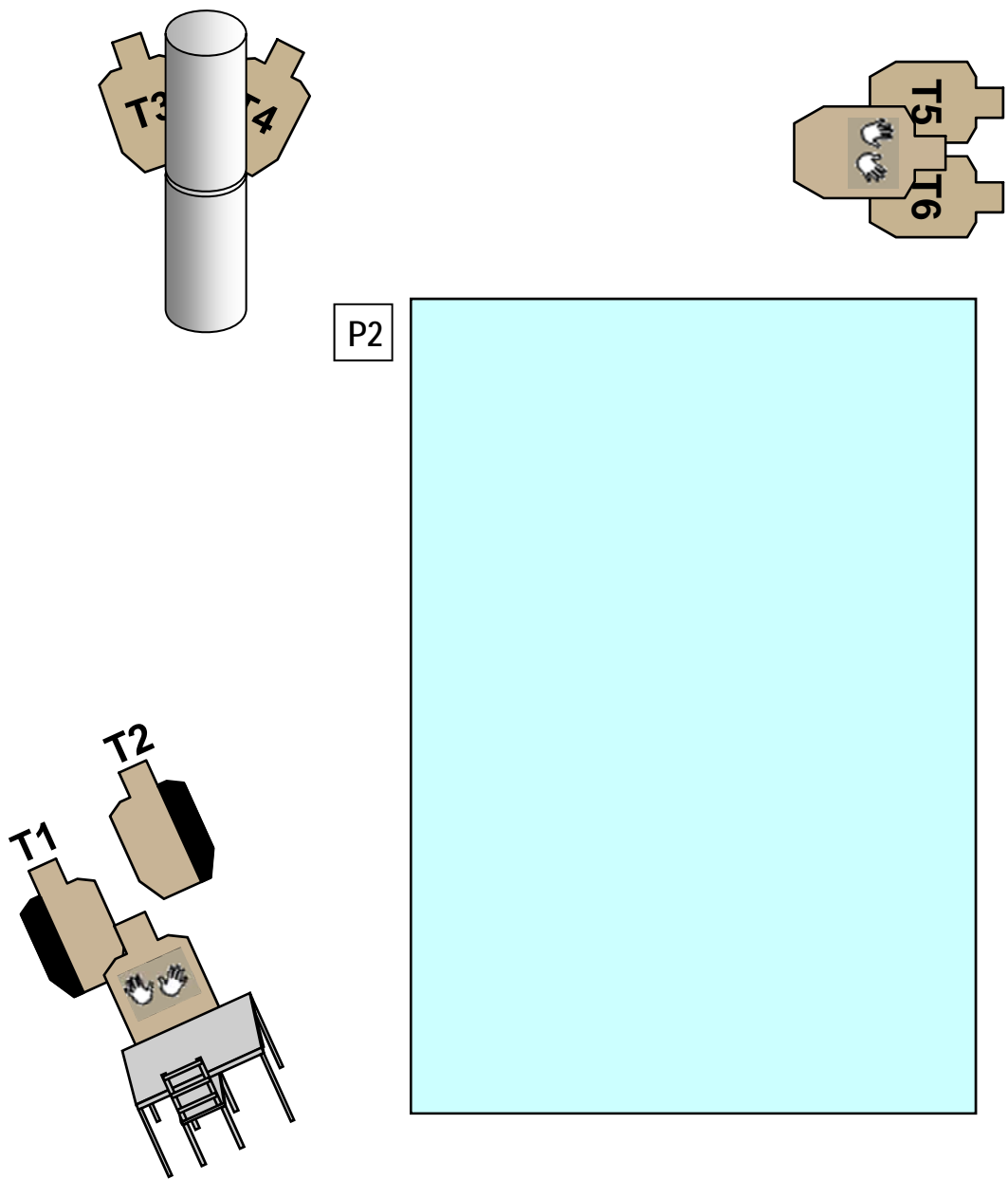


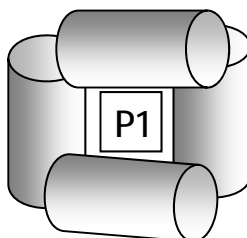
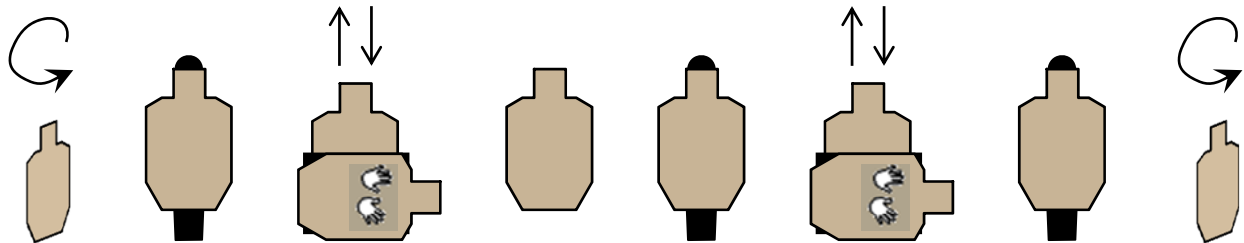
Stage 4: Barn: Mortgage Crisis

Scenario:	While talking with your banker, a group of armed thugs enter and take a hostage. As they approach, you take action
Start Position:	Loaded gun in box on table, seated, palms flat on table, concealment required.
Procedure:	<ul style="list-style-type: none">Engage T1-T4 while seated.Move to P2 and engage T5 and T6.
Scoring/Rounds:	Vickers, 12+ rounds



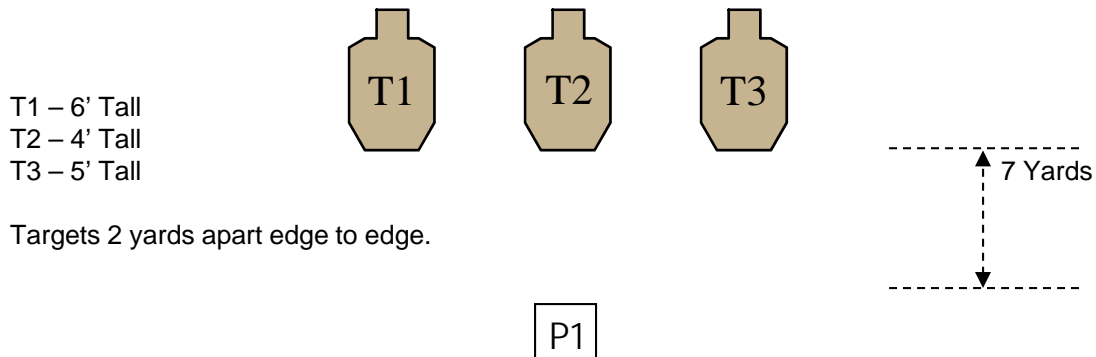
Stage 5: Backyard: Activated Cartel

Scenario:	You stumble into the drug cartel's hideout at night, and they back you into a corner. Every time you stop one another pops up.
Start Position:	P1, concealment required.
Procedure:	<ul style="list-style-type: none">From P1 engage paper targets with two rounds each. Poppers behind paper must fall or penalties for unactivated targets will be given.
Scoring/Rounds:	Vickers 16+ rounds.



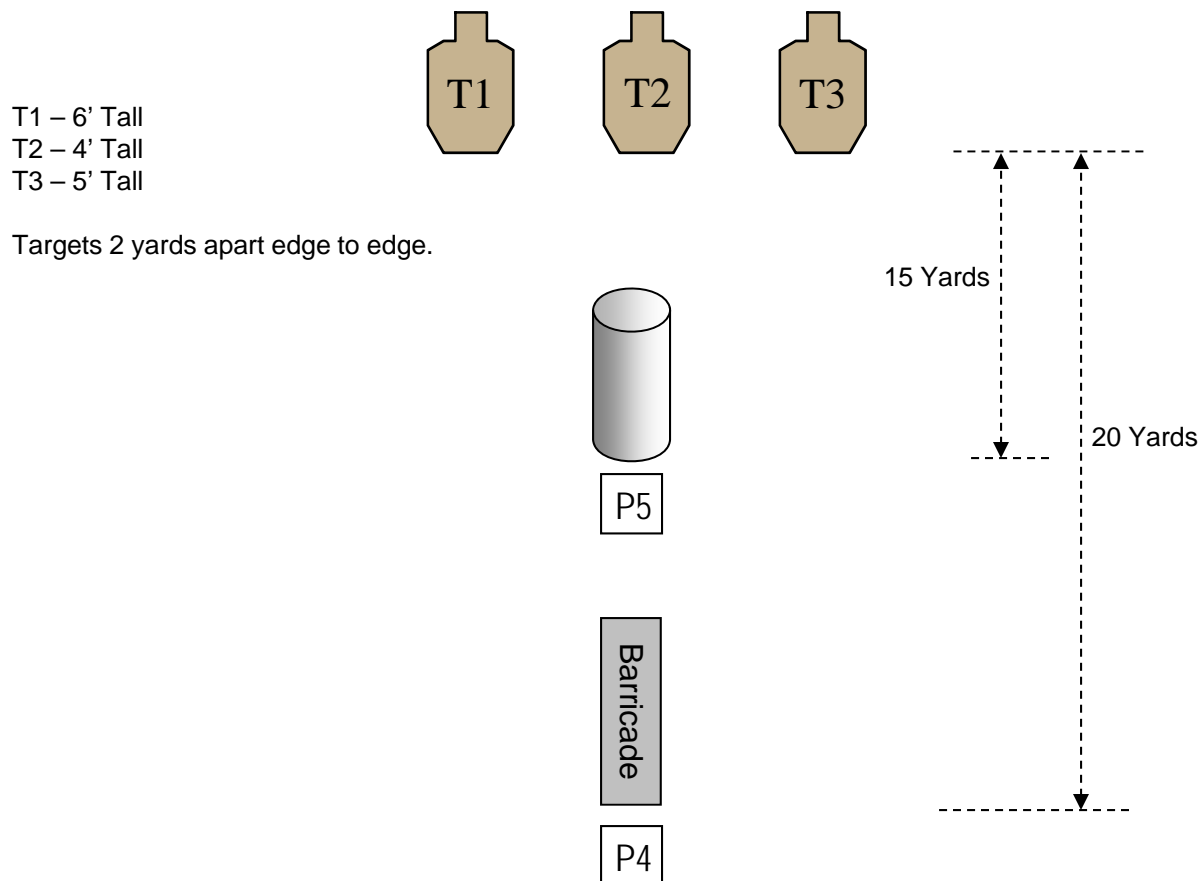
Classifier Stage 1: Steel Pen

Start Position:	P1, concealment not required
Procedure:	<p>STRING 1 (3 shots) Draw and 2 two shots to the body then 1 to the head on T1.</p> <p>STRING 2 (3 shots) Draw and fire 2 shots to the body then 1 to the head on T2.</p> <p>STRING 3 (3 shots) Draw and fire 2 shots to the body then 1 to the head on T3.</p> <p>STRING 4 (6 shots) Draw and fire 2 shots at each head T1-T3 in any order.</p> <p>The Scorekeeper will watch for required head shots that miss the head and hit the body. These hits below the head area must be noted or pasted before shooting String Five.</p> <p>STRING 5 (3 shots) Start with gun in WEAK hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire 1 shot at T1-T3 WEAK HAND ONLY.</p> <p>STRING 6 (6 shots) Load exactly 3 rounds in the firearm. Start back to targets, turn, draw, and fire 1 shot at T1-T3 in any order, reload from slide lock or empty cylinder and fire 1 shot at T1-T3 in any order.</p> <p>STRING 7 (6 shots) Draw and fire 2 shots each at T1-T3 STRONG HAND ONLY.</p> <p>If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> •Mag 1: 9 rounds •Mag 2: 12 rounds •Mag 3: 9 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



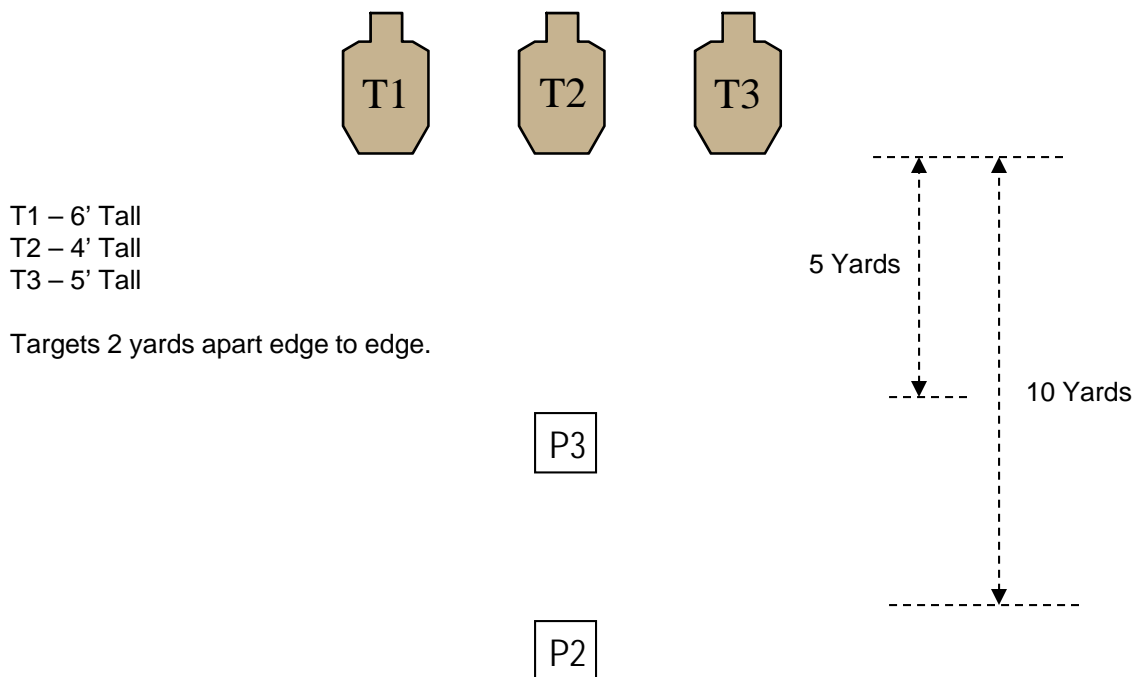
Classifier Stage 3: City Limits

Start Position:	Varies – see below. Concealment not required.
Procedure:	<p>STRING 1 (12 shots) Begin at P4. Draw and fire 2 shots each at T1-T3 in tactical priority from either side of the barricade using cover, do a loaded chamber reload and fire 2 shots each at T1-T3 in tactical priority from the opposite side of the barricade using cover.</p> <p>STRING 2 (12 shots) Begin at P4. Draw and fire 2 shots each at T1-T3 in tactical priority from either side of the barricade using cover, do a loaded chamber reload and advance to the barrel, fire 2 shots each at T1-T3 in tactical priority using low cover shooting around either side of the barrel.</p> <p>STRING 3 (6 shots) Begin at P5. Draw, kneel, and fire 2 shots each at T1-T3 in tactical priority using low cover shooting around either side of the barrel.</p> <p>Shooters should fill magazines as full as possible.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



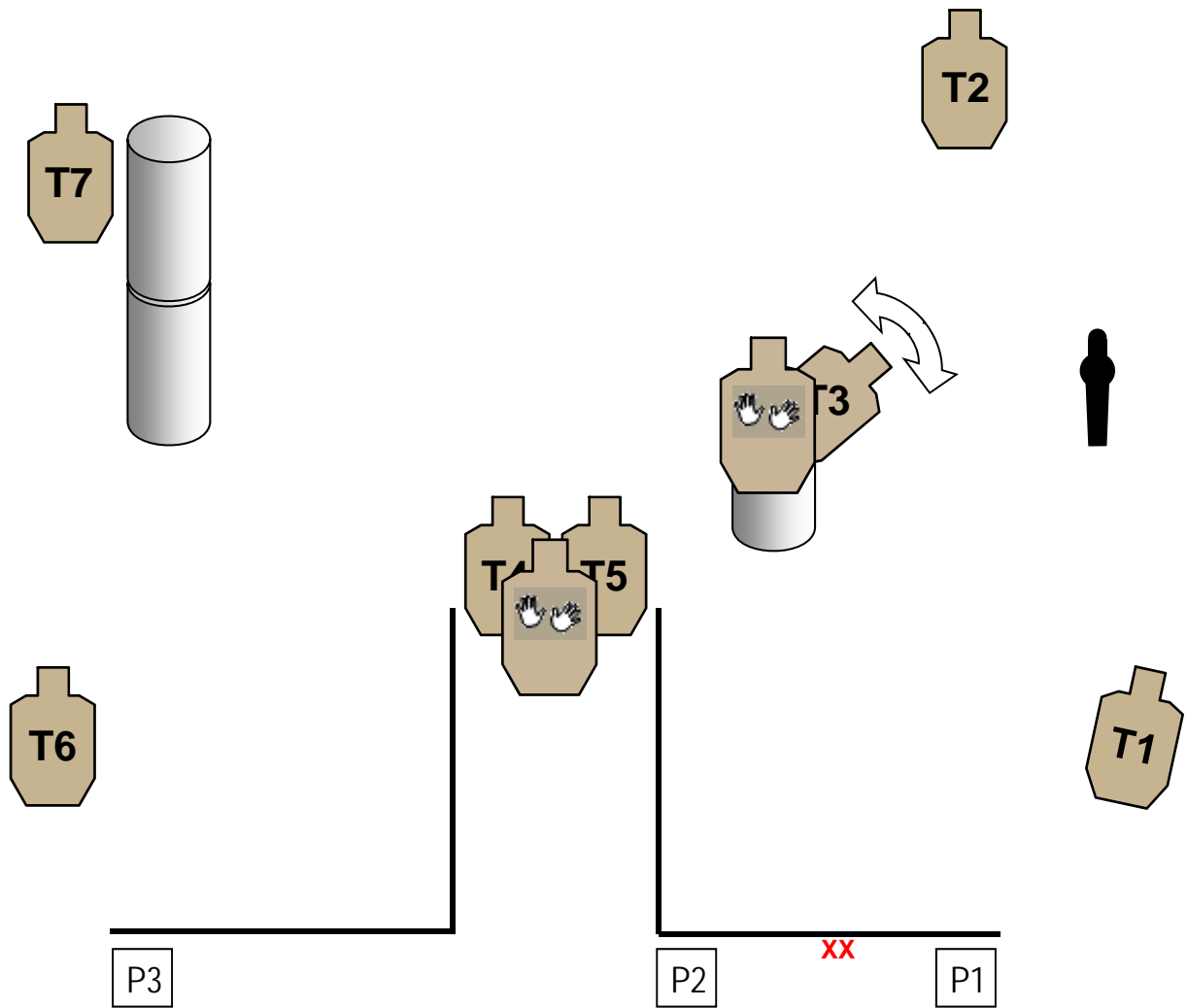
Classifier Stage 2: Wall

Start Position:	Varies – see below. Concealment not required.
Procedure:	<p>STRING 1 (6 shots) Begin at P2. Draw and fire 2 shots each at each T1-T3 in any order while moving forward. All shots must be fired while moving straight toward T2. There is a forward fault line for this string at the 5 yard line.</p> <p>STRING 2 (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots each at T1-T3 while retreating straight backwards from T2. All shots must be fired while retreating.</p> <p>STRING 3 (12 shots) Begin at P2. Load exactly 6 rounds in the firearm. Start back to targets, turn, draw, and fire 2 shots each at T1-T3 in any order, reload from slide lock and fire 2 shots each at each T1-T3 in any order.</p> <p>STRING 4 (6 shots) Begin at P2. Draw and fire 2 shots each at T1-T3 in any order STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> •Mag 1: 12 rounds •Mag 2: 6 rounds •Mag 3: 12 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



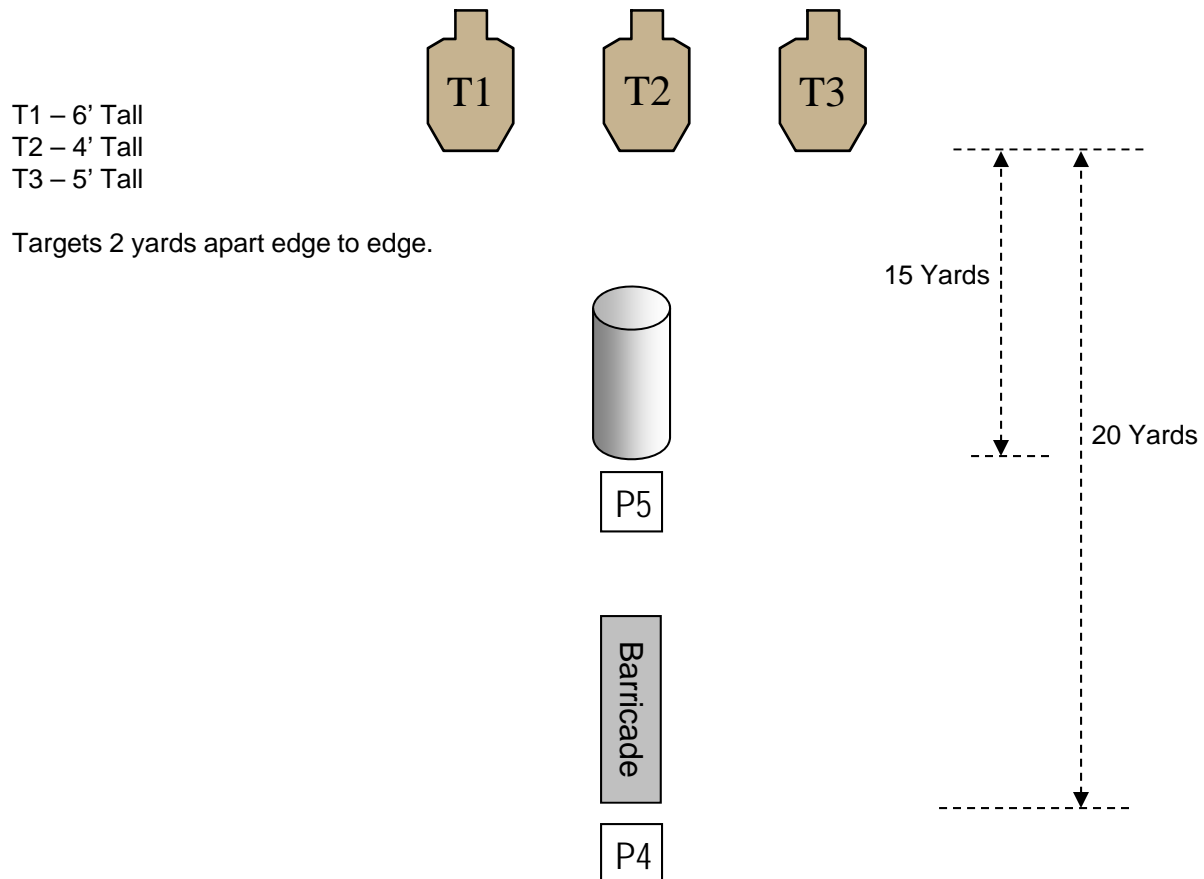
Stage 6: Gulch: Best Man

Scenario:	As the reception winds down, you're grabbing the last of the hors d'oeuvres from the fridge when you hear a commotion followed by screaming and gunfire. The local mobster has a bone to pick with the groom and has decided to kidnap the bride for ransom. You're the best man, deal with the mobsters and rescue the bride
Start Position:	Hands on X's, concealed.
Procedure:	<ul style="list-style-type: none">• Move to P1 and engage T1 with two rounds to the body then one to the head. Engaging the popper until down, engage T2 and T3 with two rounds each.• From P2 engage T4 and T5 with two rounds each.• From P3 engage T6 and T7 with two rounds each.
Scoring/Rounds:	Vickers, 15+ rounds



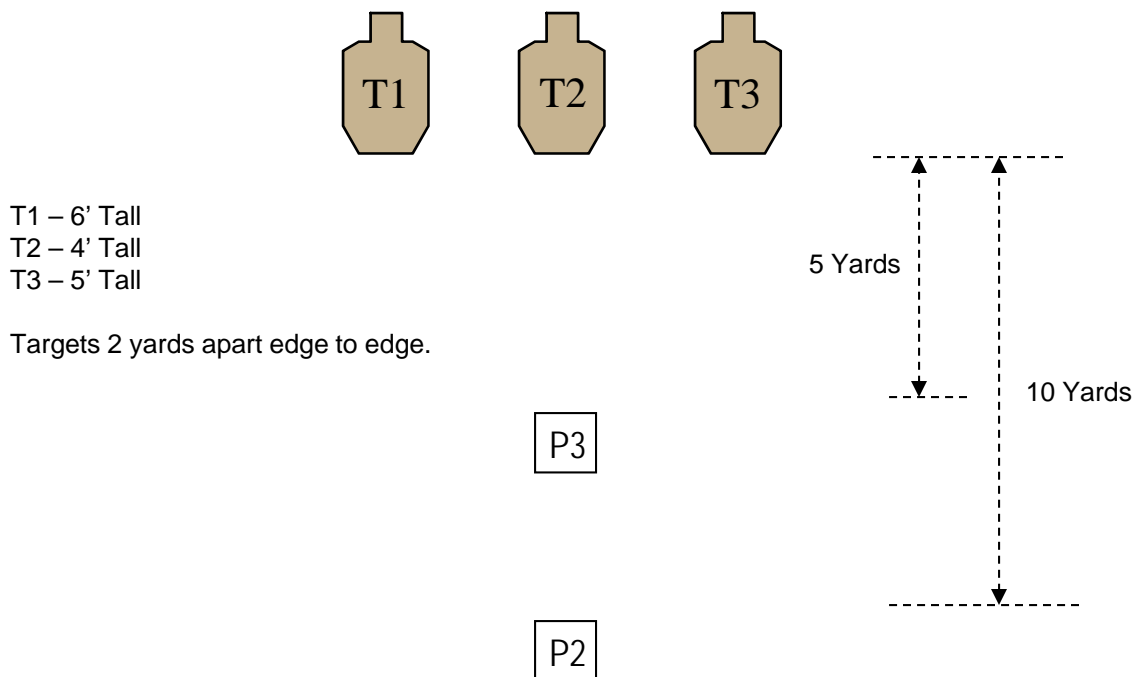
Classifier Stage 3: Corral 1

Start Position:	Varies – see below. Concealment not required.
Procedure:	<p>STRING 1 (12 shots) Begin at P4. Draw and fire 2 shots each at T1-T3 in tactical priority from either side of the barricade using cover, do a loaded chamber reload and fire 2 shots each at T1-T3 in tactical priority from the opposite side of the barricade using cover.</p> <p>STRING 2 (12 shots) Begin at P4. Draw and fire 2 shots each at T1-T3 in tactical priority from either side of the barricade using cover, do a loaded chamber reload and advance to the barrel, fire 2 shots each at T1-T3 in tactical priority using low cover shooting around either side of the barrel.</p> <p>STRING 3 (6 shots) Begin at P5. Draw, kneel, and fire 2 shots each at T1-T3 in tactical priority using low cover shooting around either side of the barrel.</p> <p>Shooters should fill magazines as full as possible.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



Classifier Stage 2: Corral 2

Start Position:	Varies – see below. Concealment not required.
Procedure:	<p>STRING 1 (6 shots) Begin at P2. Draw and fire 2 shots each at each T1-T3 in any order while moving forward. All shots must be fired while moving straight toward T2. There is a forward fault line for this string at the 5 yard line.</p> <p>STRING 2 (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots each at T1-T3 while retreating straight backwards from T2. All shots must be fired while retreating.</p> <p>STRING 3 (12 shots) Begin at P2. Load exactly 6 rounds in the firearm. Start back to targets, turn, draw, and fire 2 shots each at T1-T3 in any order, reload from slide lock and fire 2 shots each at each T1-T3 in any order.</p> <p>STRING 4 (6 shots) Begin at P2. Draw and fire 2 shots each at T1-T3 in any order STRONG HAND ONLY.</p> <p>If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> •Mag 1: 12 rounds •Mag 2: 6 rounds •Mag 3: 12 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



Classifier Stage 1: Corral 3

Start Position:	P1, concealment not required
Procedure:	<p>STRING 1 (3 shots) Draw and fire 2 shots to the body then 1 to the head on T1.</p> <p>STRING 2 (3 shots) Draw and fire 2 shots to the body then 1 to the head on T2.</p> <p>STRING 3 (3 shots) Draw and fire 2 shots to the body then 1 to the head on T3.</p> <p>STRING 4 (6 shots) Draw and fire 2 shots at each head T1-T3 in any order.</p> <p>The Scorekeeper will watch for required head shots that miss the head and hit the body. These hits below the head area must be noted or pasted before shooting String Five.</p> <p>STRING 5 (3 shots) Start with gun in WEAK hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire 1 shot at T1-T3 WEAK HAND ONLY.</p> <p>STRING 6 (6 shots) Load exactly 3 rounds in the firearm. Start back to targets, turn, draw, and fire 1 shot at T1-T3 in any order, reload from slide lock or empty cylinder and fire 1 shot at T1-T3 in any order.</p> <p>STRING 7 (6 shots) Draw and fire 2 shots each at T1-T3 STRONG HAND ONLY.</p> <p>If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> •Mag 1: 9 rounds •Mag 2: 12 rounds •Mag 3: 9 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target

