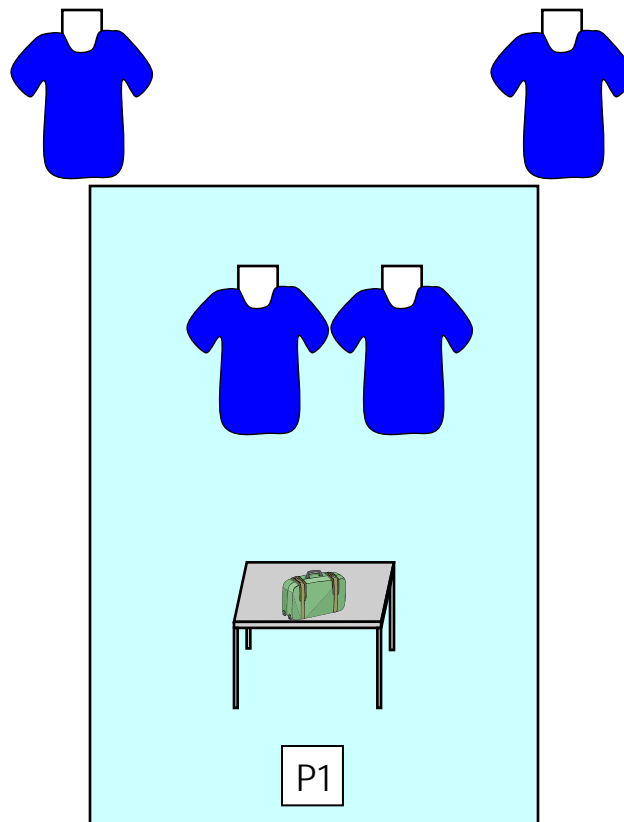


## Stage 1: Pit: Tac Tac Toe

Scenario:	Skills test
Start Position:	•Standing at P1, loaded gun pointing down range in bag, spare mags on belt.
Procedure:	<ul style="list-style-type: none"><li>•Retrieve gun, engage all targets with one round each freestyle.</li><li>•Perform a tactical reload or reload with retention.</li><li>•Engage each target with one round each strong hand only.</li><li>•Perform a tactical reload or reload with retention.</li><li>•Engage each target with one round each weak hand only.</li></ul> <p>Targets will have a half of a t-shirt stapled to the front. To score, lift up t-shirt and show your hits.</p>
Scoring/Rounds:	Limited Vickers, 12 rounds only

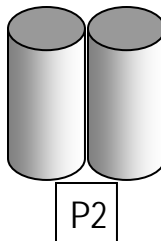
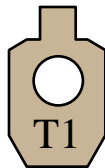
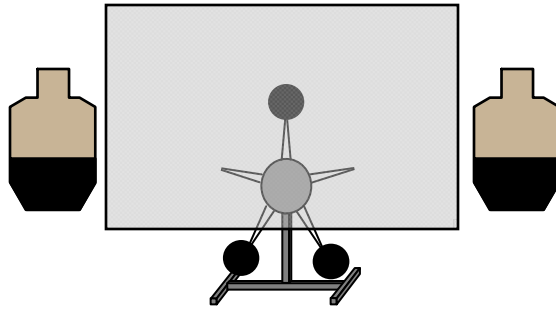


**Leave second set of targets and shirts already stapled to sticks at Pit.**

**Squad should change out targets half way through match.**

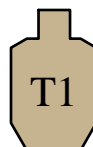
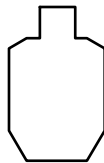
## Stage 2: Backyard: Bank Poppers

Scenario:	You are walking to the ATM when armed bandits exit the bank shooting at you and other innocents. Deal with the immediate threat then take cover and deal with the next two. The last three bandits take cover as well, but pop out from time to time to take pot shots at you and anyone they see.
Start Position:	Standing at P1, concealed.
Procedure:	<ul style="list-style-type: none"><li>•Engage T1 with 6 rounds while advancing to P2.</li><li>•At P2 kneel and engage the two paper targets with 3 rounds each and clear the 3 plates from the star.</li></ul>
Scoring/Rounds:	Vickers, 15 Rounds Minimum



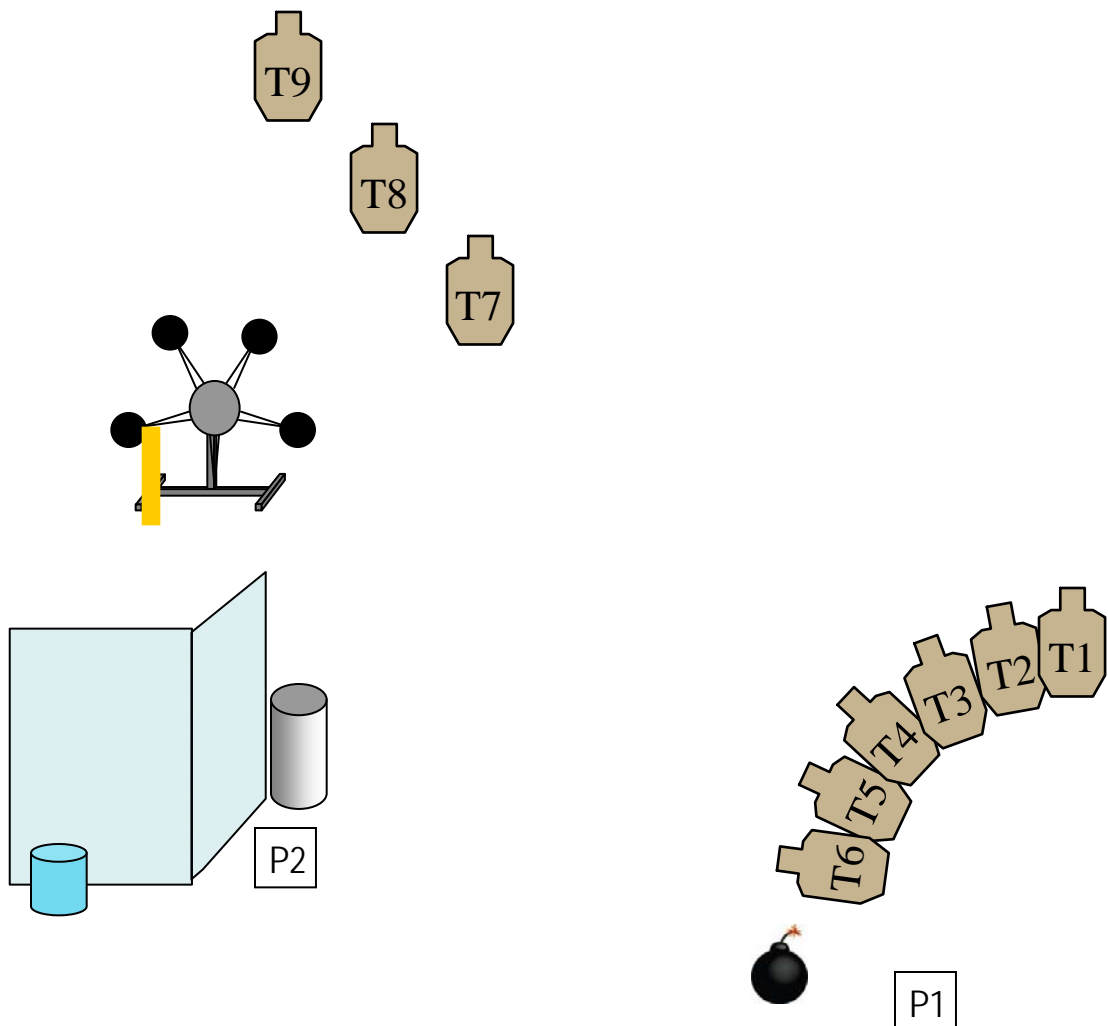
### Stage 3: City Limits: Bill Drill Plus One

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



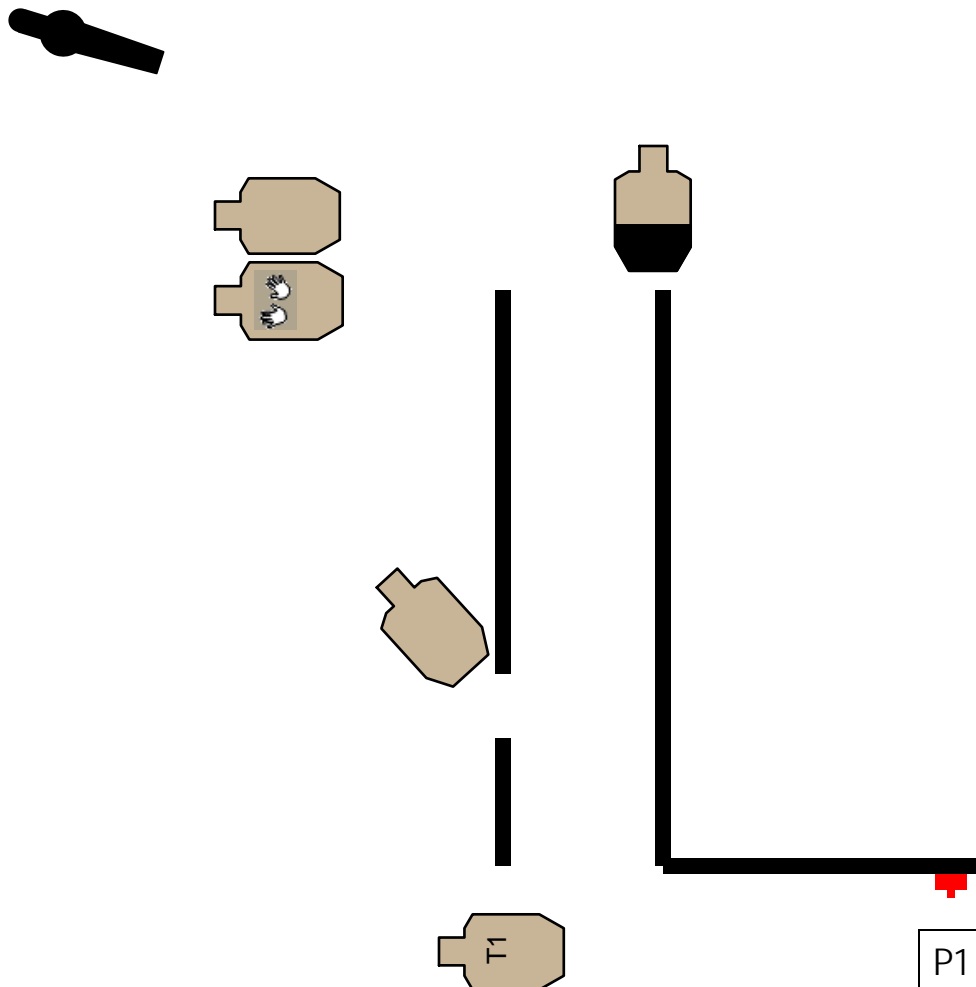
## Stage 4: Wall: Bombs Away

Scenario:	Neutralize bomber, fight your way to drainage pipe to dispose of bomb, then take cover and dispose of bad guys.
Start Position:	Standing, maximum 6 rounds in gun.
Procedure:	<ul style="list-style-type: none"> <li>•From P1, engage T1-T6 with one round each (falling man). Reload. Then</li> <li>•Grab bomb and engage T7-T9 with two rounds each strong hand only while moving to P2.</li> <li>•Place bomb in bucket (drainage pipe) activating the moving steel. Then</li> <li>•Neutralize S1 through S4 (on the star) from low cover at P2.</li> </ul>
Scoring/Rounds:	Vickers, 16 Rounds Minimum



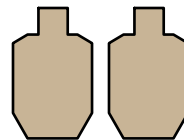
## Stage 5: Gulch: Lights Out

Scenario:	You hear a crashing sound inside your house. You go to investigate and flip on the lights and see an man pointing a gun at you. You quickly flip off the light and engage his last known position with your ever-present concealed weapon. You then proceed to clear your house.
Start Position:	Concealed at P1 with bag over head, facing T1, right hand on light switch, left hand at side.
Procedure:	<ul style="list-style-type: none"><li>•Flip off the switch then engage T1 with 6 rounds with the bag over your head.</li><li>•Take the bag off your head with your weak hand only.</li><li>•Engage the remaining targets with 3 rounds each using cover and knock down the popper.</li><li>•Do not expose yourself to any unengaged targets.</li></ul>
Scoring/Rounds:	Vickers, 16 Rounds Minimum

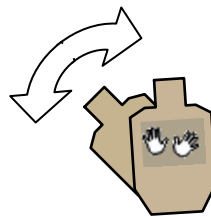
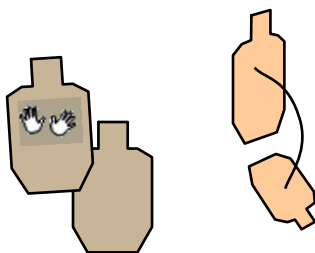


## Stage 6: Corral 1: Airport Ambush

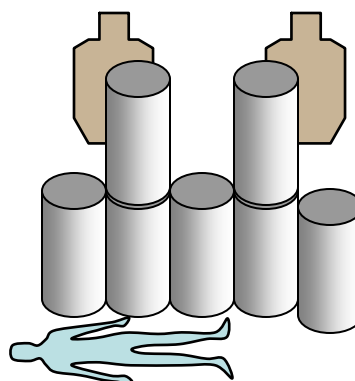
Scenario:	While checking your luggage at the airport, terrorists barge in and shoot a security guard. You retrieve his handgun and clean up the mess.
Start Position:	Standing at P1 holding swinger cord with strong hand. Loaded gun under the guard's belt. All spare ammo must be on the guard's body.
Procedure:	<ul style="list-style-type: none"> <li>•Pull swinger cord.</li> <li>•Pick up the guard's handgun. Engage the close pair of targets first, then the remaining targets in any order. Use cover for all shots.</li> <li>•Popper and two forward falling targets must fall, engage paper targets with two rounds each.</li> </ul>
Scoring/Rounds:	Vickers, 15 rounds minimum



**Falling target with t-shirt**



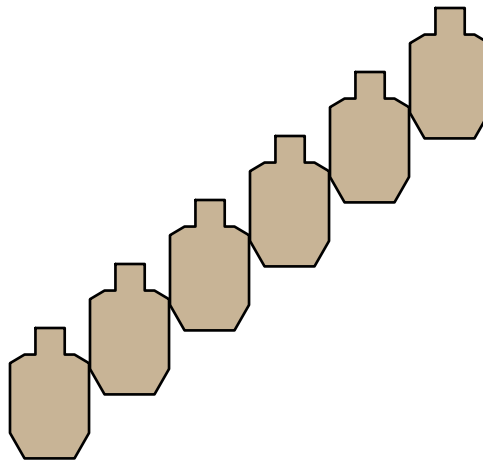
**Falling target with t-shirt**



P1

## Stage 7: Corral 2: Dude, this ROCKS!!!

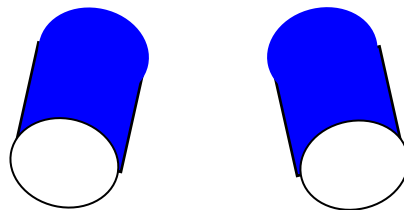
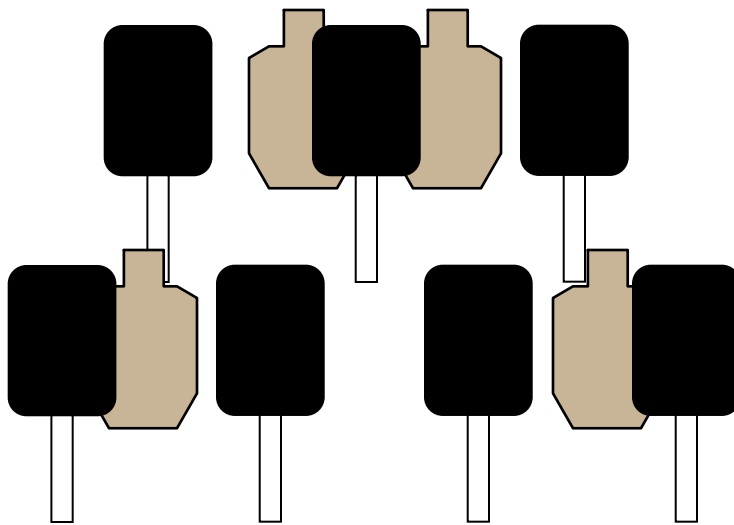
Scenario:	Skills Test
Start Position:	•Kneeling at P1, concealed
Procedure:	<ul style="list-style-type: none"><li>•Engage targets with 2 rounds to the body only freestyle, near to far. Then</li><li>•Engage targets with 1 round to the head only freestyle, near to far.</li></ul> <ul style="list-style-type: none"><li>•Score 2 rounds to each body, one round to each head.</li></ul> <p>Targets will be approximately 3, 4, 5, 6, 7, 8 yards from P1.</p>
Scoring/Rounds:	Vickers, 18 rounds minimum



P1

## Stage 8: Corral 3: Dude, this SUCKS!!!

Scenario:	Skills Test
Start Position:	P1
Procedure:	<ul style="list-style-type: none"><li>•Engage each target with two rounds strong hand only through the barrel at P1. Then</li><li>•Engage each target with two rounds weak hand only through the barrel at P2.</li></ul> <ul style="list-style-type: none"><li>•Only full diameter bullet holes count. Nicks, frags, and tears do not score.</li></ul>
Scoring/Rounds:	Vickers, 16 Rounds Minimum



P1

P2

**Two steel tables  
with barrels duct taped**