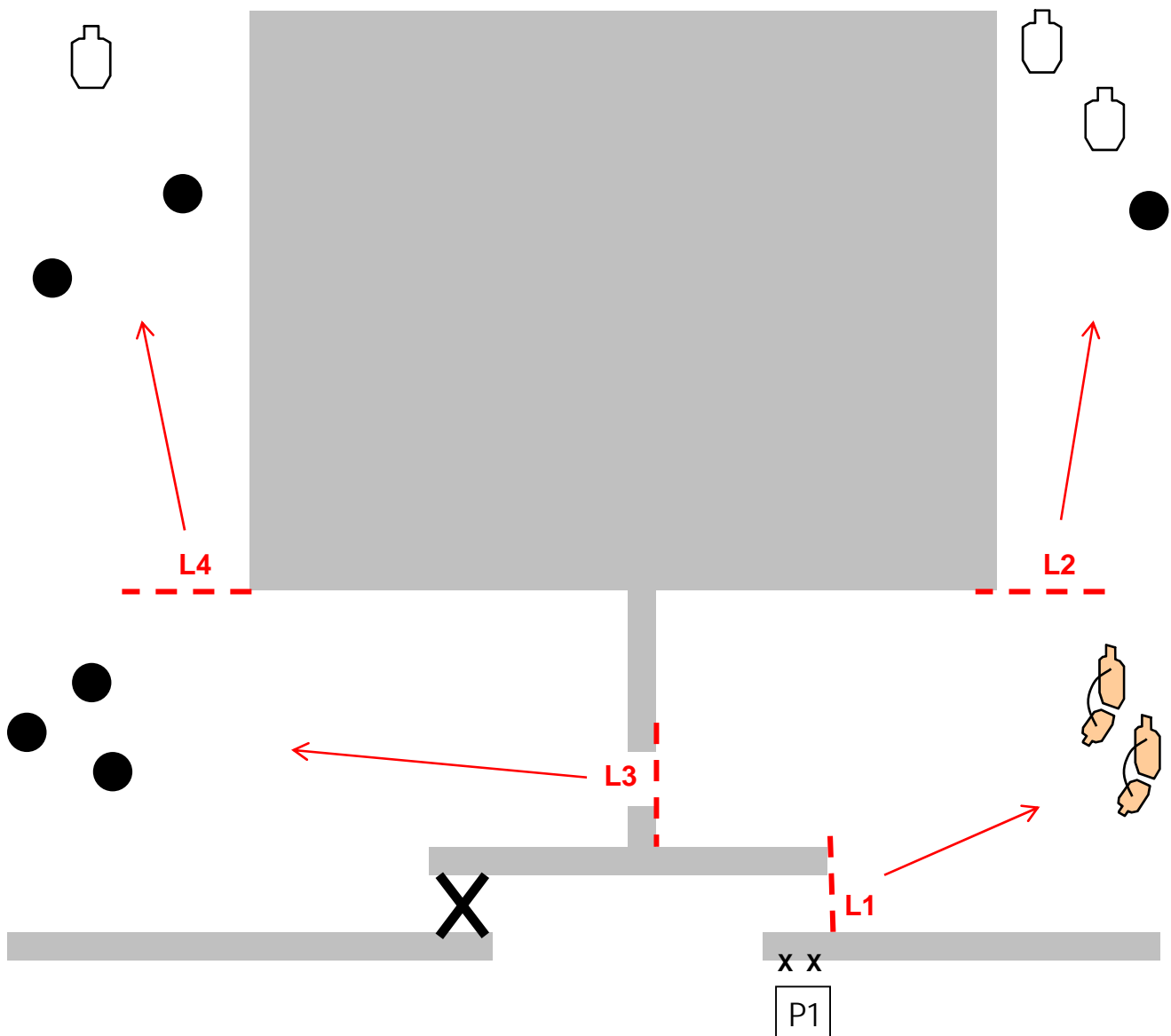


Pre Match Safety Meeting Notes

- Barn: Only the SO and shooter in the bay during firing. Do not point your gun anywhere near the SO.
- In the steel pen we're going to shoot gansta style, with the gun held horizontally. Not almost horizontally, but completely flat. If the shooter cheats, give them a PE and the whole squad should YELL AT THEM . Demonstrate with airsoft gun.
- Watch your footing. Three stages have movement.

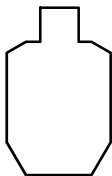
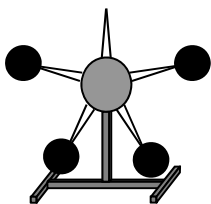
Stage 1: Barn: Steel Run Around

Scenario:	
Start Position:	Standing at P1, hands on X's on cinderblock wall.
Procedure:	<ul style="list-style-type: none">•From behind L1, engage the falling targets until down.•From behind L2, engage the targets, 2 rounds to lollipops, 3 rounds to torsos.•From behind L3, engage the targets, 2 rounds to lollipops.•From behind L4, engage the targets, 2 rounds to lollipops, 3 rounds to torsos. <p>Safety Note: After shooting the L2 targets, the shooter MUST turn to the left (CCW) to avoid muzzling the SO.</p>
Scoring/Rounds:	Vickers, 23+ rounds



Stage 2: Back Yard: Twos

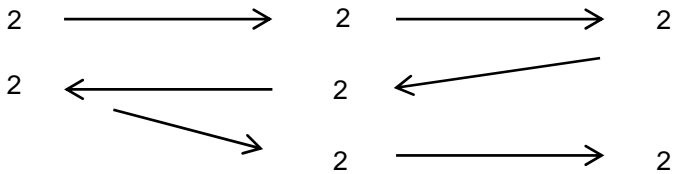
Scenario:	
Start Position:	Standing at P1
Procedure:	<ul style="list-style-type: none">•From P1, clear two plates from the star•From P2, hit two plates on the tree•From P3, hit the torso twice•From P2, hit two new plates on the tree•From P1, clear two plates from the star•From P2, hit two new plates on the tree•From P3, hit the torso twice
Scoring/Rounds:	Vickers, 14+ rounds



P1

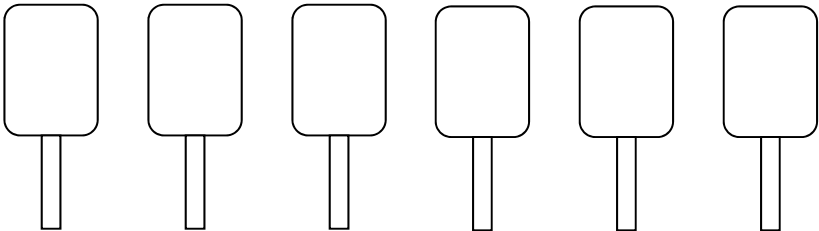
P2

P3



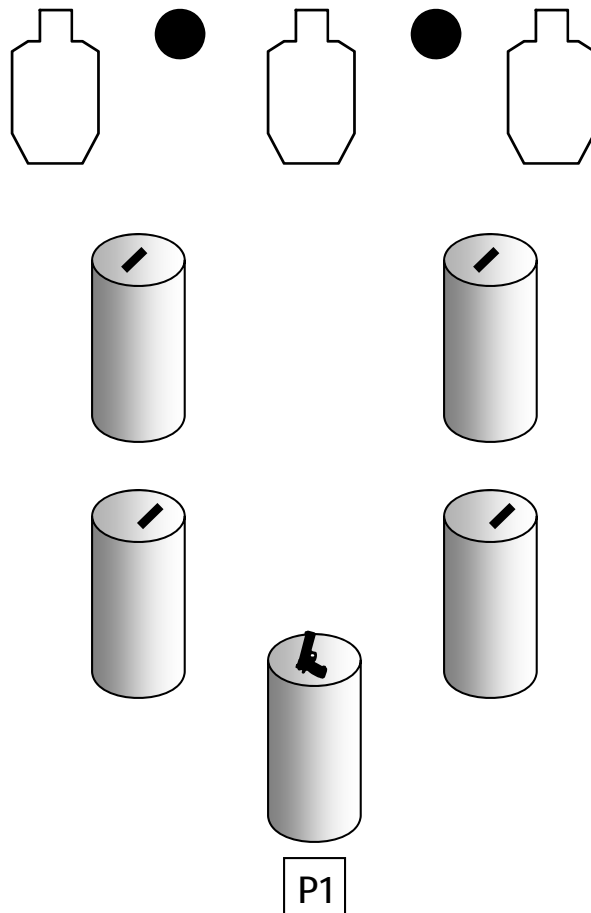
Stage 3: Steel Pen: Gansta Style

Scenario:	
Start Position:	P1. All spare magazines in hands, pockets, mouth, hat, ground, etc. Anywhere except a magazine pouch. (No barrel, table, or assistant)
Procedure:	<ul style="list-style-type: none">Engage 6 targets two rounds each strong hand only with gun held flat horizontally (GANGSTA STYLE).Engage 6 targets with two rounds each weak hand only with gun held flat horizontally (GANSTA STYLE).Reload as necessary using both hands.
Scoring/Rounds:	Vickers, 24+ rounds



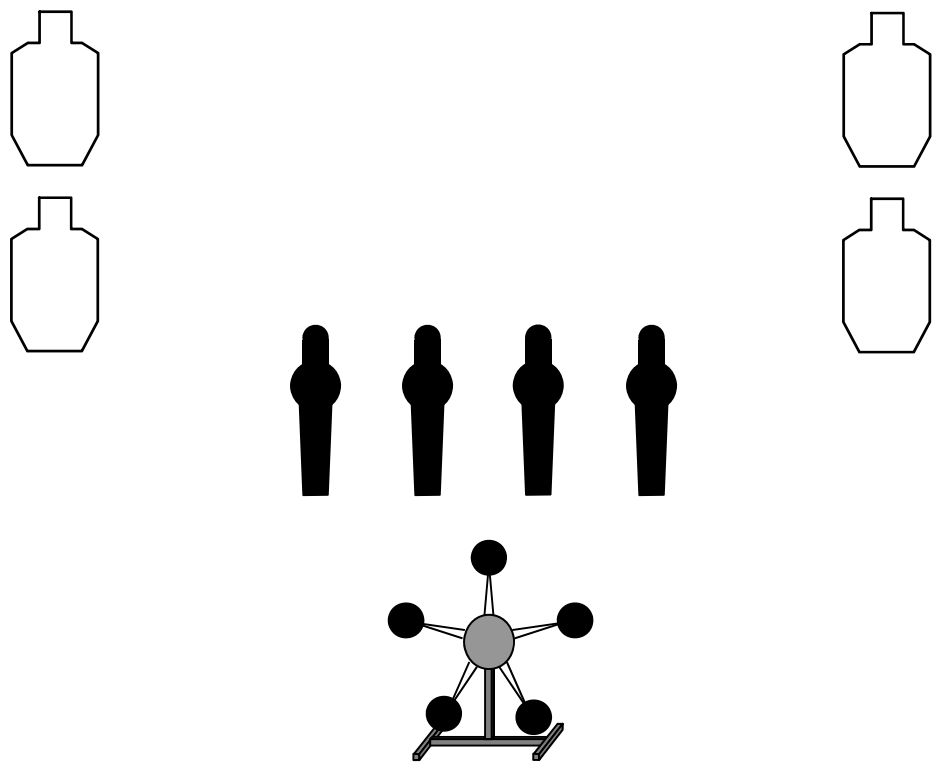
Stage 4: Wall: Lost My Clip, Dude

Scenario:	You play a lot of video games and use the word “clip.” Let’s see if you can shoot a real gun.
Start Position:	<ul style="list-style-type: none"> •Standing at P1, fingers interlaced on top of head. •Empty gun on barrel, slide down, hammer down, cylinder closed •4 mags with 6 rounds only on other barrels. No other ammunition allowed.
Procedure:	<p>•Engage each target with one round from each of the four “magazine barrels.” The magazine must be left on top of each barrel before you leave.</p> <p>•SO: If the shooter only has three mags, have them put 12 rounds in the third magazine. They must eject it at the third barrel, set it down, pick it up, set it down on the fourth barrel, then pick it up and insert it.</p> <p>Scorekeeper:</p> <ul style="list-style-type: none"> •If the shooter leaves a barrel with a magazine, assess a 3 second procedural penalty. If they do it twice, two penalties, etc. •Each missed target gets assessed 5 points down. Do not assess FTN's unless the particular target is never hit.
Scoring/Rounds:	Vickers, 20 Rounds Minimum



Stage 5: Gulch: Two Dozen

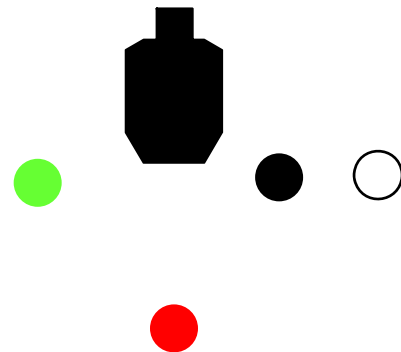
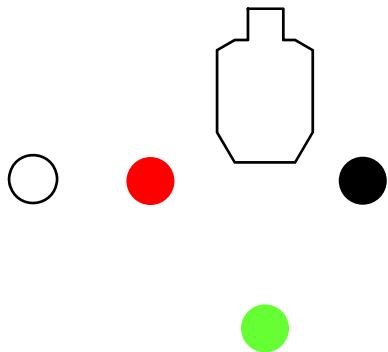
Scenario:	
Start Position:	P1 with 24 rounds maximum total on the shooter
Procedure:	<p>Any target order is OK.</p> <ul style="list-style-type: none">•Clear the star.•Knock down the four poppers.•Hit the torso targets twice each. <p>Note that the shooter has only 24 rounds to make 17 shots. Each missed target is scored as a 5 second “Miss On Steel” penalty.</p>
Scoring/Rounds:	Vickers, 17 rounds minimum 24 rounds maximum.



P1

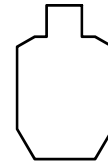
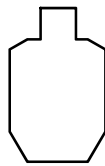
Stage 6: Corral 1: Kolors

Scenario:	
Start Position:	P1
Procedure:	<p>At each shooting position, engage the steel targets on your side EXCEPT for the target that is the same color as the barrel top. Torso targets get 3 hits, lollipops get 2 hits.</p> <p>Hits on the "same color" target count as a Hit on Non-Threat penalty. Maximum one penalty per target.</p>
Scoring/Rounds:	Vickers, 30+ rounds



Stage 7: Corral 2: Lefty/Righty

Scenario:	
Start Position:	P1
Procedure:	<p>String 1: Engage the left hostage taker with one round freestyle, then engage the left torso target with 6 rounds LEFT HAND ONLY.</p> <p>String 2: Engage the right hostage taker with one round freestyle, then engage the right torso target with 6 rounds RIGHT HAND ONLY.</p> <p>Scoring notes:</p> <ul style="list-style-type: none">• Hostage taker heads may be on either side of the hostage. Do not go down range to move heads unless they are stopped part way.• Paint any hits on the hostages after each shooter.
Scoring/Rounds:	Vickers, 14+ rounds



P1

Stage 8: Corral 3: Rectangles, Twice

Scenario:	
Start Position:	P1
Procedure:	<p>Any target/barrel order is OK.</p> <ul style="list-style-type: none">• Shoot the white targets once through the right barrel.• Shoot the red targets once through the left barrel.• Shoot the black targets once , not though a barrel.• Repeat. <p>One string only. Shoot everything once, then repeat.</p>
Scoring/Rounds:	Vickers, 29+ rounds

