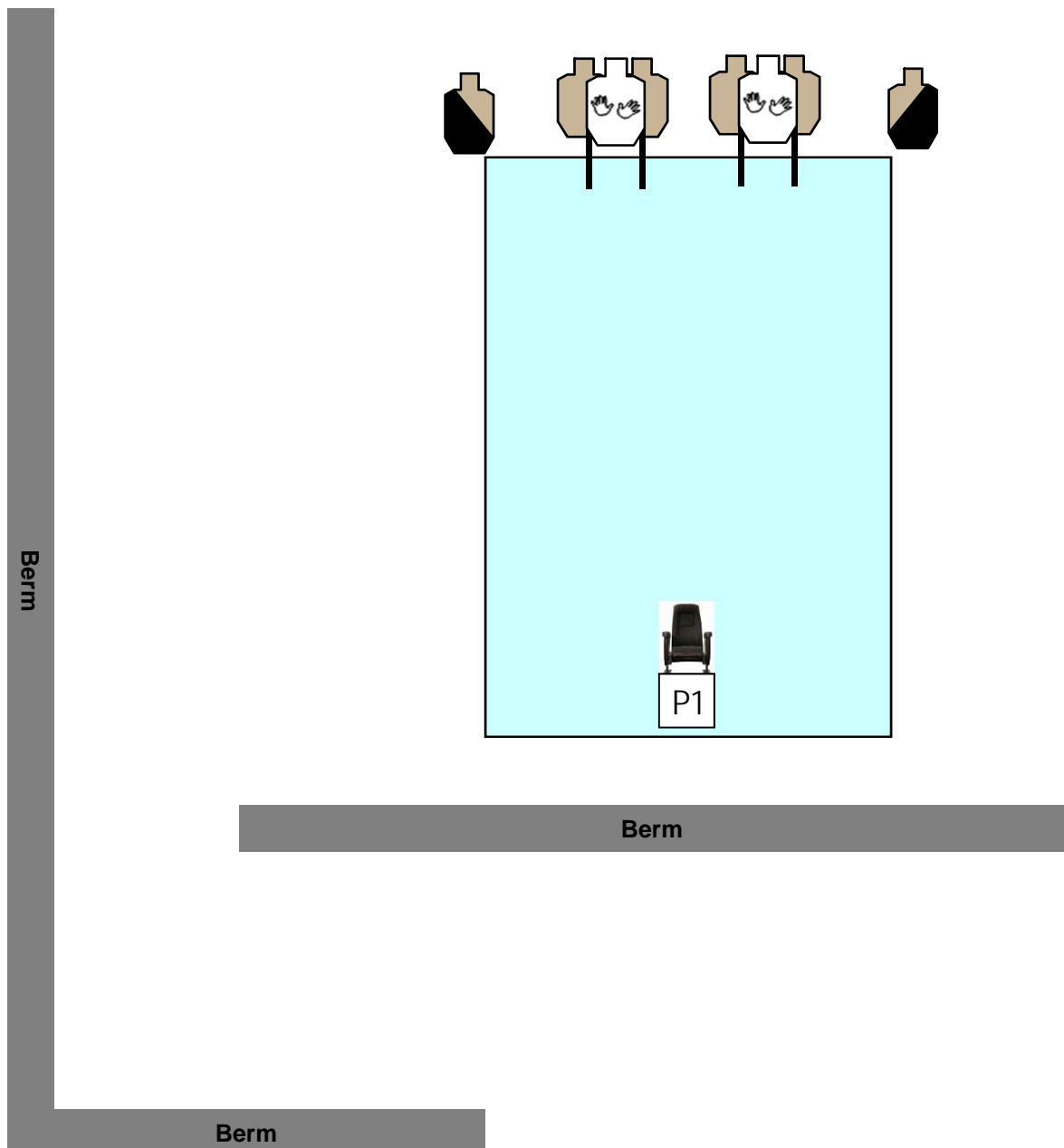


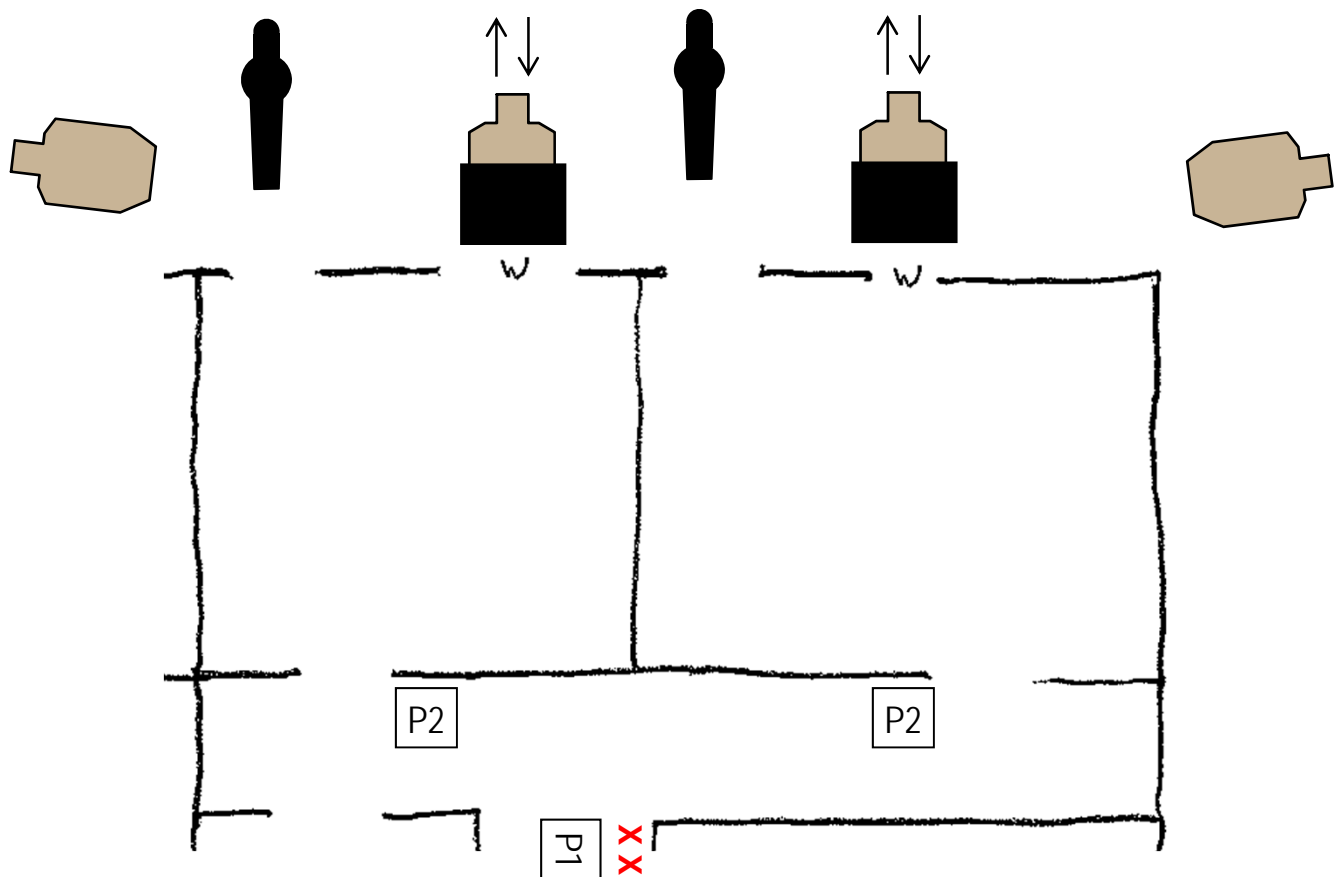
Stage 1: A (Pit): Good Morning

Scenario:	While enjoying your morning at the local Café you come under attack and realize that chairs are not the best forms of cover.
Start Position:	Concealed, Seated with back to targets.
Procedure:	<p>At the sound of the buzzer turn, kneel on the carpet, draw, and engage all targets in tactical sequence with 2 rounds each (1,1,1,1,1,2,1,1,1,1,1). One knee must be on the ground.</p> <p>Note, It is impossible to use this chair properly as cover. So long as the shooter stays basically behind the chair, do not issue a cover PE.</p>
Scoring/Rounds:	Vickers, 12+ rounds



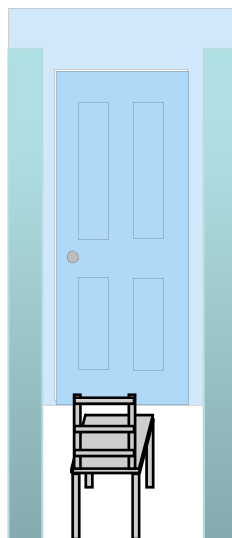
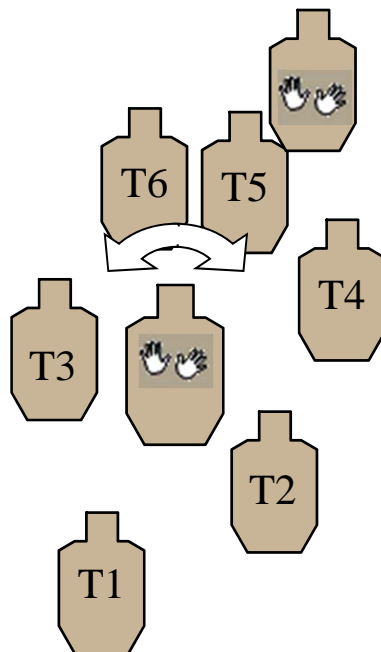
Stage 2: B (Barn): Moving Mozambiques

Scenario:	Holy failure drills batman, these home invaders aren't going down easy.
Start Position:	P1, hands touching X's, concealment not required.
Procedure:	<ul style="list-style-type: none"> From either position P2, knock down the popper then engage the up/down target with 2 rounds to the torso and 1 round to the head using cover. Shooter's choice on which P2 is first. Repeat the above at the other P2. Then move into either bedroom and engage the last two paper targets to the far right and left with 2 rounds to the torso and 1 round to the head out any window or door, using cover. <p>This stage uses a 180 degree rule.</p>
Scoring/Rounds:	Vickers, 14+ rounds



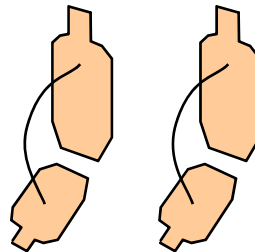
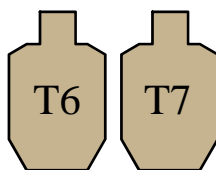
Stage 3: C (Back Yard): No Place is Sacred

Scenario:	While using a public restroom you hear a group of violent thugs enter and attack someone waiting for your stall. Grab your gun and save him/her.
Start Position:	Setting with loaded gun and all spare ammo in the bucket between your feet. Hands on knees. No concealment required.
Procedure:	Throw open the door and engage T1 – T6 with 2 rounds each. Use of cover is not required on this stage.
Scoring/Rounds:	Vickers, 12+ rounds

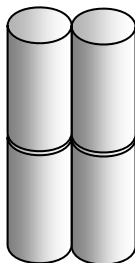


Stage 4: E (City Limits): Couch Potato Hostage

Scenario:	While attempting to serve a warrant for dealing drugs, the seated drug thugs grab a hostage.
Start Position:	P1, standing with back to first targets, concealed
Procedure:	<ul style="list-style-type: none"> Engage the close three paper targets with one round each from P1. Then Engage the falling targets with T-shirts until down from P1. While moving to cover at P2, engage the steel torso target with 2 rounds. If you run empty, move to cover at P2, reload, and engage the remaining steel or falling targets from cover. From cover at P2 engage T6 and T7 with 2 rounds each from the right or left side of the barrels using cover. Then Engage T6 and T7 with 2 rounds each from the other side of the barrels using cover.
Scoring/Rounds:	Vickers, 15+ rounds



Falling targets
with T-shirts



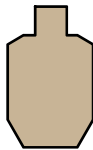
P2



P1

Stage 5: F (Wall): While it's still legal

Scenario:	Skills Test: Can you walk and chew gum?
Start Position:	Right handers in box A, lefties in box D, concealment required.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">Engage the targets with 1 round each from box A.<ul style="list-style-type: none">Perform a tac load or RWR while moving to box B.Engage the targets with 1 round each from box B.<ul style="list-style-type: none">Perform a tac load or RWR while moving to box C.Engage the targets with 1 round each from box C.<ul style="list-style-type: none">Perform a tac load or RWR while moving to box D.Engage the targets with 1 round each from box D. <p>Lefties will be opposite, starting in box D and finishing in box A.</p>
Scoring/Rounds:	Limited Vickers, 16 rounds only



A

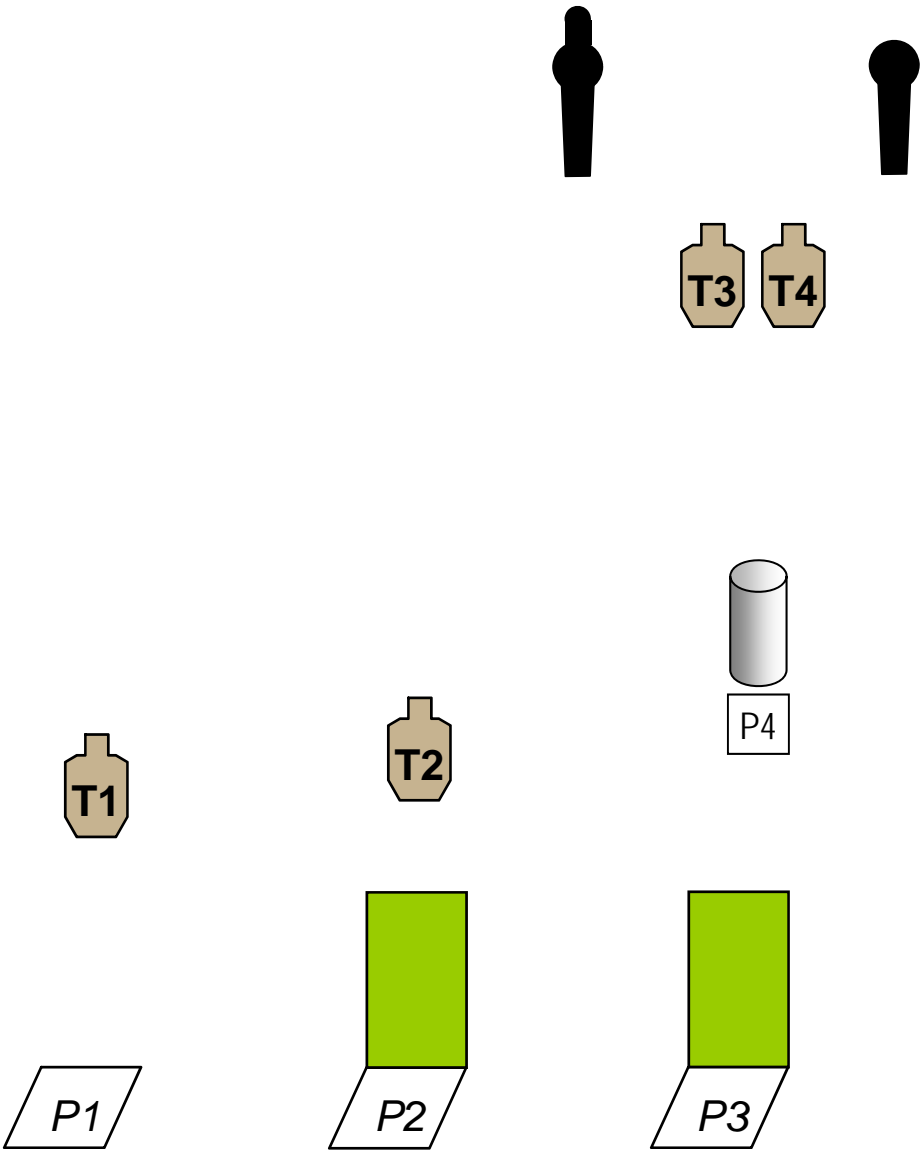
B

C

D

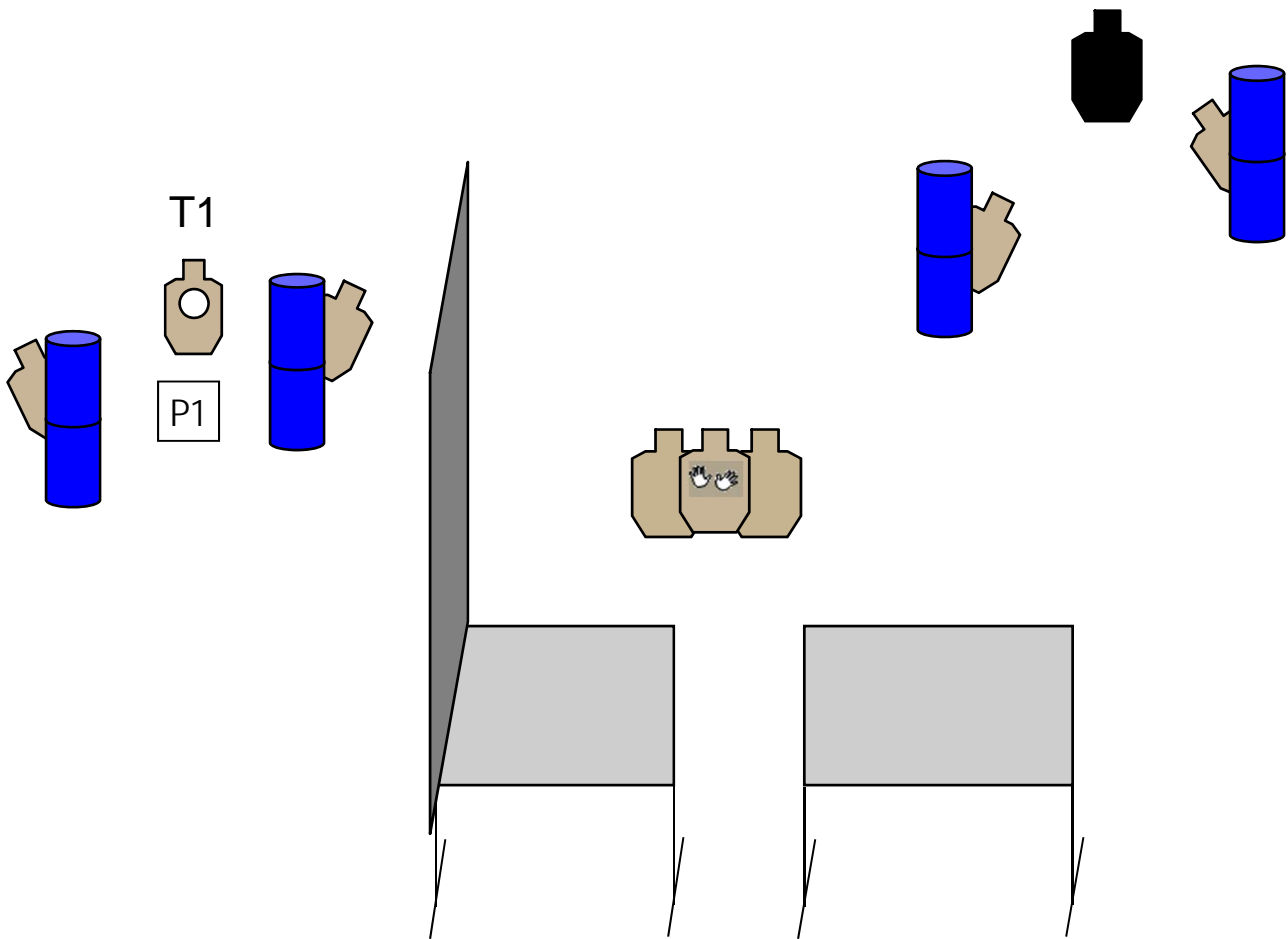
Stage 6: G (Gulch): Smokin' Joe

Scenario:	Skills Test
Start Position:	Standing at P1 with back to targets, concealed.
Procedure:	<ul style="list-style-type: none">• Turn and engage T1 with 2 rounds to the torso and 1 to the head.• From P2 engage T2 with 2 rounds to the torso and 1 to the head using cover, then perform a tac load or RWR at P2 using cover.• From P3 engage T3 and T4 with 2 rounds each using cover.• Move P4 at the barrel, kneel and engage T3 and T4 with 2 more rounds each. Then knock down the steel targets last.
Scoring/Rounds:	Limited Vickers, 16 rounds



Stage 7: H (Corral 1): Way Out

Scenario:	Fight your way to the exit.
Start Position:	Toes on board at P1, concealed, wrists above shoulders.
Procedure:	Engage T1 while retreating with 2 rounds. Engage the remaining paper and steel targets with 2 rounds each using cover. Engage the last five targets through the doorway. This stage uses a 180 degree rule, not muzzle safe points.
Scoring/Rounds:	Vickers 14+ rounds.



Stage 8: I (Corral 2): ATM Robbery

Scenario:	You pull into a parking lot and notice a small crowd has gathered near a bank ATM. The situation seems innocent enough until you get out of the car. As soon as you stand up several individuals start shooting at you. Escape with your life.
Start Position:	Standing at P1, behind the open car door, facing down range with gun loaded to division capacity. Concealment required.
Procedure:	<ul style="list-style-type: none"> •Drop to low cover (at least one knee on the ground) at P1, engage S1 until down, and engage T1-T2 with 3 rounds each. •Move to low cover (at least one knee on the ground) at P2 and engage the remaining targets with 3 rounds each and steel until down.
Scoring/Rounds:	Vickers, 17+ rounds

