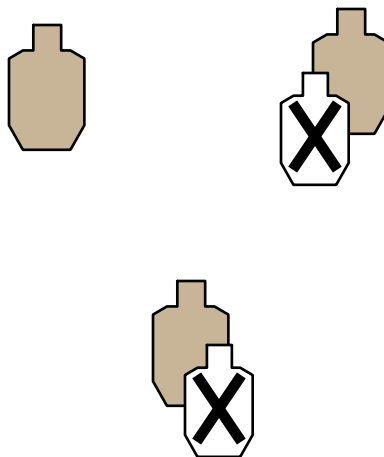


## Stage 1: Pit: 360 Degree Orient-all Drill

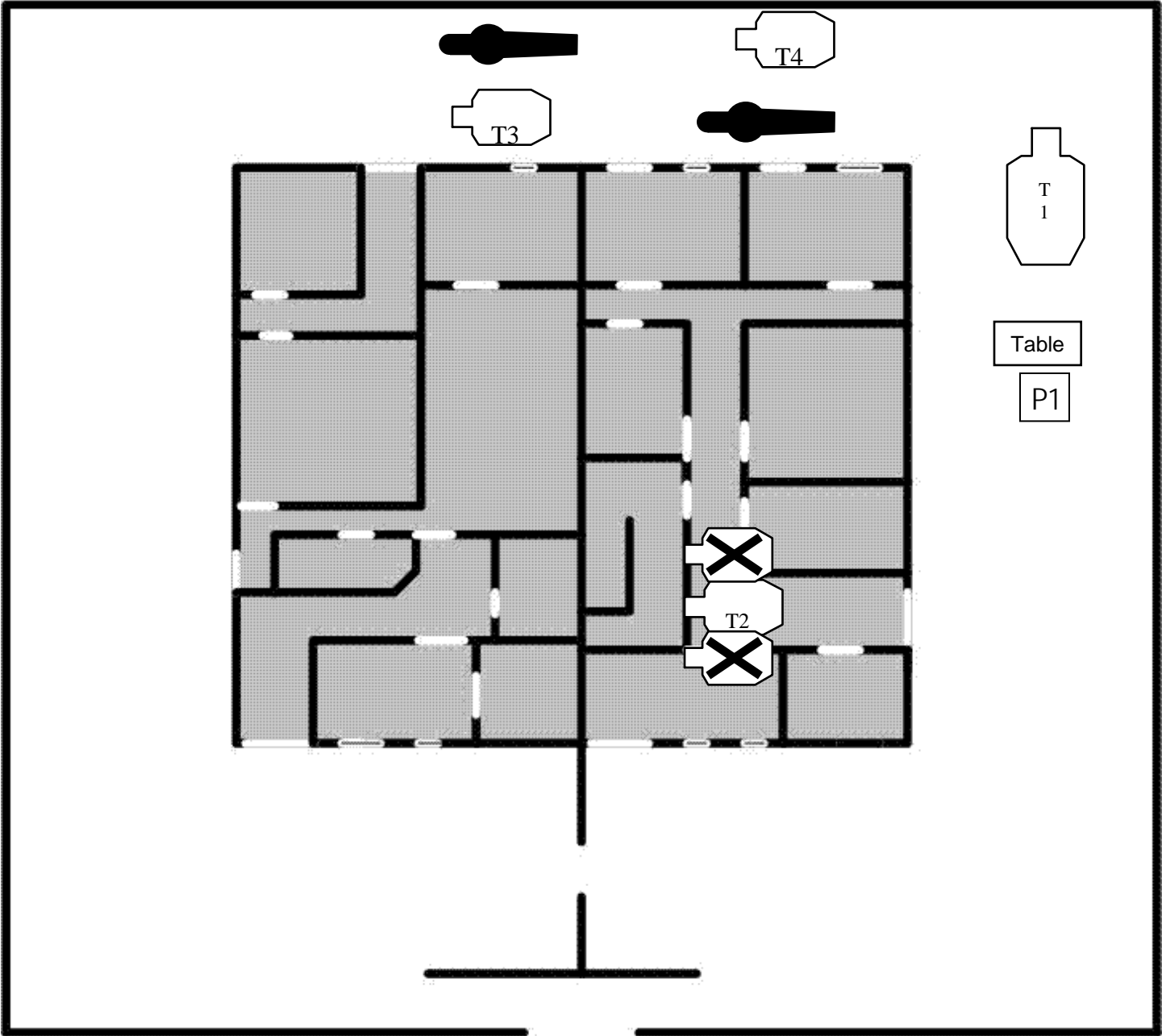
Scenario:	You are the local Stop-&-Rob: 3 undesirables arrive wishing to spoil your day. Solve the problem from each firing position.
Start Position:	•P1 all equipment concealed, facing direction varies, feet square to facing direction
Procedure:	<p><b>For all strings, the shooter may pivot their feet, but may not step or slide.</b></p> <ul style="list-style-type: none"> <li>•String 1: Facing threats, on the buzzer, draw and engage T1-T3 with only 1 round each.</li> <li>•String 2: Facing Left, threats on your right, on the buzzer, draw and engage T1-T3 with only 1 round each.</li> <li>•String 3: Back to threats, on the buzzer, draw and engage T1-T3 with only 1 round each. Shooter and SO must discuss which direction the shooter will pivot prior to beginning this string. SO and score keeper need to stand in a safe position.</li> <li>•String 4: Facing right, threats on your left, on the buzzer, draw and engage T1-T3 with only 1 round each.</li> <li>•Only shooter, score keeper, and SO beyond bay stop line during firing.</li> </ul>
Scoring/Rounds:	Limited Vickers, 12 rounds maximum



P1

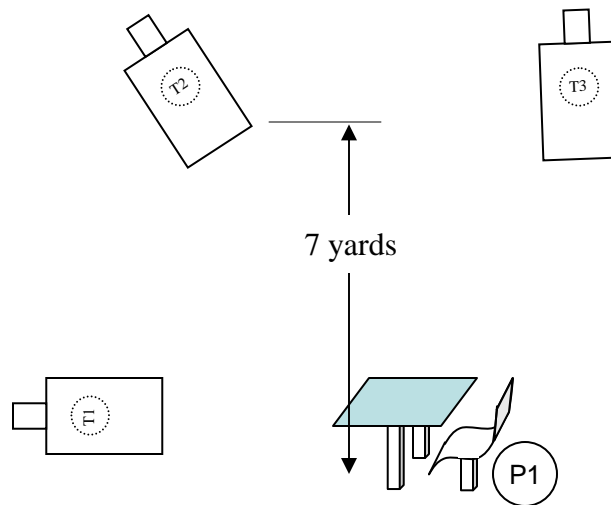
## Stage 2: Barn: Rotator Cuff Surgery

Scenario:	While healing up from surgery, your house comes under attack.
Start Position:	•P1, sling on weak arm, weak hand holding tennis ball during entire COF
Procedure:	<ul style="list-style-type: none"><li>•Engage T1 with 6 rounds strong hand only while retreating. Then</li><li>•Engage T2 (inside house) with two rounds. Then</li><li>•Engage T3 and T4 with two rounds each and knock down both poppers (must fall for center fire shooters)</li></ul> <ul style="list-style-type: none"><li>•Use cover properly.</li><li>•Only shooter, score keeper, and SO inside bay during firing.</li></ul>
Scoring/Rounds:	Vickers, 14 rounds minimum



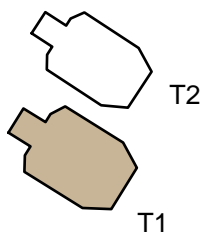
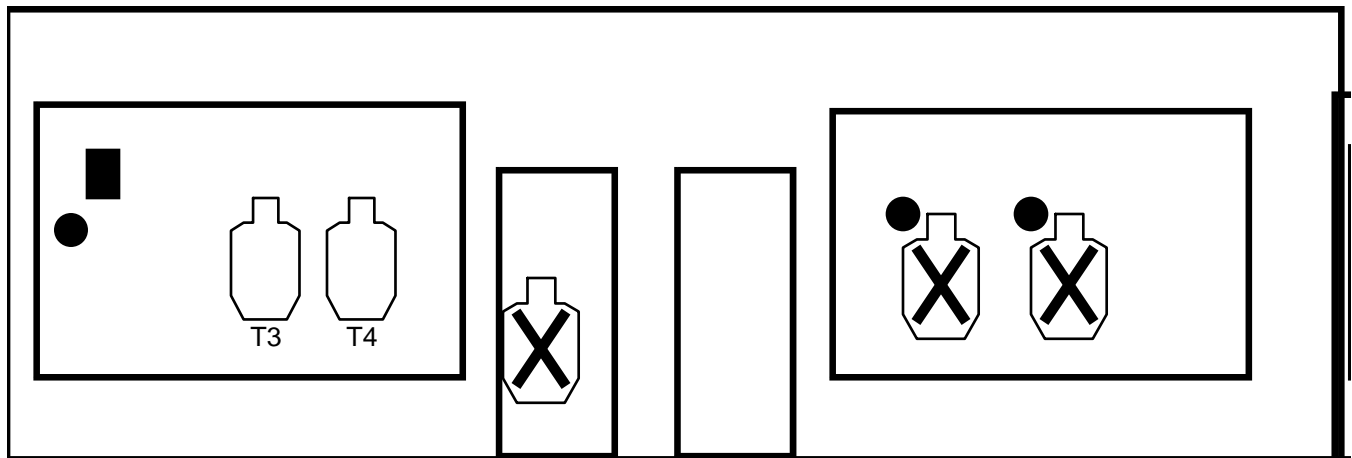
## Stage 3: Backyard: Unprepared for Dinner

Scenario:	You are having dinner at your favorite B-B-Q joint when bad guys bust in to rob the place. You find yourself unprepared and must make the best of it.
Start Position:	<ul style="list-style-type: none"> <li>•All equipment concealed</li> <li>•Seated at P1 with hands flat on the table</li> <li>•For string 1, pistol is holstered, the magazine in the gun has only 6 rounds, and the chamber is empty. (Put a mag with 6 rounds in the gun, don't chamber the top round, holster.)</li> </ul>
Procedure:	<ul style="list-style-type: none"> <li>•String 1: Draw your pistol and chamber a round.</li> <li>•Engage T1-T3 in tactical sequence with 3 rounds to each body. (1-1-3-2-2).</li> <li>•String 2: Begin with loaded pistol under a catalog on the table. Hands over head, elbows straight.</li> <li>•Engage each target with one round to the head.</li> </ul>
Scoring/Rounds:	Vickers, 12 rounds minimum



## Stage 4: City Limits: Grocery Shopping

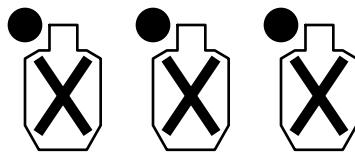
Scenario:	As a robbery unfolds inside the grocery store, two armed men emerge from a delivery van.
Start Position:	P1, concealed
Procedure:	<ul style="list-style-type: none"> <li>•Engage T1 and T2 with 3 rounds each while backing up. Then</li> <li>•Engage T3 and T4 with 3 rounds each. Then</li> <li>•Engage the two hostage taker heads with one round each. Then</li> <li>•Engage the two small steel (one round, one rectangle) with one round each. These must be hit last.</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>•Use Cover for all targets except T1 and T2.</li> <li>•Be careful entering the container if you choose to do so. Many tripping hazards and sharp surfaces.</li> <li>•Paint any hostage strikes after each shooter. Hostages are non-threats.</li> <li>•Hostage taker heads may be on either side.</li> </ul>
Scoring/Rounds:	Vickers, 16 rounds minimum



P1

## Stage 5: Wall: Hostage Standards

Scenario:	Standards
Start Position:	•Holstered
Procedure:	<ul style="list-style-type: none"> <li>•String 1: From P1, engage each hostage taker head with 1 round each.</li> <li>•String 2: Repeat string 1</li> <li>•String 3: From P2, engage each hostage taker head with 1 round each.</li> <li>•String 4: Repeat string 3</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>•The heads can be on either side. It is not the shooter's option. Do not go downrange to reset the heads unless they are stopped part way.</li> <li>•Paint any hostage strikes after each shooter. Hostages are non-threats.</li> </ul>
Scoring/Rounds:	Vickers, 12 rounds minimum



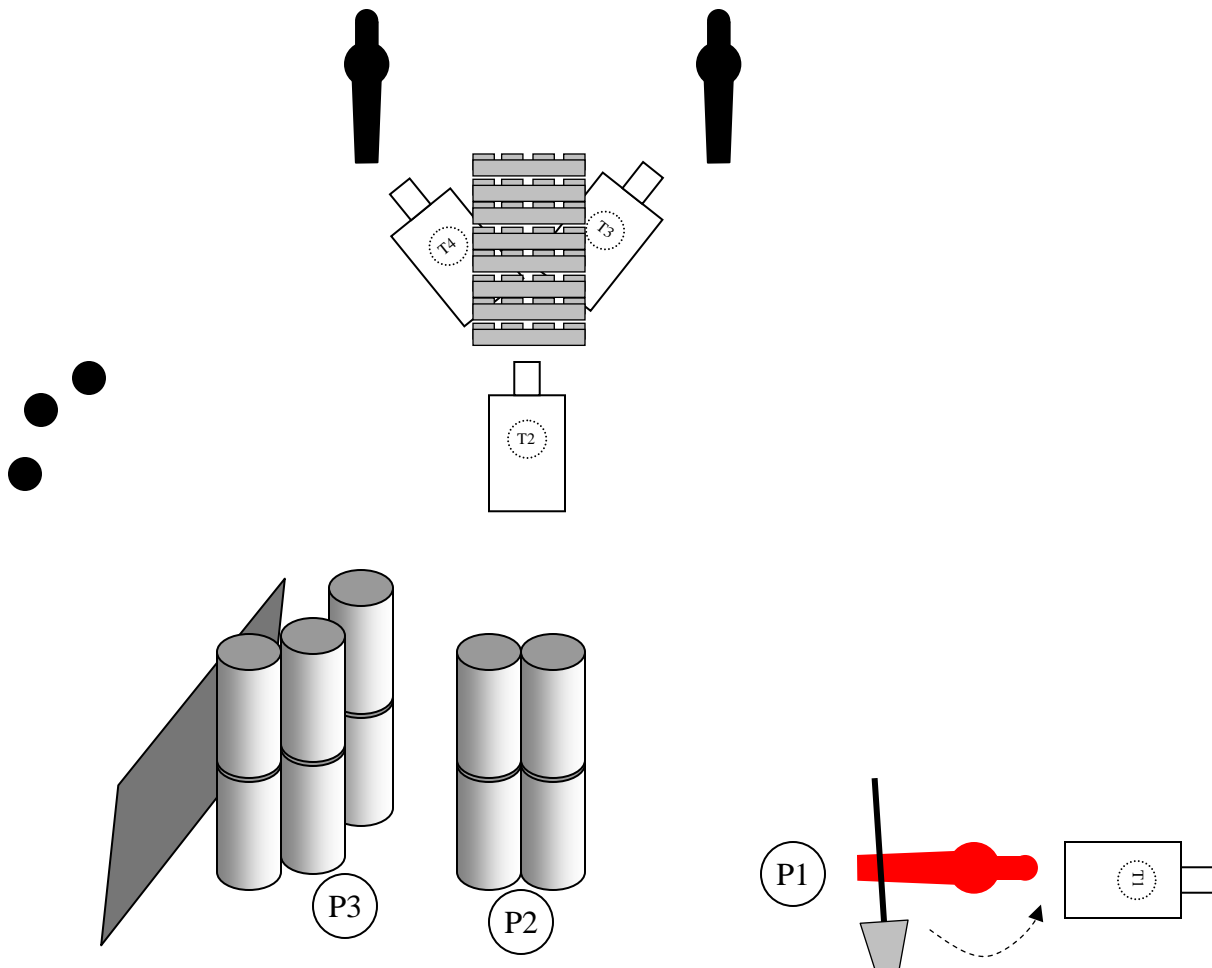
P1

P2

P1 at 7 yards  
P2 at 10 yards

## Stage 6: Gulch: Bury the Cat

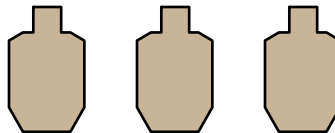
Scenario:	You are burying your dead cat when the gang who killed it decides to add you to the list.
Start Position:	<ul style="list-style-type: none"> <li>•Standing at P1 with both hands and one foot on the shovel.</li> <li>•All equipment concealed</li> </ul>
Procedure:	<ul style="list-style-type: none"> <li>•On the buzzer, knock down the bad guy and then plug him with 4 rounds (shoot T1 paper target, NOT the red popper). Then</li> <li>•Move to cover at P2 and engage T2-T4 with 2 rounds each and engage the poppers until down, slice the pie! Then</li> <li>•Move to cover at P3 and engage the round steel targets with 2 rounds each</li> </ul> <p>•Only full round bullet holes count as hits on the targets. Holes caused by partial bullets, ricochets, and bullet splatter are misses.</p>
Scoring/Rounds:	Vickers, 18 Rounds Minimum



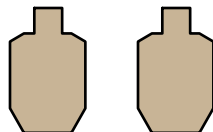
## Stage 7: Corral 1: Supine Standards

Scenario:	Standards
Start Position:	•Laying on back at P1, feet forward. Fingers interlaced across chest.
Procedure:	<ul style="list-style-type: none"> <li>•String 1 Freestyle: With 6 rounds loaded and gun holstered, at the signal draw and engage the center 3 targets with 2 shots each. Reload and re-engage T1-T3 with 2 shots to each head.</li> <li>•String 2 Strong Hand Only: With gun loaded and holstered, at the signal draw and engage the pair of targets on your strong side with 2 shots to the body and 1 to the head (Mozambique Drill). Strong Hand Only.</li> <li>•String 3 Weak Hand only: With gun loaded and laying next to shooter, at the signal draw and engage the pair of targets on your weak side with 3 shots each. Weak Hand Only.</li> <li>•Safety Note: Be careful not to muzzle your legs and feet. The shooter is free to move (sit up, stand up, etc.) after the buzzer.</li> </ul>
Scoring/Rounds:	Limited Vickers, 24 Rounds Only

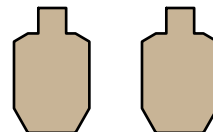
String 1 Targets



String 2 or 3 Targets



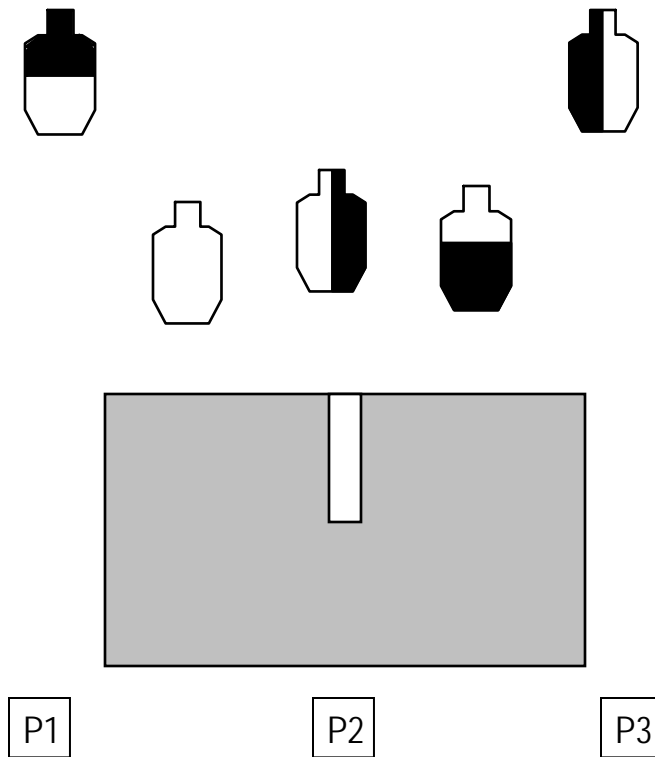
String 2 or 3 Targets



P1

## Stage 8: Corral 2: Hard Cover Hardness

Scenario:	Skills test
Start Position:	•Standing anywhere behind the wall, completely unexposed to the targets
Procedure:	•Engage each target with 1 round from P1, P2, and P3. Any position order. Use cover. Slice the pie. •For example, if the shooter starts towards the left, he fires one shot at each target from P1, then one each from P2, then one each from P3. .
Scoring/Rounds:	Vickers, 15 Rounds Minimum





## Stage 9: Corral 3: Back Row

Scenario:	Skills Test
Start Position:	P1
Procedure:	<ul style="list-style-type: none"><li>•Engage each back row target with one rounds from P1. Then</li><li>•Engage each back row target with <b><u>two</u></b> rounds from P2. Then</li><li>•Engage each back row target with one round form P3.</li></ul>
Scoring/Rounds:	Vickers, 20 Rounds Minimum

