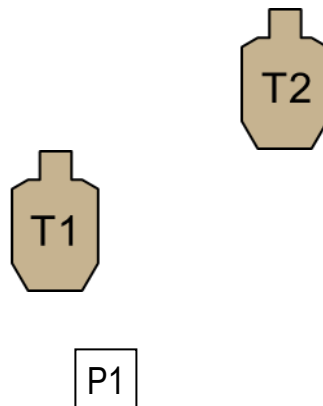


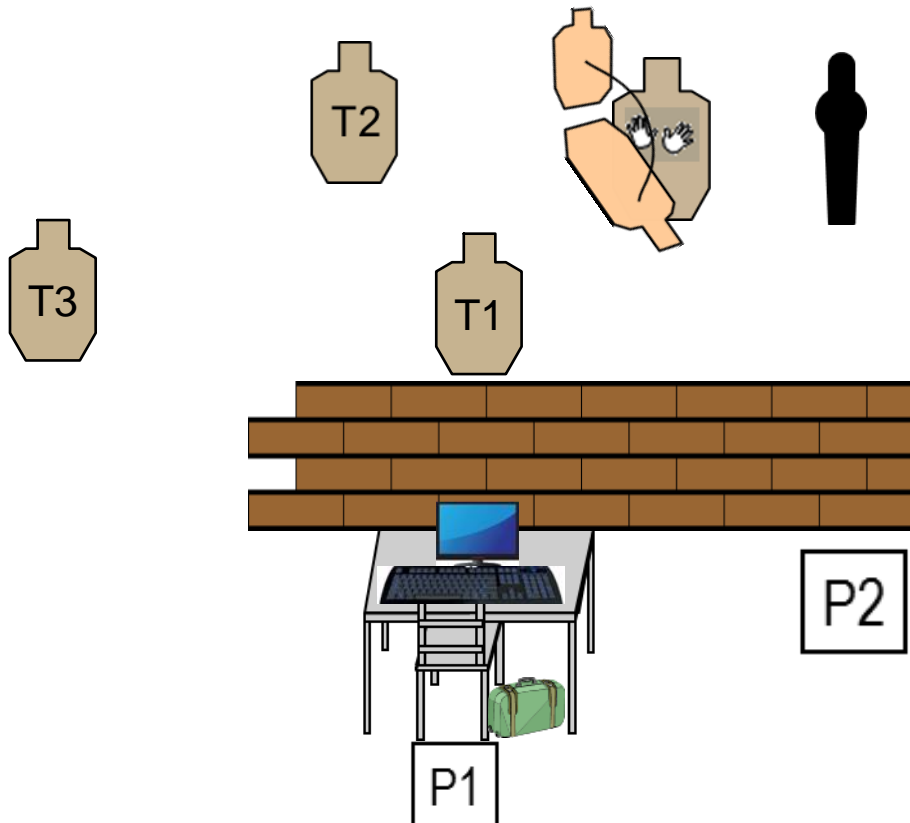
## Stage 1 – Bay Echo (CL Left) - BUG – “Collateral”

Scenario:	Some bold and nefarious individuals take your briefcase. When you ask for it back they give you some serious attitude. Apparently they don't know who you are. Neutralize both threats with your back up gun (BUG) .
Start Position:	Standing at P1 hands naturally at sides. <b>Gun loaded with a maximum of five (5) rounds only.</b> Holstered and concealed or in box on table.
Procedure:	<ul style="list-style-type: none"><li>•String 1: At P1 at the sound of the buzzer draw firearm and from retention engage T1 with two (2) rounds then engage T2 with two (2) rounds to the body and one (1) to the head.</li><li>•String 2: Same as String 1</li><li>•String 3: Same as String 1</li></ul>
Scoring/Rounds:	Vickers /15rds. min



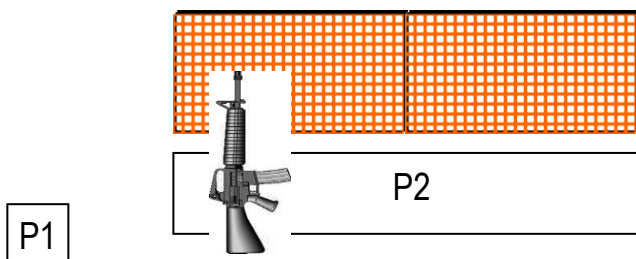
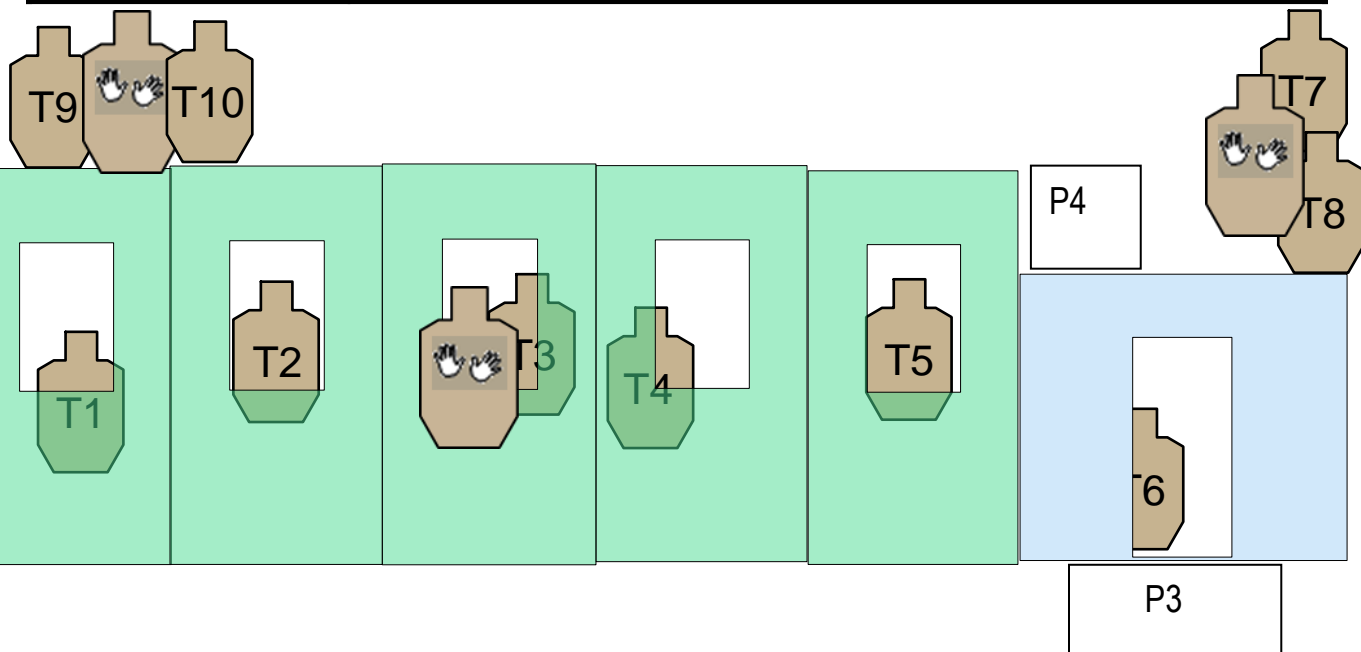
## Stage 2 – Bay Foxtrot (Wall) – BUG – “Bad Day at Work”

Scenario:	You are at your desk at work when three schmucks come in and attempt to rob you. When they see its not going to be the easy mark they thought they take one of your coworkers hostage. Neutralize all threats and save your co-worker (the one that always brings the nice pie for you).
Start Position:	Seated at desk (P1 ) hands on table. <b>Gun loaded with a maximum of five (5) rounds only</b> holstered and concealed or in bag on ground.
Procedure:	<ul style="list-style-type: none"> <li>•String 1: At P1 at the sound of the buzzer draw and engage T1-T3 with one round each. Then while using cover advance to P2. While using low cover (100% of lower body and 50% of head and torso) at P2 engage the pepper popper with one round then engage T4 with one round to the head before the clamshell target disappears.</li> <li>•String 2: Same as String 1</li> <li>•Failure to maintain cover is a +3sec Procedural Penalty</li> </ul>
Scoring/Rounds:	Vickers / 10rds min.



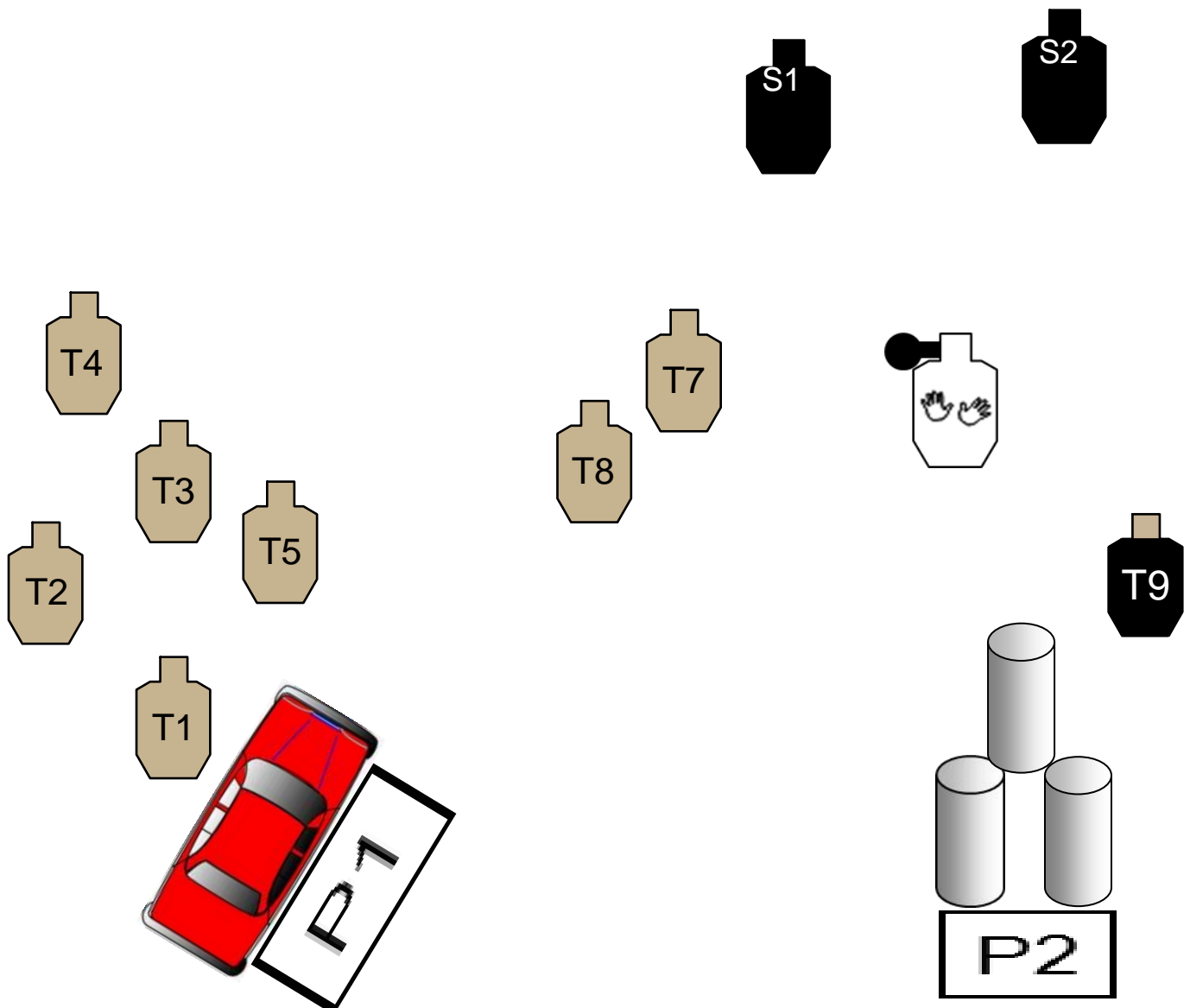
## Stage 3 – Bay Echo (City Limits) – Carbine – “Mumbai Mambo”

Scenario:	You are vacationing in Mumbai at the “Taj Mahal Palace and Tower” as you walk up in the carport you see several jihadi tango’s shooting the guests. Retrieve a rifle and extra magazines from a downed security guard and send the tango’s to Allah.
Start Position:	Standing at P1. <b>Gun loaded with a max of 10 rounds</b> , on safe on the ground, muzzle pointed downrange at P2. Any extra mags on ground.
Procedure:	<ul style="list-style-type: none"> <li>•String 1: At the sound of the buzzer move to P2 and retrieve rifle and any extra magazines. From P2 engage T1-T5 with two (2) rounds each while using cover. Then engage T6 while moving to P3. At P3 while using cover engage T7-T8 with two (2) rounds each. Move to P4 and engage T9-T10 with two (2) rounds each.</li> <li>•All Reloads must be behind cover and must be finished before leaving cover. All reload magazines may be loaded to capacity. Failure to maintain cover is a +3sec Procedural Penalty</li> </ul>
Scoring/Rounds:	Vickers / 20rds min.



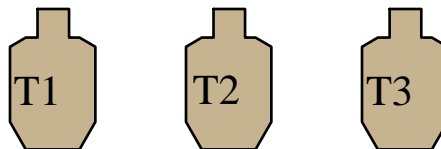
# Stage 4 – Bay Golf (Gulch) - Afghan Airmail...Send it!

Scenario:	Your convoy comes under attack from the jihadi tango horde. They take a female private hostage. Engage all threats and make your team safe.
Start Position:	In passenger side of car, seated, rifle loaded on safe, muzzle pointed at floor, door closed.
Procedure:	<ul style="list-style-type: none"> <li>•String 1: At the sound of the buzzer exit vehicle being careful not to muzzle shooters body. From P1 and while maintaining cover engage T1-T5 with two (2) rounds each. While moving to P2 engage T7-T8 with two (2) rounds each. At P2 engage T9 with two (2) rounds, the hostage taker head with one (1) round and the two far Steel targets S1-S2 with two (2) rounds each.</li> <li>• <b>You must perform a tactical reload behind cover before the last shot is fired. Failure to maintain cover is a +3sec Procedural Penalty</b></li> </ul>
Scoring/Rounds:	Vickers / 21 rds min.



# Classifier Stage 1 – Bay Hotel & Juliet (Corrals)

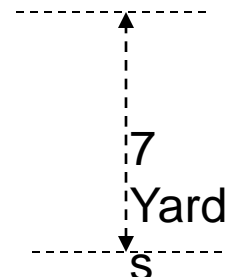
Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p><b>STRING 1</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p><b>STRING 2</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p><b>STRING 3</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p><b>STRING 4</b> (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p><b>STRING 5</b> (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 one (1) shot at each T1-T3. WEAK HAND ONLY</p> <p><b>STRING 6</b> (6 shots) (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each T1-T3.</p> <p><b>STRING 7</b> (6 shots) Draw and fire two (2) shots at each T1-T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> <li>•Mag 1: 9 rounds</li> <li>•Mag 2: 12 rounds</li> <li>•Mag 3: 9 rounds</li> </ul>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall

T2 – 4' Tall

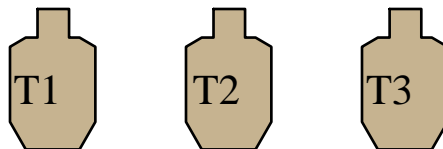
T3 – 5' Tall



Targets 2 yards apart edge P1 to edge.

# Classifier Stage 2 – Bay Hotel & Juliet (Corrals)

Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (6 shots) Begin at P2. Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.</p> <p><b>STRING 2</b> (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).</p> <p><b>STRING 3</b> (12 shots) Begin at P2. (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.</p> <p><b>STRING 4</b> (6 shots) Begin at P2. Draw and fire 2 shots at each T1 - T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> <li>•Mag 1: 12 rounds</li> <li>•Mag 2: 6 rounds</li> <li>•Mag 3: 12 rounds</li> </ul>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall

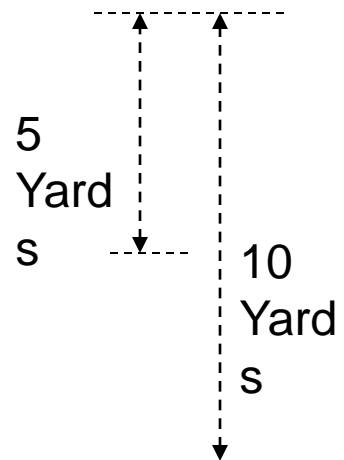
T2 – 4' Tall

T3 – 5' Tall

Targets 2 yards apart edge to edge.

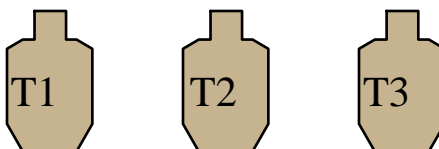
P3

P2



# Classifier Stage 3 – Bay India (Corrals)

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and fire 2 shots at each T1 - T3 from the opposite side of barricade.</p> <p><b>STRING 2</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and advance to P5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.</p> <p><b>STRING 3</b> (6 shots) Begin at P5. Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55 - gallon barrel.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall

T2 – 4' Tall

T3 – 5' Tall

Targets 2 yards apart edge to edge.



P5

Barricade

P4

