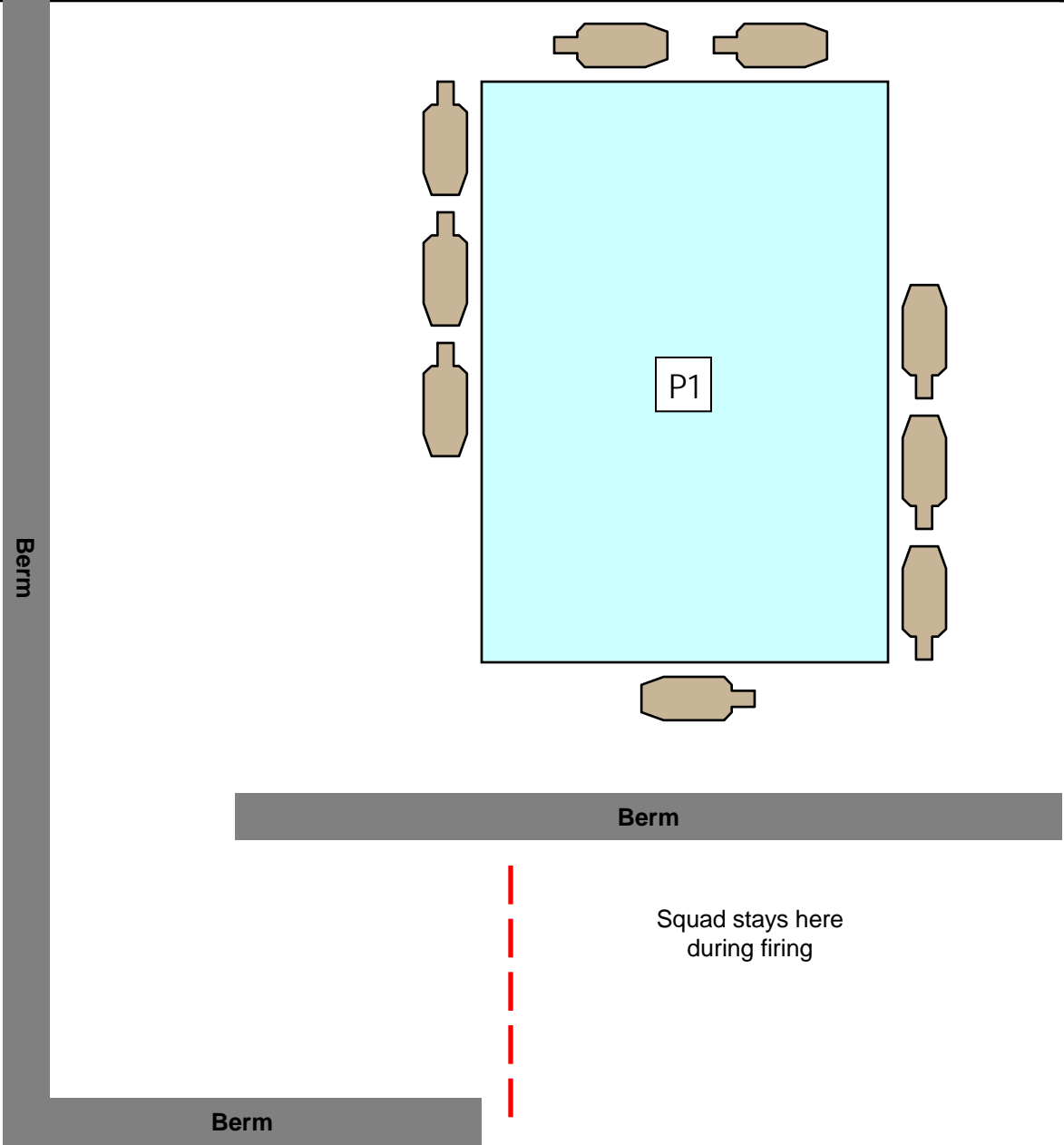


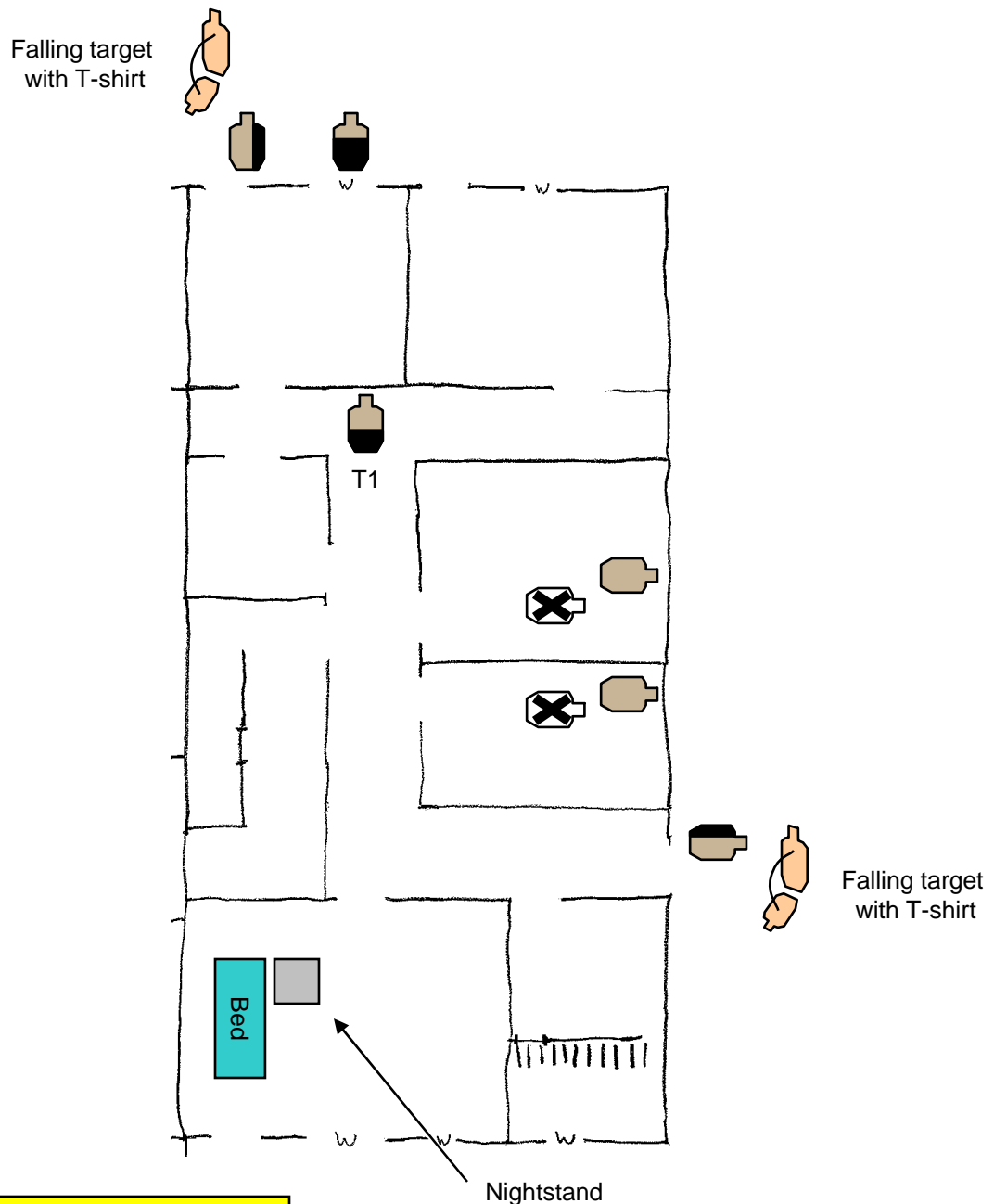
Stage 1: Pit: Good Doggies

Scenario:	You repeat "good doggies" as you draw.
Start Position:	Concealed, Standing at P1 facing any direction
Procedure:	<p>Before firing, inform the SO of your target order so he can stay out of your way as you turn. If the SO gets in your way, stop firing, the SO will let you re-shoot the stage. Do not muzzle the SO for any reason.</p> <p>Engage all target in tactical sequence with two rounds each (shoot all dogs once before shooting any with a second round.)</p> <p>Note: Only the shooter and SO are allowed past the sticks during firing.</p>
Scoring/Rounds:	Vickers, 18+ rounds



Stage 2: Barn: Sawing Logs

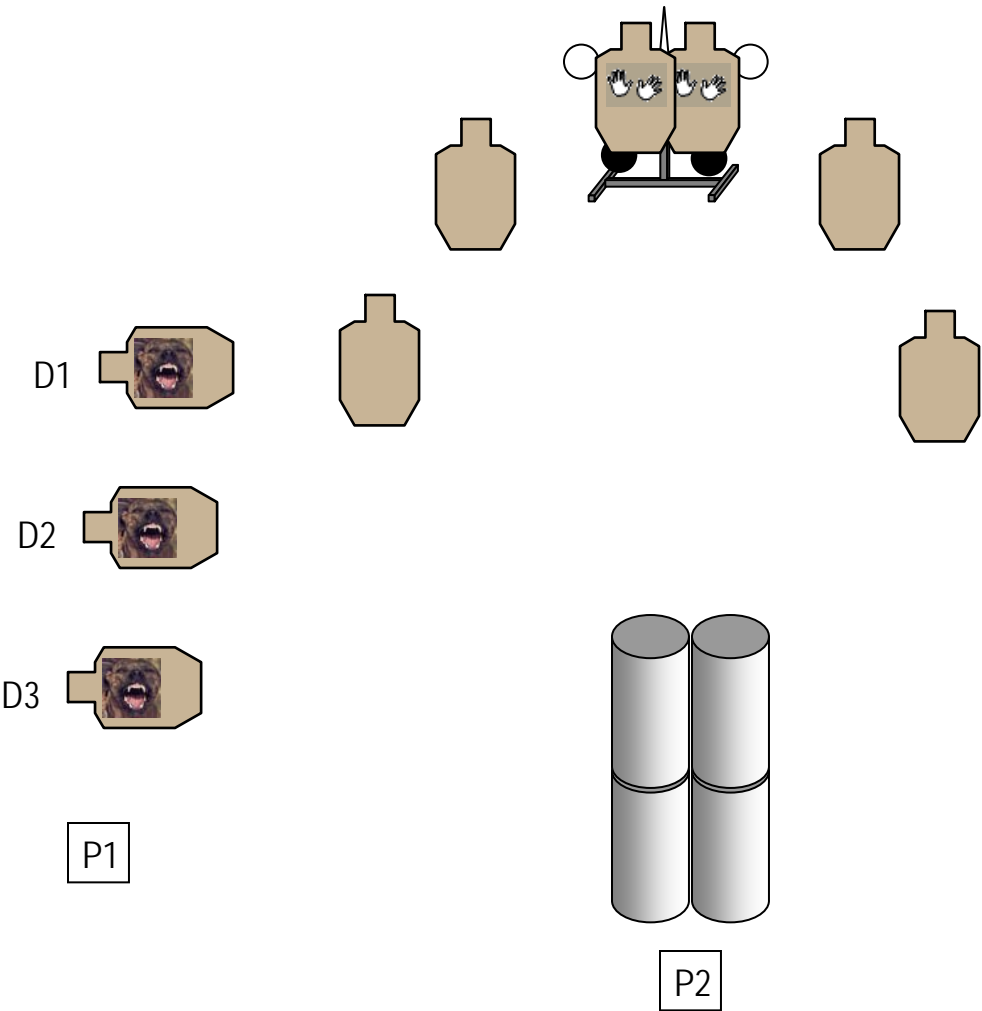
Scenario:	Your blissful sleep is shattered by the sound of crashing glass.
Start Position:	Lying flat on your back "in bed" with arms folded, unloaded gun (slide forward hammer down) and all ammunition in the top nightstand drawer.
Procedure:	<ul style="list-style-type: none"> •Engage paper targets with two rounds each using cover. Falling targets must fall. Do not expose yourself to any unengaged targets. •Engage T1 from the bedroom doorway using cover. You may not re-engage T1 after leaving the bedroom. <p>Note: This stage uses a 180° rule, not muzzle safe points.</p>
Scoring/Rounds:	Vickers, 14+ rounds



Squad stay here during firing

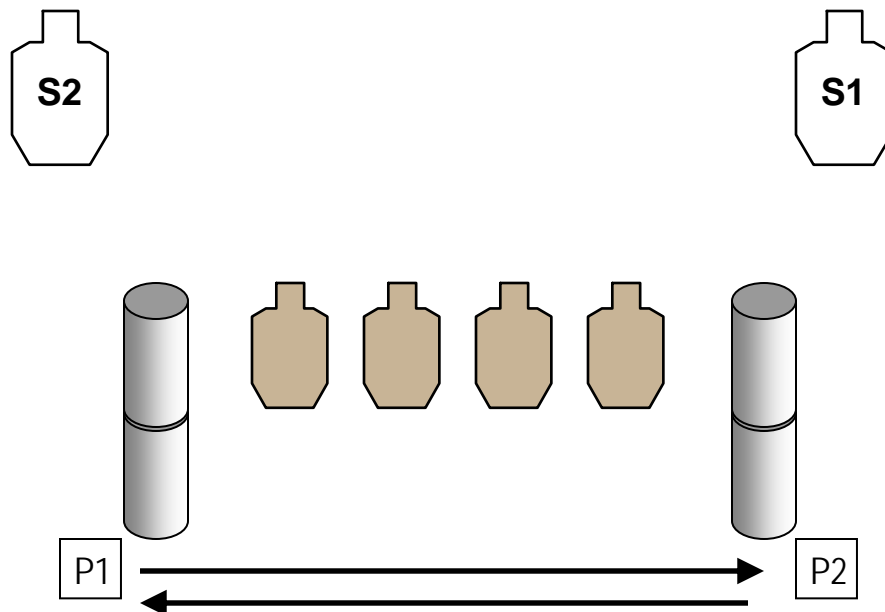
Stage 3: Back Yard: Punk-n-Pup

Scenario:	You are out for your evening constitutional when you come upon a gang of punks annoying two neighborhood children. When you yell at the punks to leave them alone they let loose their pit bull and pull handguns and point them at you. You stop the dog attack and take cover behind a nearby tree and defend yourself.
Start Position:	Standing at P1, concealed.
Procedure:	<ul style="list-style-type: none">•From P1 engage D1, D2, and D3 with one round each (far to near, charging dog). Then•Using cover at P2 engage the four paper targets with two rounds each, and knock the two white targets off of the star. Use tactical priority (slice the pie) for all 6 targets.•The black plates on the star are for weight only. There is no penalty or bonus for shooting them.
Scoring/Rounds:	Vickers, 13+ rounds



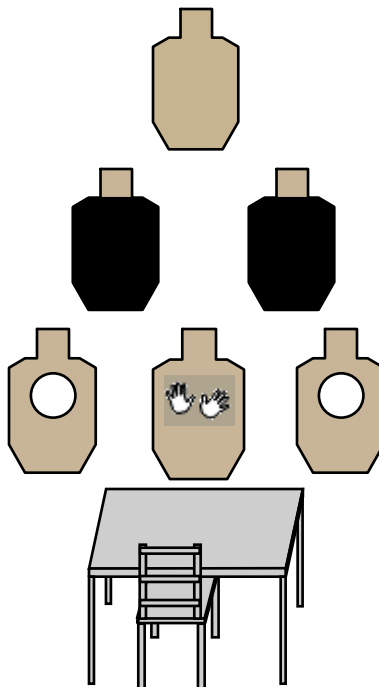
Stage 4: Steel Pen: I like to move it, move it

Scenario:	Skills Test
Start Position:	Concealed, standing facing down range at P1 and P2.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Begin at P1, draw and engage the paper targets with only two rounds each while moving towards P2.•From the right side of the right barrels, engage the right steel target (S1) with only two rounds. <p>String 2:</p> <ul style="list-style-type: none">•Begin at P2, draw and engage the paper targets with only two rounds each while moving to your left.•From the left side of the left barrels, engage the left steel target (S2) with only two rounds.
Scoring/Rounds:	Limited Vickers, ONLY 20 rounds



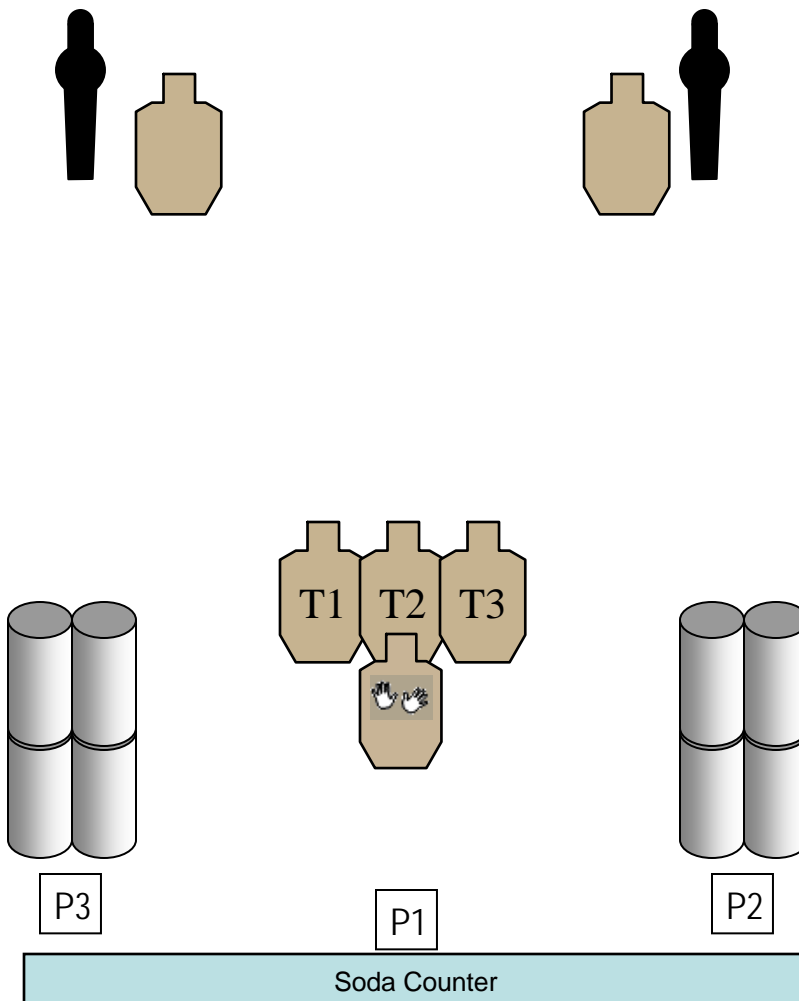
Stage 5: Wall: Texas Hold Em Up

Scenario:	A gambling game gone bad.
Start Position:	Concealed, seated, palms flat on table.
Procedure:	•While remaining seated, engage targets in tactical priority (near to far). Engage paper targets with two rounds each, steel targets must fall.
Scoring/Rounds:	Vickers, 12+ rounds



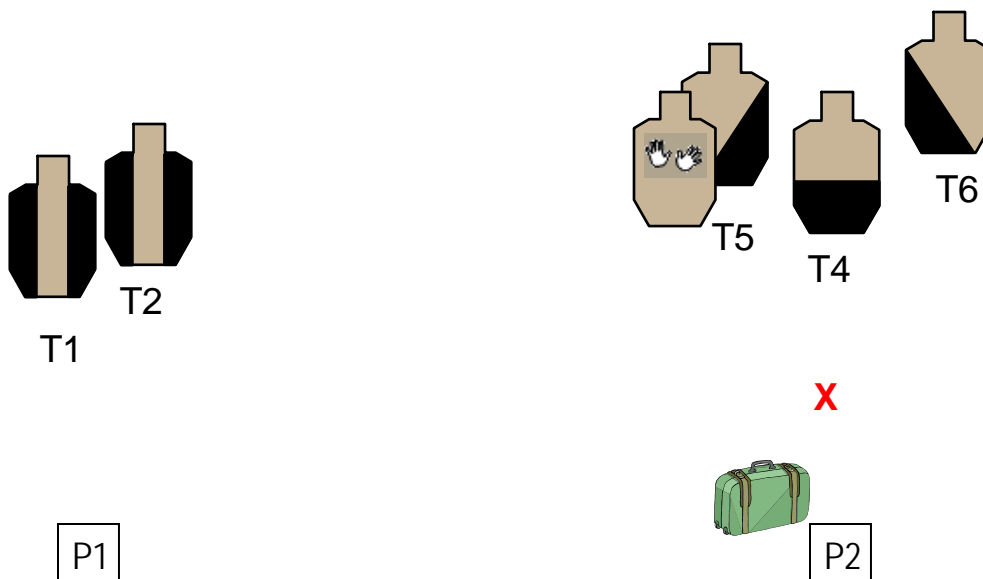
Stage 6: Gulch: Free Refills

Scenario:	While refilling your soda, a robbery begins. You get a few rounds off before your strong arm is disabled.
Start Position:	P1 with back to targets, holding a soda cup in strong hand as if refilling it, lid in weak hand, gun and ammunition holders concealed
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Engage T1 – T3 with two rounds each freestyle, you may move and shoot if desired.•Move to cover at your strong side and engage the remaining weak hand only. Paper targets get two rounds each, steel must fall. For example, if you're right handed, you'll shoot the last four targets from cover at P2 with your left hand.•Reload as necessary using both hands.
Scoring/Rounds:	Vickers, 12+ Rounds



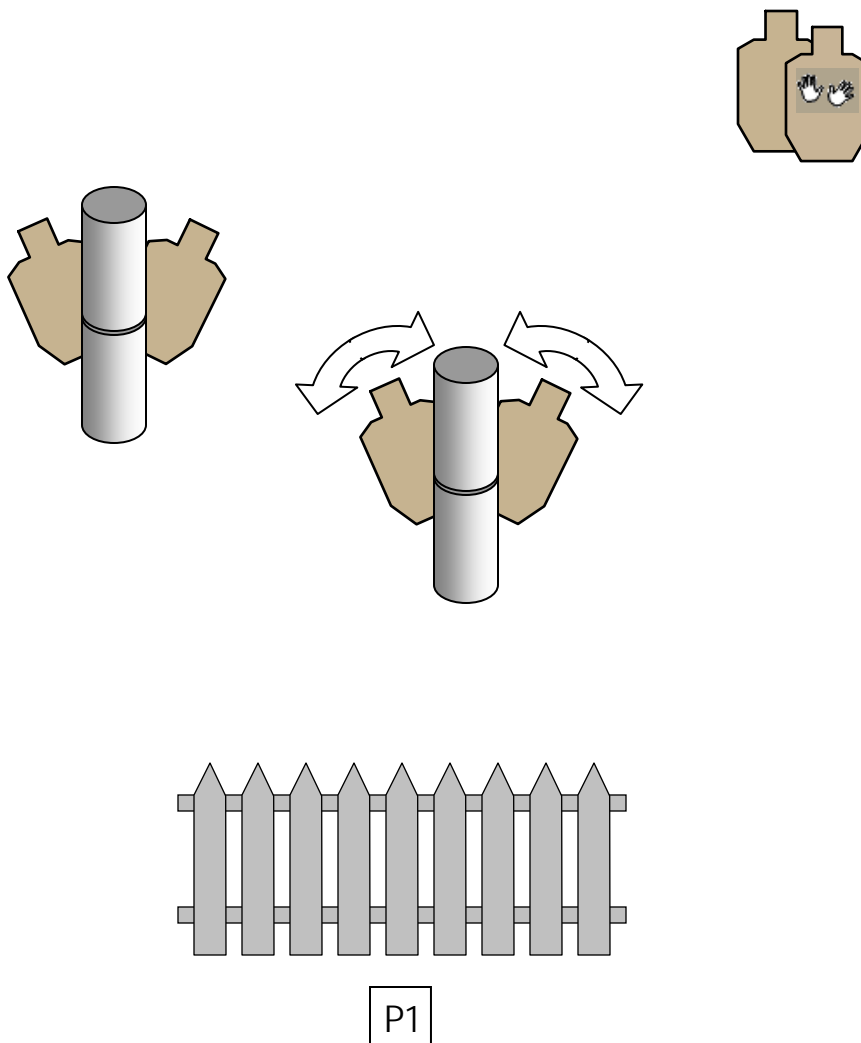
Stage 7: Corral 1: Fast and Furious

Scenario:	Skills test
Start Position:	P1 and P2, no concealment required
Procedure:	<p>String 1 (strong hand only):</p> <ul style="list-style-type: none"> •At P1, fingers interlaced on top of head. •Draw and engage T1 and T2 in tactical sequence 2 to body and 1 to head (1, 2,1,H,H) strong hand only. <p>String 2 (weak hand only):</p> <ul style="list-style-type: none"> •At P2, holding tool bag with strong hand, gun in weak hand pointed at mark. •Engage T4 through T6 in tactical sequence with two rounds each (1,1,2,1,1) weak hand only while holding tool bag with strong hand.
Scoring/Rounds:	Vickers, 12+ rounds



Stage 8: Corral 2: Poor Cover

Scenario:	You are walking down the street when attacked by gang members. The only place to hide is a picket fence.
Start Position:	Concealed, standing at P1, holding swinger ropes in both hands
Procedure:	Pull ropes to activate swingers. Engage all targets with 3 rounds each. You must shoot between the pickets and below the top rail.
Scoring/Rounds:	Vickers, 15+ rounds



Stage 9: Corral 3: One

Scenario:	A robber has taken your wife/husband/gay lover/son/daughter hostage. You have one shot to solve the problem.
Start Position:	P1 Concealed
Procedure:	<p>Engage hostage taker with 1 round only.</p> <p>Paint any hits on the non-threat after each shooter.</p> <p>Scoring notes:</p> <ul style="list-style-type: none">•If the shot hits the hostage taker, the score is the time.•If the shot misses everything, the score is the time, plus 5 points down (no FTN on limited vickers stages)•If the shot hits the hostage (even a little), the score is the time, plus 5 points down, plus a 5 second Hit on Non Threat (HNT) penalty.
Scoring/Rounds:	Limited Vickers, ONLY 1 round



P1

Stage 10: Corral 3: Many

Scenario:	Skills Test
Start Position:	P1 Concealed, 6 rounds only in gun, 6 rounds max in two spare magazines.
Procedure:	Engage target with 18 rounds. Note: Replace target after 4 or 5 shooters.
Scoring/Rounds:	Limited Vickers, ONLY 18 rounds



P2