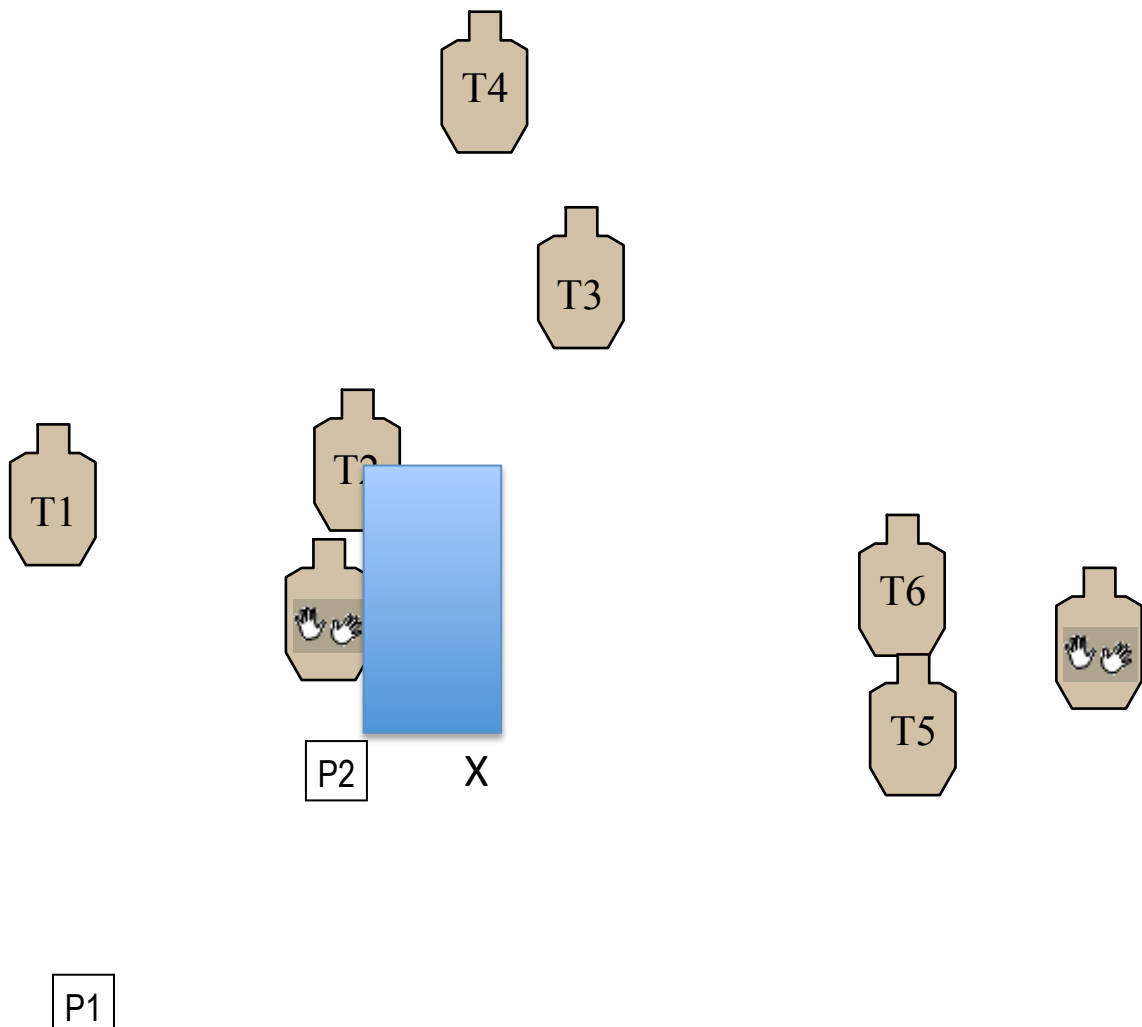


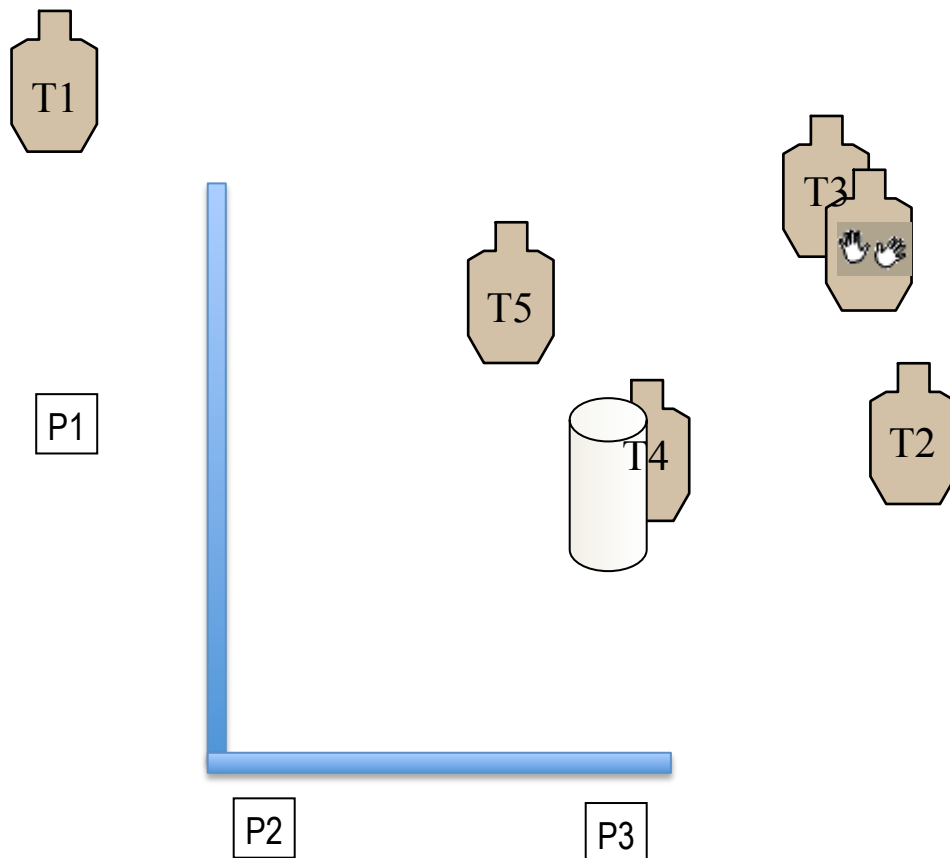
## Pit (A): Defense Interrupted

Scenario:	While defending yourself at a local park, a bad guy sneaks up and shoots you in your strong arm. Pick up your gun and finish the fight with your weak hand.
Start Position:	String 1: Standing at P1 facing T1. Gun in holster, concealed String 2: Standing at P2 facing T2.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> <li>• Draw and engage T1 with 2 rounds to the body while moving to P2</li> <li>• From P2 Engage T2 - T4 with 2 rounds from the left side of the barricade, using barricade as cover</li> </ul> <p>String 2:</p> <ul style="list-style-type: none"> <li>• Recover the gun from the X and engage T5 and T6 with 2 rounds each in tactical sequence (1,2,1) weak hand only.</li> </ul> <p>Note: The barricade is not considered cover for String 2. String 2 is shot while in the open.</p>
Scoring/Rounds:	Vickers, 12+ rounds



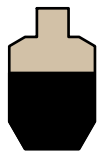
## Back Yard (C): Retaining Ammo

Scenario:	Your deep concealment gun only holds 6+1. Thankfully, you carry 1 spare magazine. Walking down the sidewalk you are attacked by a drugged up attacker who, at first, isn't impressed with your defensive efforts. Then, after hearing shots, his friends come to his aid.
Start Position:	Standing at P1, facing down range with 6+1 in the gun and 1 spare magazine in carrier loaded with 6 rounds. (no additional magazines on person, you may have loose rounds in a pocket). Concealment required
Procedure:	<ul style="list-style-type: none"> <li>•While retreating to P2, engage T1 with 2 rounds to the torso and 1 to the head.</li> <li>•While behind cover perform tactical reload and move to P3.</li> <li>•At P3 engage targets T2 through T5 with 2 rounds to the body. Use the retained magazine as needed.</li> <li>•You may load loose rounds from your pocket after emptying both magazines</li> </ul>
Scoring/Rounds:	Vickers, 11+ rounds



## Steel Pen (D): Too Much Trigger Finger

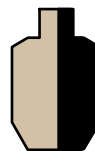
Scenario:	Skills test: If you push shots toward your weak side. You're going to hate this one.
Start Position:	Standing at P1 facing down range. Gun loaded to division capacity. Concealment NOT Required
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> <li>• Draw and engage T1 with only 3 rounds, free style.</li> </ul> <p>String 2:</p> <ul style="list-style-type: none"> <li>• Right Handed Shooters Draw and Engage T2 with only 3 rounds, strong hand only</li> <li>• Left Handed Shooters Draw and Engage T3 with only 3 rounds, strong hand only</li> </ul> <p>String 3:</p> <ul style="list-style-type: none"> <li>• Right handed shooters, draw transition and Engage T3 with only 3 rounds weak hand only</li> <li>• Left handed shooters, draw transition and Engage T2 with only 3 rounds weak hand only</li> </ul> <p>Note: Be sure to shoot the correct target for strings 2 and 3. Shots at the wrong target will be counted as misses and will be taped before proceeding to the next string. Makeup shots will not be counted and will earn the shooter a PE.</p>
Scoring/Rounds:	Limited Vickers, 9 rounds



T1



T2

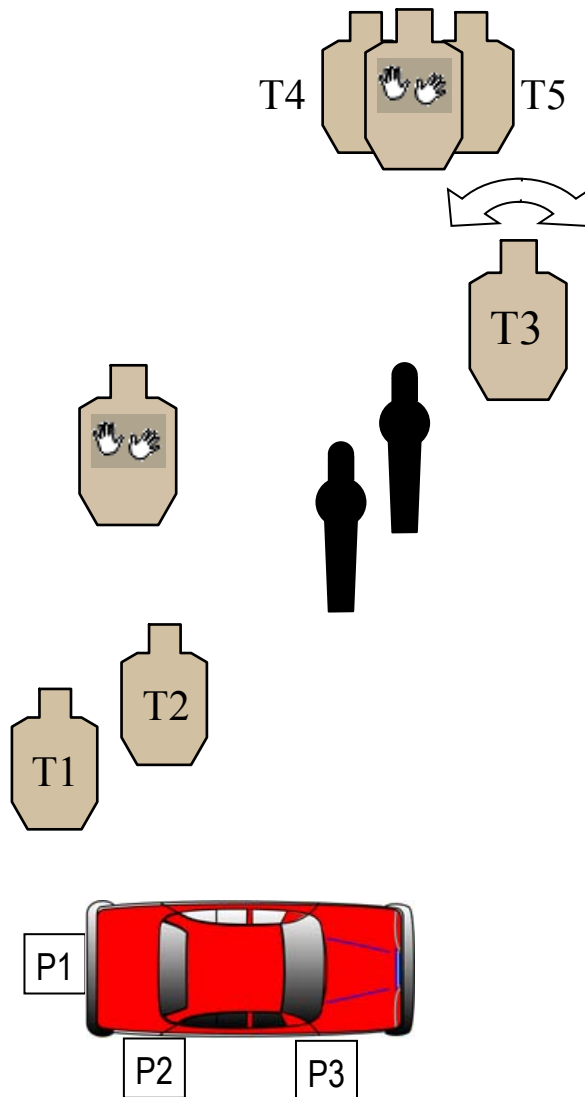


T3

P1

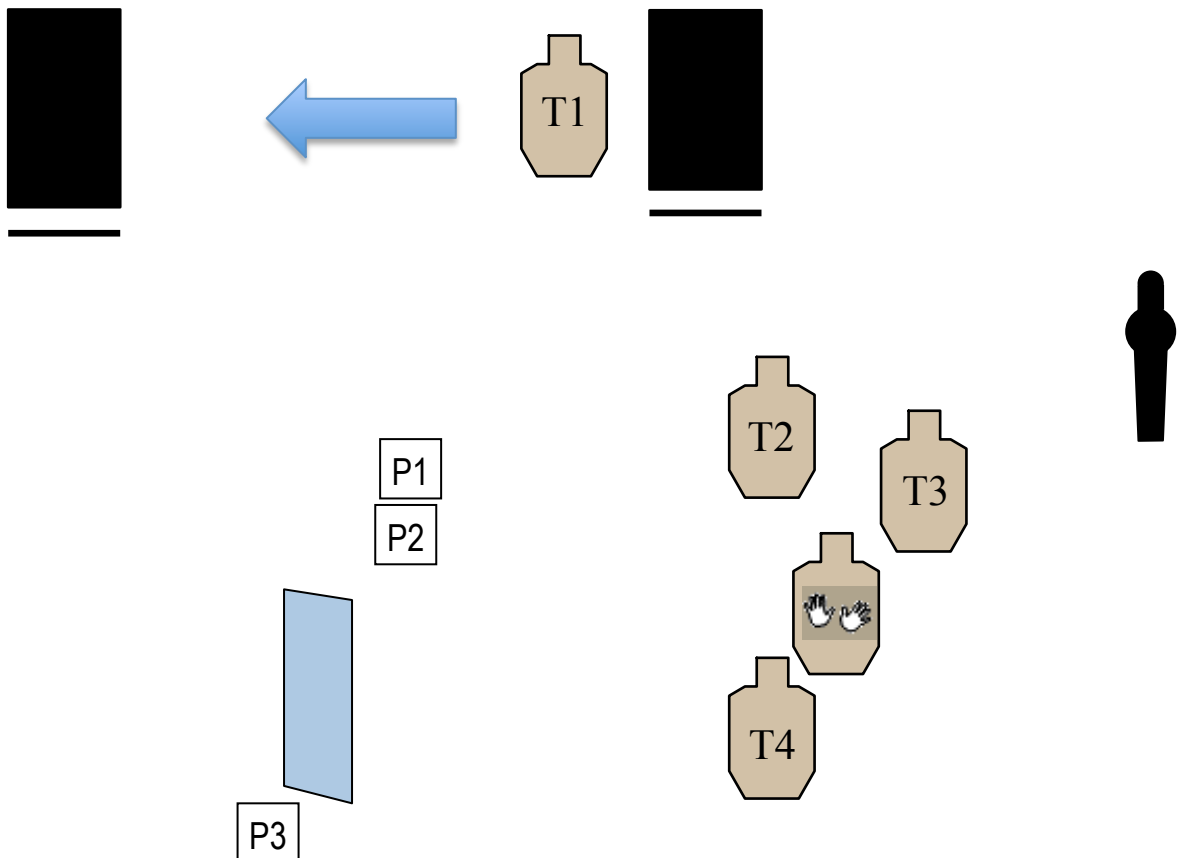
## City Limits (E): Munchie Madness

Scenario:	While loading groceries into your car, you are attacked by a gang of druggies who are after your Twinkies and prefer to leave no witnesses. Save yourself and your Twinkies.
Start Position:	Standing at P1, facing the car with both hands on top of the trunk. Concealment required.
Procedure:	<ul style="list-style-type: none"> <li>• Move to P2</li> <li>• From low cover at P2, at least 1 knee on the ground, engage T1 and T2 with 3 rounds each in tactical priority.</li> <li>• Move to P3</li> <li>• From low cover at P3, at least 1 knee on the ground. Engage both steel targets until they fall and engage T3 - T5 with 3 rounds each, in tactical priority.</li> </ul>
Scoring/Rounds:	Vickers, 17+ rounds



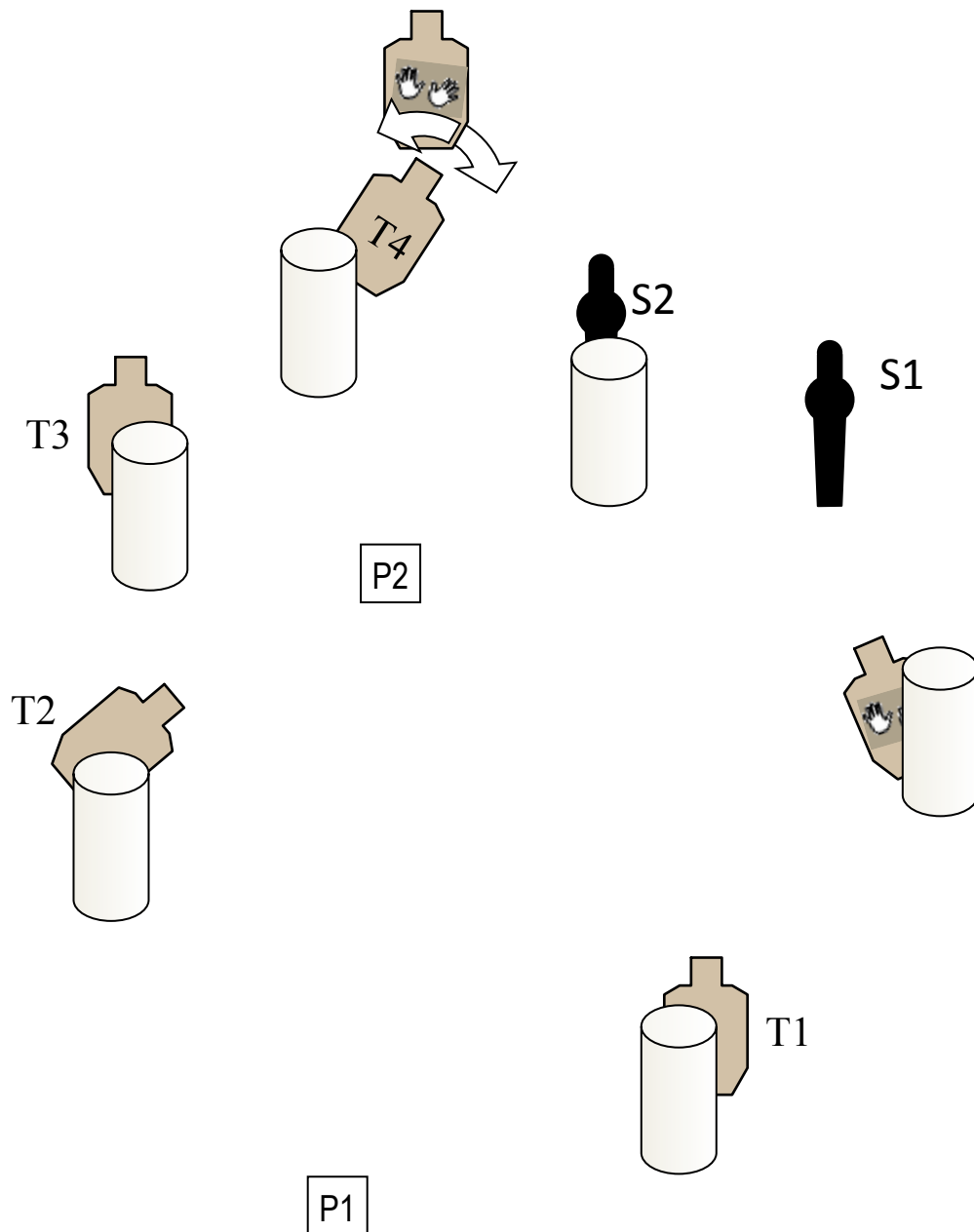
## The Wall (F): Out Flanked

Scenario:	While out for a walk in the woods, you stumble into a hidden drug processing facility and shooting starts. Don't let yourself get surrounded as you fight your way out.
Start Position:	Standing at P1, facing down range. No concealment required.
Procedure:	<ul style="list-style-type: none"> <li>• Draw and move to P2</li> <li>• Step on the actuator at P2 and engage T1 with 3 rounds while moving to P3</li> <li>• From P3, engage T2 – T4 with 3 rounds each and the steel target until it falls.</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>• T1 starts and ends behind hard cover. Hits on hard cover will be counted against your best hits on T1.</li> </ul>
Scoring/Rounds:	Vickers, 13+ rounds



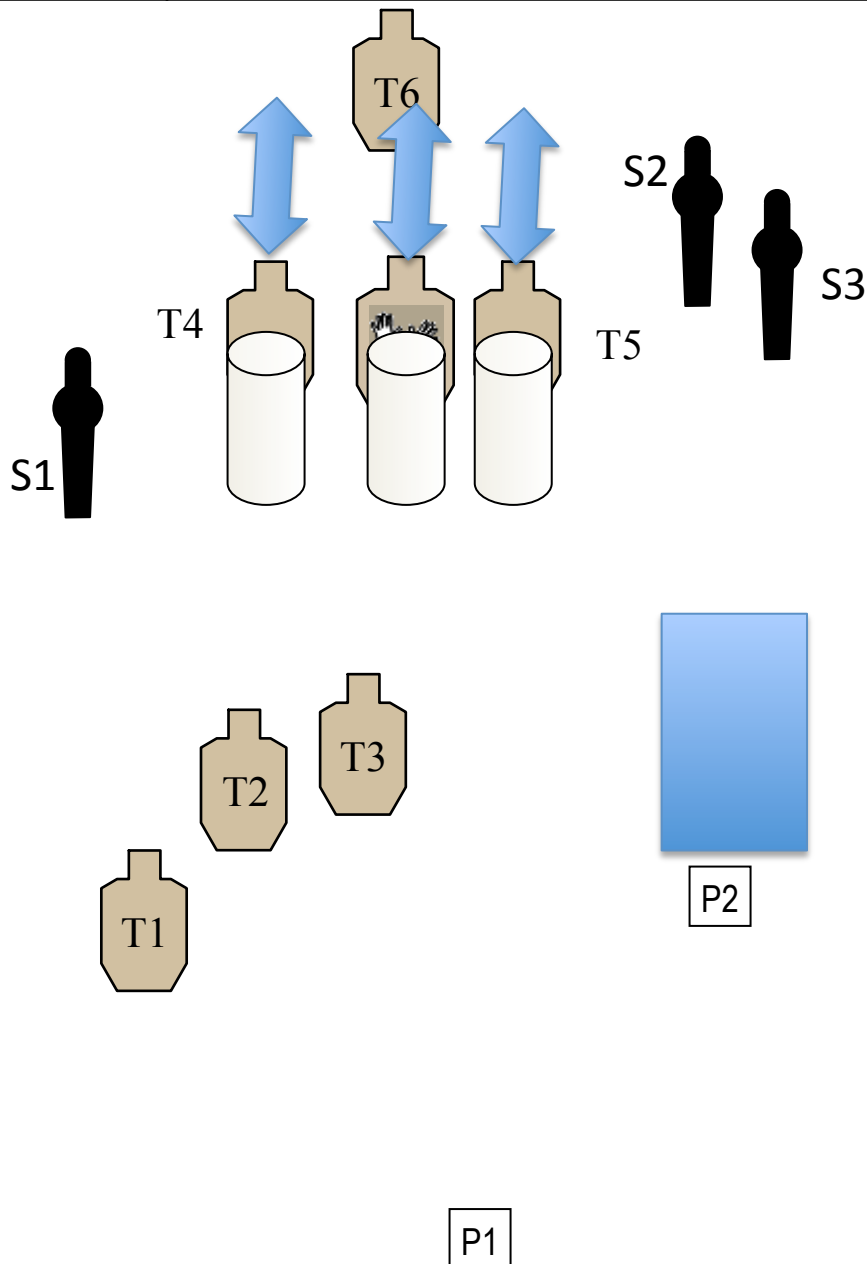
## The Gulch (G): A Stroll Through the Woods

Scenario:	While camping in the woods, you hear your significant other screaming back at camp. Make your way back to camp engaging the bad guys as you go.
Start Position:	Standing at P1, facing down range. Concealment required.
Procedure:	<ul style="list-style-type: none"> <li>• Draw and Engage S1 until it falls</li> <li>• While moving to P2 engage T1 – T3 with 3 rounds as they present themselves.</li> <li>• From P2 engage S2 until it falls and engage T4 with 3 rounds</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>• Reloads may be done in the open, the barrels are considered soft cover on this stage.</li> </ul>
Scoring/Rounds:	Vickers, 14+ rounds



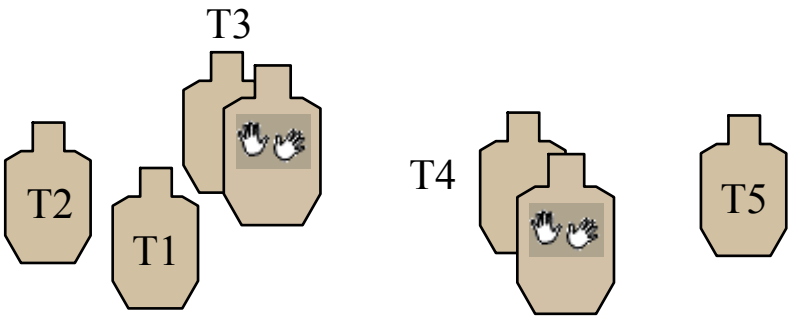
## Corral 1 (H): Peek A Boo

Scenario:	On a pleasant stroll down a dark alley you are discovered by blood thirsty mobsters who don't like intruders.
Start Position:	Standing at P1 facing up range. Gun loaded to division capacity. Concealment Required
Procedure:	<ul style="list-style-type: none"> <li>• Turn and engage T1-T3 with 3 rounds in tactical sequence while moving to P2 (1,1,2,1,1)</li> <li>• At P2 engage S1 until it falls</li> <li>• Engage T4 – T6 with 2 rounds in tactical priority</li> <li>• Then engage S2, S3 until they fall.</li> </ul>
Scoring/Rounds:	Vickers, 18+ rounds



# Corral 2 (I): Tactical Sequence

Scenario:	You didn't know wearing green was an insult to the local gang. They're upset that you are displaying their color and are out to kill you for it. There are a lot of them and you have to act fast. Make sure everyone gets firsts before anyone gets seconds.
Start Position:	Standing at P1 facing down range. Gun loaded to division capacity. Concealment Required
Procedure:	<ul style="list-style-type: none"><li>Draw and engage all targets in tactical sequence with 3 rounds (1,1,1,1,3,2,2,2)</li></ul>
Scoring/Rounds:	Vickers, 15+ rounds



P1