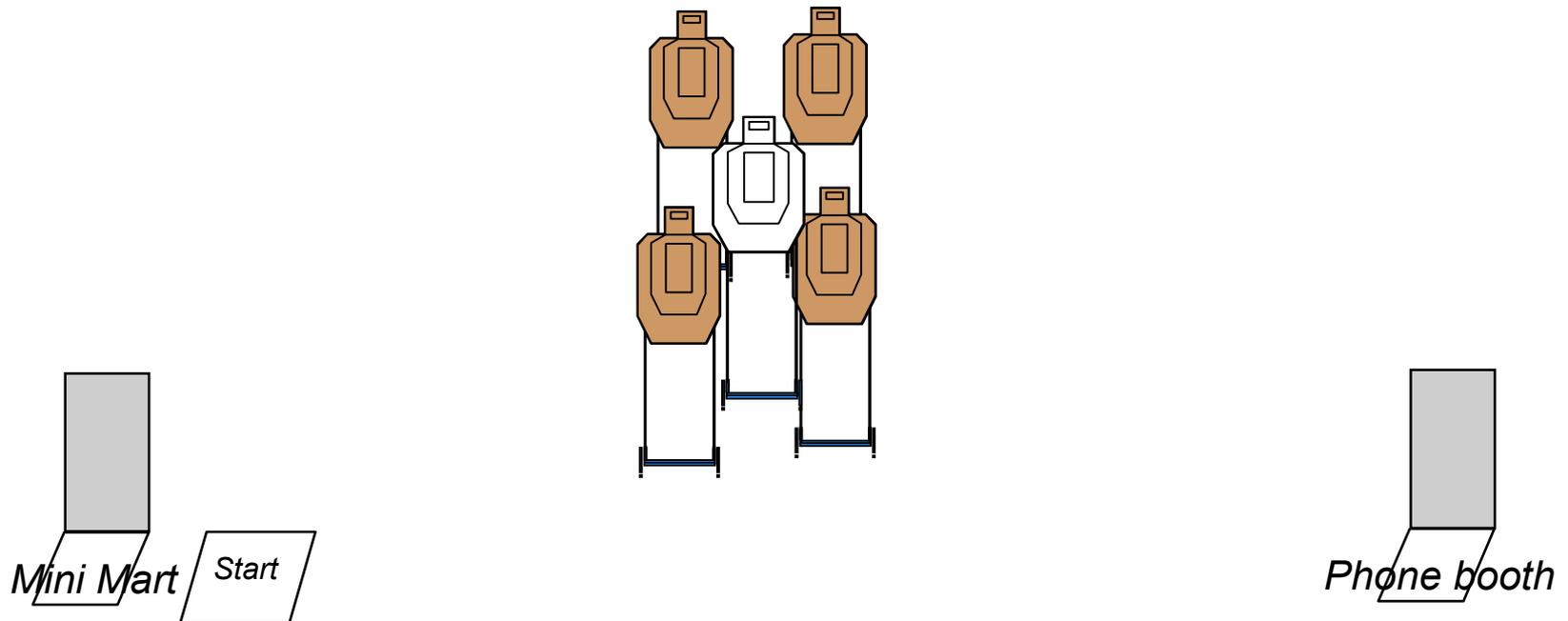


Stage 1 Ring Around Rosie

Scenario: You are walking along minding your own business thinking about your Second Amendment rights when you hear a desperate cry for help. You hear thugs tell Rosie they are going to “cut her gizzard out and stuff it into her mouth”.

Course of Fire: Start with a holstered empty gun and two six round magazines. At signal move to the pay phone and deposit 25 cents. Realizing you do not have correct change move to the mini mart and get change. Return to the pay phone deposit 25 cents and ask the operator for the phone number for 911. Deposit another 25 cents and call 911 and ask that the police be alerted to the situation. Remember to give the police the correct address or you will be given a procedural. Hang up, close your eyes and try to remember what the bad guys look like so that you can give an accurate description to the police when they arrive. If you peek before the police arrive you will be given a procedural penalty.

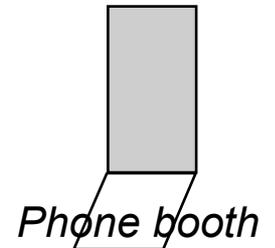
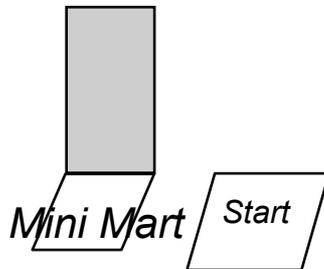
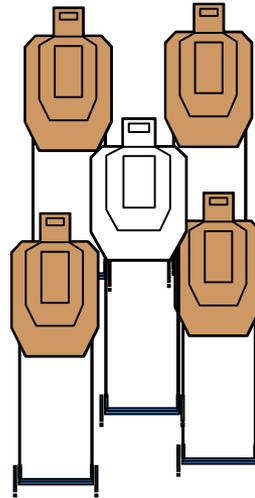


Stage 1 Ring Around the hostage

Scenario: You are walking along minding your own business thinking about your Second Amendment rights when you hear a desperate cry for help. You hear thugs tell the hostage they are going to “cut her gizzard out and stuff it into her mouth”. Being a good citizen you stop the threat and engage the thugs.

Course of Fire: From start position move to pay phone while engaging threats with three rounds each. You can move, stop and shoot or shoot while moving. Use pay phone for cover while reloading.

12 rounds minimum.

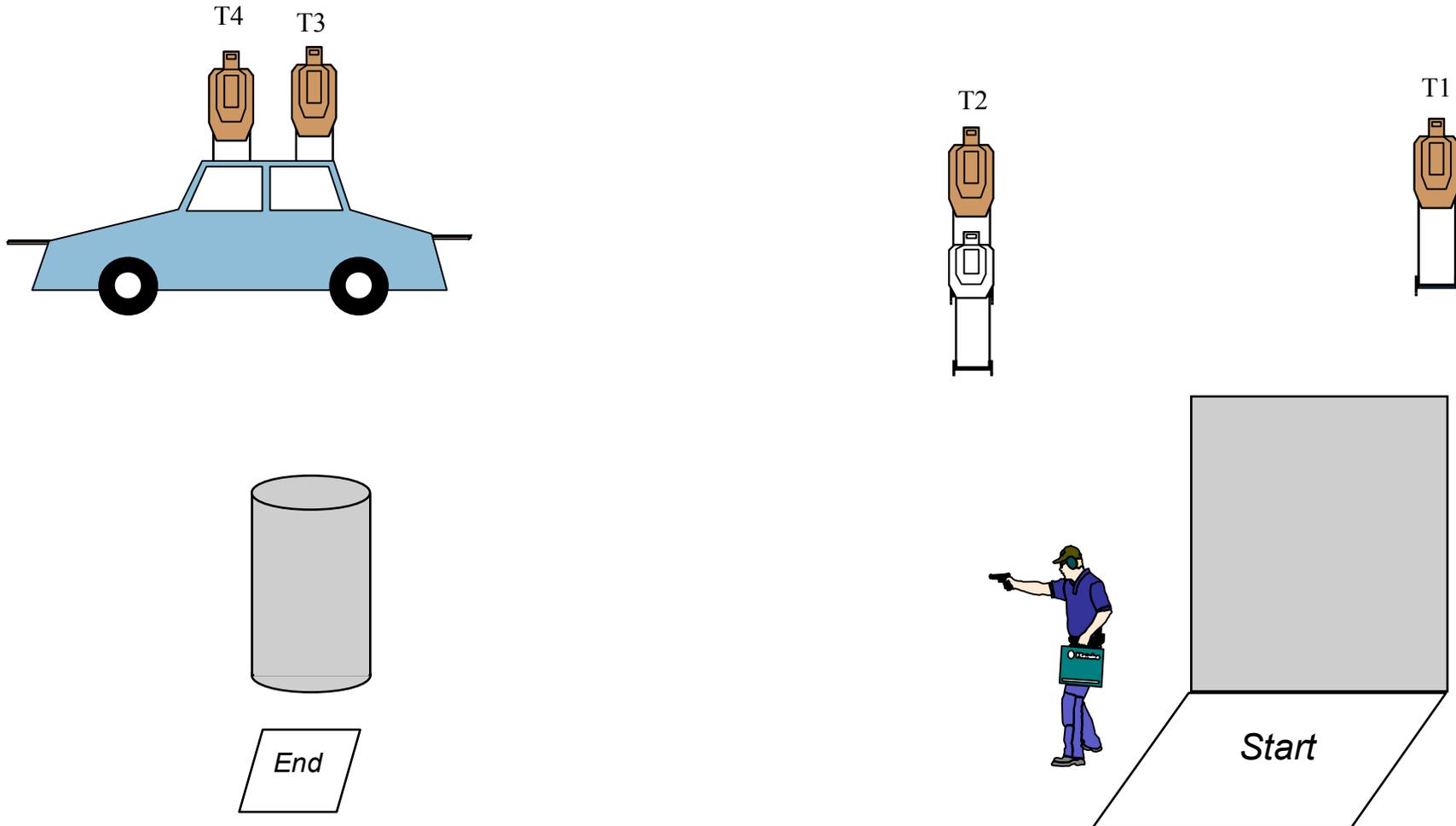


Stage 2: Help Your Buddy

Scenario: You and your buddy are under attack by a criminal gang. Your buddy needs more ammo, eliminate the threats and get the ammo can to your buddy.

Course of Fire: From the start position engage the T1 with three rounds using the right side of the barrier for cover. Pick up the ammo box; while moving to the barrel, engage T2 with three rounds. Put down the ammo box; using the barrel for cover engage T3 and T4 with three rounds each.

12 rounds minimum.



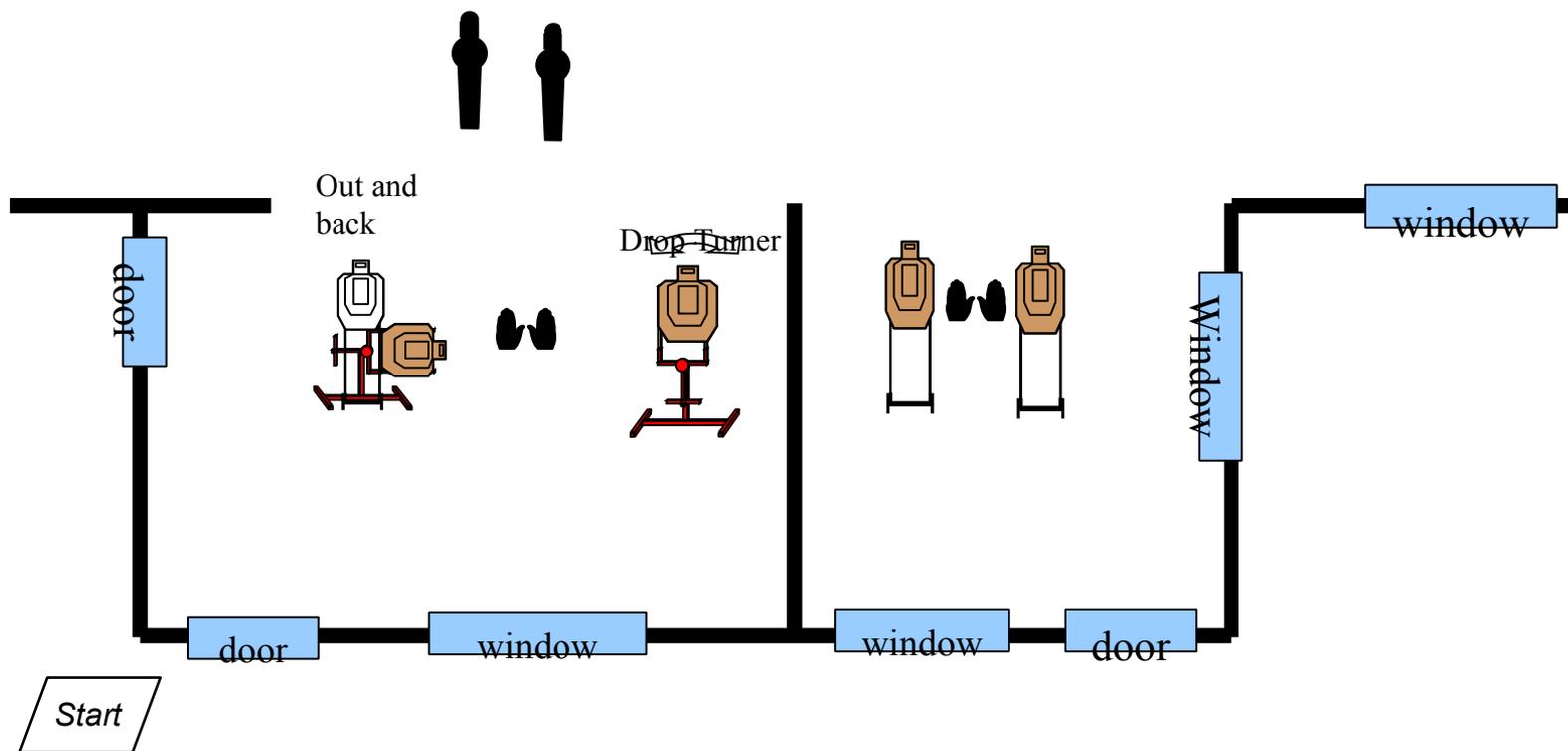
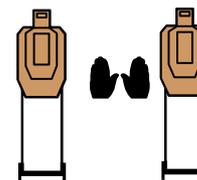
Stage 3: Bad guys in the house

Scenario: A gang of bad guys have invaded the house. Identify and engage the bad guys in each room.



Course of Fire: From the start position move to the door to activate a reactive target (Out and Back or Drop Turner), engage the threat target with three rounds. Do not engage the no shoot targets. Move to the next doorway and engage the threat target with three rounds. Move to window and engage the threat target with three rounds. Knock over the bowling pin to stop the clock. Threat and no shoot targets will be changed after each shooter.

12 rounds minimum.

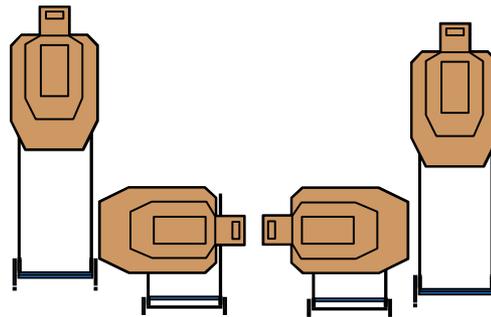


Stage 4 Pit Bull and Parole Violators

Scenario: You stumble across two convicted killers on their way to a dog fight with their fighting dogs. They tell you they are not going back to prison and threaten you with weapons and their dogs.

Course of Fire: From the start position move off the X and engage each target with two round in tactical sequence. (IE one shot per target before any target gets two). Reengage with head shots to all four targets.

12 rounds minimum.



Start