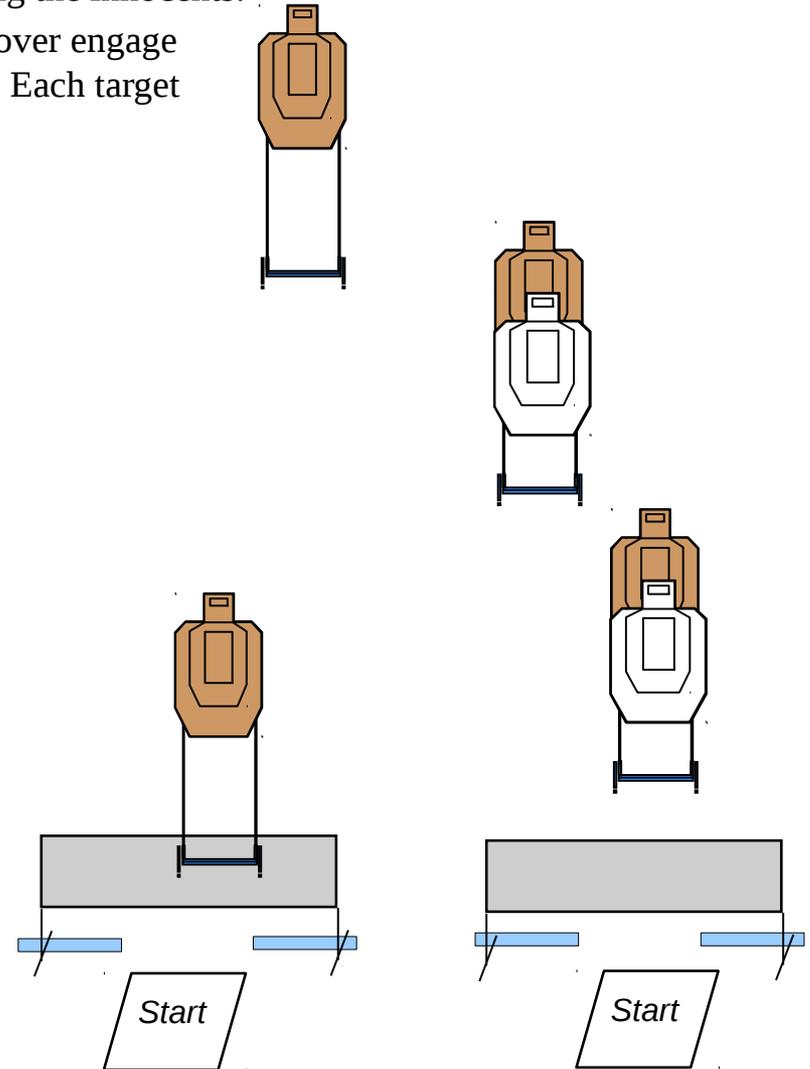


Stage 1 Shoot the gap

Scenario: You see a gang of ruffians abusing some innocent bystanders. You decide to help by eliminating the ruffians and protecting the innocents.

Course of Fire: Pick a start box. Using the barriers for cover engage the targets as they present in the gap between the barriers. Each target gets three shots.

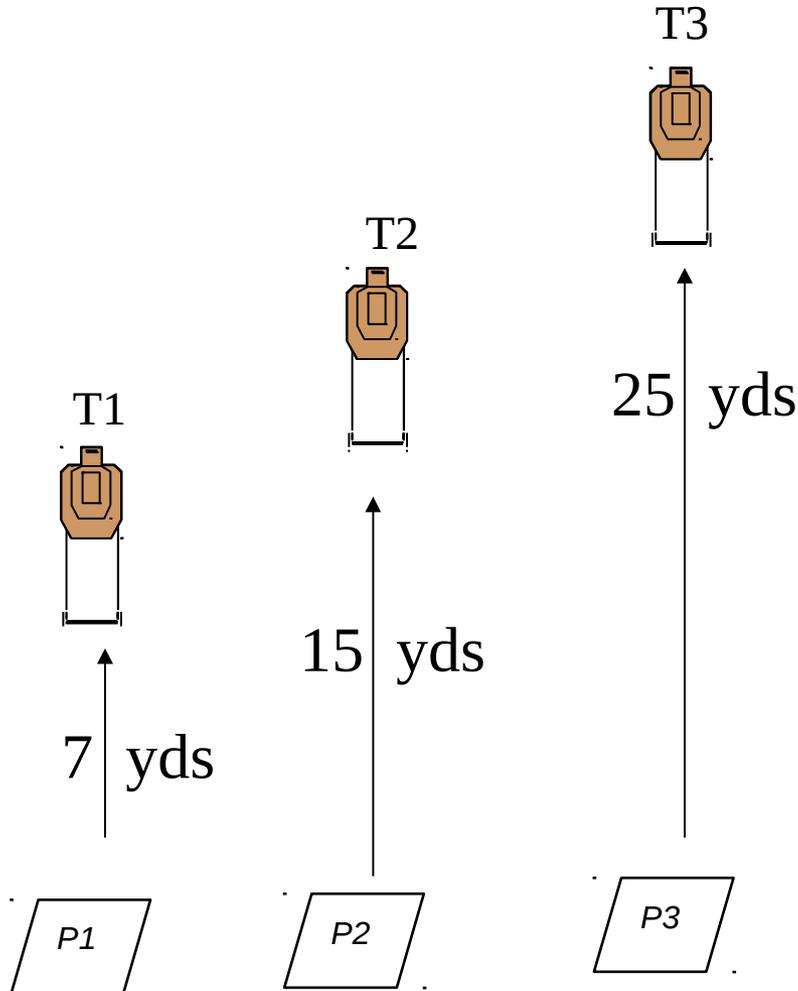
12 rounds minimum



Stage 2: Qualifier

Course of Fire: From position 1 fire four shots at T1, holster, move to P2 and fire four shots at T2, holster, move to P3 fire four shots at T3. Stage score is cumulative time and target points from each string of fire.

12 rounds total *NOTE: Shooter may load one magazine with 12 rounds or multiple magazines .



Classification results

Cumulative time plus penalties

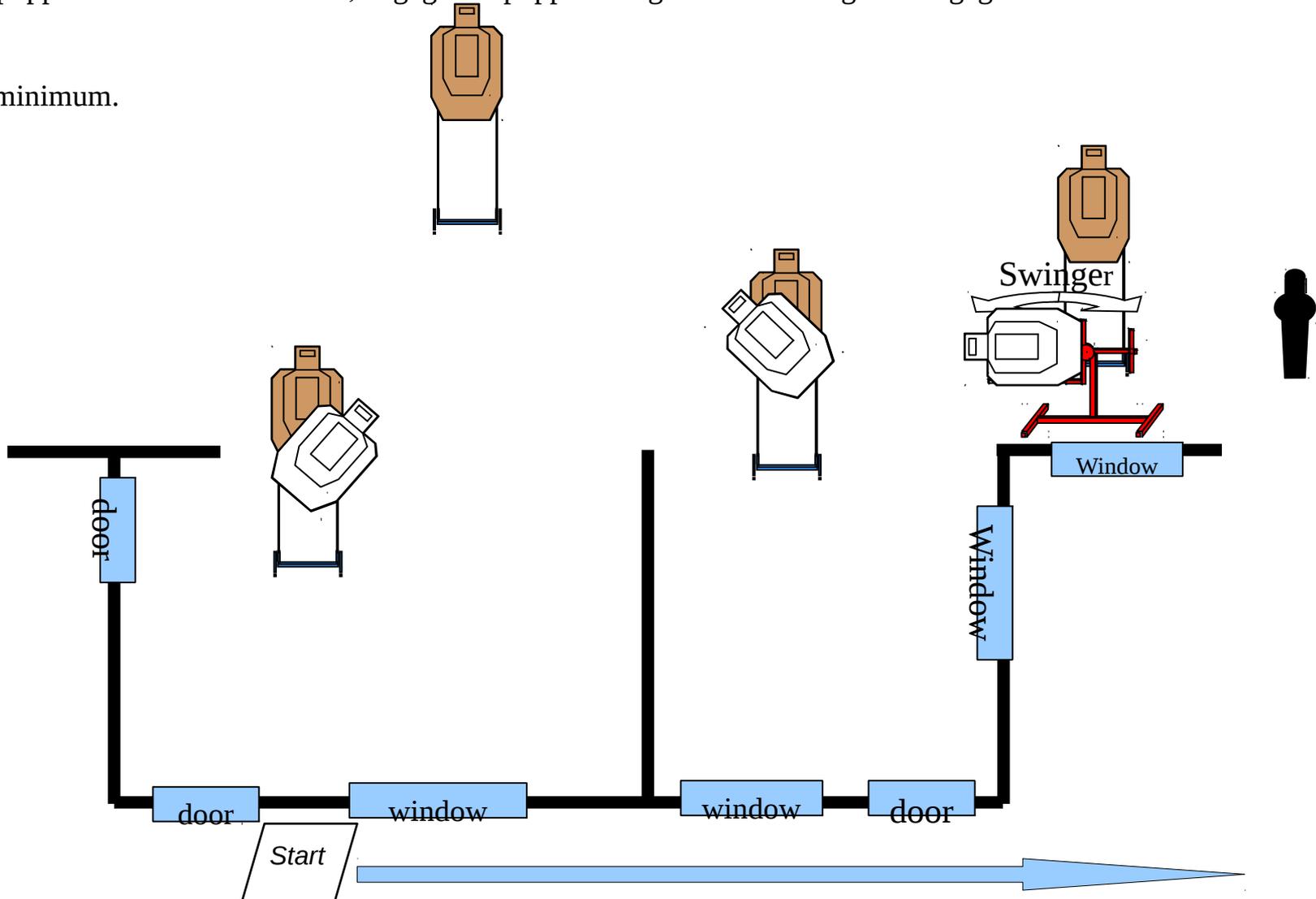
Master:	9.4 seconds or less
A:	9.5 – 12.1
B:	12.2 – 17.3
C:	17.4 – 23.9
D:	24.0 – 34.7
Novice:	34.8 or more

Stage 3 Full House

Scenario: A criminal gang has taken over your house and family members that you like are being threatened. From outside the house save your family by taking out the criminal element.

Course of Fire: The doors are all closed so you must engage through the windows. From the start box between the windows move right to begin engaging the threats. Using cover engage each threat target with three rounds each. The popper is considered a threat, engage the popper using cover move right to engage threat and avoid the friendly.

13 rounds minimum.



Stage 4: Seat Yourself

Scenario: You are dining at a favorite restaurant when thugs come in with bad intentions. From your dining table eliminate the thugs.

Course of Fire: Begin seated with your loaded gun on the table. Engage the targets in tactical priority with three rounds each. You may remain seated, stand or kneel as you see fit. You cannot advance, but you can move laterally.

12 rounds minimum

