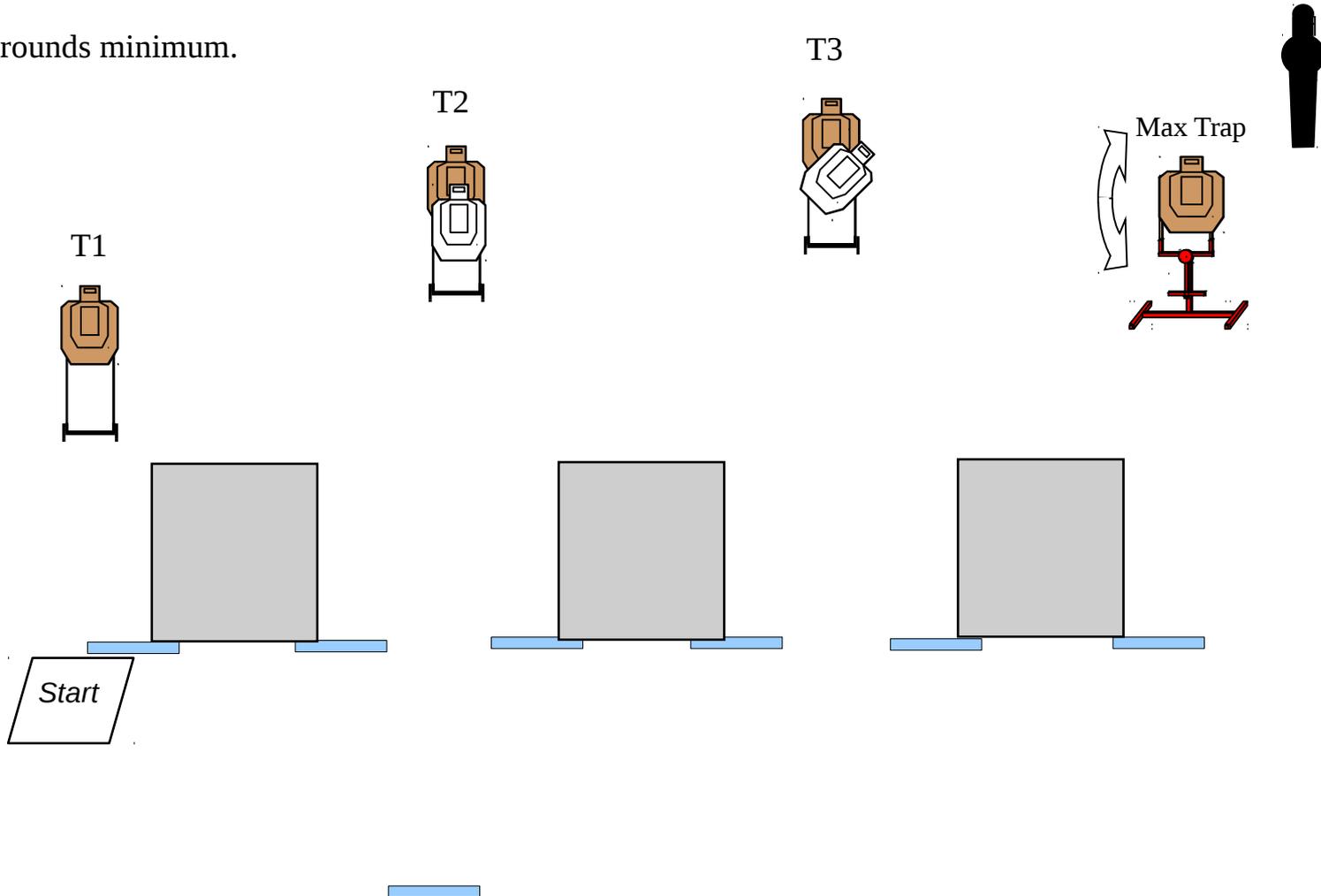


## Stage 1 Move to the Right

Scenario: While out and about you run across a gang of miscreants attacking innocents. Step up and protect the innocents.

Course of Fire: Start at position 1 facing up range. Turn, draw and engage T1 with three rounds, move to the right and engage T2 and T3 as they appear around cover between the barriers. Engage the popper to activate the Max Trap and engage the threat target with two rounds as it appears.

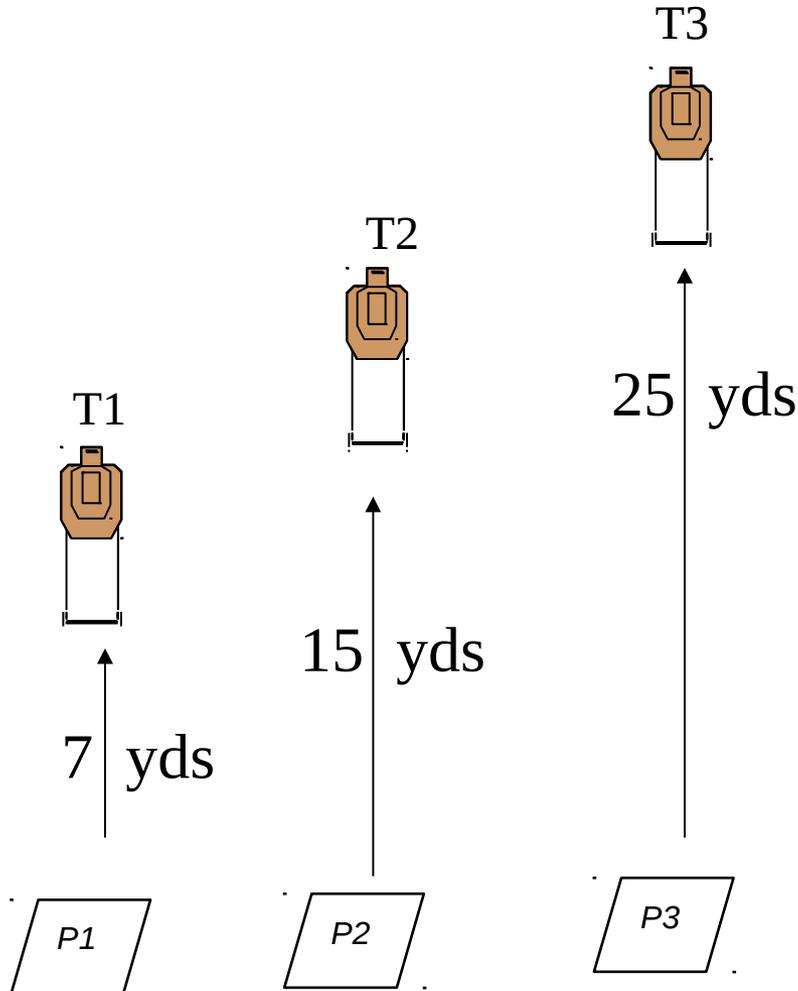
12 rounds minimum.



## 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

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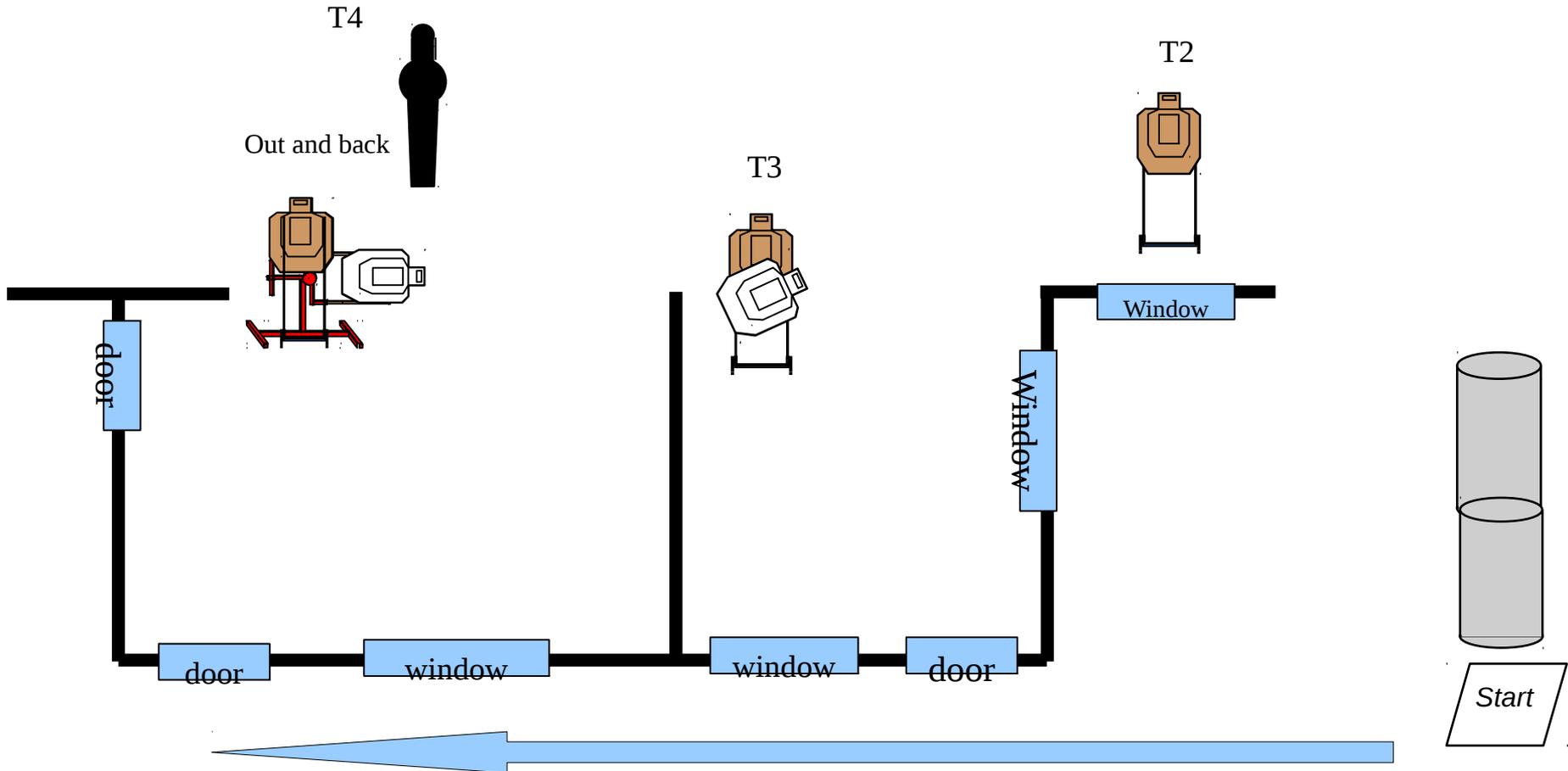
Master:	9.4 seconds or less
A:	9.5 – 12.1
B:	12.2 – 17.3
C:	17.4 – 23.9
D:	24.0 – 34.7
Novice:	34.8 or more

### Stage 3 House clearing

Scenario: A gang of ruffians have invaded your house and are threatening your family. Engage the gang and save your family.

Course of Fire: From the left side of the barrels using cover engage T1 with three shots. Move to the left and engage T2 through the window with three shots using cover. Move to the left and engage T3 through the windows with three shots using cover. Move to the door and engage the popper to activate the Out and Back. Engage the out and back with two shots using cover..

12 rounds Minimum



## Stage 4: Sit Stand Kneel

Scenario: Skill Drill for shooting in different positions, sitting standing and kneeling

Course of Fire: Start seated with the loaded gun on the table. Engage T1 with three rounds while remaining seated. Stand and move toward P1. Engage T2 and T3 with three rounds each. You can engage on the move or move and then shoot. Move to P2, kneel and engage T4 with three rounds.

12 rounds minimum.

