

Stage 1 OOPS!

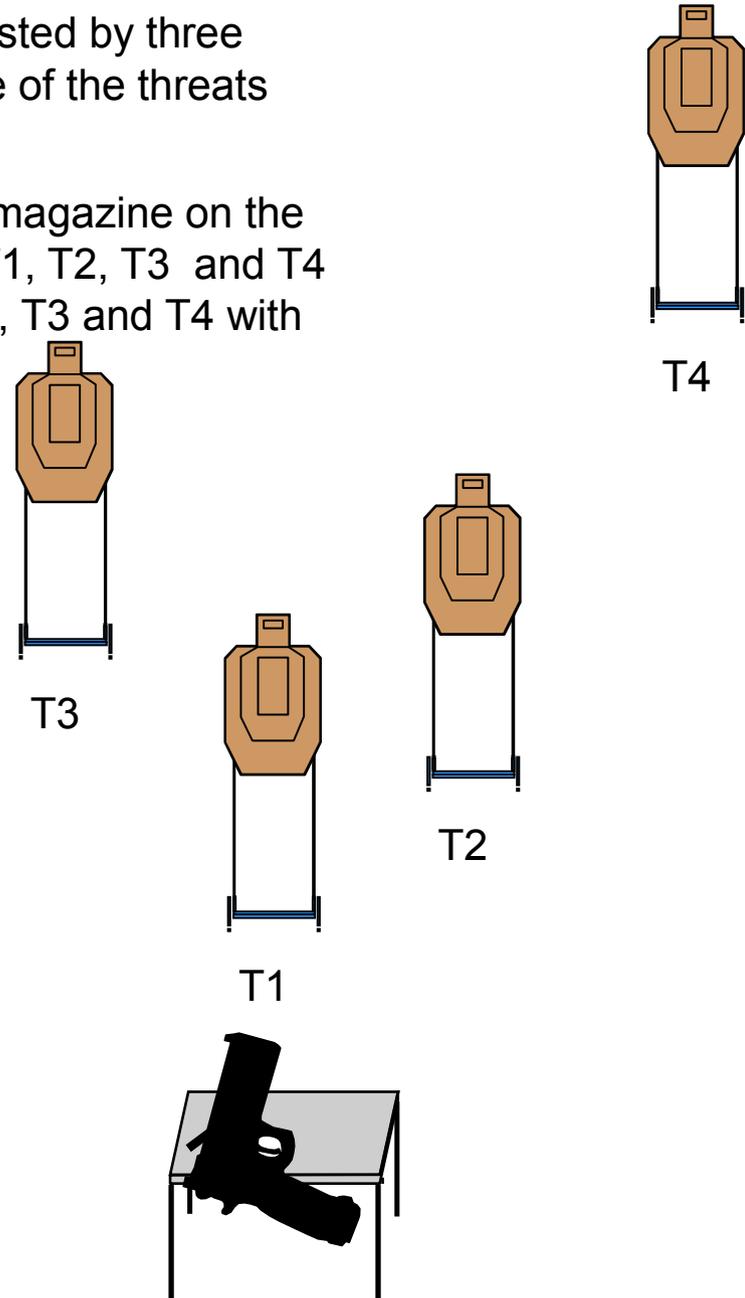
Scenario:

While sitting at your table cleaning your gun you are accosted by three home invaders. Pick up and load your gun and take care of the threats

Stage Design

Start seated with an unloaded pistol and one six round magazine on the table. At the command load and make ready. Engage T1, T2, T3 and T4 with two rounds each. Stand, reload and engage T1, T2, T3 and T4 with one head shot each.

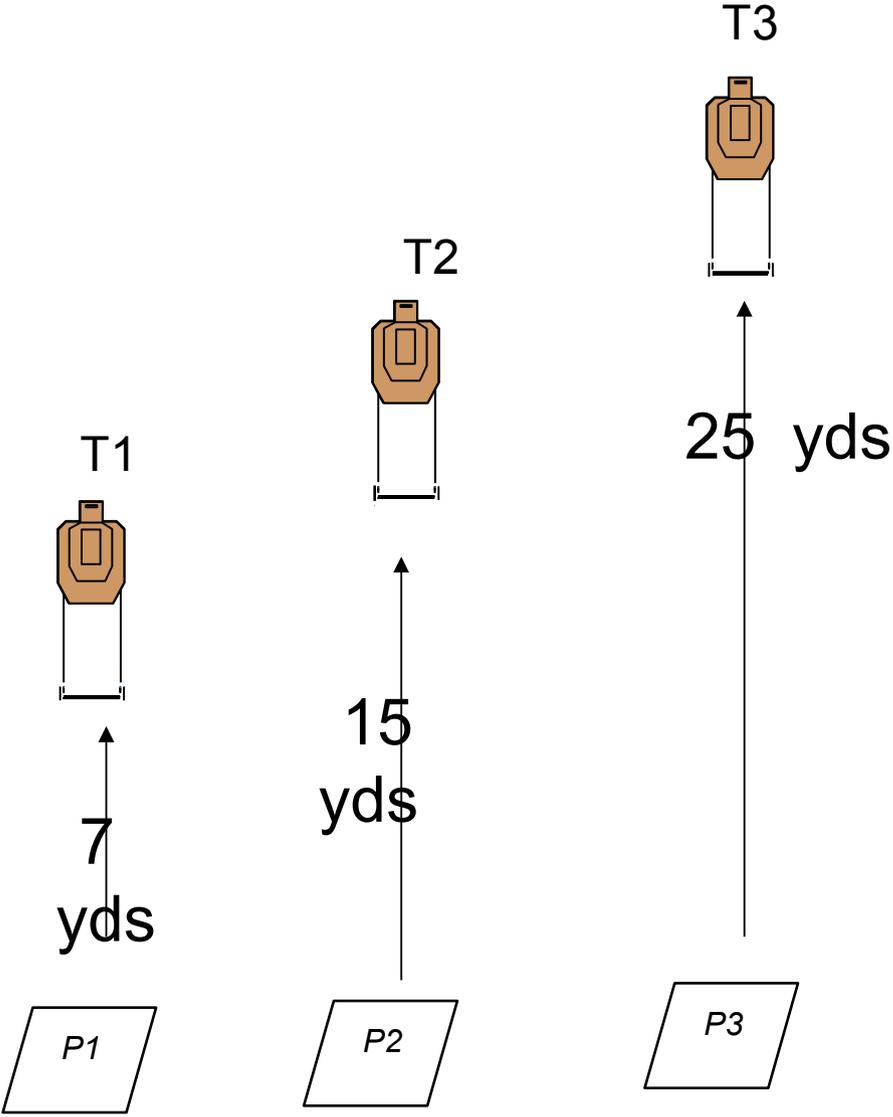
12 rounds total



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

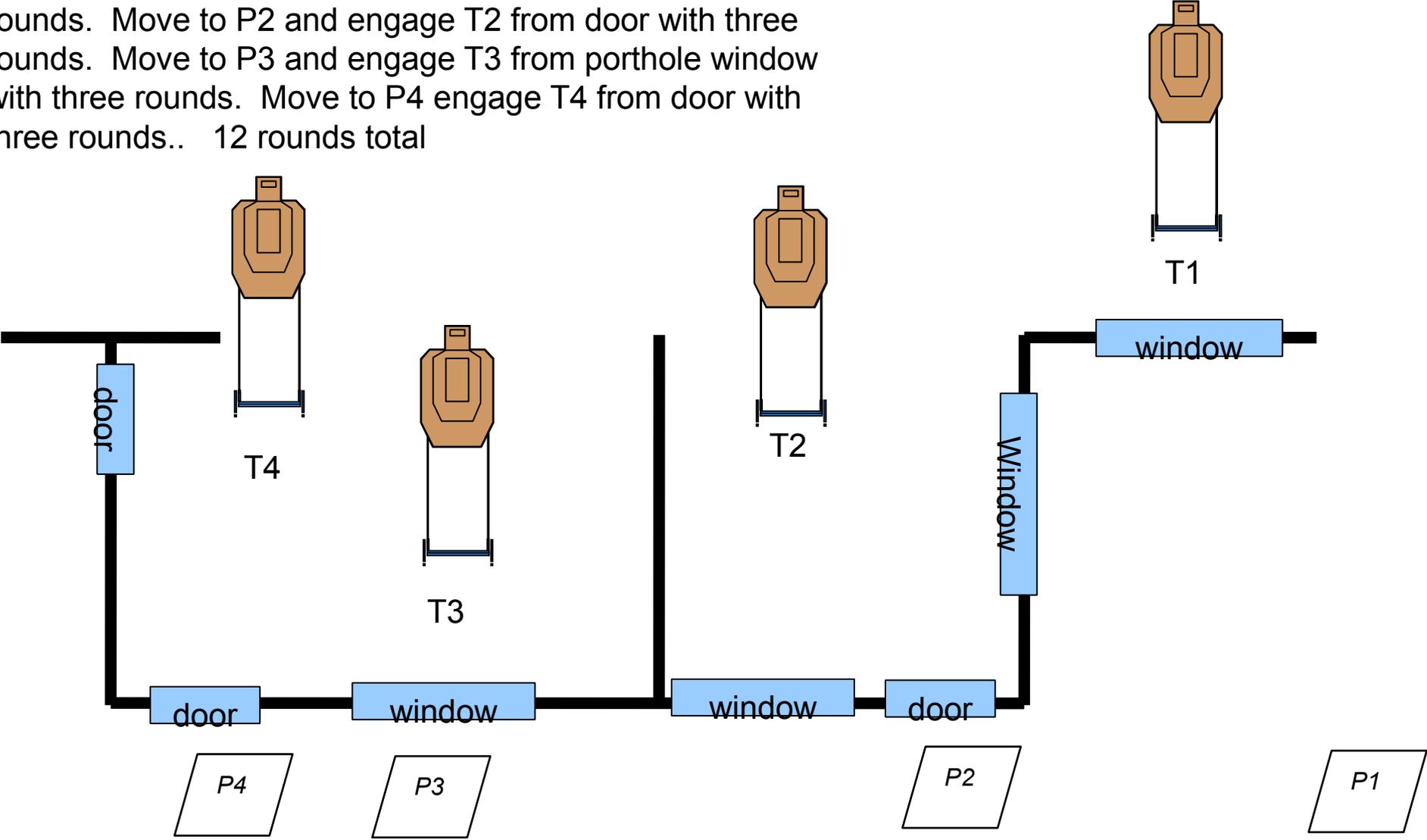
Master:	9.4 seconds or less
A:	9.5 – 12.1
B:	12.2 – 17.3
C:	17.4 – 23.9
D:	24.0 – 34.7
Novice:	34.8 or more

Stage 3 Search the house

Scenario:

Your house has been invaded by a gang of thugs. Search the house for your family and take out the trash.

COS: From P1 engage T1 though the window with three rounds. Move to P2 and engage T2 from door with three rounds. Move to P3 and engage T3 from porthole window with three rounds. Move to P4 engage T4 from door with three rounds.. 12 rounds total



Stage 4 Clear the Mall

Scenario: A criminal gang has invaded the mall. Several innocent bystanders are being accosted by the gang. Carefully enter the store and engage the bad guys while remaining behind cover and avoiding the bystanders.

Course of Fire: Start at P1, using the walls as cover engage the threats as they present with two rounds each. Popper activates both the pop up and out and back target simultaneously.

-
- 11 Rounds minimum

