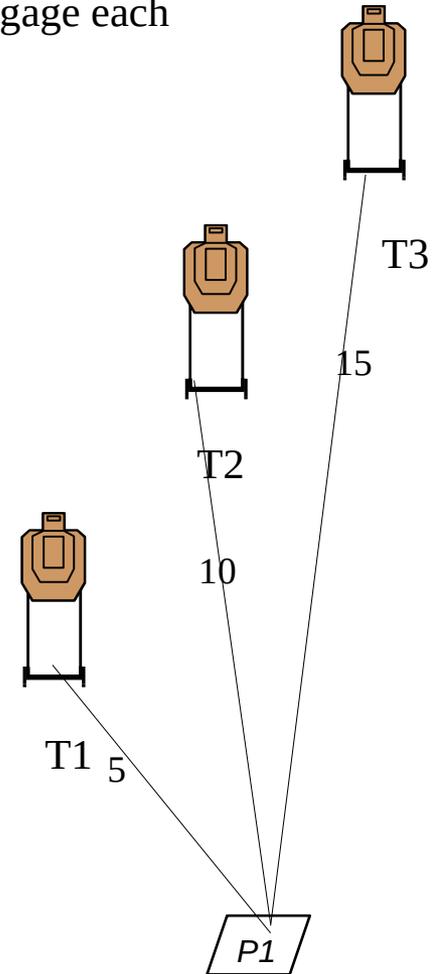


Stage 1: El Jefe

Scenario: You are surprised by three thugs. Engage all threats twice.

Course of Fire: Start standing up range surrender position, firearm loaded with no more than 6 rounds. Turn downrange, draw and engage each threat with two rounds each tactical priority (close to far). Reload and reengage each threat in any order with two more rounds.

12 rounds only



Stage 2: Qualifier

Scenario: Skills Test, qualifier

Course of Fire: Start in P1 facing up-range, surrender position, pistol loaded with no more than 6 rounds. Spare magazines should be carried. At the signal turn and engage T-1 and T2 with 2 rounds each freestyle. Advance to barrier P2 engage T3 with two rounds freestyle from each side of the barrier using cover. A slide lock reload behind cover is required. Advance to P3, engage T4 with two rounds strong hand only from strong side of barrels using cover, transition to support hand engage T4 with two rounds support hand only from support hand side of the barrels using cover.

*NOTE No Pickup shots, for safety reasons T4 MUST be engaged strong hand first.

In case of a malfunction reload may be performed safely at any position.

12 rounds only

Classification results

Cumulative time plus penalties

Master 1 - 12

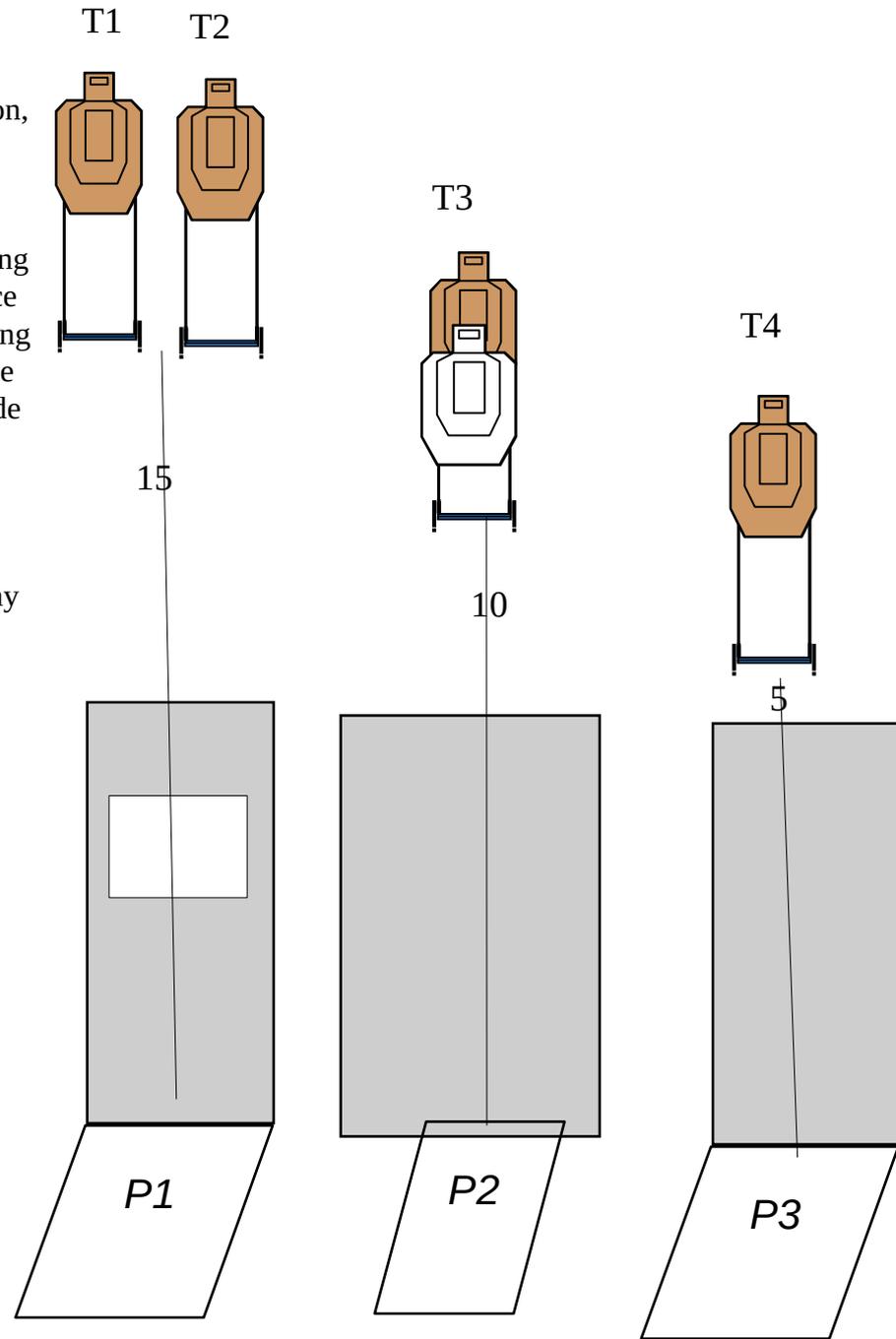
A 12.01 - 21

B 21.01 - 30

C 30.01 - 39

D 39.01 - 48

Novice 48.01 - 90



Stage 3 Shoot House

Scenario: You hear screams from inside your house indicating your family is being threatened by ruffians. Safely enter your house and eliminate the threats.

Course of Fire: Start outside of house engage the popper using cover. Popper is considered a threat and it activates the dual swinger with a no shoot. Engage all threats with two rounds using cover. You can enter the hallway or shoot from outside.

13 rounds minimum.

