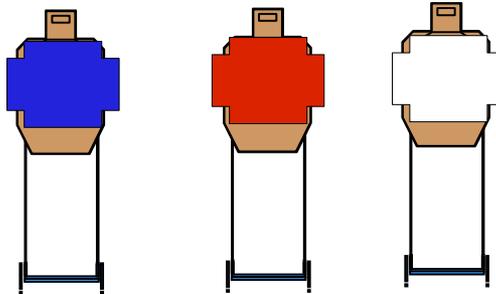


## Stage 1 El Prez with T-Shirts

Scenario: Variation on an El Presidente drill. Three threats each wearing T-Shirts that cover the scoring area. Engage each threat with two rounds each reload and re-engage with two rounds each

Course of Fire: Start facing up range hands over head. At the signal engage each target with only two rounds each in any order. Reload and re-engage each target with only two rounds each.

12 Rounds Only Limited Vickers.



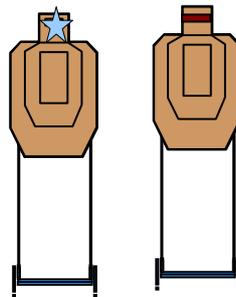
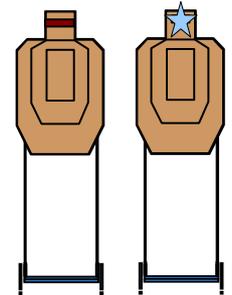
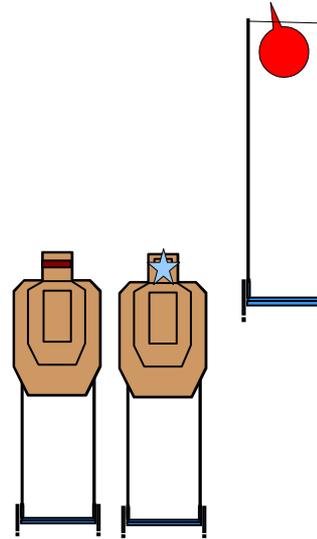
Start

## Stage 2 El Prez Stars or Stripes

Scenario: Variation on the El Presidente drill.  
You will select either Stars or Stripes. Engage the correct threat with two shots each reload, re-engage the same targets with two shots each. End with the balloon.

Course of Fire: Roll the die to determine whether you will shoot Stars or Stripes. Even you will shoot stars odd you will shoot stripes. Start facing up range hands over your head. At the tone engage the correct target with two rounds each in tactical priority, reload re-engage with two rounds each in tactical priority. End by popping the balloon. You may engage with more than two rounds each pickup shots are also allowed.

13 Rounds minimum



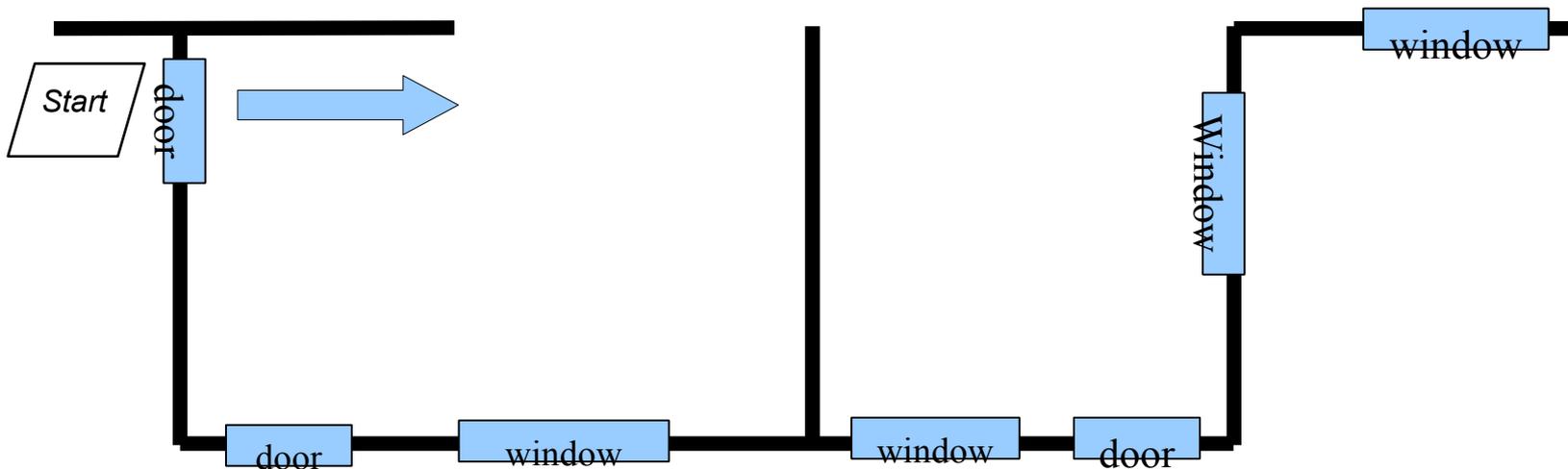
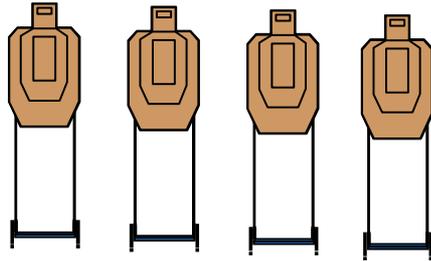
Start

### Stage 3 El Prez from Cover

Scenario: Variation on the El Presidente drill. Three bad guys and one good guy are in your living room. Enter your house, identify and engage the bad guys, reload and re-engage. Stay behind cover

Course of Fire: Start outside the building. At the tone open the door draw and using cover engage the threat targets with only two rounds each, reload, re-engage the threat targets with only two rounds each.

12 rounds only Limited Vickers



## Stage 4 El Prez Volley Fire

Scenario: Variation on the El Presidente Drill.  
To honor our fore fathers we will simulate the volley fire of Revolutionary War. Engage each threat standing, kneel and re-engage end with ballon.

Course of Fire: Start standing facing up range. At the tone turn draw and engage each threat with two rounds each in tactical priority. Reload, kneel behind barrier and re-engage each threat with two round each. End by engaging the balloon. Extra shots and pickup shots are allowed.

13 rounds minimum.

