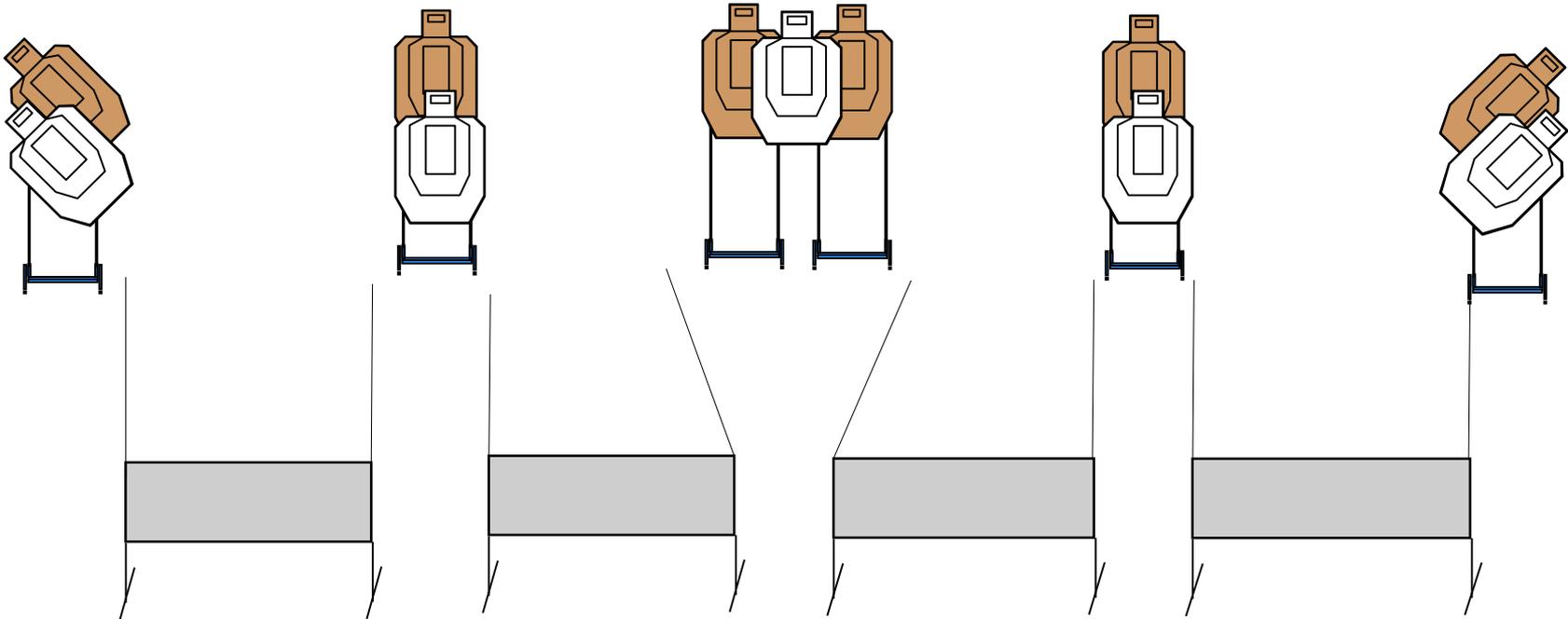


Stage 1 What the Hall?

Scenario: Violent gangs members are hiding in a series of hallways at the school. You need to protect the students from this bad actors.

Course of Fire: Using cover engage each target with two rounds each. Avoid the no-shoot targets. Shooter picks the start position and direction of movement.

12 Rounds minimum.

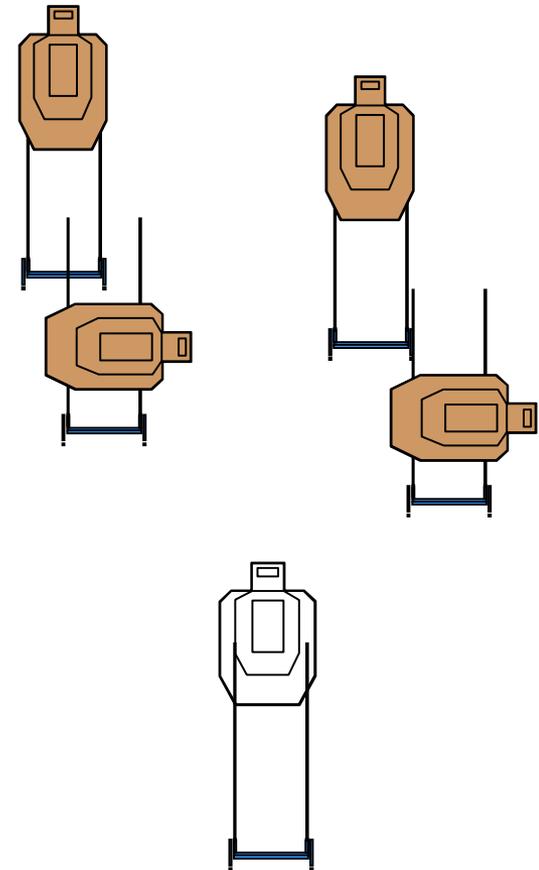


Stage 2 Pit Bulls and Parole Violators

Scenario: While engaged in a friendly conversation you notice several seedy looking miscreants with viscous dogs approaching. Gently control your friend and stop these threats with three rounds each.

Course of Fire: Start standing within arms reach of manikin. At the start signal move between manikin and tartgets, gently controlling the manikin with your support hand. Engage all threats with three rounds each. 12 rounds minimum.

*NOTE: Procedural penalty will be awarded if shooting occurs before you are between the threats and the friendly; if you do not touch the friendly while getting into position; or if you shove or knock down the manikin.

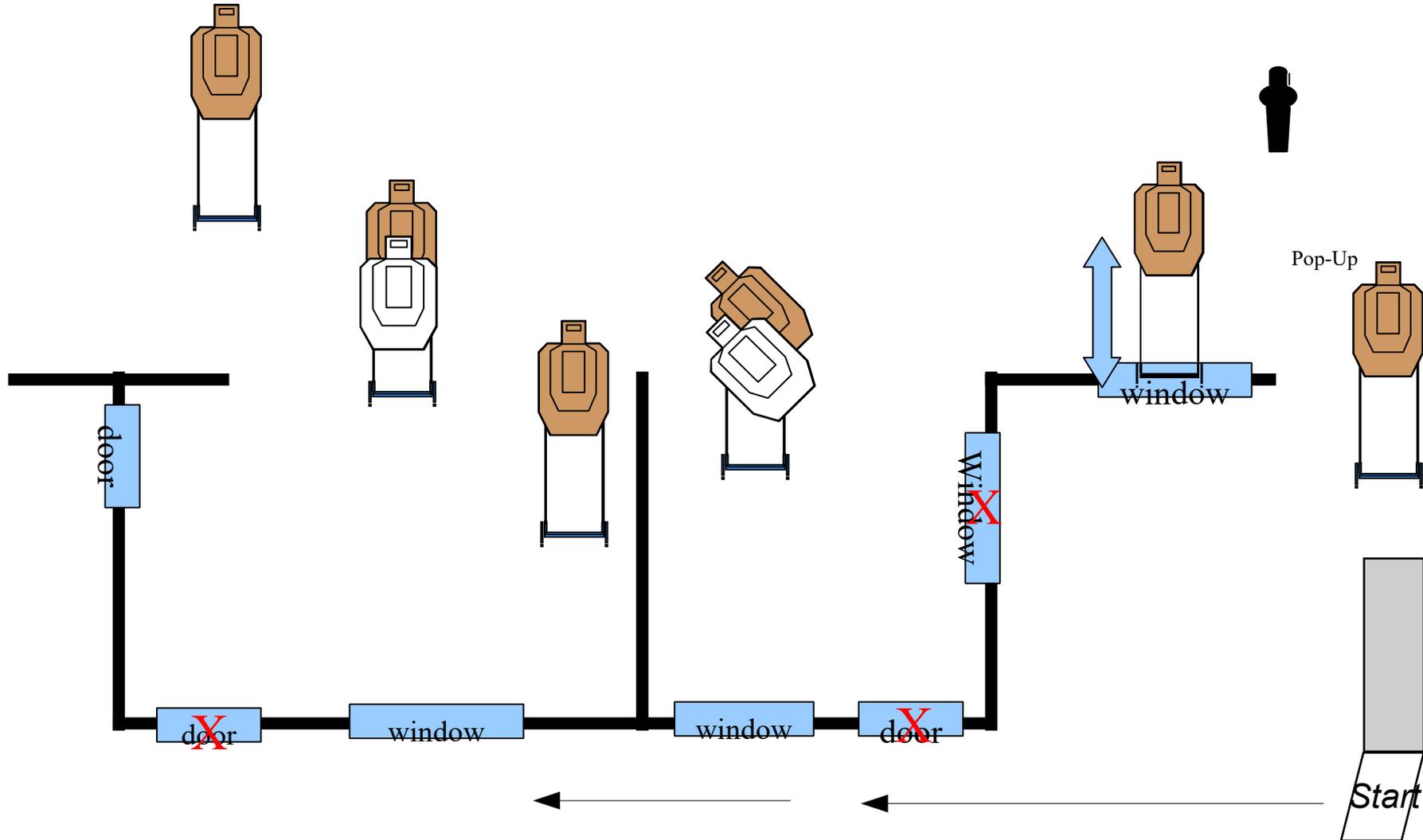


Stage 3 Shoot House

Scenario: A criminal gang has infiltrated your house and captured your family. Eliminate the gang members and save your family.

Course of Fire: Begin behind the barrier. Engage the threats with two rounds as t you see them from behind cover. All doors are closed so threats will be engaged from the windows. The popper is an activator only, not a threat. Avoid the no-shoot targets.

13 Rounds minimum (sorry revolver shooters).



Stage 4 These Cards are Marked

Scenario: During a card game you are accused of cheating and the card players are ready to attack you. Protect yourself by stopping the threats.

Course of Fire: Begin seated with the gun on the table. Engage the targets near to far with three rounds each. Avoid the no-shoot targets. Targets can be engage either seated or standing.

12 rounds minimum.

