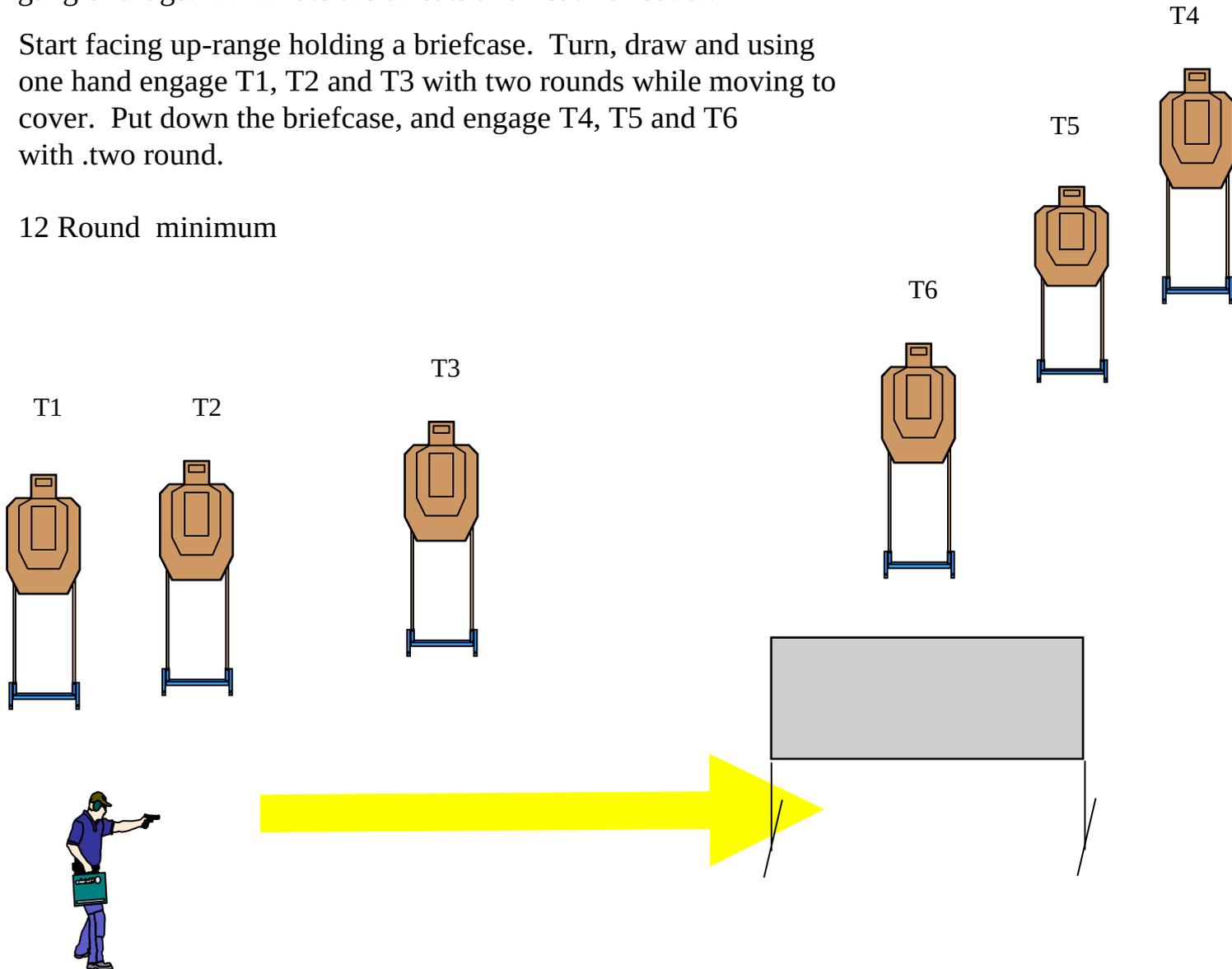


Stage 1: Save the receipts

Scenario: While depositing the days receipts you are accosted by a gang of thugs. Eliminate the threats and head for cover.

Start facing up-range holding a briefcase. Turn, draw and using one hand engage T1, T2 and T3 with two rounds while moving to cover. Put down the briefcase, and engage T4, T5 and T6 with two rounds.

12 Round minimum

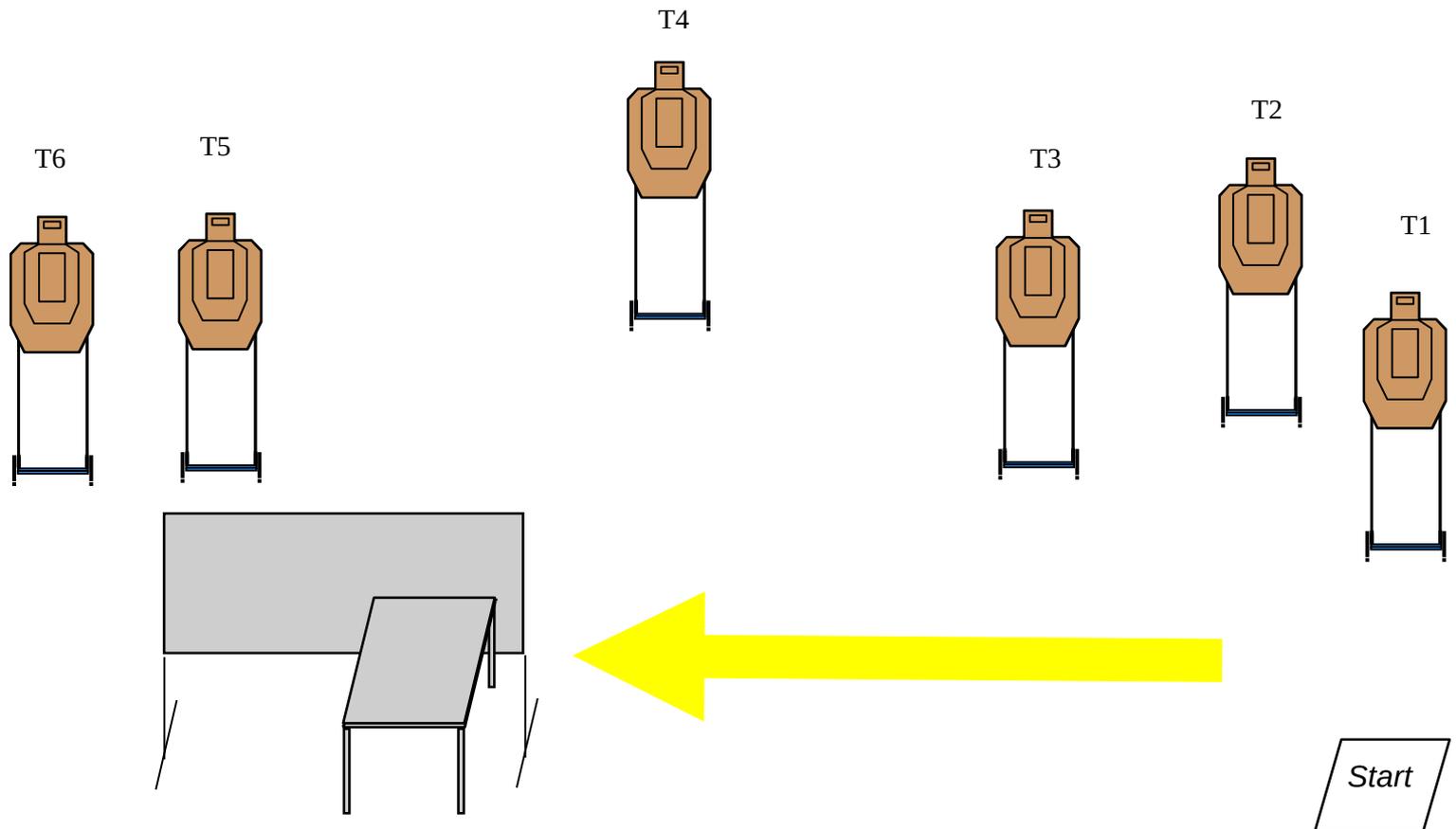


Stage 2 I'm Hit

Scenario: While walking you are attacked by some thugs. As you are seeking cover, your strong hand is hit. Pick up your gun and engage the remaining threats with one hand.

Course of Fire: From the start box, move toward cover and engage T1 through T4 with two rounds each. When behind cover, reload and set gun down on table to simulate dropping your gun. Pick up your gun with your support hand and engage T5 and T6 with two rounds each using cover.

12 rounds minimum.

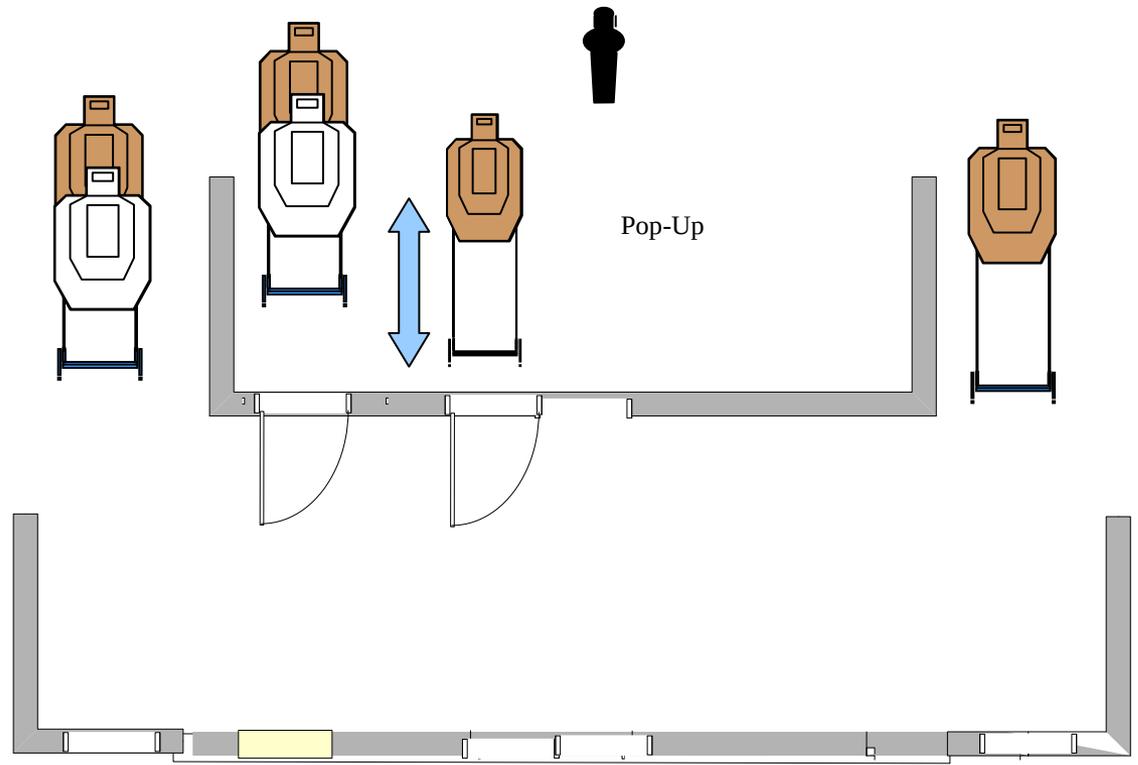


Stage 3 My house

Scenario: Save your family by eliminating the gang of ruffians who have taken over your house.

Course of Fire: Pick a starting location. Open doors as needed. Engage static targets with three rounds each. Engage popper to activate pop up target, engage pop up with two rounds.

12 rounds minimum.



Stage 4 Safe Room

Scenario: You are relaxing in your bedroom, which is the family safe room, when you hear strange noises in the house. Your children are in their bedrooms on either side of the hall. You need to get your kids from their rooms and lead them to the safe room while keeping them safe from the threats. You determine the threats cannot be stopped by center of mass hits and need head shots to stop them. Stop the wolves, protect the flock

Course of Fire: From the start position engage threats using cover behind the barrier with two body shots and one head shot. Move non threat targets to start position. Engage popper through window to stop the clock. Best three hits will score, no head shot will result in a failure to neutralize penalty.

13 Rounds minimum

