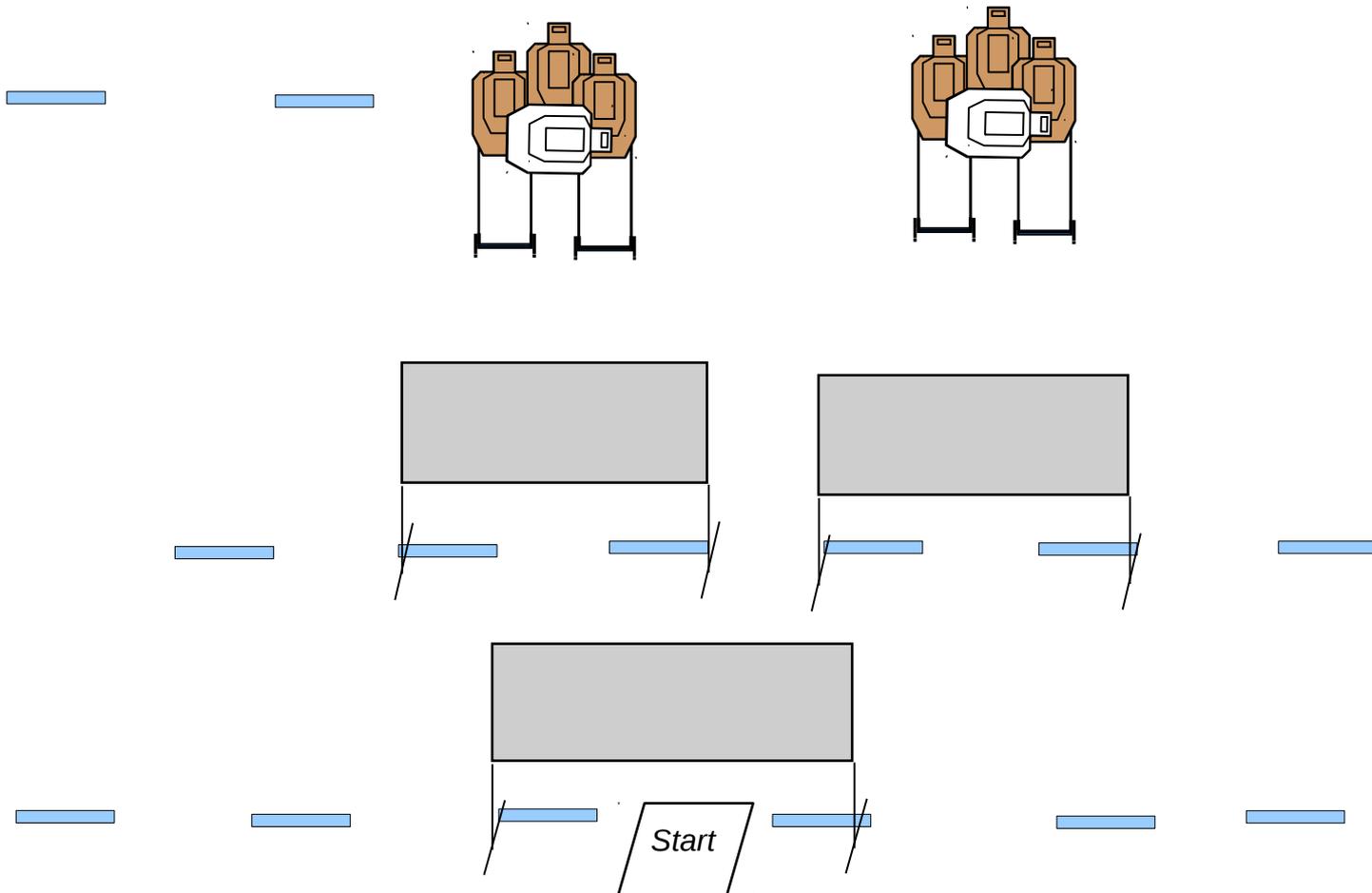


## Stage 1 Rescue the family

Scenario: You hear screams from family members that you like. You find that they are being assaulted by a gang of ruffians. Eliminate the threats and save your family.

Course of Fire: Start behind the barrier. Advance to the barrier down range. Using cover engage each target with two rounds each as they appear. You can use either side of either barrier. You may shoot on the move. Avoid the no shoot targets.

12 rounds.

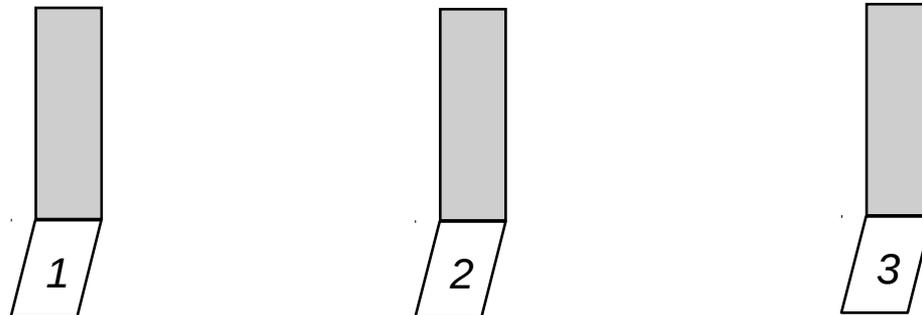
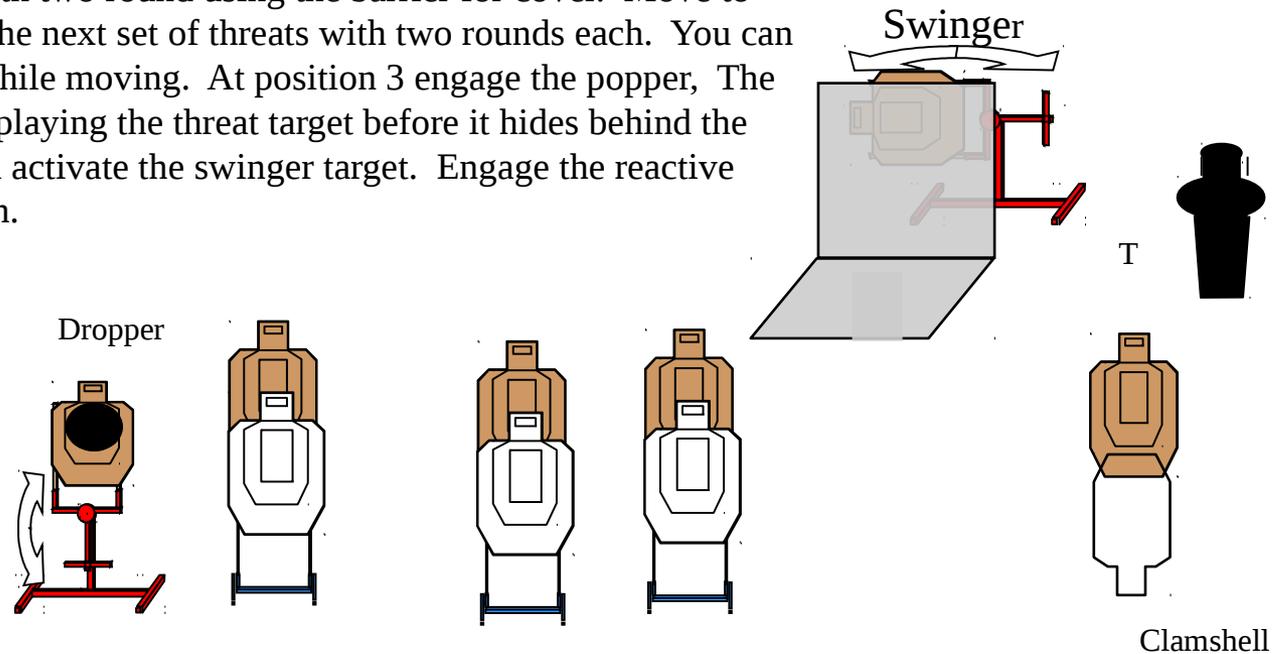


## Stage 2 Move and Shoot

Scenario: While trying to get to your parked car you see a gang of thugs accosting the innocent. Engage the threats and save the innocents.

Course of Fire: Start behind barrier 1, Engage dropper target until falls, then engage the static threats with two round using the barrier for cover. Move to the next barrier to engage the next set of threats with two rounds each. You can move and shoot or shoot while moving. At position 3 engage the popper, The clam shell will activate displaying the threat target before it hides behind the non threat. Clam shell will activate the swinger target. Engage the reactive targets with two round each.

12 rounds

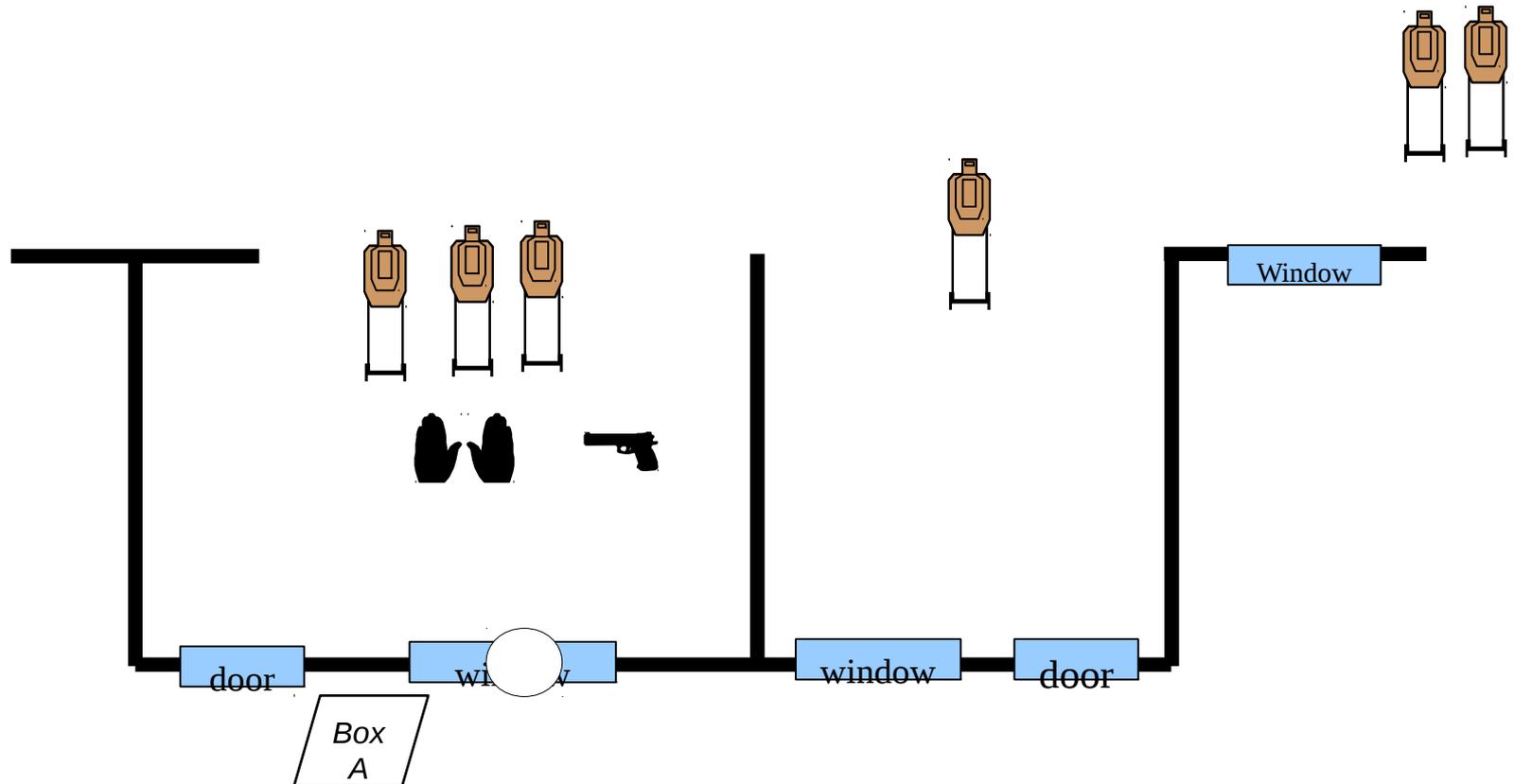


### Stage 3 Find the threat

Scenario: Several armed attackers on in your house among other miscreants and cowards. Some are pointing their guns while others are giving up. Engage the threats with visible guns first and don't shoot the ones with their hands up.

Course of Fire: From start box move to port hole window. All targets will be engaged with three rounds each. There will be two high threat, (gun in hand) and one non threat, (hands up) targets mixed in the rooms. Move to right shooting through the port hole, the door and around the edge of the building. Cover penalties will not be called, but don't be a "Sabrina". Failure to engage the high threat target first, when viewable, will be a procedural penalty. As targets are scored on deck shooter will remain outside the house. Scored shooter will have the option to place the high and no threat targets. If two high threat targets are visible both need to be engaged with one round before other targets are engaged.

15 rounds.



## Stage 4 Traffic Jam Problem

Scenario: While stuck in traffic with no way to move your vehicle you are acosted by two thugs. Since you are on a long trip your loaded gun is next to you, not in your holster. Engage the threats through the window. Once as the driver and once as the passenger.

Course of Fire: There will be two strings of fire. Start seated facing the right side of the range. Loaded gun will be on the bucket facing down range. At the signal pick up the gun and engage the targets with three rounds each. Reload the gun and place it on the bucket. Reposition the chair so that you are seated facing the left side of range. At the signal pick up the gun and engage the targets with three rounds each. When done unload, show clear, stand and holster. Targets will be score for the best six hits per target.

12 rounds

