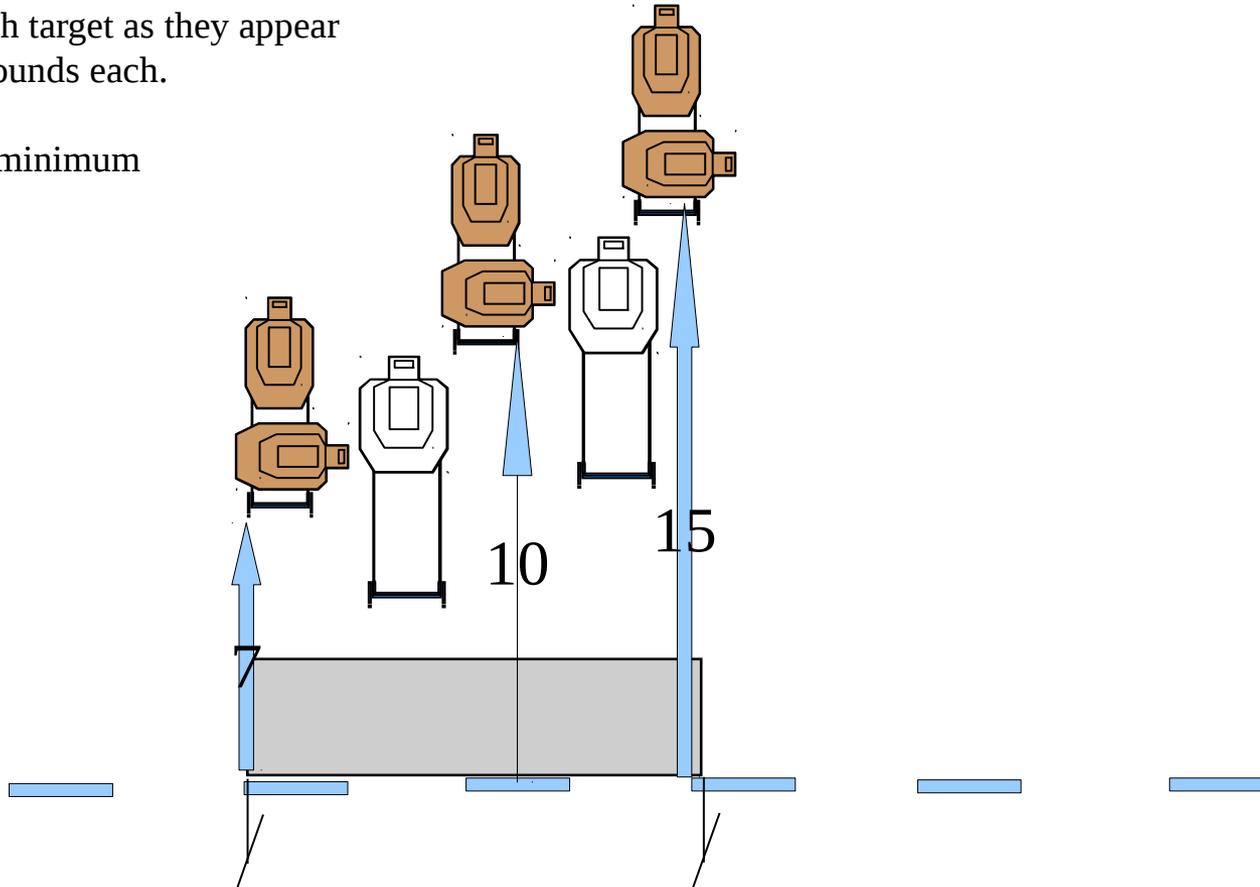


Stage 1: Pit Bulls and Parole Violators

Scenario: While out for a stroll you hear some screams. Three parole violators and their dogs are harrassing some other strollers. Take action to save the day.

Course of Fire: Using the barrier for cover, either side or both sides, engage each target as they appear with two rounds each.

12 rounds minimum

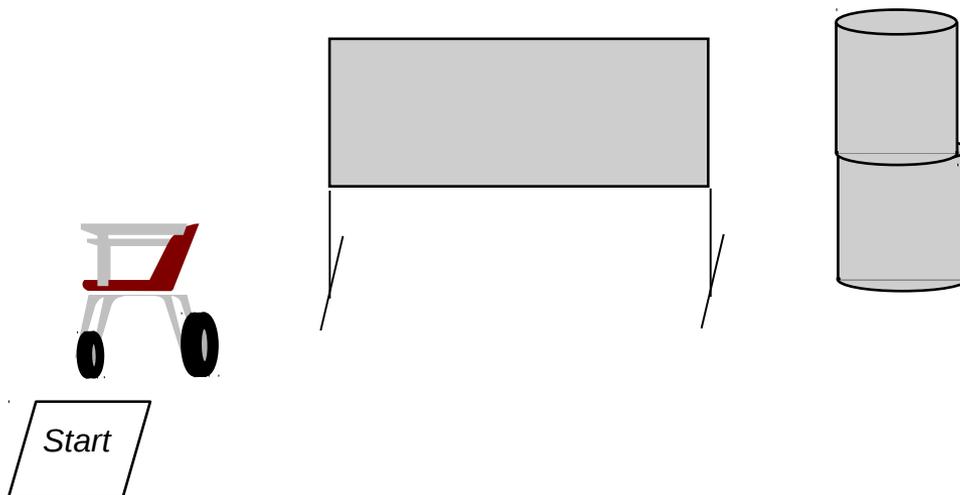
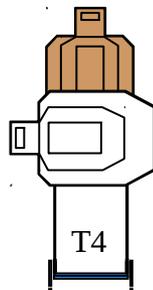
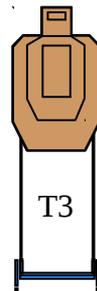
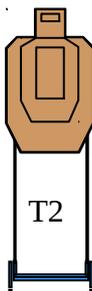
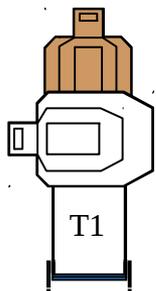


Stage 2 I warned you this was coming.

Scenario: Due to an accident you are mobility challenged and need to use a walker. Bad guys are still prevalent and you are the only one who can save the good guys.

Course of Fire: Stand behind the walker in the start position. Engage T1 with three rounds. Move to the barrier and engage the T2 - T4 from either side of the barrier. When moving you must have two hands on the walker. You can use your holster or the generic holster on the walker when moving. Be Safe!!!!

12 rounds minimum



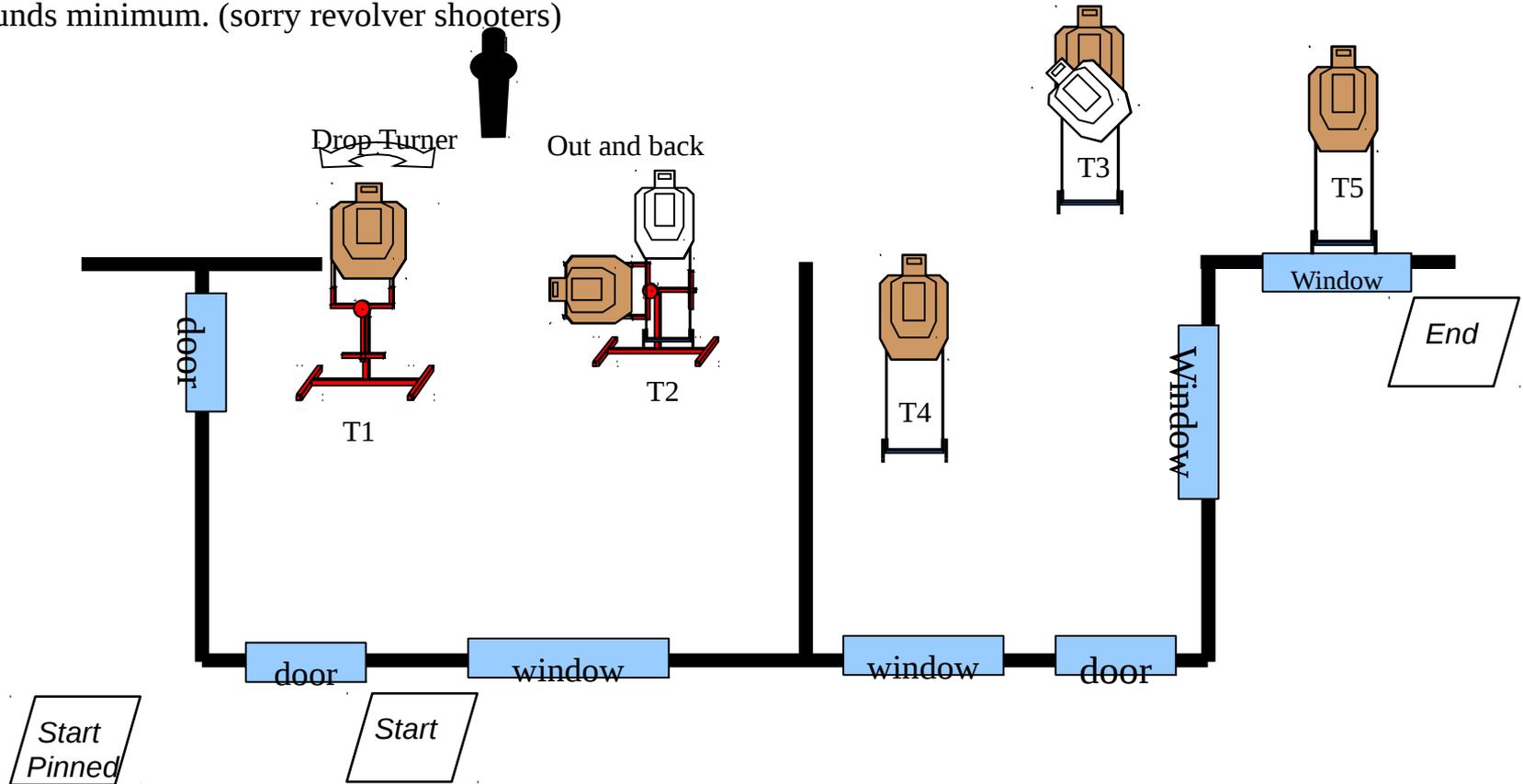
Stage 3 Moving in day

Scenario: Miscreants have taken over your house and your yard. They are threatening your family. Your family is counting on you to save them.

Course of Fire: Start between the windows. Using cover engage the popper, which is considered a threat, through the door to activate the drop turner and the out and back. Engage these targets with two rounds each. You will need to take at least one step to the left to avoid a cover violation penalty. Move right and engage the targets as they appear with two round each. T6 will be engaged from the end position.

***Option. You can decide to pin the out and back to remain out. You must start from the start pinned position and take a 5 point penalty.

13 Rounds minimum. (sorry revolver shooters)

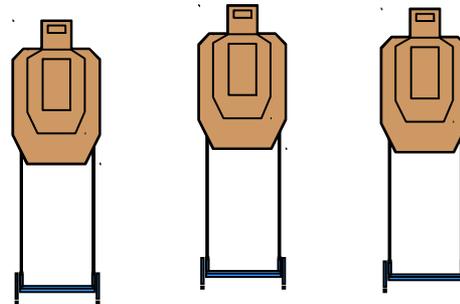


Stage 4 El Pres (Disarmed)

Scenario: El Presidente drill with a twist, skill test

Course of Fire: Start facing up range hand above head. At the signal draw and engage each target with two rounds each in any order strong hand only. Reload transition to weak hand and engage each target with two rounds in any order. You are not allowed to have make up shots, but in case of malfunctions you can have more than 6 rounds in either magazine.

12 rounds only.



Start