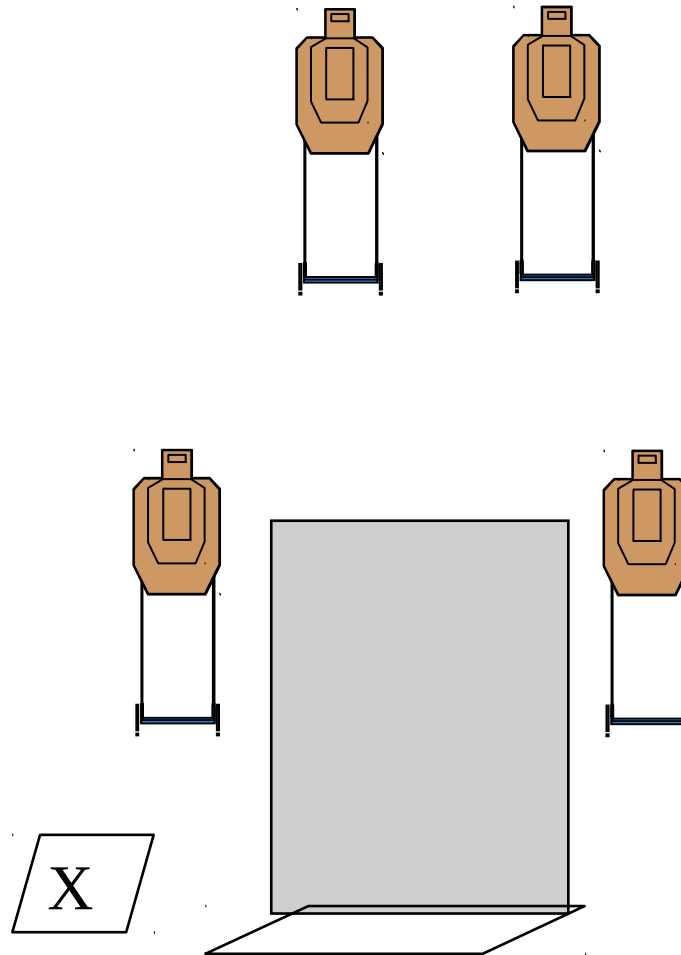


Stage 1 Get Off the X

Scenario: You are surprised by a gang of hoodlums. Get off the X by moving to cover. Engage the threats from behind cover.

Course of Fire: Start on the X. At the signal, draw, move to cover and engage the threats as they appear with three rounds each. Threats can be engaged while moving to cover. At least one threat must be engaged from each side of the barrier.

12 rounds total

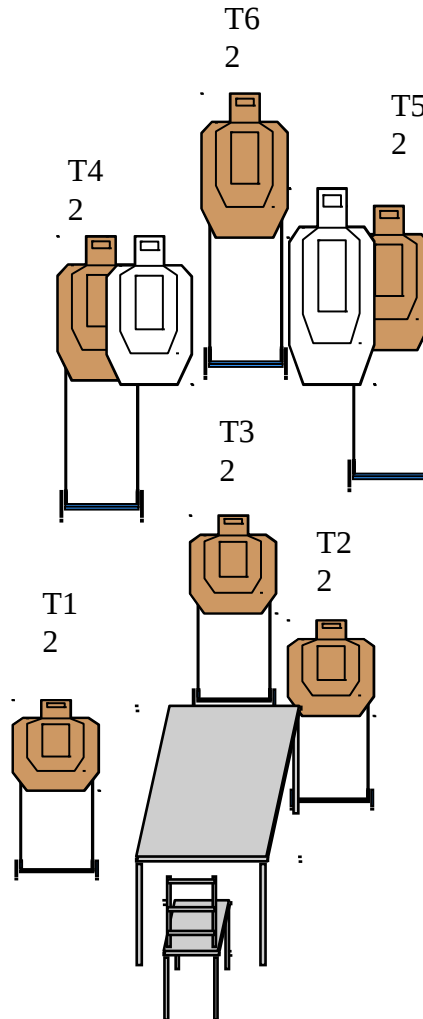


Stage 2: These Cards are Marked

Scenario: While playing cards you accuse the other players of cheating. The other players take offense and threaten you with violence. Engage the threats and avoid the friendlies.

Course of fire: Start seated, firearm loaded with six rounds, extra magazines or speed loaders can be on the table or on your body. At the tone engage the closest threats in tactical order with two round each. Stand, reload and engage farther targets with two round each. Avoid the non threats. No makeup shots!

12 Rounds limited Vickers

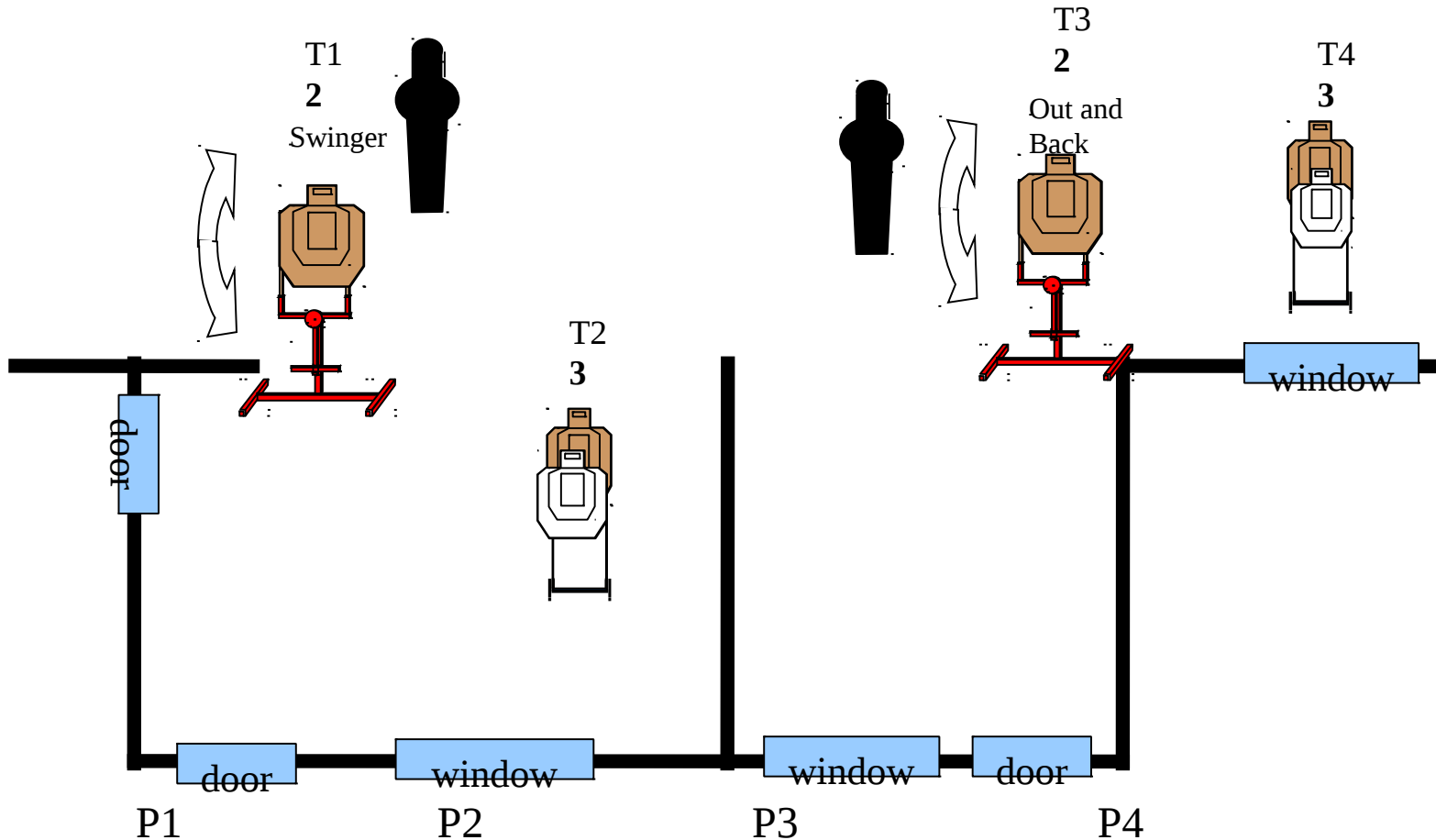


Stage 3: House Movers

Scenario: Bad guys have invaded your house. Move from room to room looking for your family and stopping the bad guys.

Course of Fire: Start at P1 engage popper and engage swinger with two rounds from doorway, using cover. Move to P2 and engage T2 with three rounds. Move to P3 engage popper, engage Out and Back with two rounds. Move to P4 and engage T4 with three rounds.

12 Rounds minimum.



Stage 4: Calling El Pres

Scenario: While making a cell phone call you are surprised by three bad guys coming up behind you. Engage the threats.

Course of Fire: Start in shooting box facing up range, cell phone held to your ear as if you are using it. At the tone turn, draw and engage each threat using tactical priority with two rounds strong hand only. Drop the phone, reload and reengage the threats with two additional rounds. Tactical lateral movement during draw and reload encouraged, but not required.

12 Rounds Total, Limited Vickers

