

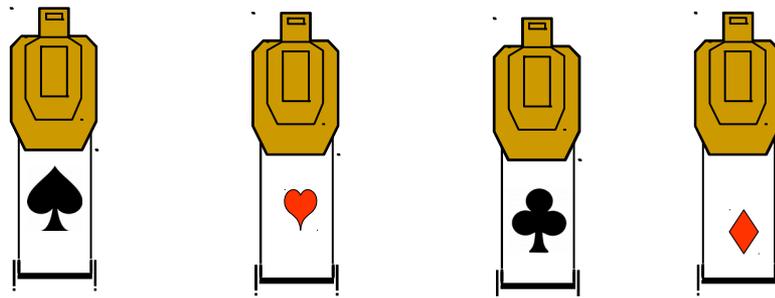
Stage 1 Suited Target Transitions

Scenario: Skill development stage; testing target transitions. Targets represent threats that are moving rather than stationary.

Course of Fire: Draw a playing card. At the signal engage chosen suit target with two rounds; one of the other targets with two rounds re-engage chosen suit target with two rounds; engage a different target with two rounds; reengage chosen suit target with two rounds; engage final target with two rounds; reengage chosen suit target with two rounds.

*NOTE Limited Vickers count 8 rounds on chosen suit target, two rounds on each of the other targets..

14 Rounds only



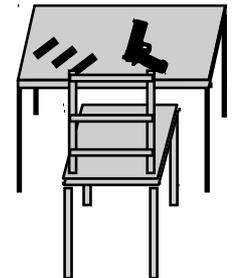
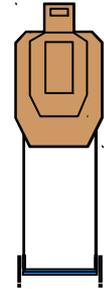
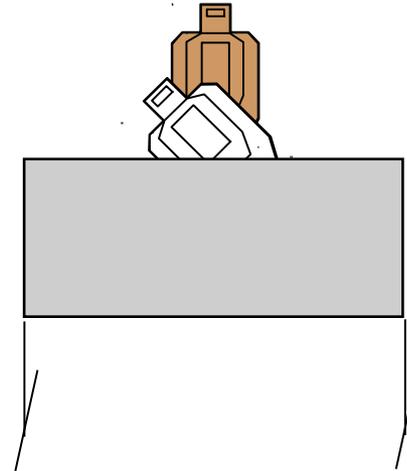
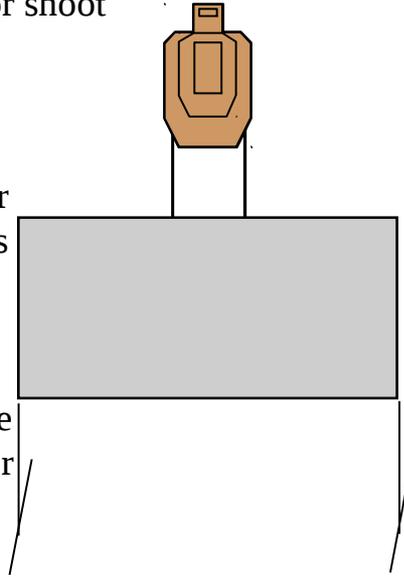
Stage 2 Sit Stand Shoot or Sit, Stand Move and Shoot

Scenario: Test of speed or accuracy. Shooter decides to move to cover and shoot or shoot from start location

Course of Fire: Start sitting at the table with a loaded gun on the table. Engage T1 with four rounds; move to the barrier using cover, engage T2 with four rounds then move to the the other barrier and engage T3 with four rounds.

Optionally, shooter can decide to engage T1, T2 or T3 from table, either seated or standing with four rounds each.

12 rounds minimum



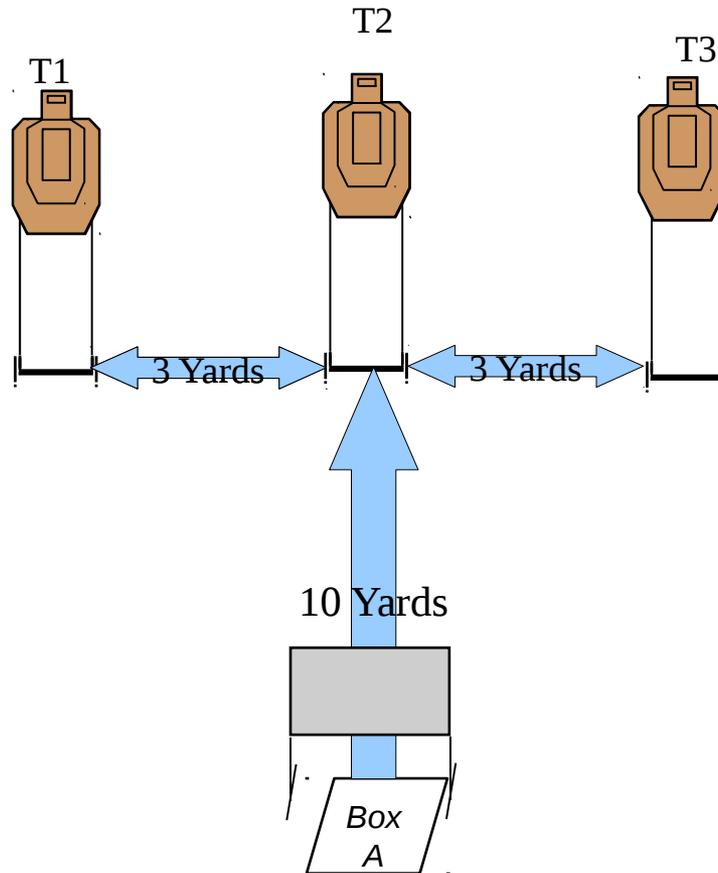
Stage 3 El Prez Hogan's Headache (thanks to AMU)

Scenario: Skill development stage identify the targets, shoot, reload and shoot some more.

Course of Fire: Start facing down range with one 6 round magazine and one spare, gun unloaded. At the signal draw, load and engage each target with two rounds in any order. Slide-lock reload; take a knee; reengage the targets with two rounds each.

*NOTE Spare magazine can have 10 rounds. If there is a malfunction you may reload early but only four rounds per target.

12 Rounds total limited Vickers count.



Stage 4 : Qualifier

Scenario: Skills Test, qualifier

Course of Fire: Start in P1 facing up-range, surrender position, pistol loaded with no more than 6 rounds. Spare magazines should be carried. At the signal turn and engage T-1 with 4 rounds freestyle. Black represents hard cover, hits here are counted as misses. Advance to barrier P2 engage T2 with two rounds freestyle from each side of the barrier using cover. A slide lock reload behind cover is required behind this barrier. Advance to P3, engage T3 with two rounds strong hand only from strong side of barrels using cover, transition to support hand engage T3 with two rounds support hand only from support hand side of the barrels using cover.

No Pickup shots
12 rounds only

Classification results
Cumulative time plus penalties

Master	1 - 12
A	12.01- 21
B	21.01 -30
C	30.01 - 39
D	39.01 - 48
Novice	48.01 - 90

