

# Stage 1 OOPS!

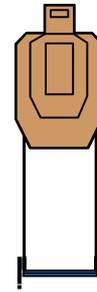
## Scenario:

While sitting at your table cleaning your gun you are accosted by three home invaders. Pick up and load your gun and take care of the threats

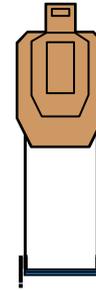
## Course of Fire

Start seated at your table with an unloaded pistol and magazines on the table. At the command load and. Engage T1, T2, T3 and T4 with two rounds each. Stand, reload and engage T1, T2, T3 and T4 with one head shot each.

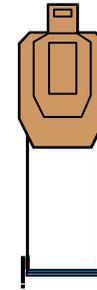
12 rounds minimum



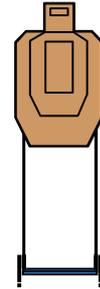
T3



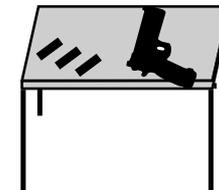
T1



T2



T4

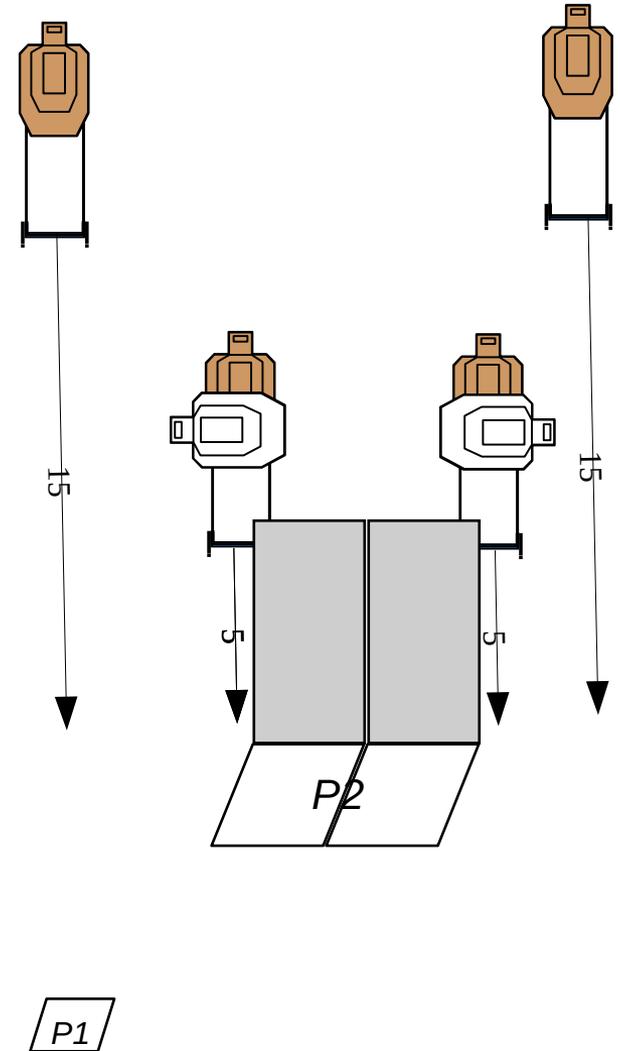


## Stage 2 Good guys and bad guys

Scenario: Some thugs are threatening some innocents. Advance to cover and eliminate the threats and protect the good guys.

Course of Fire: Start in P1 engage threats with three rounds each as you advance to P2. Engage remaining the threats from behind cover with three shots each. Avoid the non threats.

12 rounds minimum



# Stage 3

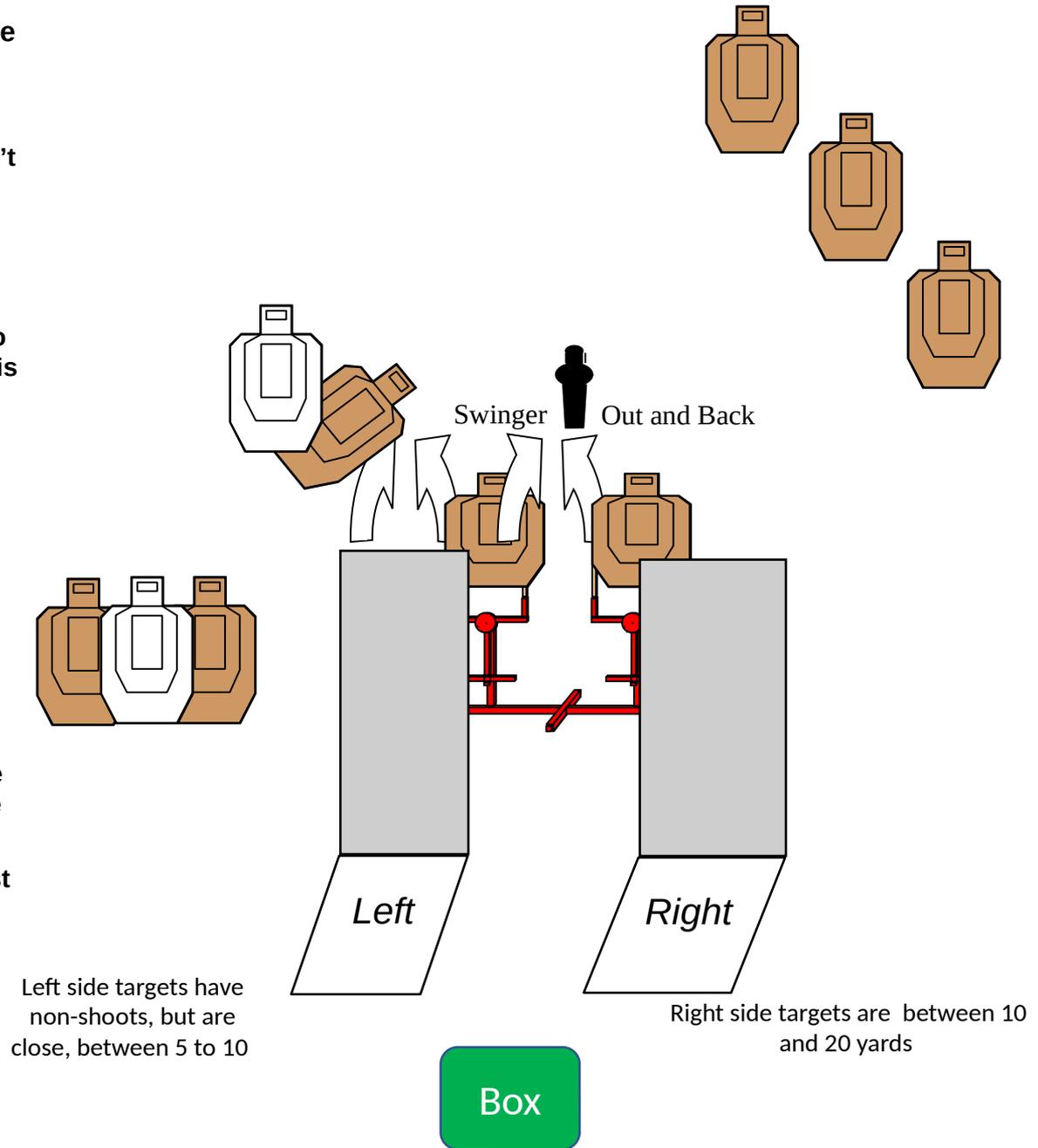
Scenario: Respond Correctly (From the fertile mind of Chuck Chambers)

## Background:

- Your factory is being attacked, but you don't know from which side.
- Reactive targets will have cables attached, however only one will be connected to the Popper.
- The last shooter will connect the Popper to one moving target while the next shooter is facing up range.

## Course of Fire:

- Shooter starts in the box facing up range, pistol loaded in the holster.
- At the tone shooter turns and engages the Popper, followed by at least 2 shots on the moving target.
- If the reactive target is to the left, then the shooter must move to the left and engage only those targets.
- If the reactive target is to the right, then the shooter must move to the right and engage only those targets.
- Best 2 Shots on the moving target, and best 3 shots the static targets will be scored.
- 12 rounds minimum



# 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

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Master 1 - 12

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

