

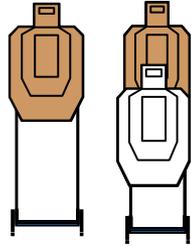
Stage 1 Lets Roll

Scenario: A criminal gang is in the parking lot. You must get away, your car is parked to your right. Eliminate the threats while you get to your car.

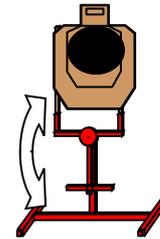
Course of Fire: Start at P1

Engage threats as they appear around the barrier with two rounds each.

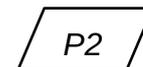
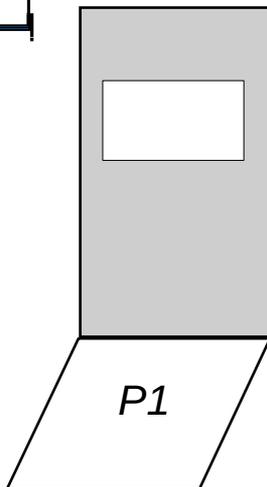
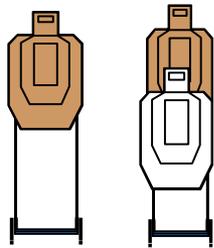
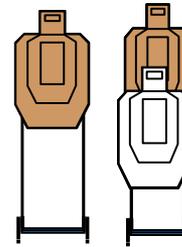
Move to P2 and engage threats with two rounds each. Dropper target must be shot from P2 and must fall to score



Dropper



13 rounds minimum.



Stage 2 Zombie Card Shark

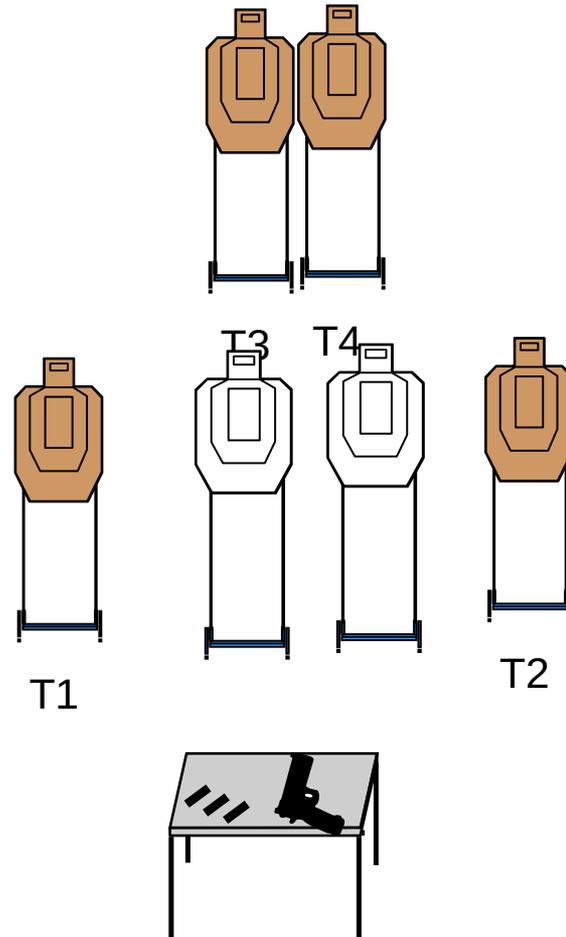
Scenario:

While playing cards some of the players have become zombies. They want to eat your brains. Stop the threat and protect the innocents. Stop the threat and protect the innocents.

Course of Fire

Start seated loaded pistol on the table. While seated engage T1, and T2 with three rounds each two body shots and one head shot. Stand, and engage T3 and T4 with three rounds each, two body shots and one head shot.. Reload as needed, lateral movement allowed. Head shot needed to avoid failure to neutralize penalty.

12 rounds minimum

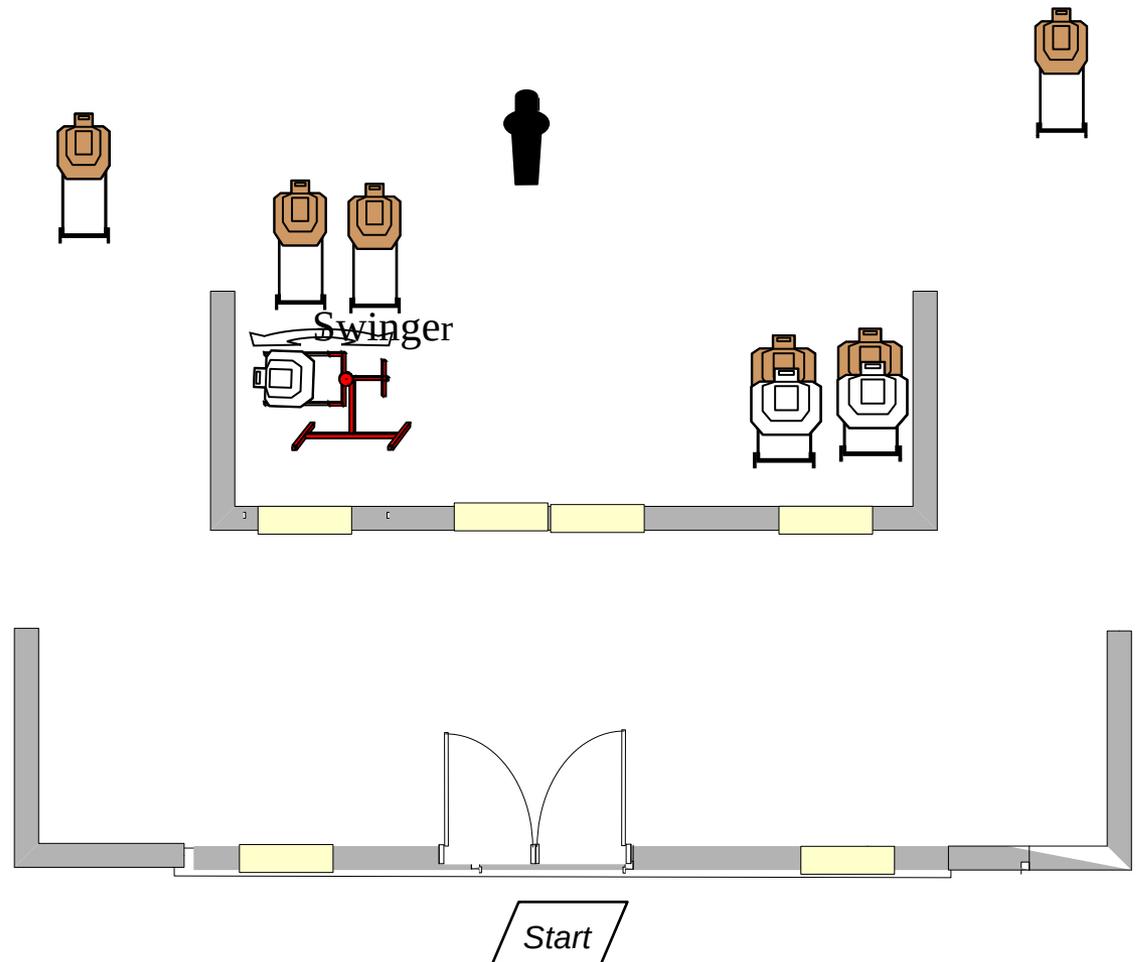


Stage 3 Shoot House

Scenario: You hear screams from inside your house indicating your family is being threatened by ruffians. Safely enter your house and eliminate the threats.

Course of Fire: Start outside of house behind closed doors. Safely open the door and engage the popper using cover. Popper activates swinging no shoot. Engage all threats with two rounds using cover.

Thirteen 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 T1 and T2 with 2 rounds each freestyle. Advance to barrier P2 engage T3 with two rounds freestyle from each side of the barrier using cover. A slide lock reload behind cover is required. Advance to P3, engage T4 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.

*NOTE No Pickup shots, for safety reasons T4 MUST be engaged strong hand first.

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

