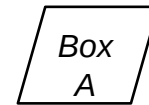
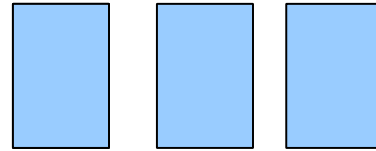


Stage 1 El Prez

Scenario: Skill drill Limited to six round magazines to start no pick up shots.

Course of Fire: Facing up-range, at the signal turn and engage each target with two rounds, reload re-engage targets with two rounds each.

12 rounds total



Stage 2 Suit Yourself

Scenario: Target recognition skill test.
The shooter will draw a card from the deck to determine target order. The suit drawn indicates which target will be shot first. Black targets are shot from the left side of the barrier, red targets will be shot from the right side of the barrier..
Scenario: At the tone shooter moves forward to the barrier using it as cover and engages the suited targets from the correct side with three rounds each.
Move to other site of barrier and engage opposite colored targets with three rounds each
12 rounds minimum



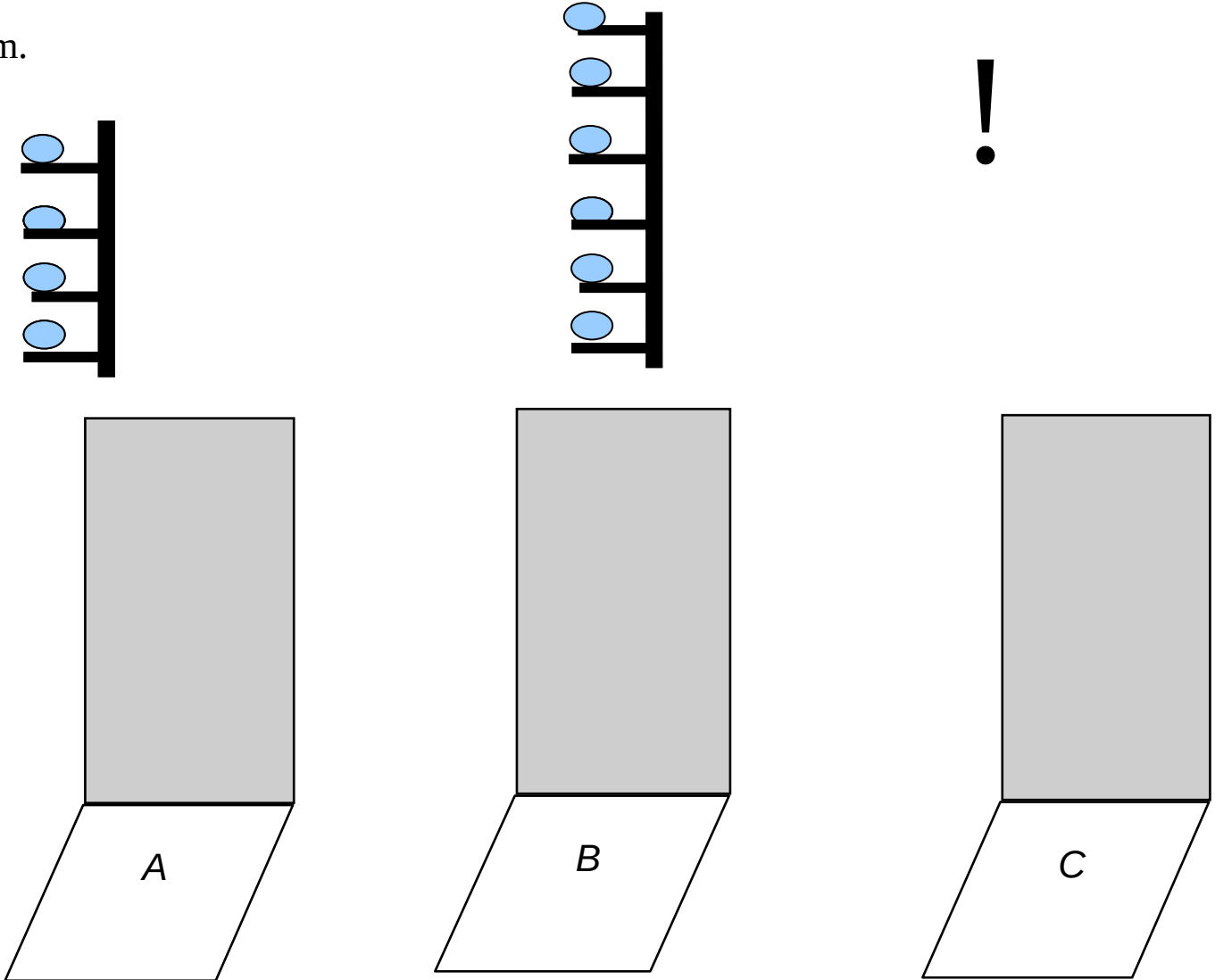
Stage 3 Barrier trees

Scenario: Cover skill test.

Course of Fire: Pick a start position behind a barrier. From A; engage shooting tree moving all targets.

From B engage large tree moving all targets. From C tear drop and round target with one round each.

12 rounds minimum.



Stage 4 Card Game

Scenario: You are accused of cheating at cards. The rest of the players threaten you with bodily harm. Protect yourself.

Course of Fire: Start seated with one six and one ten round magazine on the table. At the signal load with the six round magazine. Engage each close target with three rounds each. Reload, stand and shoot farther targets with three rounds each. 12 Rounds total.

