

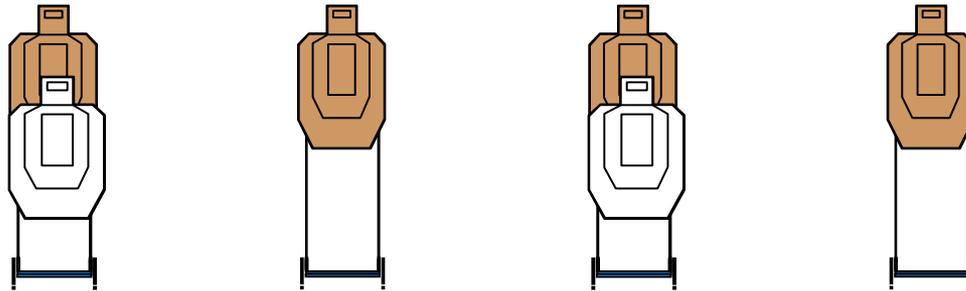
Stage 1 Failure to stop

Scenario: Miscreants have taken loved ones hostage. They do not respond to body shots so head shots are needed. Engage the targets to save the hostages.

Course of Fire Facing up range in the start box. Turn, draw and engage each threat with two shot to the body. Reengage with one head shot each.

*NOTE best three hits will be scored, any hits on non threat will be a penalty, head shots are needed to avoid a failure to neutralize penalty.

12 rounds minimum



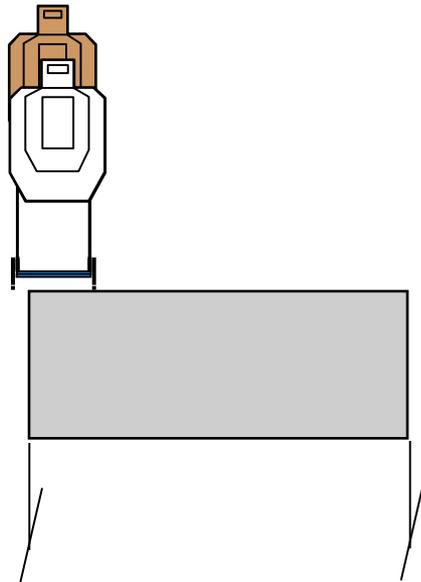
Up range
start

Stage 2 Good guys run amuck

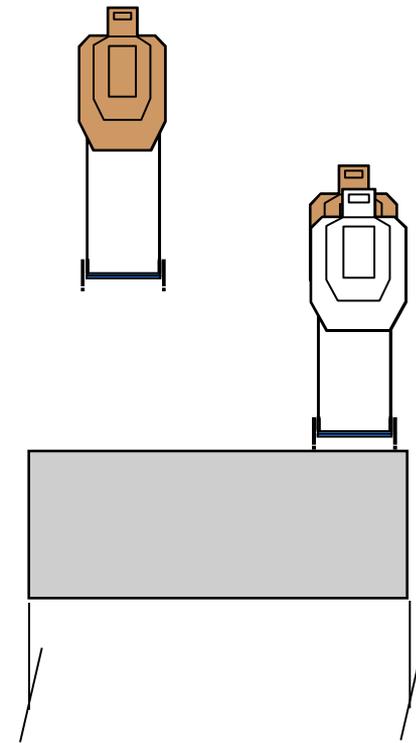
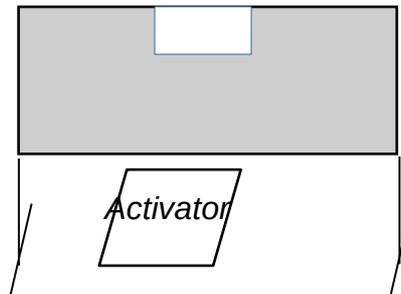
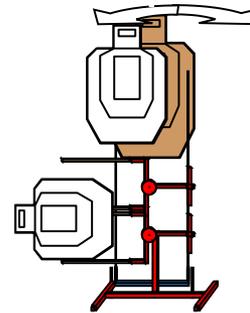
Scenario: A gang of bad actors have accosted several good guys who are trying to get away. Eliminate the threats to help the good guys escape.

Course of Fire: Step on activator to start double swinger. Engage the target with three rounds. Move to barrier and engage target using cover with three rounds. Move to next barrier, using cover engage targets with three round each.

12 rounds minimum



Dual Swinger

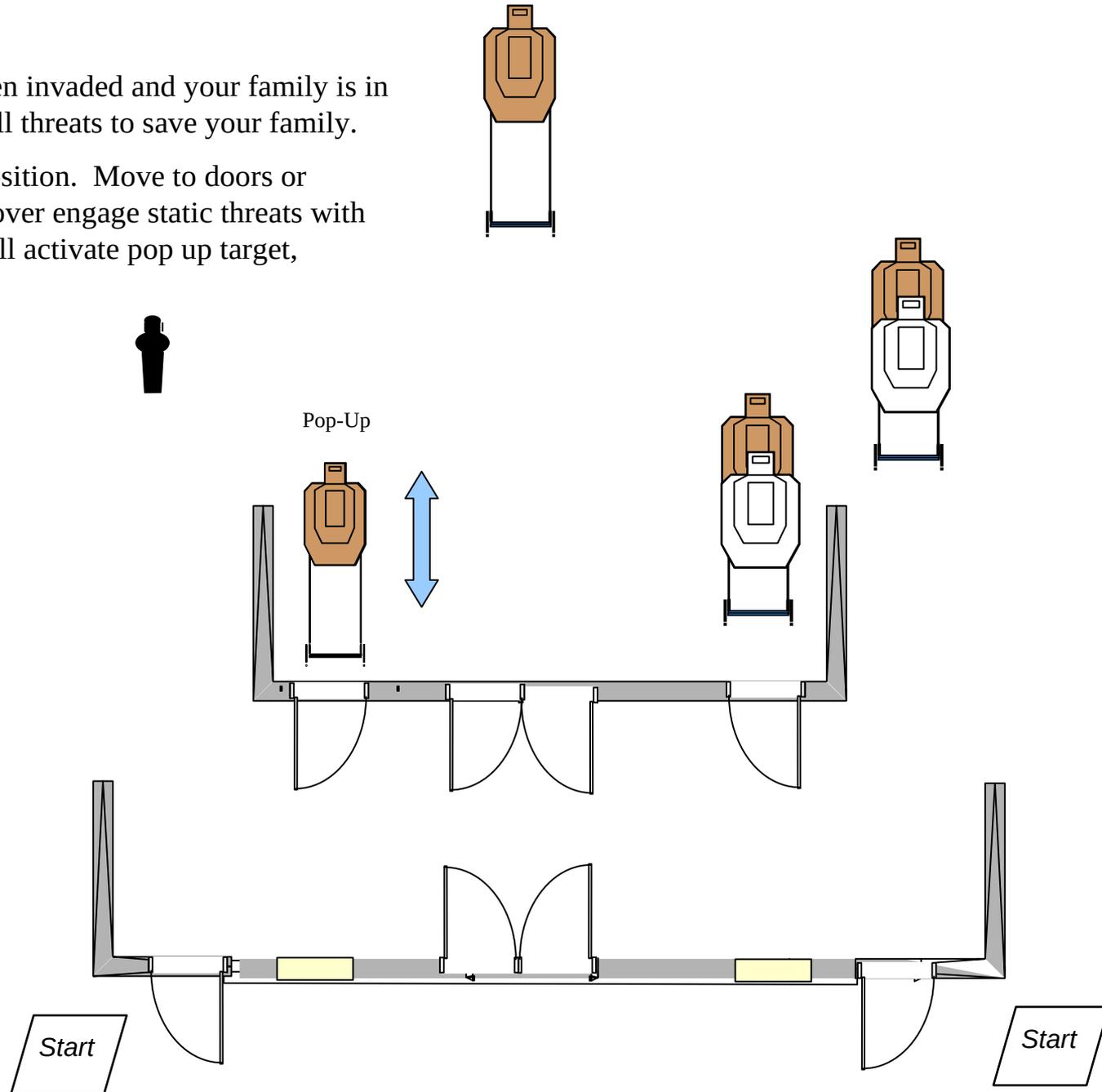


Stage 3 Leave my house

Scenario: Your home has been invaded and your family is in trouble. Find and eliminate all threats to save your family.

Course of Fire Pick a start position. Move to doors or windows as needed. Using cover engage static threats with three rounds each. Popper will activate pop up target, engage with two rounds.

12 rounds minimum.



Stage 4 Gun cleaning surprise

Scenario: You have unloaded your gun to prepare for cleaning. Several thugs have invaded and threatened your family. Grab and load your gun to eliminate the threats.

Course of Fire: Start seated unloaded gun on the table. Pick up the gun load and make ready and engage the targets with three rounds each close to far. You may remain seated or stand as desired. Reload from table or magazine holder.

12 rounds minimum

