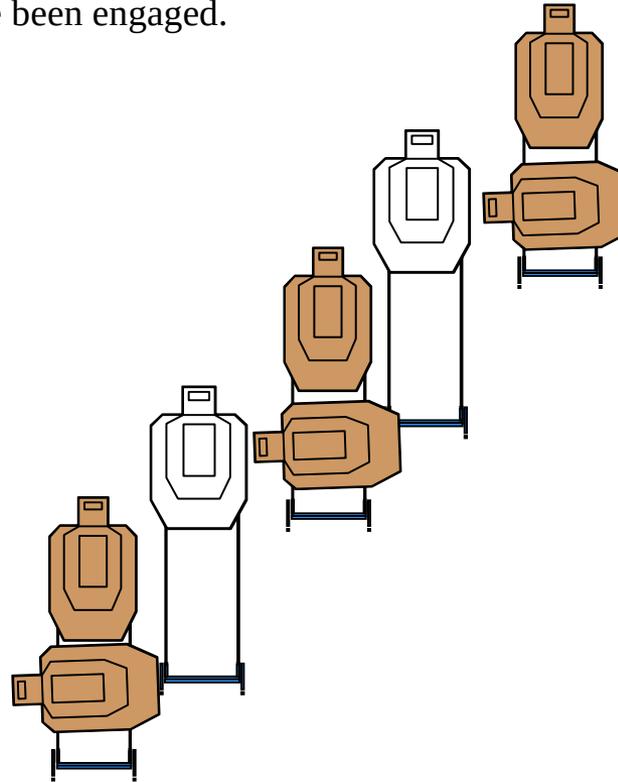


Stage 1 Pit Bulls and Parole Violators

Scenario: Innocent passerby's are being accosted by some miscreants and their trained attack dogs. Stop each threat and save the innocents.

Course of Fire: From the start position move to positions that allow you to engage both the dog and bad guy with two rounds each. Continue moving until all threats have been engaged.

12 Rounds minimum.



Start

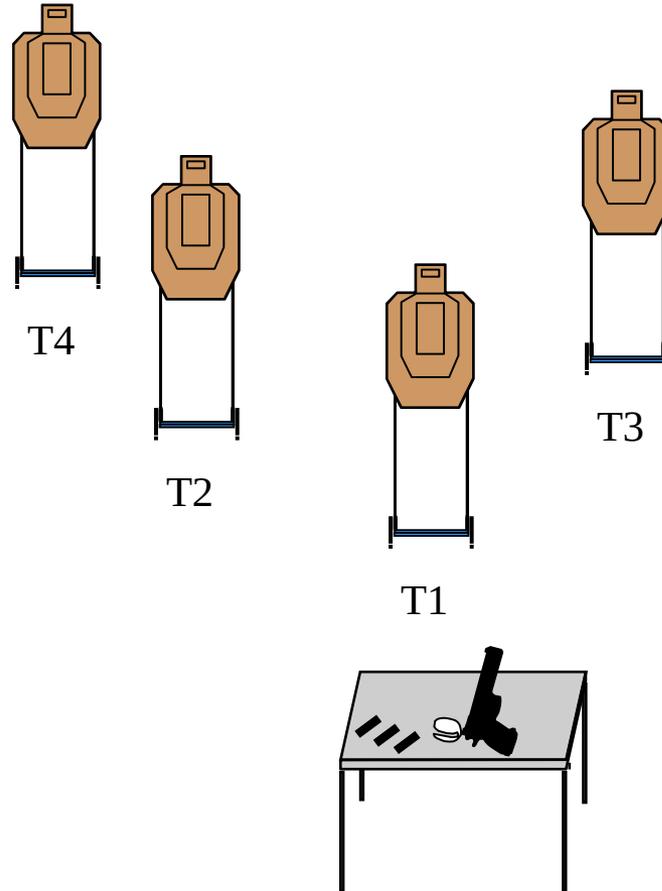
Stage 2 OOPS!

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 with an unloaded pistol and one magazine on the table. At the beep, load and make ready. Engage T1 - T4 with two rounds each center of mass. Reload and engage T1 - T4 with one head shot each. Threats can be engaged standing or sitting, as long as it is done safely.

12 rounds total

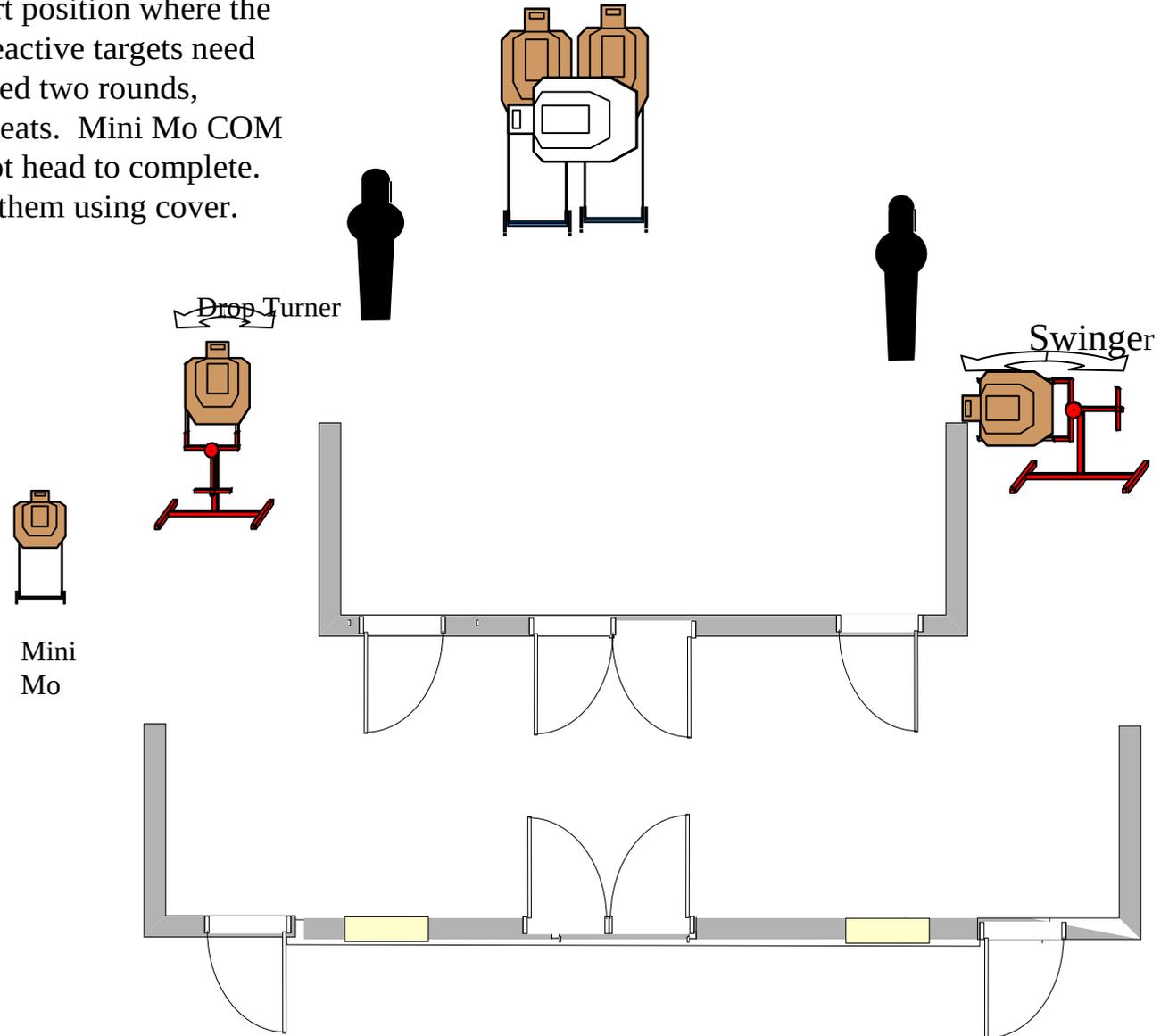


Stage 3 Shoot house

Scenario: Your house have been invaded by a criminal gang. Eliminate the gang and save your family.

Course of Fire: Pick a start position where the threats cannot see you. Reactive targets need two round static targets need two rounds, poppers are considered threats. Mini Mo COM shot opens head shot, shoot head to complete. Engage threats as you see them using cover.

12 rounds minimum.



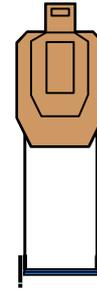
Stage 4 El Jefe

Scenario: You are surprised by three thugs.

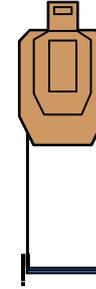
Engage all threats twice.

Course of fire: Start standing with your strong side facing downrange. Turn downrange, draw and engage each threat with two rounds each. Reload and reengage each threat with two more rounds

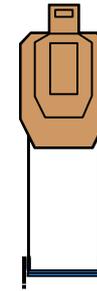
.
12 rounds total Limited Vickers.



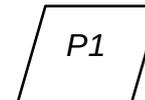
T1



T2



T3



P1