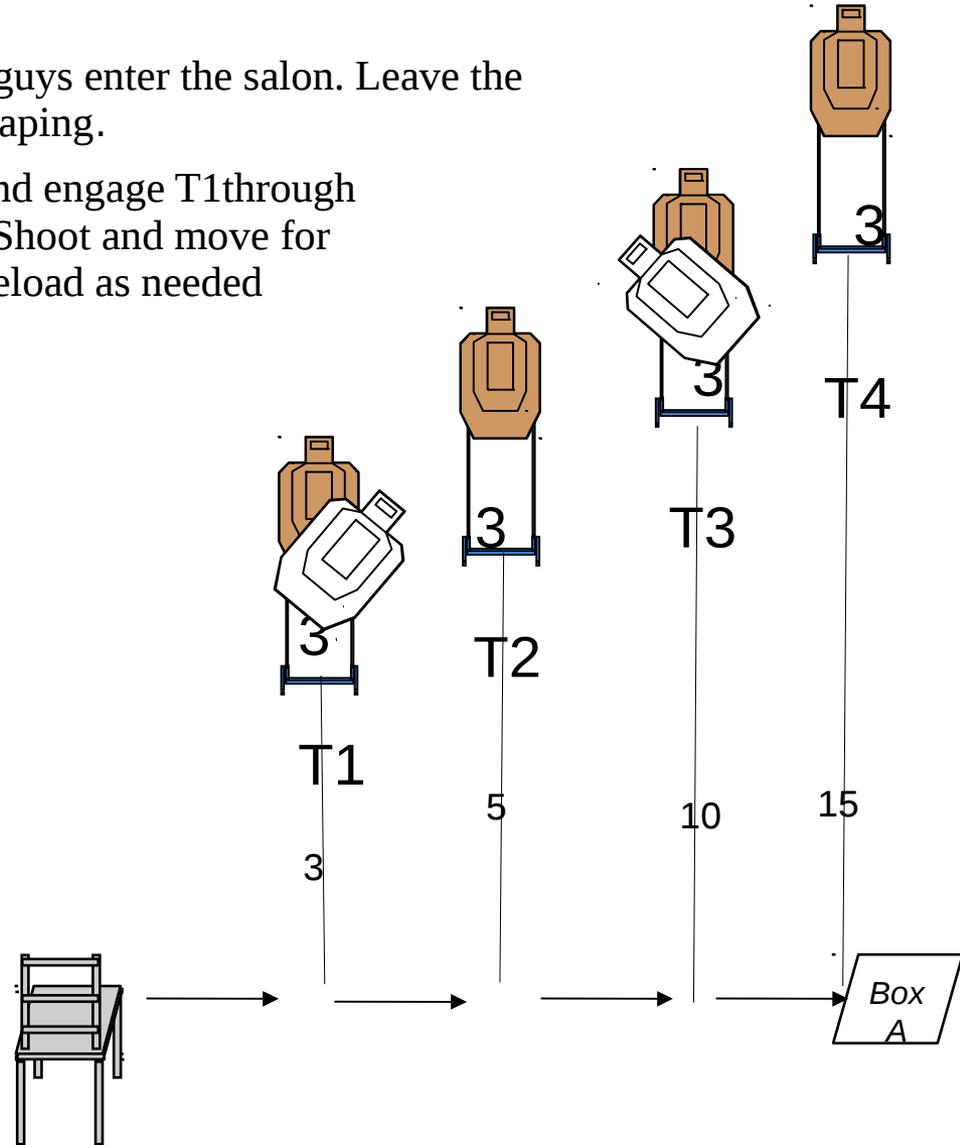


Stage 1: Barber shop Quartet

Scenario: You are a barber giving a haircut, four bad guys enter the salon. Leave the patron in the chair and engage the threats while escaping.

Course of Fire: Start facing the east berm. Draw and engage T1 through T4 with three rounds each while moving laterally, Shoot and move for each threat. Last shot must be fired from Box A. Reload as needed

12 Rounds minimum

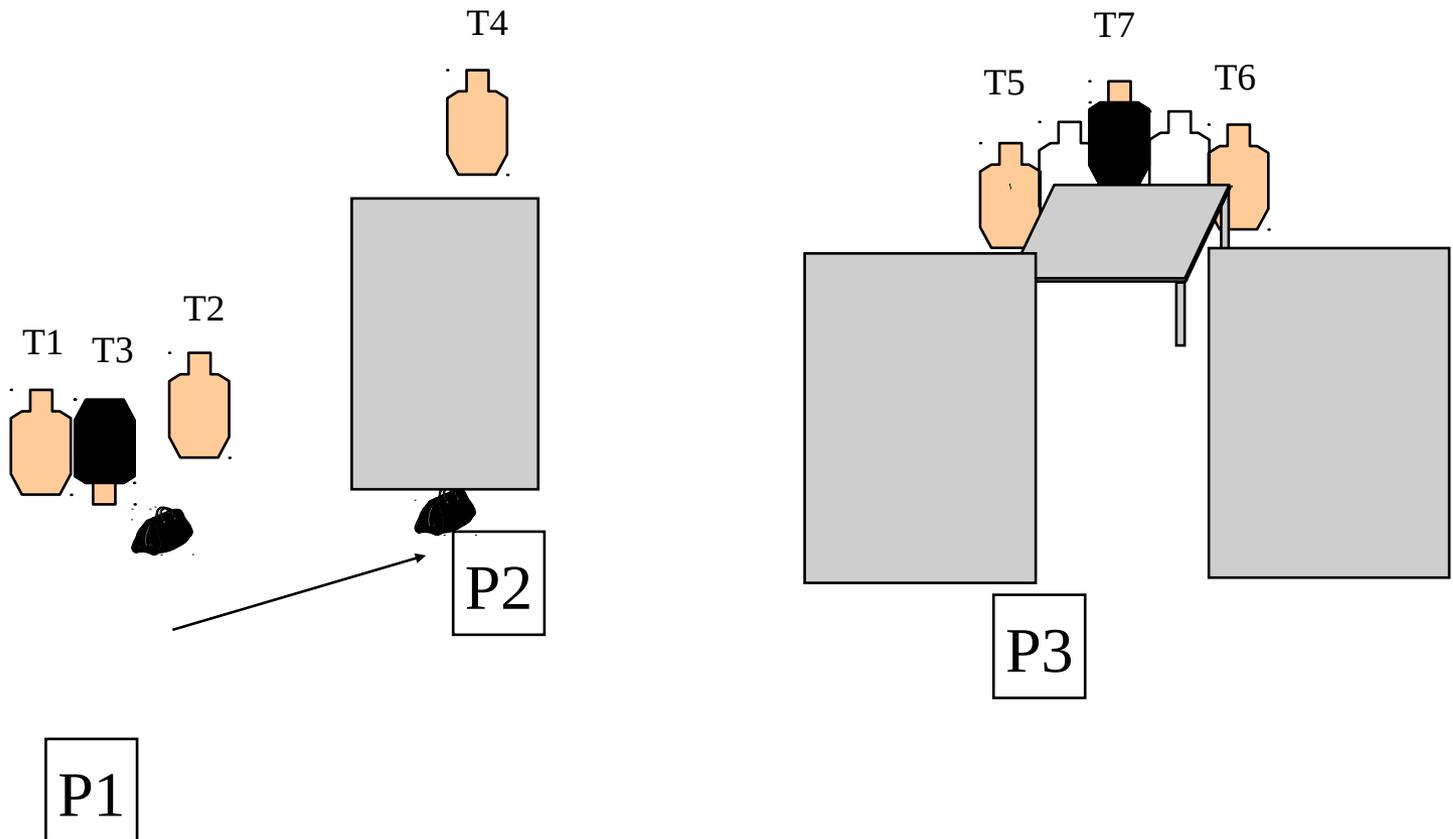


Stage 2 Yo Homie is that my brief case?

Scenario: Ganstas steal your briefcase and threaten you with lethal force when you ask about it. Protect your self and get your stuff back. You go to the club to see their boss and have to fight through his protectors to save your life.

Course of Fire: From P1 engage T1 with 2 body shots. Engage T2 with 2 body and one head shot. Engage T3 with one head shot. Pick up briefcase and move to P2. Engage T4 with two shots each strong hand only. Put briefcase down, reload and advance to P3. Engage T5 and T6 with two shots each while they are seated at the table. Engage T7 with one head shot

13 shots minimum

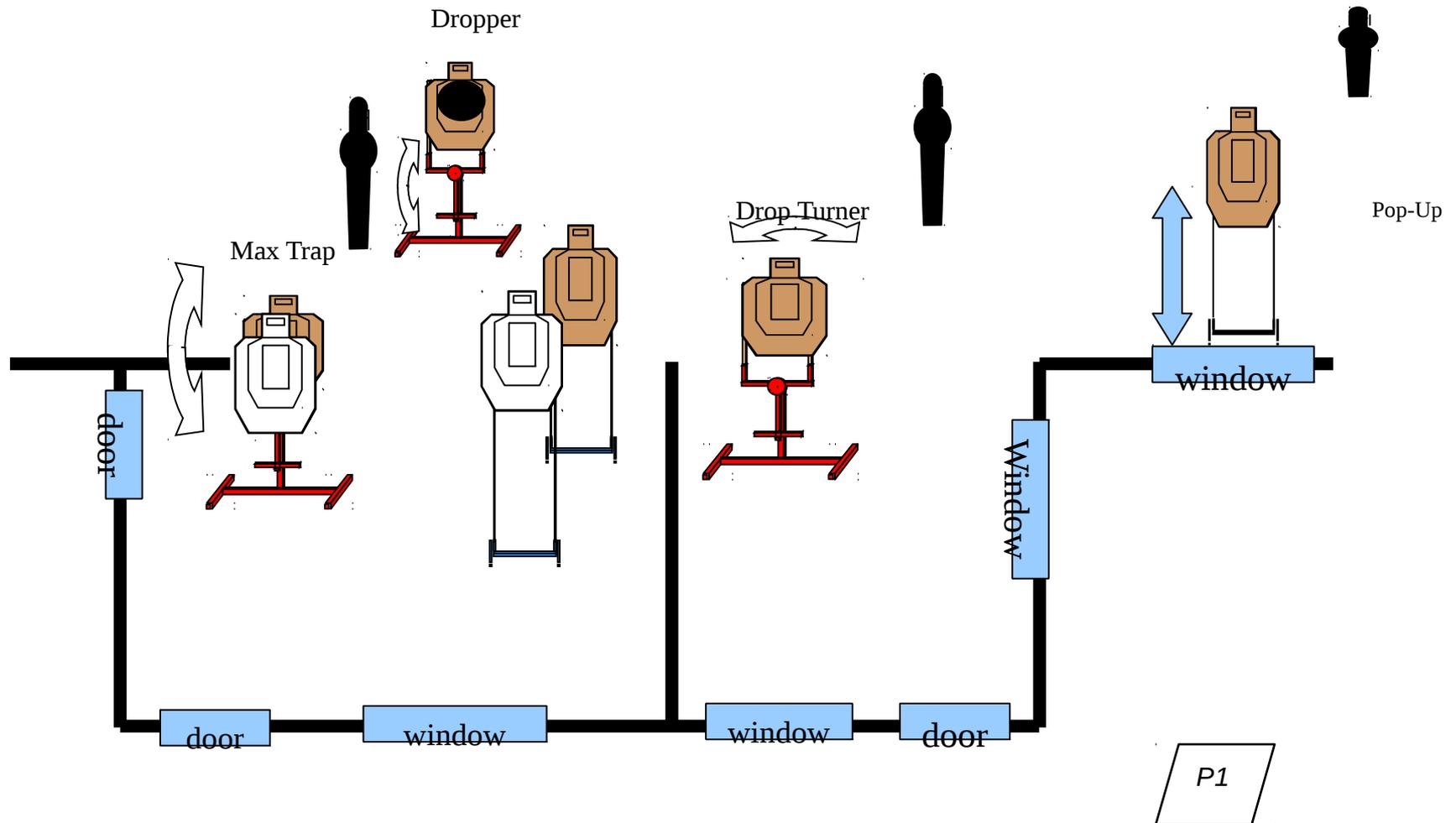


Stage 3 Through the Windows

Scenario: A house has been invaded by bad guys. Family members you like are in the house. All the doors are locked but the windows are open. Take out the bad guys and save the good guys.

Course of Fire: Begin at P1, using the windows for cover engage the poppers to activate the moving targets. Engage the threats as they present with two rounds each. . Engage the dropper until the paper target falls.

12 Rounds minimum



Stage 4 Helping out

Scenario: You are talking to a friend when you notice a gang of ruffians attacking some innocent bystanders. Move to cover and dispatch the bad guys.

Course of Fire: Start standing cross range facing the no shoot target. Turn draw and engage T1 and T2 from the right side of the barrier with three round each. Move to the left side of the barrier and engage T3 and T3 with three rounds each. Targets are to be engage in Tactical Priority, the first target you see around cover. Shooter decides how near the barrier the shooting position will be once you move past F1.

12 rounds minimum

