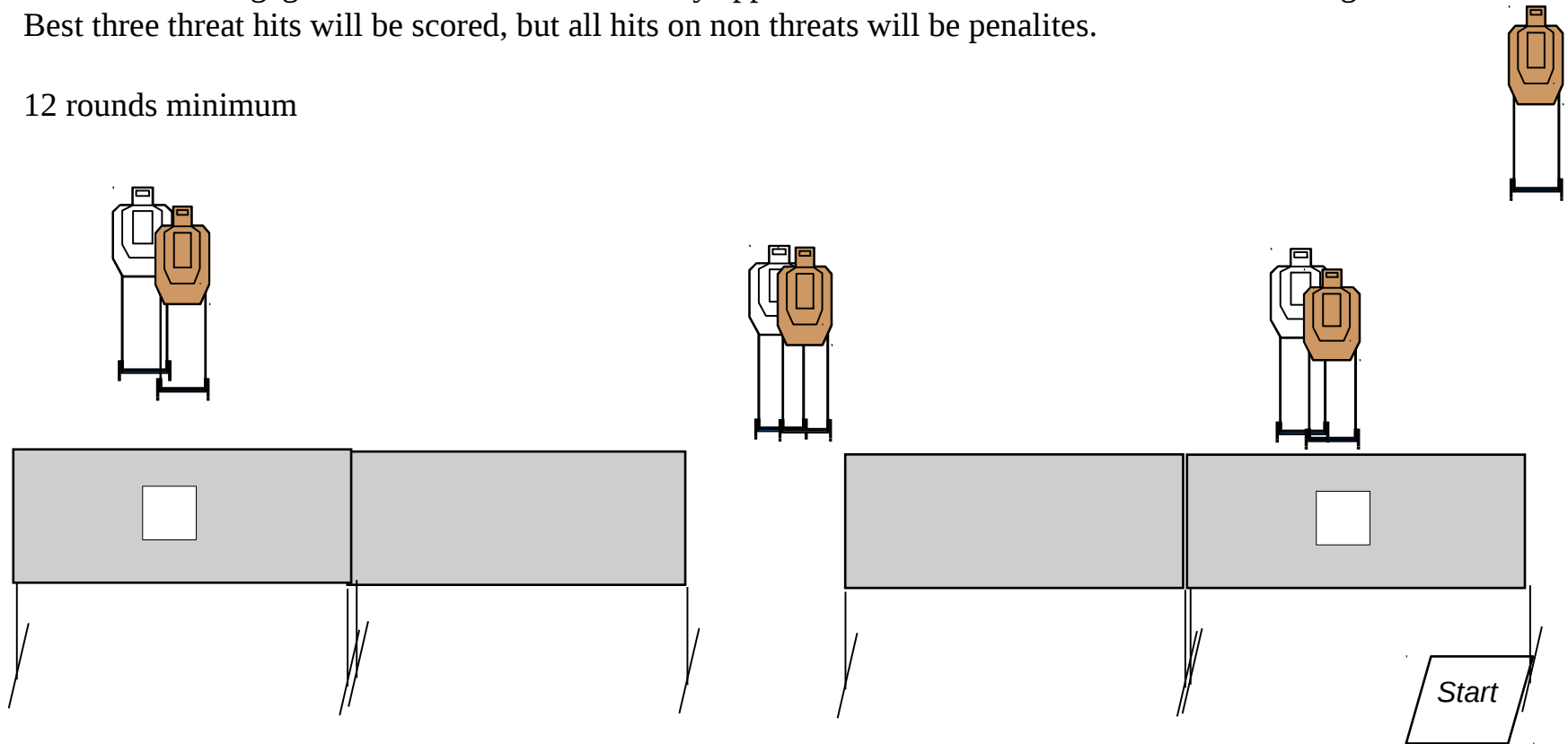


## Stage 1: Exit Stage Left

Scenario: Ruffians are threatening innocents in a building. Move through the building eliminating the threats, but watch out for the good guys.

Course of Fire: From start position engage T1 with 3 rounds around the side of the wall using cover. Move to the left and engage threats with 3 rounds as they appear around cover, be careful of shoot through hits. Best three threat hits will be scored, but all hits on non threats will be penalties.

12 rounds minimum



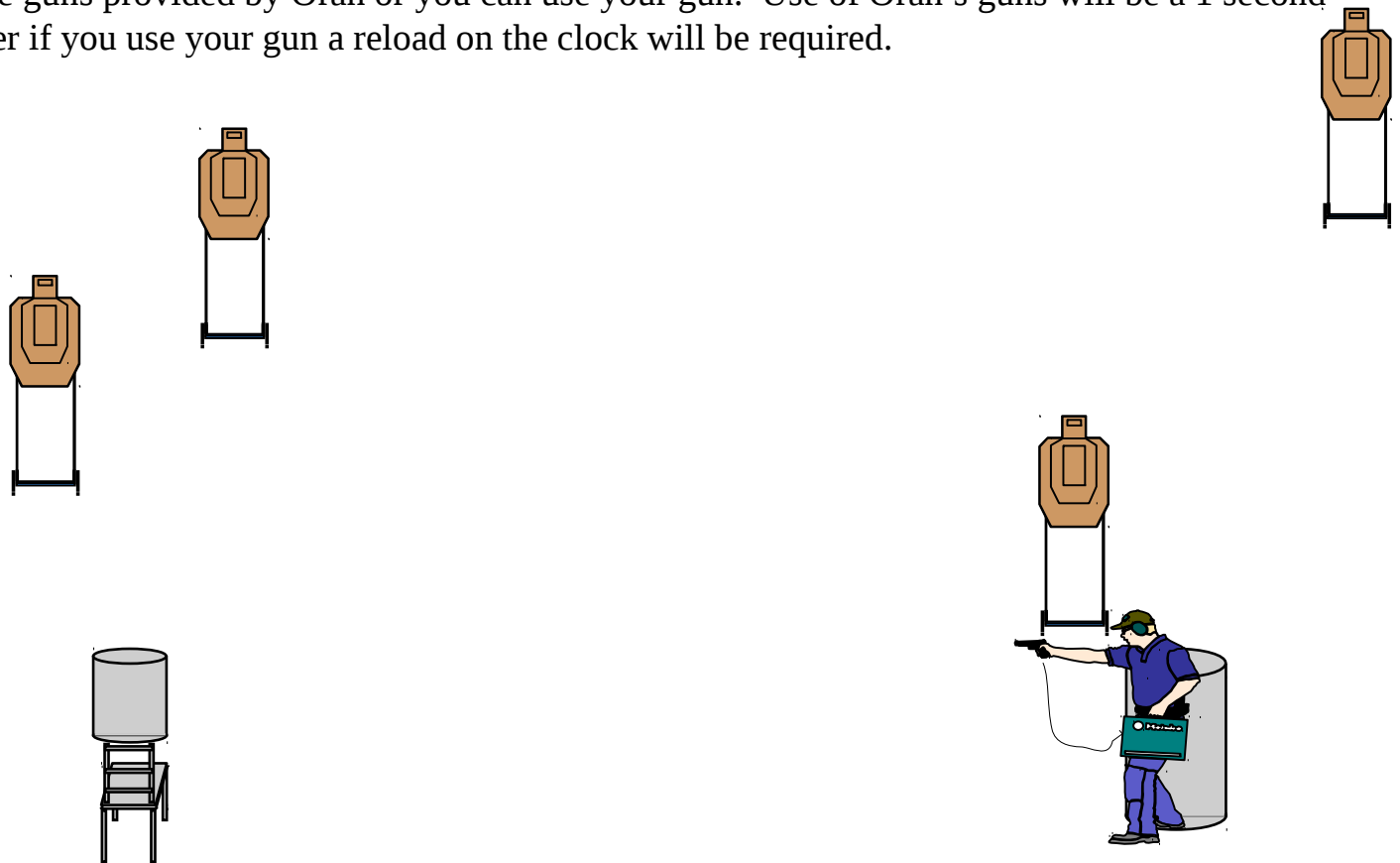
## Stage 2: Oran memorial 1

Scenario: A) You are watching your favorite cowboy movie while seated in your wheelchair when goons attack you. Grab your shooting iron and end the threat. B) You are welding in your shop when attacked by persons with bad intents. Take them out of the gene pool.

Course of Fire: String 1 (A) Begin seated, single action revolver on barrel. Retrieve revolver and engage each threat with three rounds each. String 2 (B) Facing across range with welding helmet down and stinger in your dominant hand; 40 cal M&P Shield on barrel. Turn downrange, pick up gun and engage each threat with three rounds. You choose to lift the helmet shield or not.

12 rounds minimum

\*NOTE You can use the guns provided by Oran or you can use your gun. Use of Oran's guns will be a 1 second bonus per gun. However if you use your gun a reload on the clock will be required.

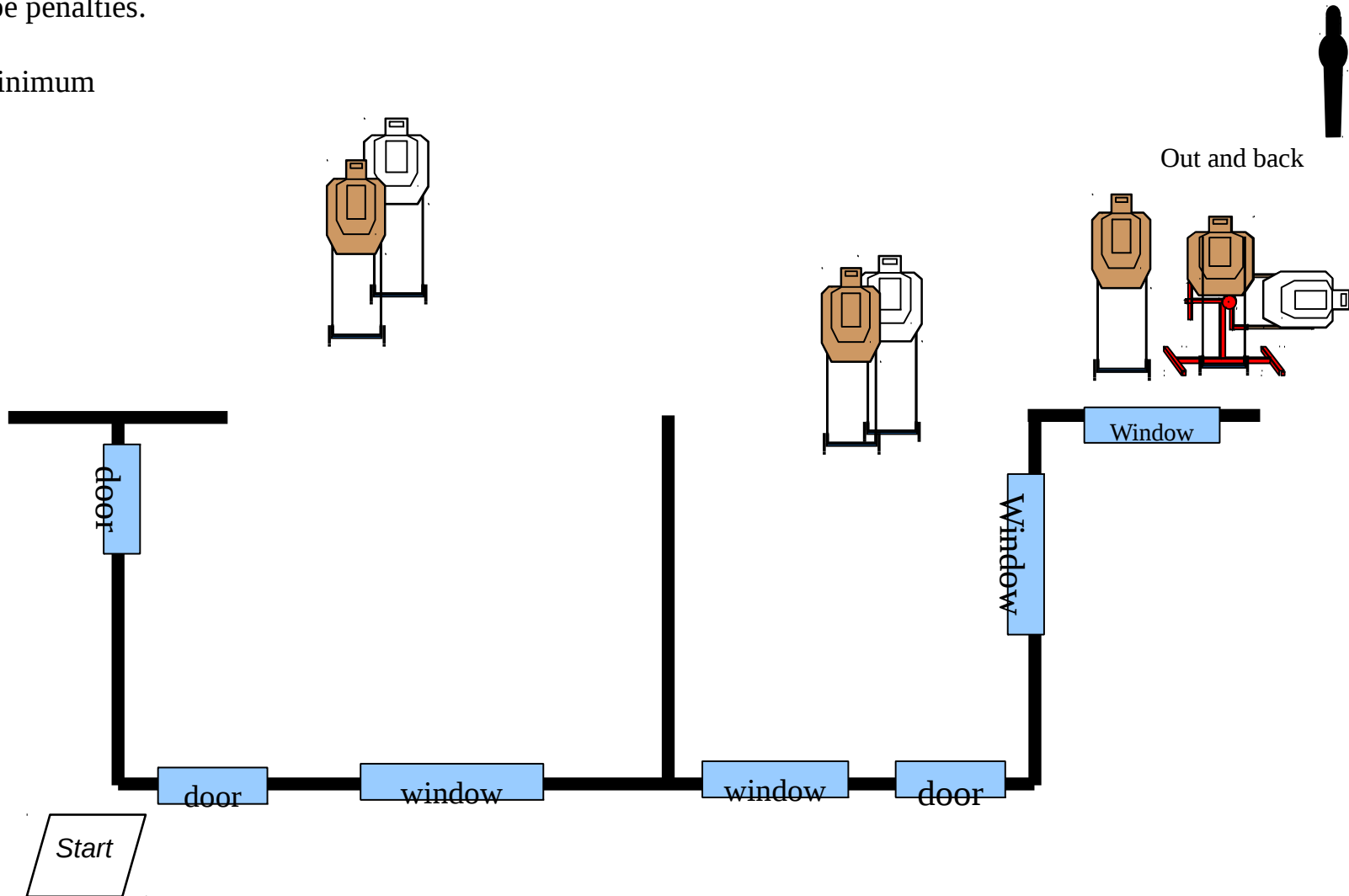


### Stage 3: Exit Stage Right

Scenario: Family members are being threatened by a criminal gang. Eliminate the bad guys, but, watch out for the good guys.

Course of Fire: From start position move to the right and engage each target with 3 shots as it appears using cover. The Popper is considered a threat, only 2 rounds will be needed on the Out and Back. The good guy target will move from behind the bad guy when activated. Best threat hits will be scored, but all hits on non threats will be penalties.

12 rounds minimum



## Stage 4: Oran Memorial 2

Scenario: A) You are playing solitaire when a miscreant attacks. Eliminate the bad guy. B) You are preparing to go plinking with your family when attacked by gang members. Eliminate the threats.

Course of Fire: String 1 (A). Begin seated gun on the table (5 shot double action revolver). Engage the target with 5 rounds. String 2 (B) Stand facing across range gun on the table (Ruger Mark II .22) Engage each of the targets with four rounds.

12 Rounds minimum

\*NOTE You can use the guns provided by Oran or you can use your gun. Use of Oran's guns will be a 1 second bonus per gun. However if you use your gun a reload on the clock will be required.

