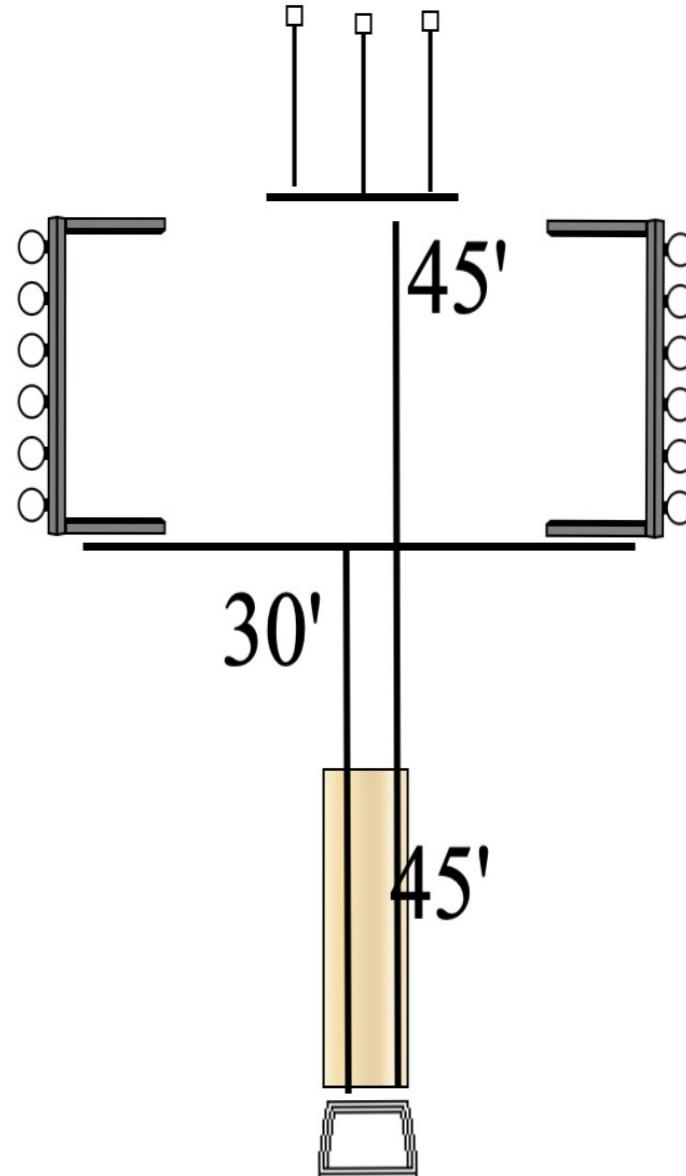


Stage 1

Course of Fire: Stage 1 - Leaning
Trees, 12 rounds: Shooting position
is loaded and holstered, hands
relaxed at sides standing 1 arm's
length away from barrels, and will
be determined by having shooter
touch the barrels prior to loading
and making ready. If the shooter
retreats more than an arm length
away from the barrels to reduce
transitions, shooter will incur 1
procedural per shot for a maximum
of 6.

Engage trees from respective sides
of barricades, only one target may
be engaged at a time. Tree targets
must shift to score. Knockovers are
bonus targets and may only be
engaged once the stage is
neutralized, must fall to score

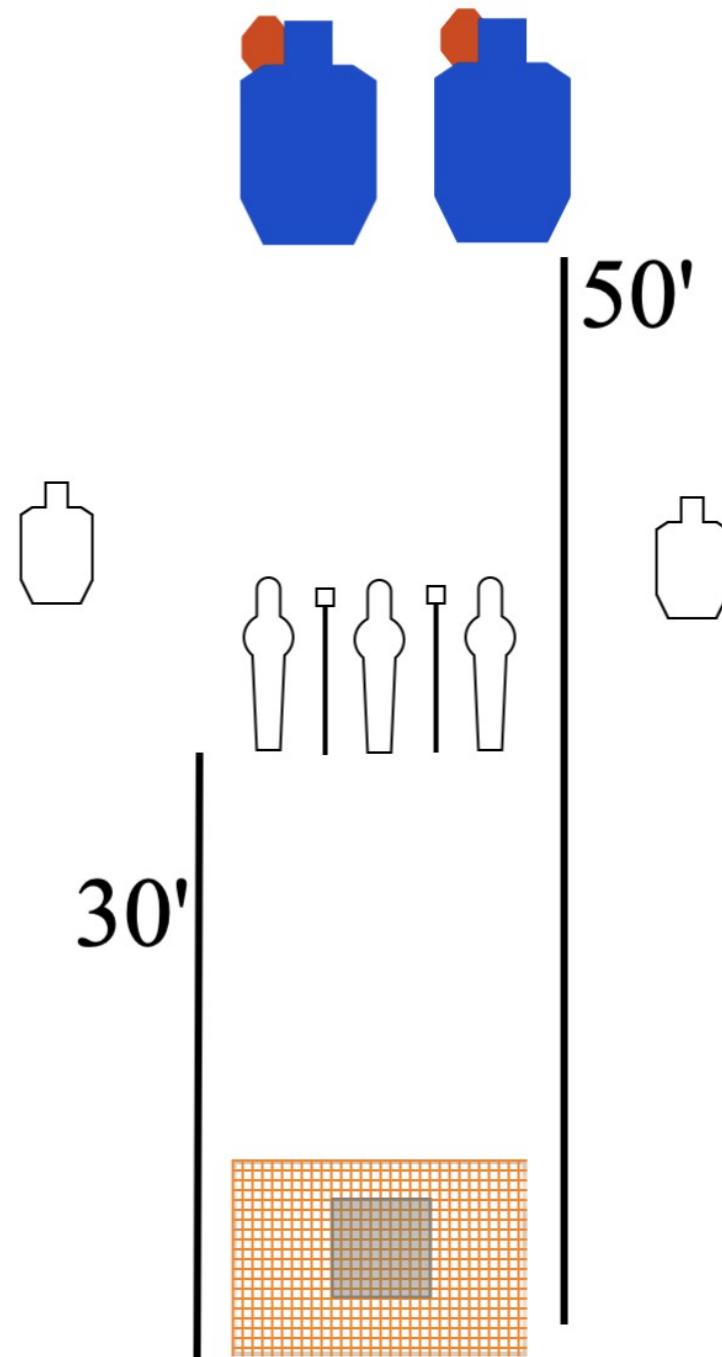
.
Bonus is 1.5s/knockover.



Stage 2



Course of Fire: Stage 2 -
Drop Everything and Shoot,
11 rounds: Default start.
Right dropped must be
engaged from right side of
barricade, left from left, and
center targets from center
ports, in any order. Droppers
must fall to score and require
3 rounds to neutralize. All
other steel must fall to score.
Hostage headshots are bonus
targets and may only be
scored after stage is
neutralized. Plates must turn
to score and are worth
1s/headshot.

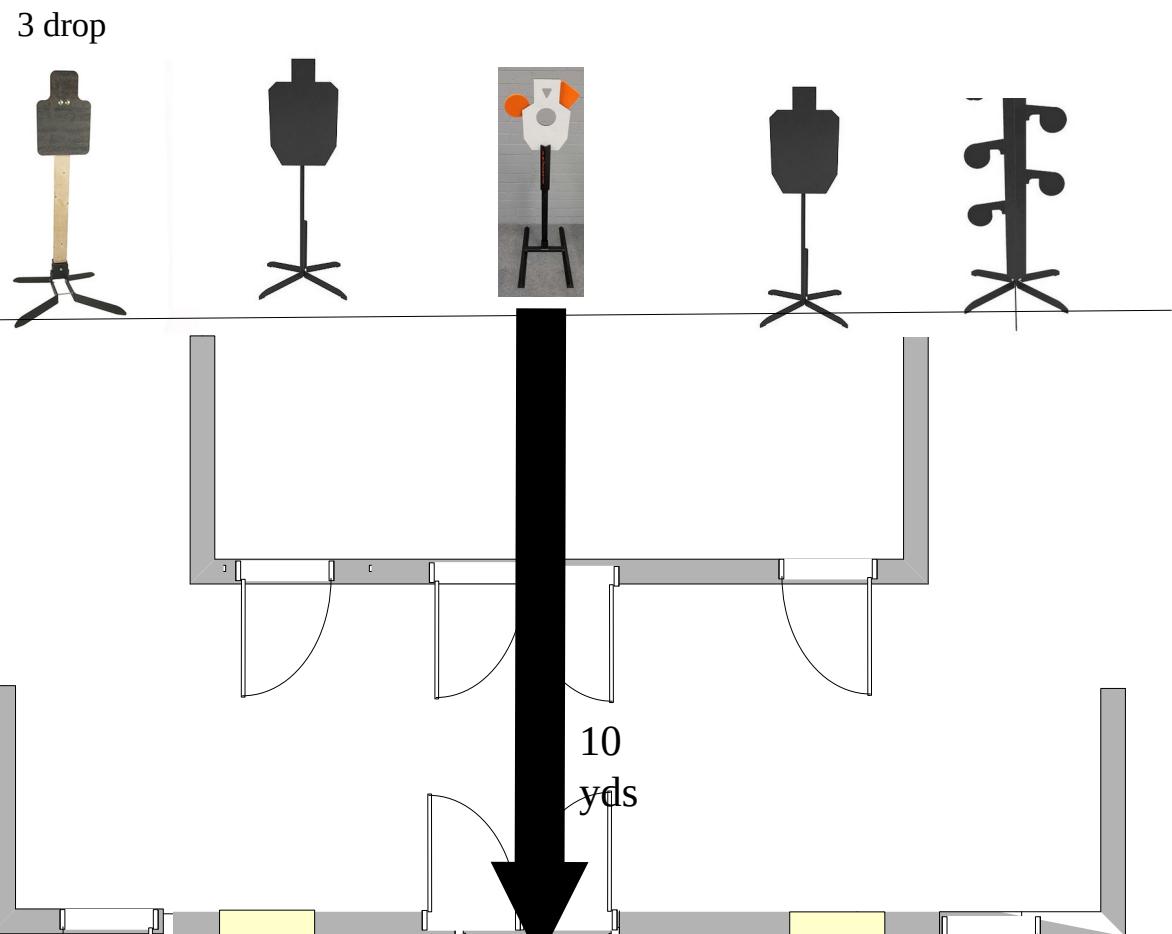


Stage 3

Course of Fire: Select a start position, holstered loaded gun. Left Start, move to door engage target, 3 drop, shoot until it fall (3 hits). Move to window engage static torso with one shot. Move to center door engage hostage. Hit external targets (2 shots) hit center of mass, one shot, for 1.5 second bonus hit head. Move to window engage static with one round, move to door engage dueling tree all four segments must move.

Right start reverse above shooting order.

12 rounds minimum

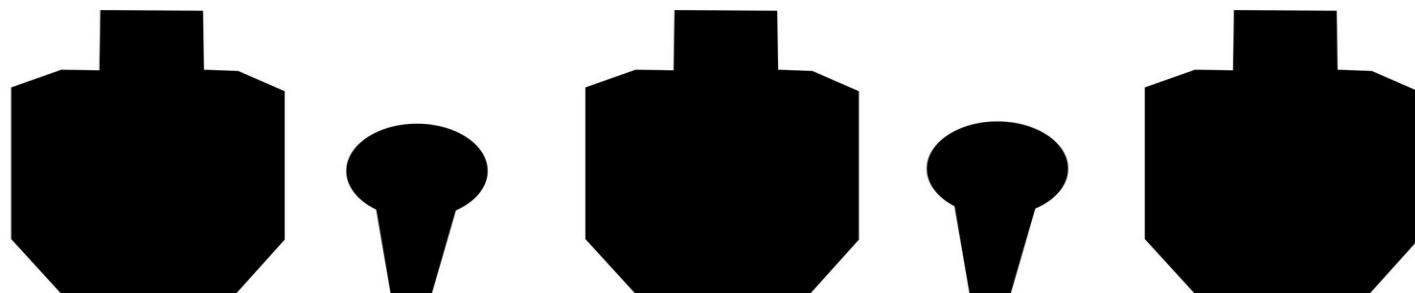


Stage 4

"YOU GOT THE WRONG GUY!"

Start Position: Standing centered behind the barricade, gun and mags on body, loaded to match capacity. **Scenario:** Three thugs have mistaken you for someone who owes them money. Lots of money. They have already shot at you, and now are threatening to release their dogs on you. You gotta act fast! **Stage Procedure:** At the start signal, draw and engage the targets, from either side of the barricade, in the following order: the humans first, with two rounds each *in tactical sequence*, then the two dogs (until they fall). Then re-shoot the humans with another two rounds each in any order (double taps allowed on this second pass). This will require a reload at some point - and the reload must be done from behind cover.

**14 ROUNDS
MINIMUM.
SHOOTER MAY
SHOOT UNTIL
ALL TARGETS ARE
NEUTRALIZED**



10 YDS

TACTICAL SEQUENCE
Also known as "boarding house" rules, this means that each target gets one shot before any get seconds.



START