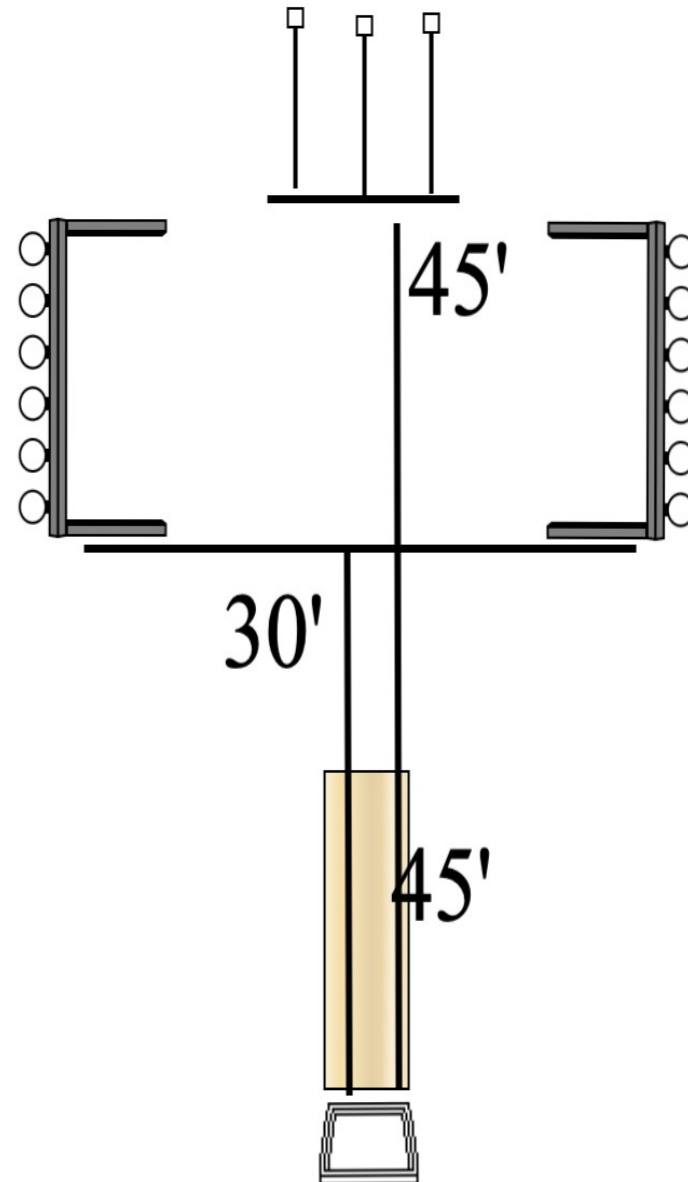


## Stage 1

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.

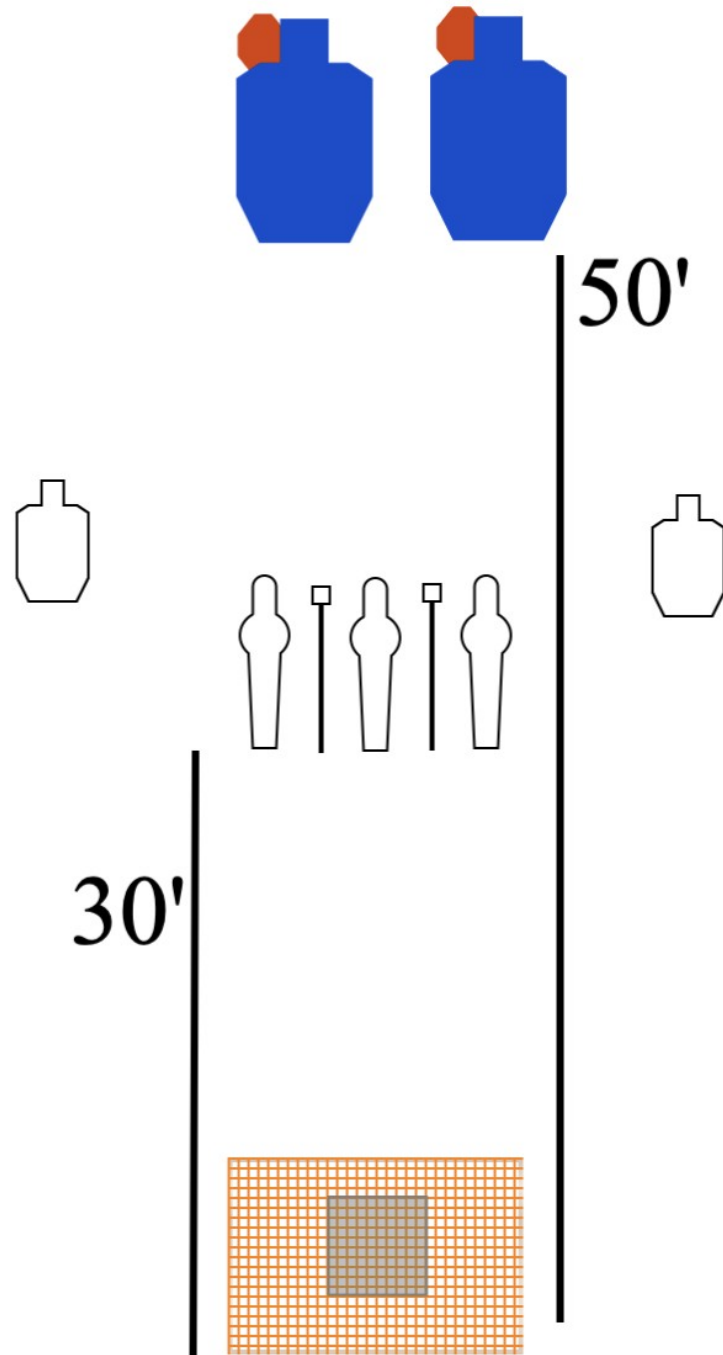
Engage trees from respective sides of barricades, only one target may be engaged at a time. Tree targets must shift to score. Knockovers are bonus targets and may only be engaged once the stage is neutralized, must fall to score

• 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.

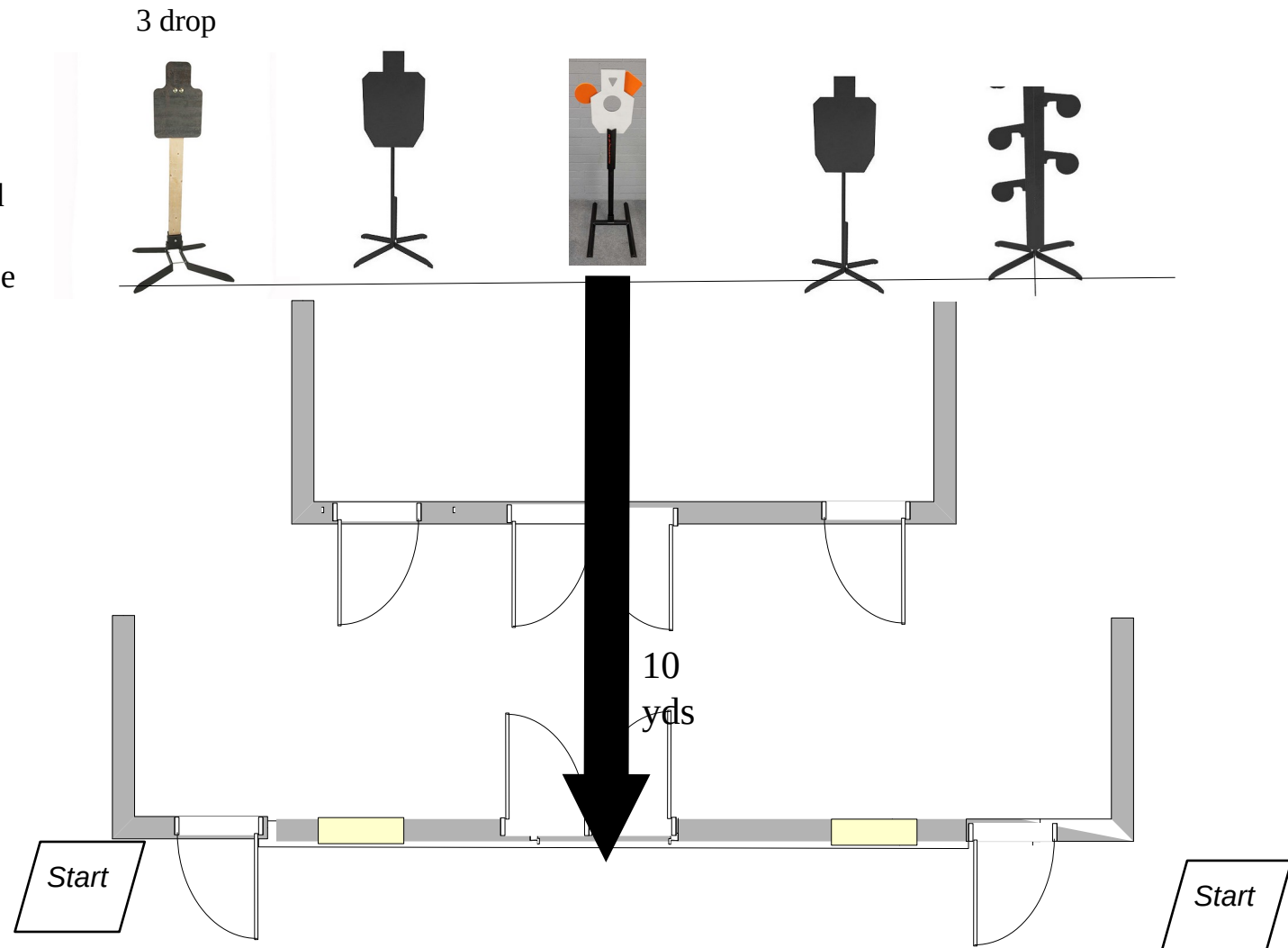


## Stage 3

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

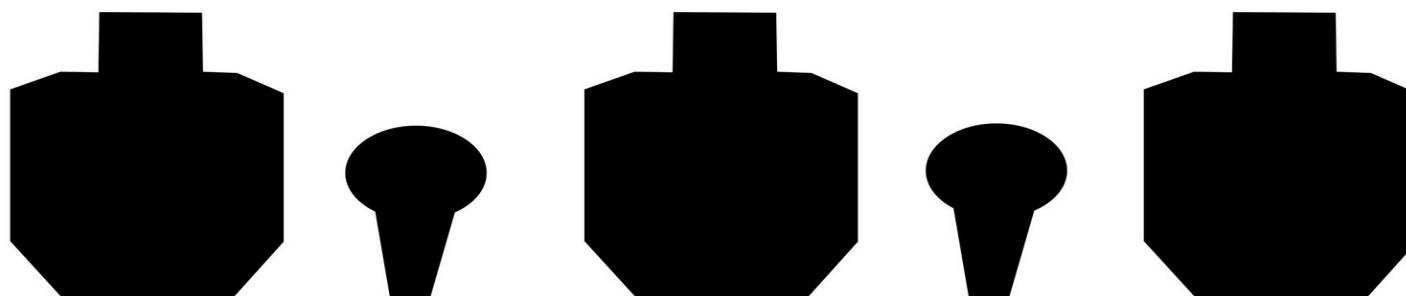


## Stage 4

### "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**