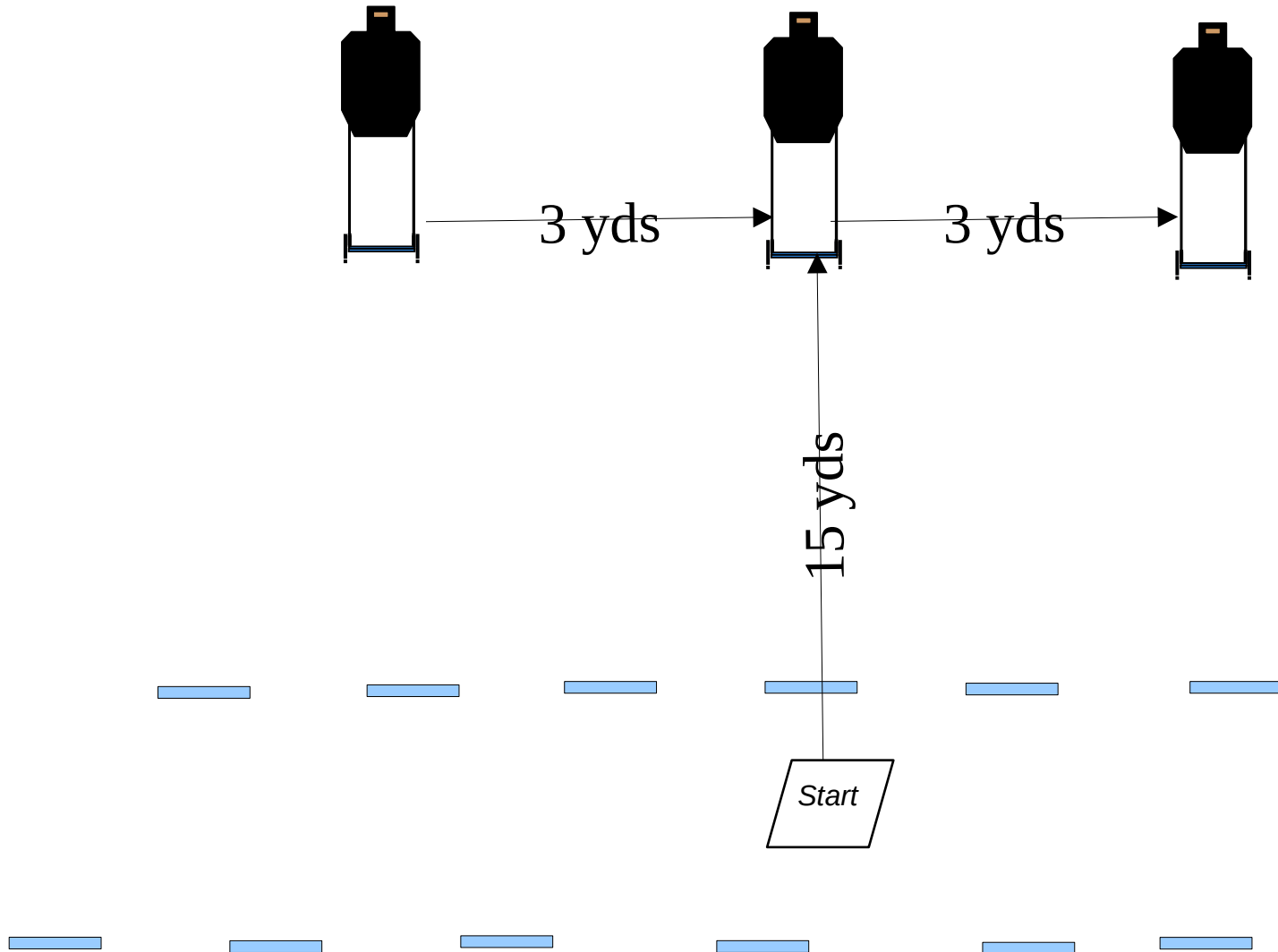


# Stage 1 El Prez

## Scenario: Skill Drill

Course of Fire: Start facing uprange hands above shoulders with a 6 round magazine. Engage each target with two rounds, reload, reengage targets with two rounds each. 12 rounds only.



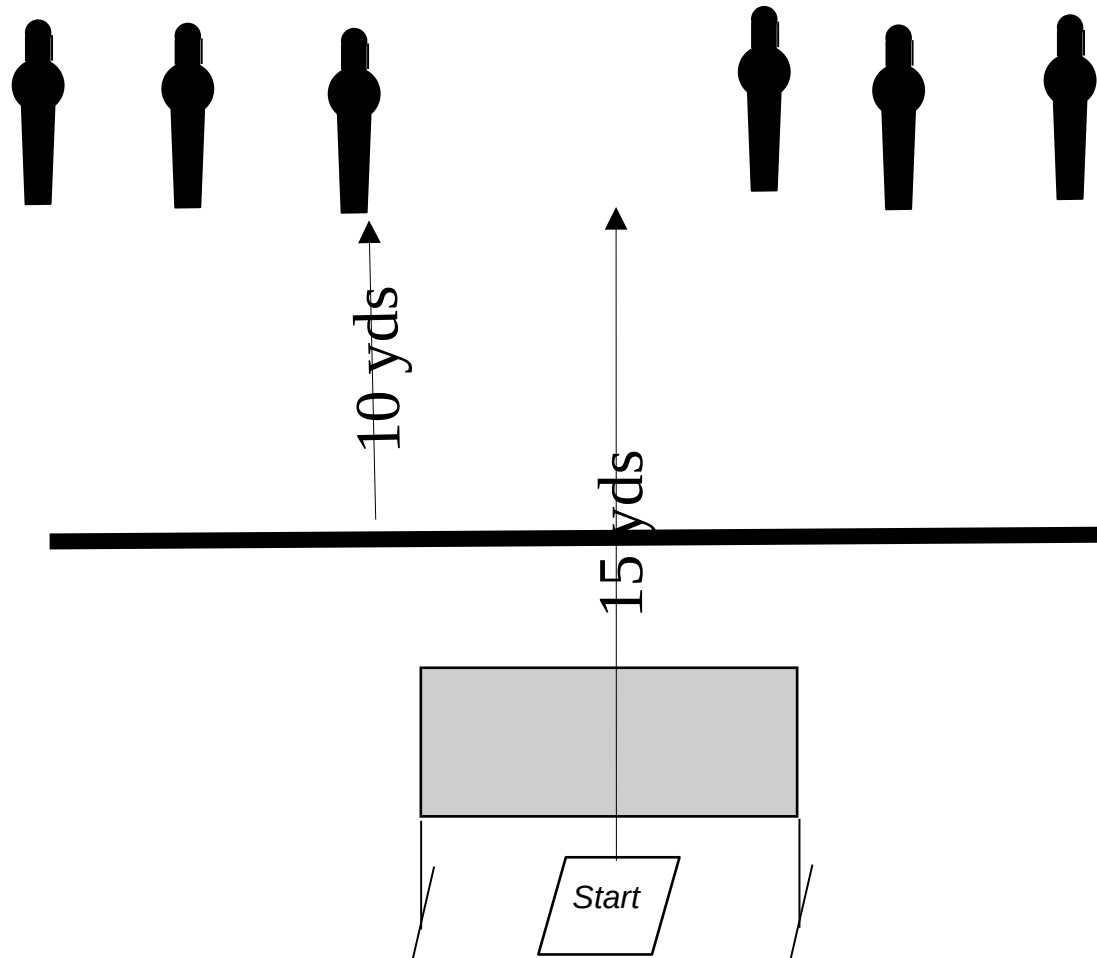
## Stage 2 Pop the Poppers

Scenario: Skill Drill. Two strings of fire

Course of Fire: 1) From start position engage the poppers freehand until they fall using the barrier for cover, record score. 2) Move to limit line, engage poppers strong hand until they fall. Shooters may move as needed behind limit line.

NOTE: Shooter may reload between strings of fire or as needed.

12 round minimum.



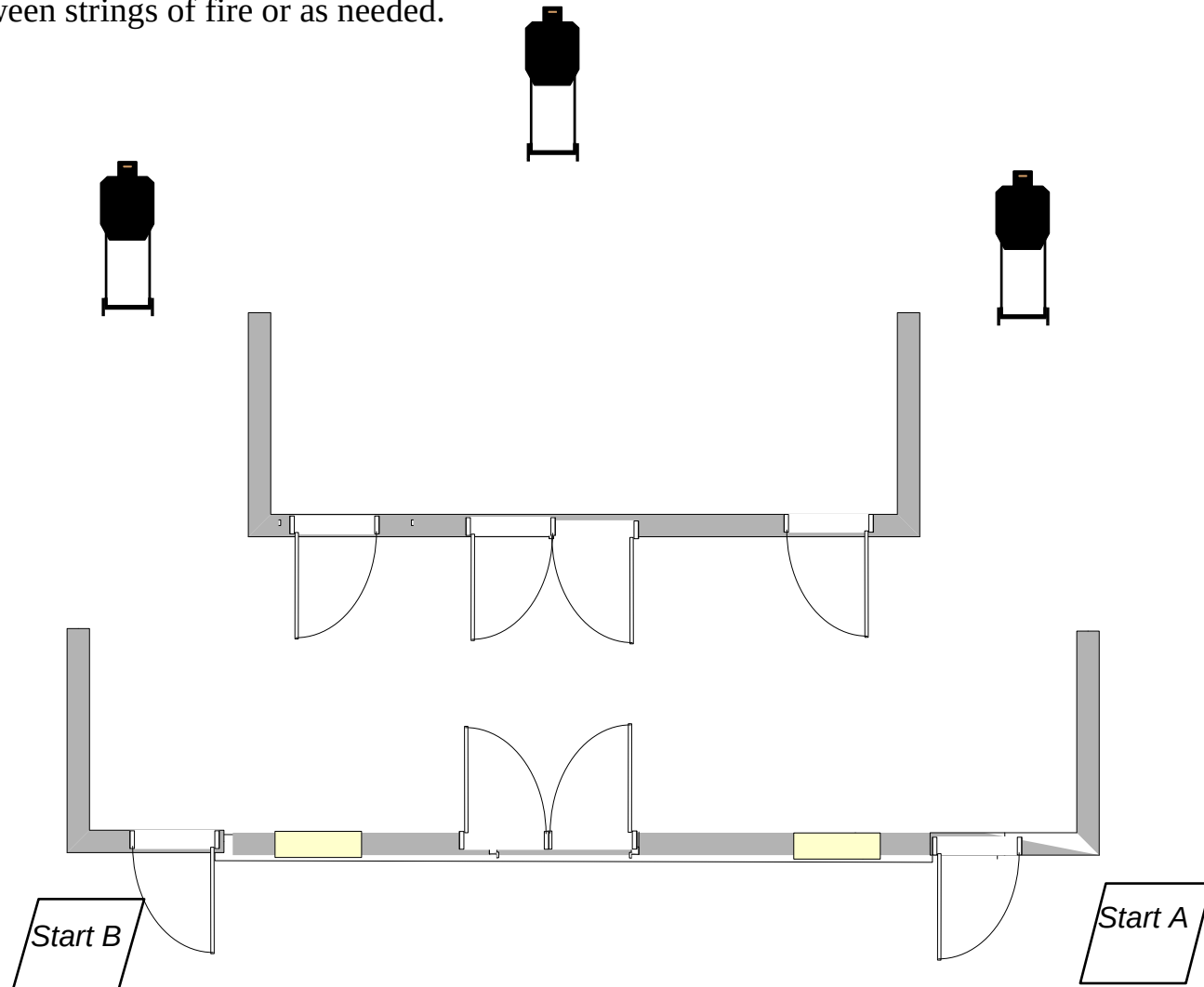
### Stage 3 Shoot house

Scenario: Skill drill using cover, and opening doors safely..

Course of Fire: 2 strings of fire. 1) From Start A open door and engage target with two rounds. Move to left, engage center target with two rounds, move left, open door and engage target with two rounds. 2) From Start B open door and engage target with two rounds. Move to right, engage center target with two rounds, move right, open door and engage target with two rounds.

NOTE: Shooter may reload between strings of fire or as needed.

12 rounds minimum.



## Stage 4 Advancement

### Scenario: Skill Drill

Course of Fire: From 25 yards engage each target with 2 rounds, advance to 15 yards, engage each target with two rounds, advance to 10 yards engage each target with two rounds.

Note: shooter must have two hits on each target before advancing. After initial hits at 25 yards shooters can shoot on the move, or advance and shoot. Yard markers cannot be passed until two hits on each target have occurred. Shooters must advance by at least one step between engagements, but the last target hit must be accomplished from the 10 yard line.

12 rounds minimum.

