

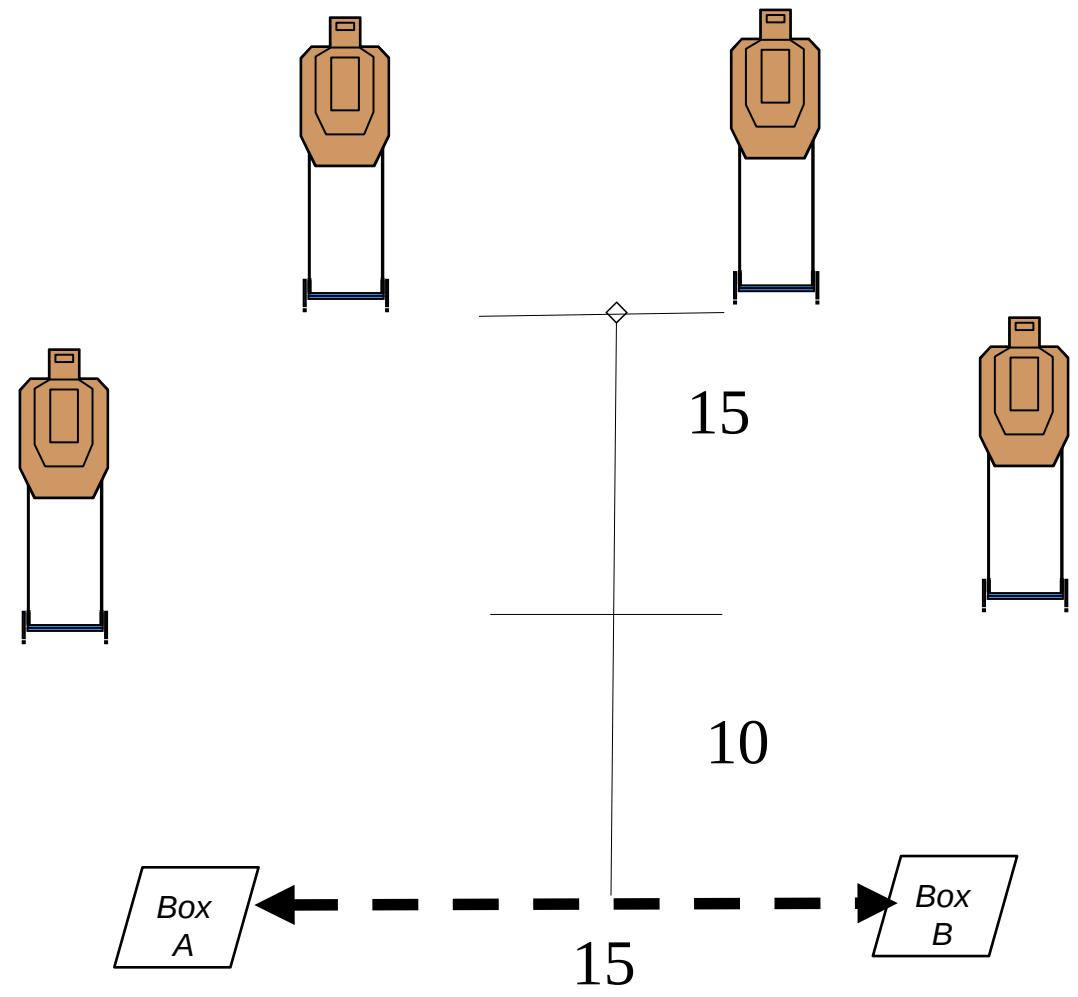
Stage 1 Mozambique

Scenario: Skill test including movement, target transition and cadence.

Course of Fire: Select a shooting box. Engage each target with two body shots and one head shot. Last shot must be taken from the other shooting box. You may shoot while moving, or shoot then move.

*Head shot is needed to avoid a Failure To Neutralize penalty.

12 rounds minimum.

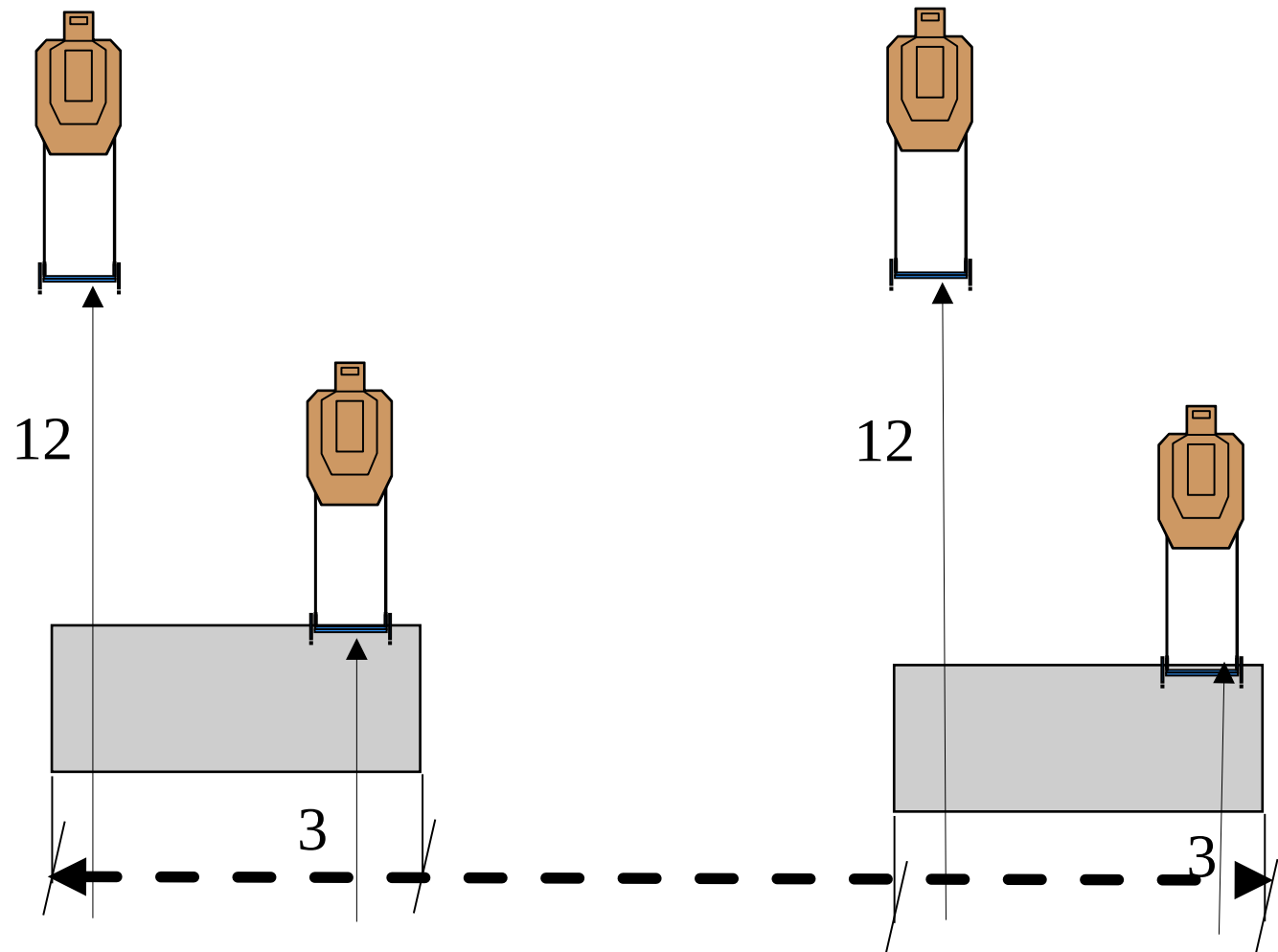


Stage 2 Close and Far

Scenario: Multiple punks are threatening from different locations. Engage and eliminate the threats.

Course of Fire: Select a shooting starting location. Engage each threat with three rounds from the corresponding side of the barrier. (IE Left target from left side right target from right side) Move between the barriers as needed. Each target will be engaged from only one side of each barrier.

12 rounds minimum

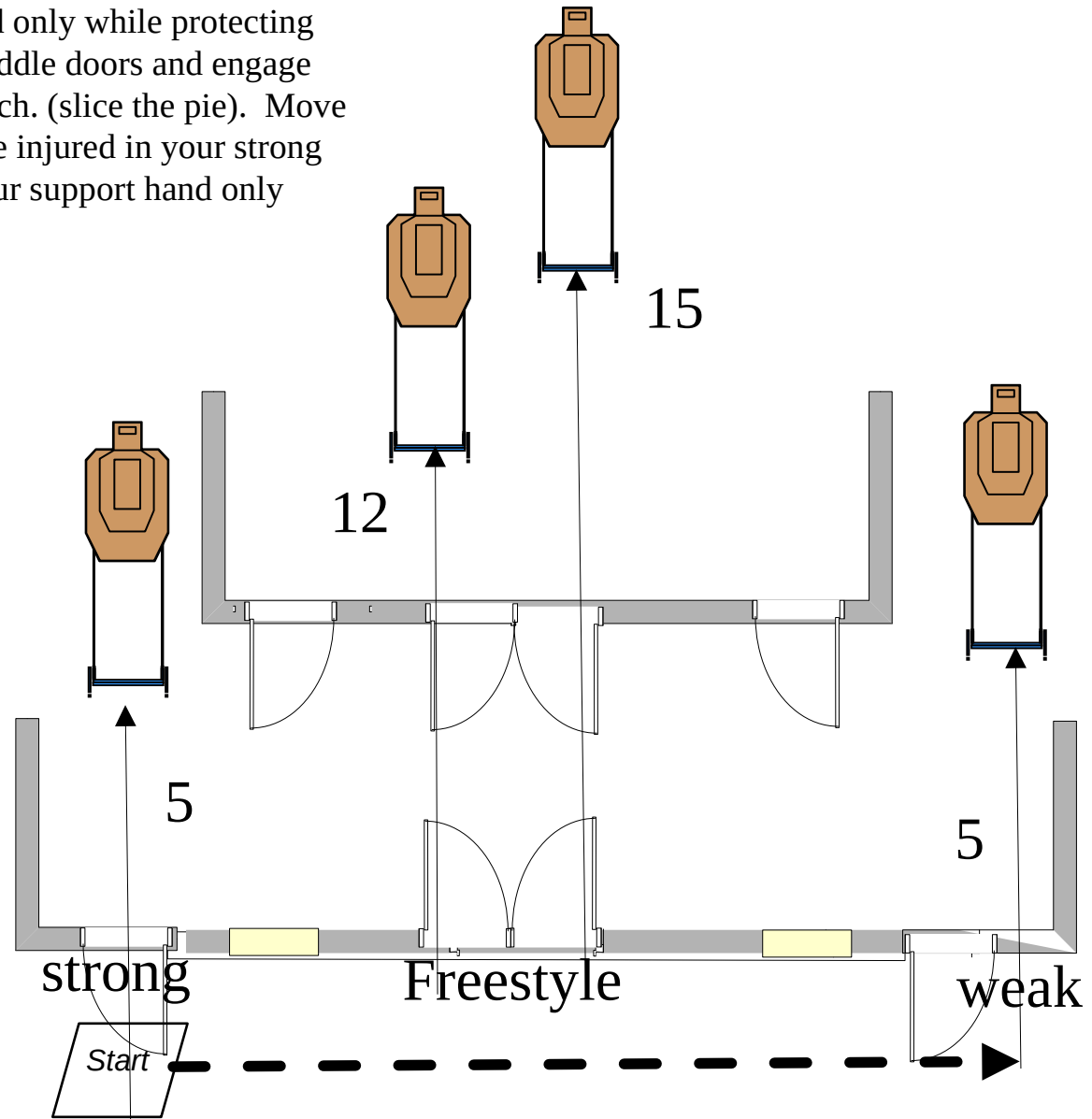


Stage 3 Be Handy When Shooting

Scenario: You are surprised by bad guy while with a loved one. Protect the loved one until the threat is eliminated. While moving across the shoot house your strong side is injured. Continue shooting with your support hand.

Course of Fire: Start in front of left side door. Engage target with 3 rounds using your strong hand only while protecting with your support hand. Move to middle doors and engage threats freestyle with three rounds each. (slice the pie). Move to right side door, while there you are injured in your strong hand. Engage the last target with your support hand only with three round each.

12 Rounds minimum



Stage 4 Walk in the Sun

Scenario: Skill test, target transitions, movement and distance.

Course of Fire: Start the 15 yard line. Engage each target with one round each. While moving to 5 yard line engage each target with two rounds each. At 5 yard line engage each target with one round each.

12 rounds minimum.

