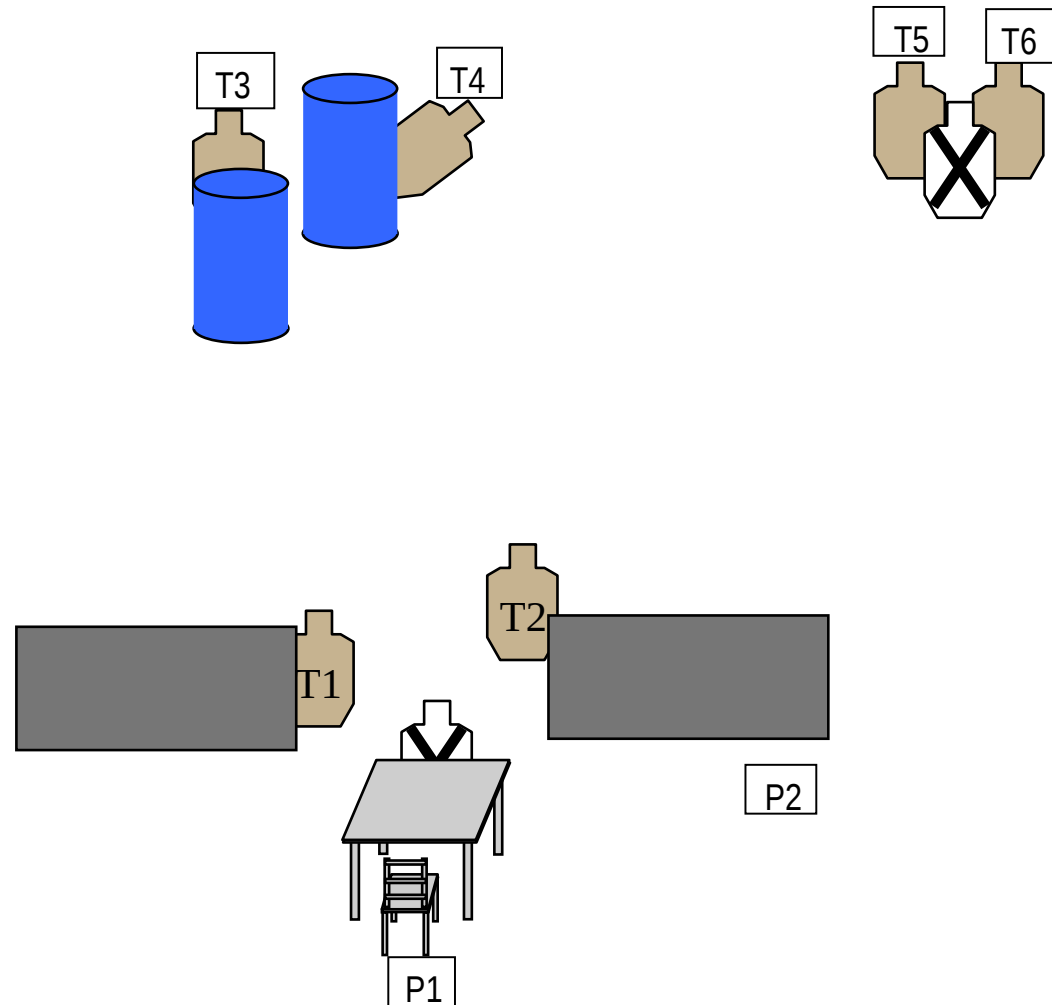


# Stage 1

Scenario: While talking with your banker a group of armed thugs enter and take a hostage. As they approach, you take action.

Course of Fire: At the start signal engage targets T1-T4 in tactical priority while seated with two rounds each. Move to P2 and engage T5 and T6 in tactical priority with two rounds each.

12 rounds minimum

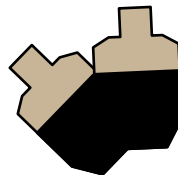
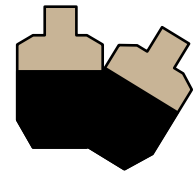
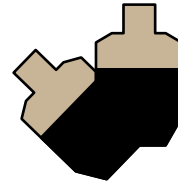


## Stage 2: Biker Blast

Scenario: You are walking out of a diner on a lonely stretch of highway when three motorcycles come roaring up and surround you. They start threatening you and you tell them you don't want trouble. Then you hear "kill um" and you see weapons.

Course of Fire: Start with hand in surrender position. At buzzer, draw and engage all threats with 2 scored rounds in TACTICAL SEQUENCE, close to far.

12 Rounds minimum



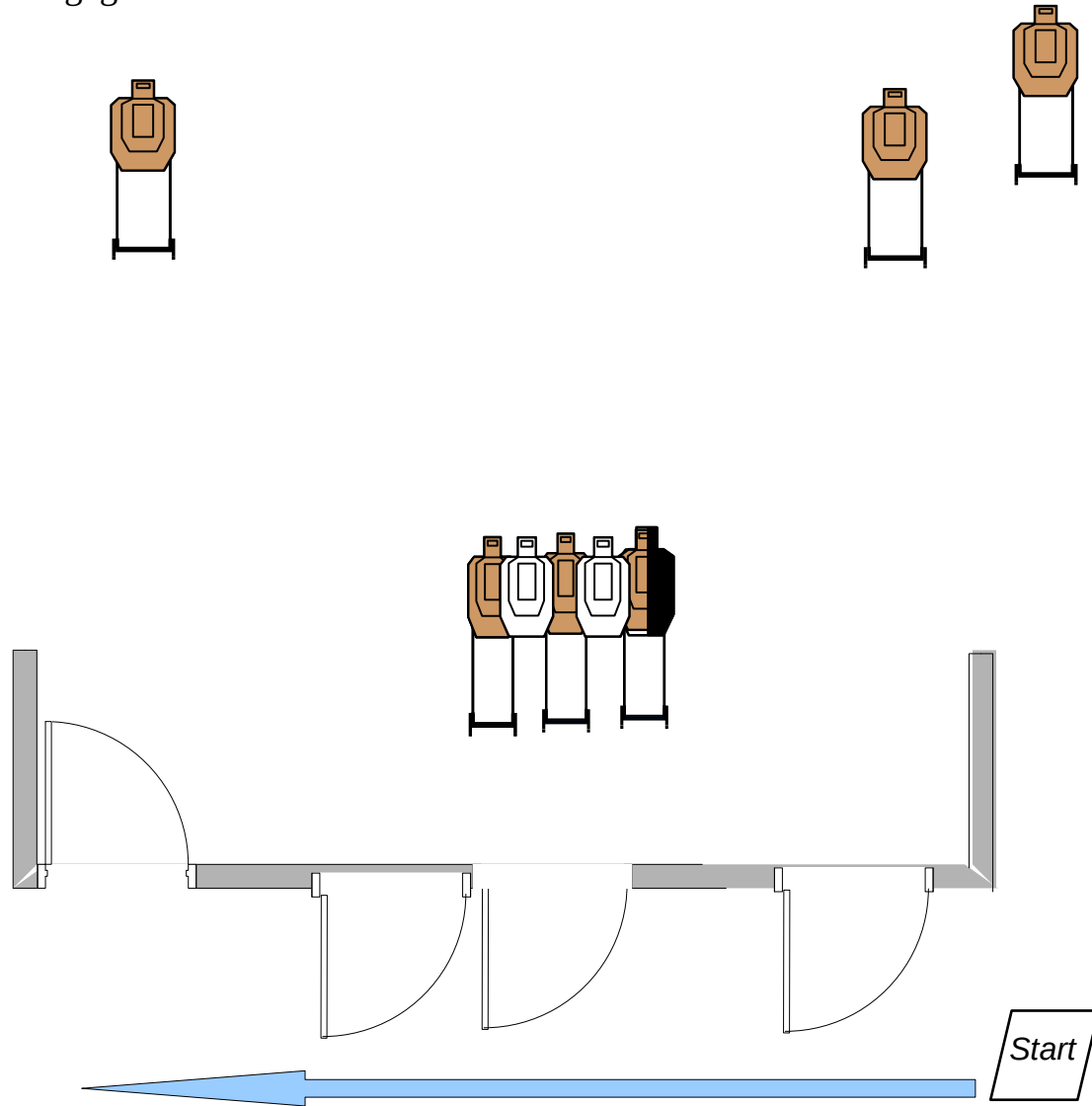
Start

## Stage 3 shoot house

Scenario: Criminals have invaded your house and your family is in danger. Save your family.

Course of Fire: From start position engage the threat outside of the house with two rounds. Move to first door and engage next threat with two rounds using cover. Move to double door and engage three targets with two round each using cover. Move to last door and engage threat with two rounds.

12 rounds minimum.

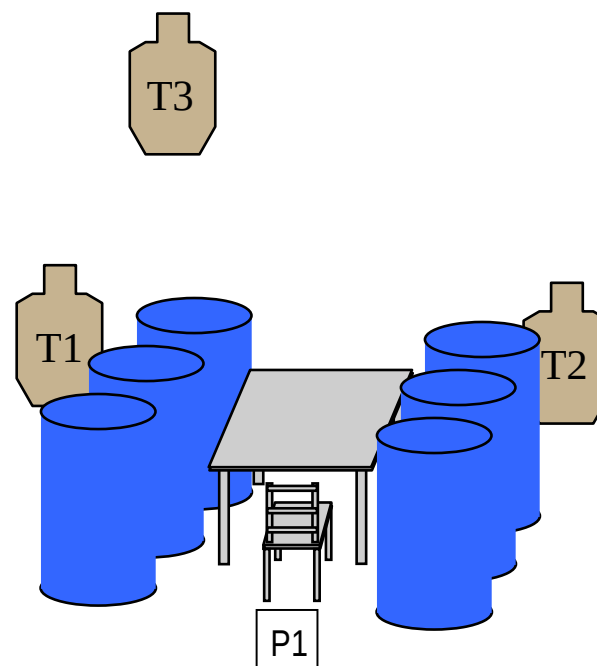
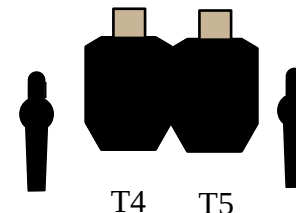


## Stage 4

**Scenario:** While on the way to Walmart to find more ammo, a detour takes you into a bad part of town. An SUV cuts you off and forces you to pull over. Three guys get out, approach your car from both sides and draw weapons. As the firefight ensues, the driver and his accomplice also draw weapons. You will not let this be another car jacking.

**Course of Fire:** Sitting at P1, hands and gun on table. At the start signal engage T1 and T2 with two shots to the body and one to the head. Engage T3 with two shots, then knock down the poppers before engaging T4 and T5 with one headshot each. Remain seated.

12 rounds minimum



**SPECIAL NOTES:** Full zero down circle must be available on T1 and T2. head height should be approximately level with shooter's head when sitting