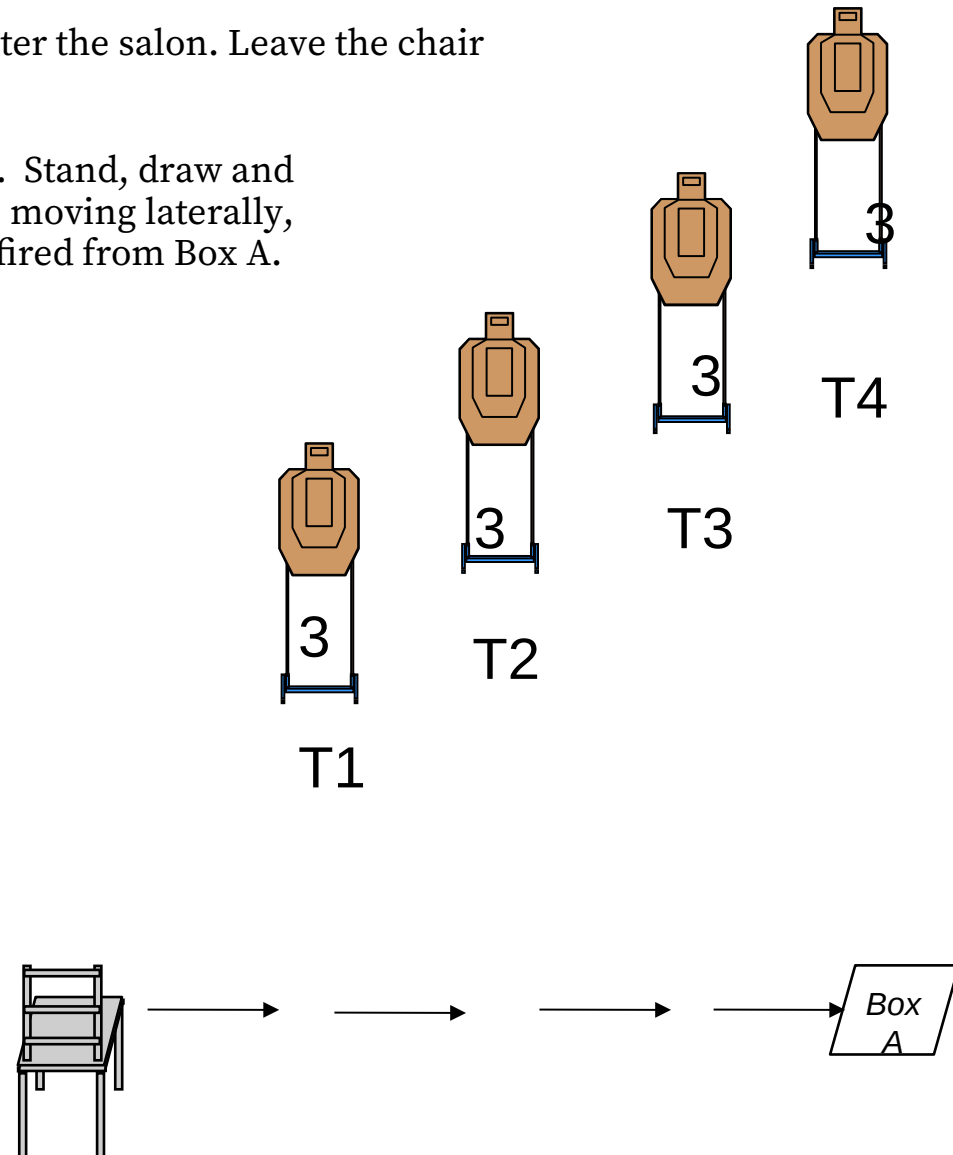


Stage 1 Barber shop Quartet

Scenario: While getting a haircut four bad guys enter the salon. Leave the chair and engage threats while escaping.

Course of Fire: Start seated with arms under gown. Stand, draw and engage T1 through T4 with three rounds each while moving laterally, Shoot and move for each threat. Last shot must be fired from Box A. Reload as needed

12 Rounds minimum



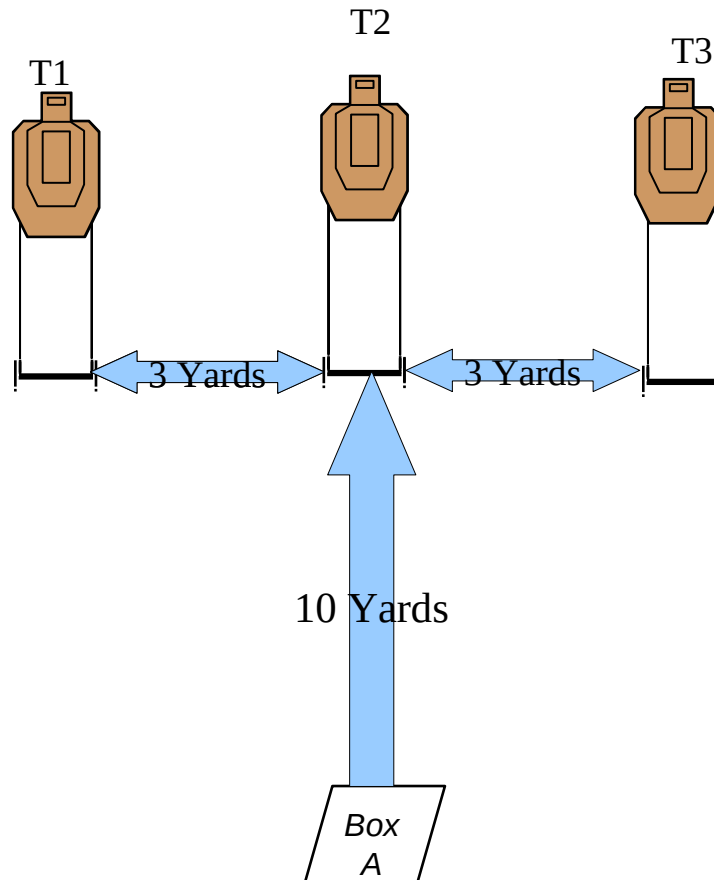
Stage 2 El Prez Headache

Scenario: Skill development stage identify the targets, shoot, reload and shoot some more.

Course of Fire: Start facing down range with one 6 round magazine and one spare, gun unloaded. At the signal draw, load and engage each target with two rounds in any order. Slide-lock reload; reengage the targets with two rounds to the head each.

*NOTE Spare magazine can have 10 rounds. If there is a malfunction you may reload early but only four rounds per target. Must have at least one head shot to avoid failure to neutralize

12 Rounds total limited Vickers count.



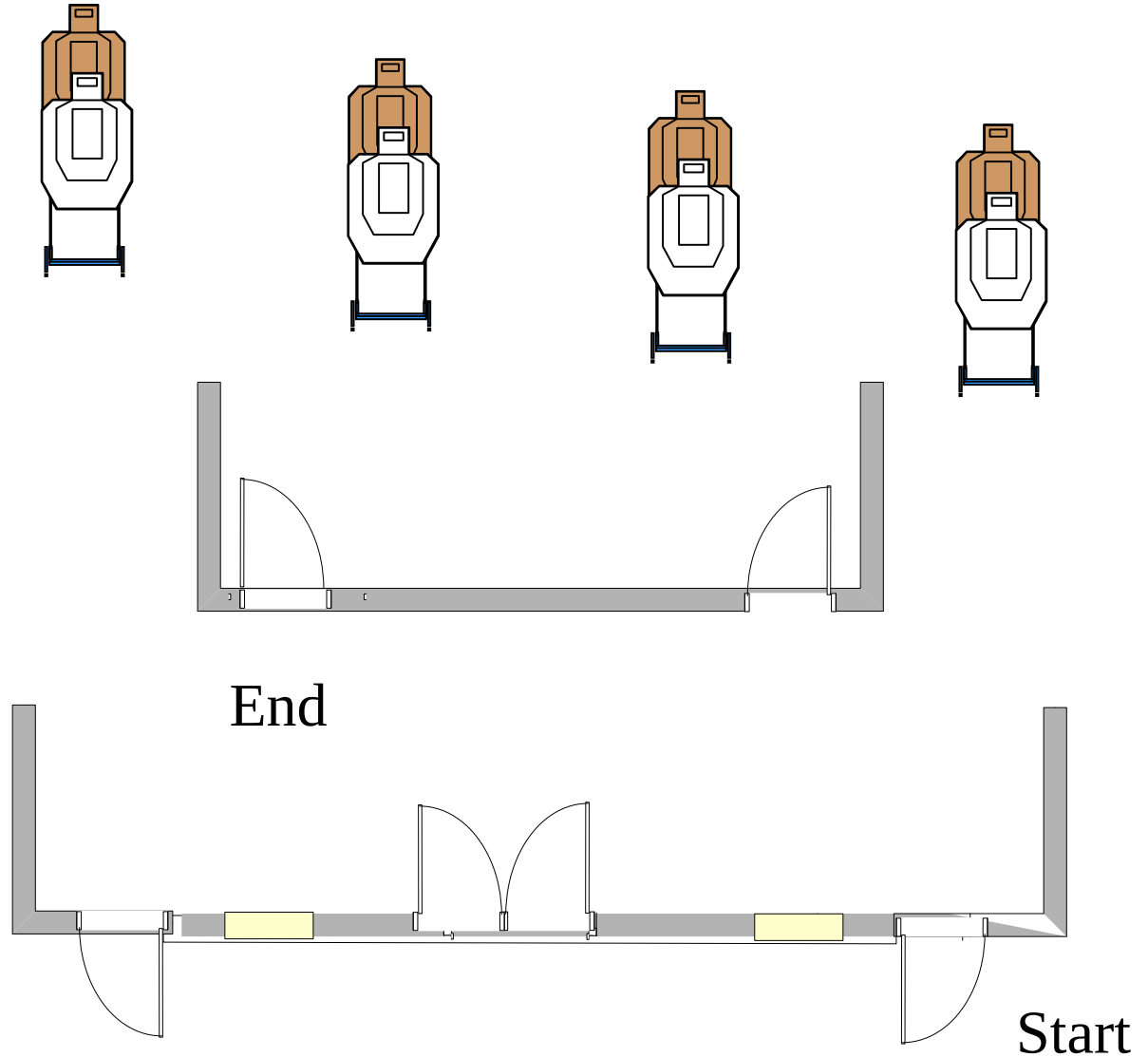
Stage 3 Shoot house

Scenario: Bad guys are threatening your family in your house, eliminate the threats.

Course of Fire: Start outside the house. Open the door, engage the threats with three rounds each.

Move to the left; open doors and engage the threats; engage final threat from around the wall using cover.

12 rounds minimum

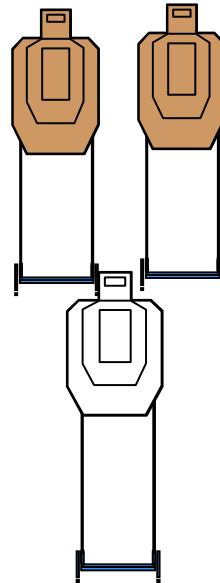
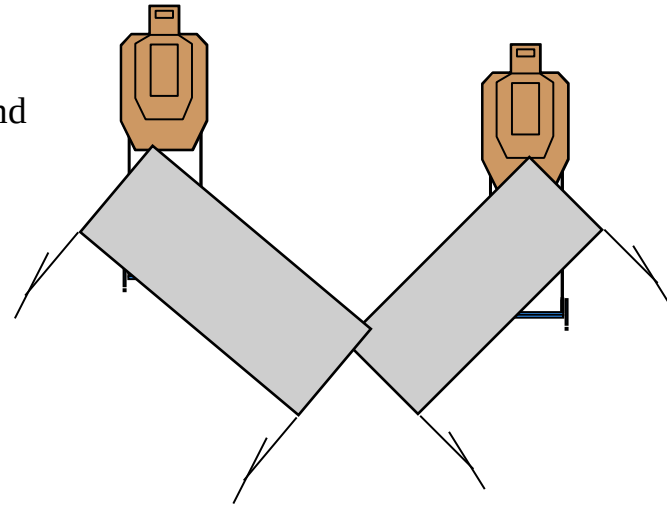


Stage 4 On the angle.

Scenario: While talking to your friend you notice bad guys approaching. After eliminating these threats you notice more bad guys threatening behind an angled barrier.

Course of Fire: Start behind the mannequin, engage the threats with three rounds, avoid shooting too near your friend. Move laterally to the right and engage the threats as they appear behind the barrier. Lateral movement only do not advance

12 rounds minimum..



Start

End