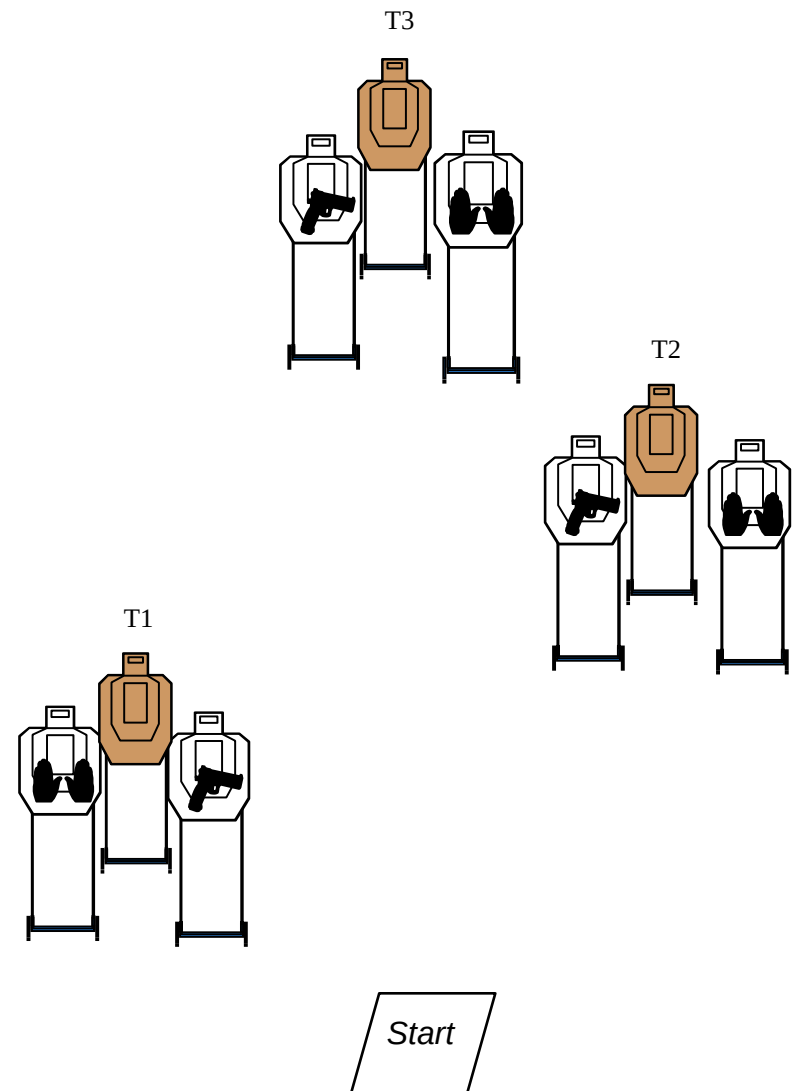


## Stage 1 April Fools Hostage or co-conspirator

Scenario: Gangsters and friends approach with bad intent. Identify the threats and eliminate them.

Course of Fire: Start facing up range gun unloaded and holstered. Turn, draw load and engage T1. T2 and T3 in order with two rounds each. Identify the co-conspirator and engage with two rounds each. Previous shooter will determine whether a target is a no shoot or a threat. There must be three threat and three no shoot targets down range 12 rounds minimum





**Cochise Defensive Pistol Match**  
**Don't Stop, Make Em Drop**  
**Course Designer:**  
**Nate**



**SCENARIO:**  
 You just arrived home from Ted's match, where you beat your dad on all the stages and won \$250. You were so exited that you left your third mag at the range. As you're unloading the truck, you hear your family yell from inside the house and gunshots goes off. The front door is open, so you make entry...

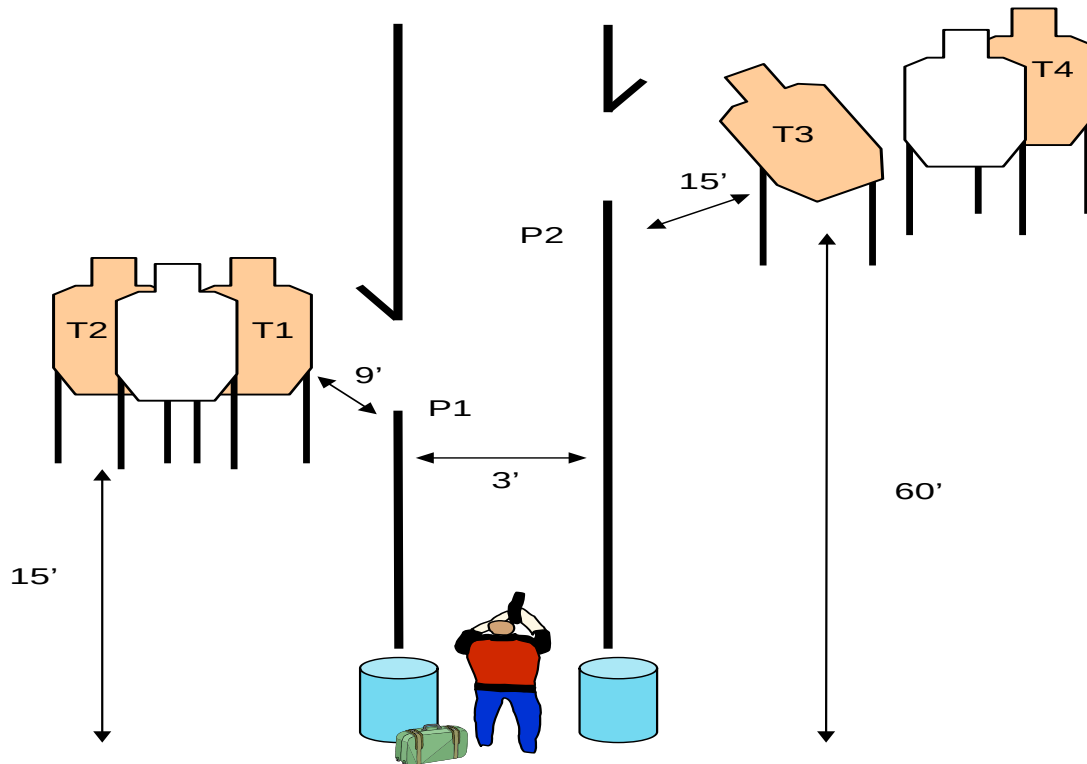
**START POSITION:**  
 Facing the barrel on your non-dominant side w/ range bag in hand, gun is holstered and loaded with 10 rounds. A spare 6 round mag is stored on your body.

**STAGE PROCEDURE:**  
 Upon the beep, shooter will turn and move to P1 & engage T1/T2. Shooter then moves to P2 & engages T3/T4. All threats MUST receive 2 rounds to the body and 1x round to the head. YOU DO NOT KNOW THEY ARE WEARING ARMOR UNTIL AFTER YOU'VE CLEARED YOUR HOUSE.

**BONUS:** -2 SECOND IF INITIAL MAG IS RETAINED

**TARGETS:** 4x Threats, 2x Hostage  
**SCORED HITS:** Best 3x on Each  
**START-STOP:** Audible - Last Shot  
**AMMO COUNT:** 16rds Max  
**RESTRICTIONS:** 1x 10rd & 6rd (2x 8rd SStack)

**RULES:**  
 Armor plate impacts are a -0 & all other scoring is standard. FTN for non-headshots. Engage as they appear while cutting the doorway. Threats & Hostages will be wearing cover shirts. Shooter will only engage the threat group nearest their position. It is a notional hallway with a doorway on the left (P1) and a doorway on the right (P2).

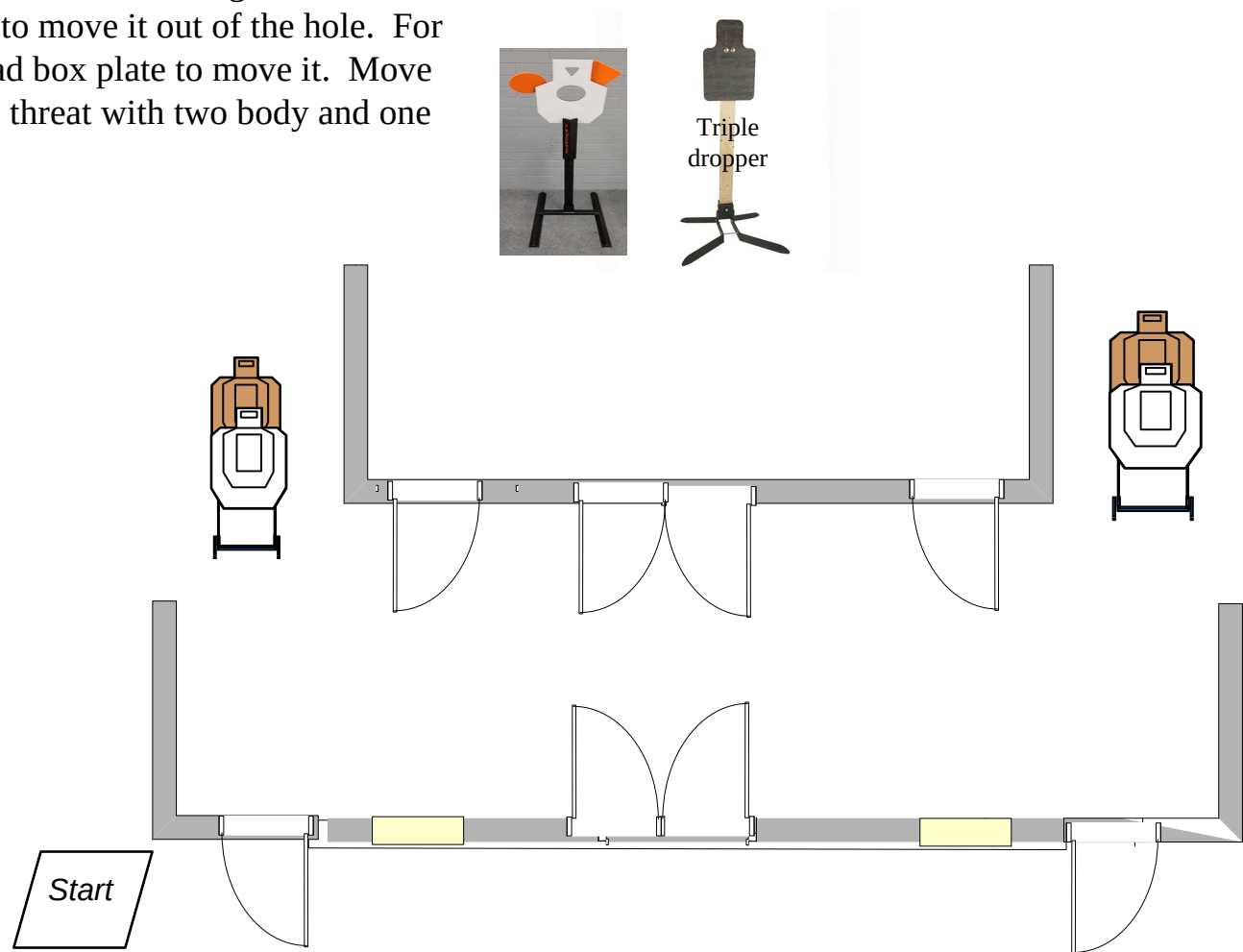


### Stage 3 Shoot house

Scenario: Bad guys are in your house. Eliminate them and save your family

Course of Fire: Start at the left side of the house. Move to left doorway and engage threat with two body and one head shot. Move to center door engage triple dropper steel target until it falls, usually three rounds. Engage hostage target plates to move them behind the scoring holes. Engage center of mass plate to move it out of the hole. For a 2 second bonus engage head box plate to move it. Move to right doorway and engage threat with two body and one head shot.

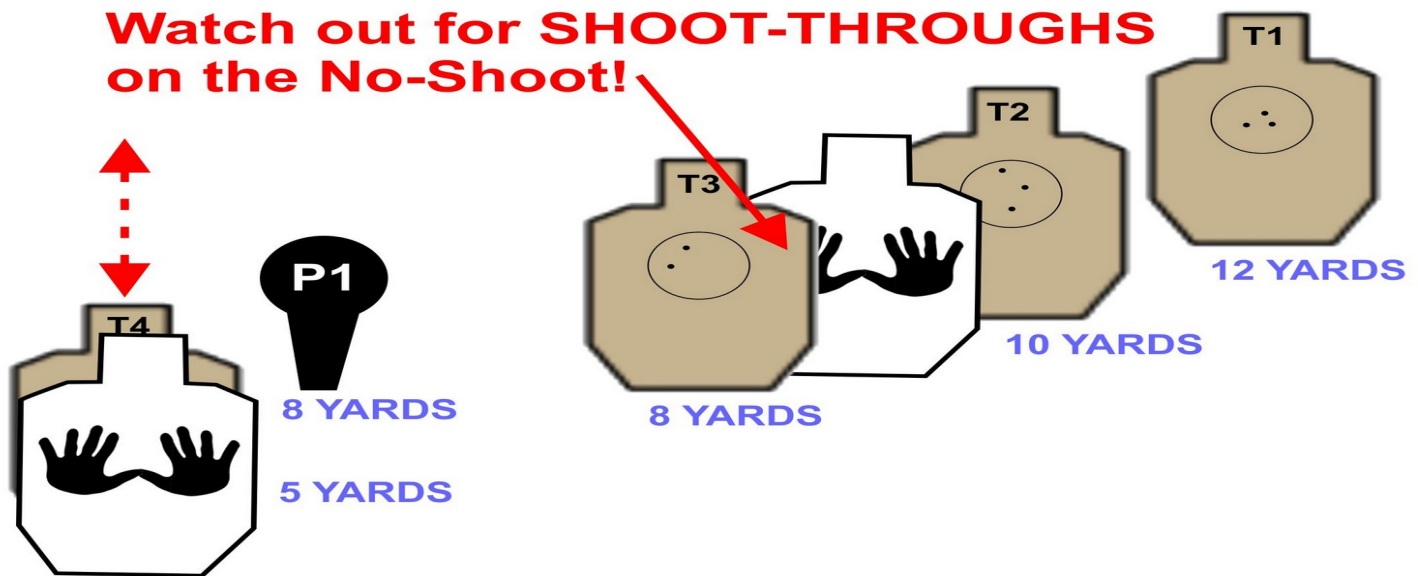
12 rounds minimum



# OUCH...THEY SHOT ME!

**SCENARIO:** You are defending against a HOME INVASION! **START:** In Start Box, hands on window sill, gun and mags on body and loaded to Match capacity. **PROCEDURE:** At buzzer, move to the left side of the wall if you are left-handed or the right side if you are right-handed and, using cover, engage T1, T2, and T3, as they appear around cover, with a minimum of three rounds each. *You are then **SHOT IN YOUR EXPOSED SHOULDER!*** Reload from behind cover and switch your pistol to your non-dominant hand. Move to the window and, again using cover, engage the activator (P1) until it falls. This will activate T4, which will pop up briefly from behind the kneeling No-Shoot and then disappear almost completely behind the No-Shoot again. T4 requires a minimum of two rounds. *P1 and T4 may only be engaged through the window using your NON-DOMINANT HAND.*

**Watch out for SHOOT-THROUGHS on the No-Shoot!**



**T4 WILL POP UP AND THEN DISAPPEAR BACK BEHIND THE KNEELING NO-SHOOT!**  
**If you're mag-dumping on T4, you better be taping and prepared to call for MEDICS!!**

