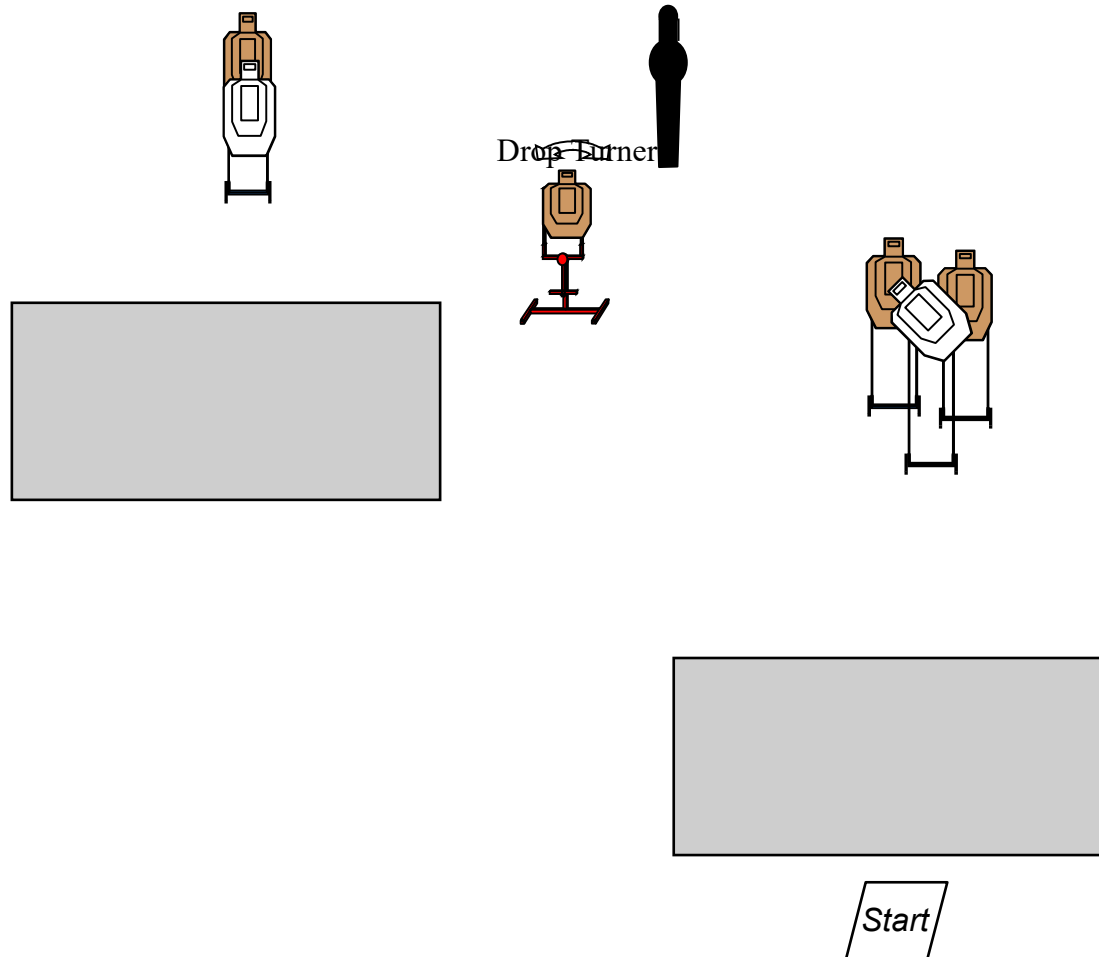


Stage 1 Save the Innocents

Scenario: While out walking you hear some screams. There are two people being accosted by miscreants. You need to dispatch the miscreants and save the innocents.

Course of Fire: From the start box move either left or right and using cover engage the threats as they appear with three rounds each. The Popper is considered a threat. Move to the second barrier and engage the threat with three rounds. You must engage the popper and drop turner before you can move to the next barrier.

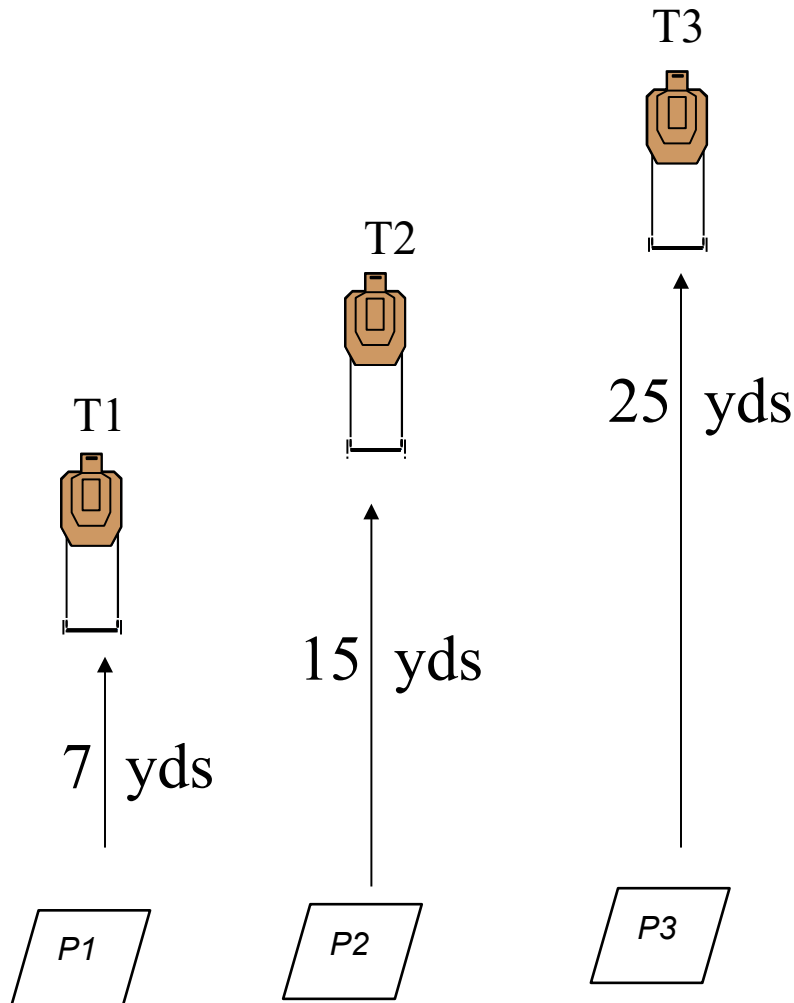
13 Rounds minimum.



Stage 2: Qualifier

Course of Fire: From position 1 fire four shots at T1, holster, move to P2 and fire four shots at T2, holster, move to P3 fire four shots at T3. Stage score is cumulative time and target points from each string of fire.

12 rounds total *NOTE: Shooter may load one magazine with 12 rounds or multiple magazines .



Classification results

Cumulative time plus penalties

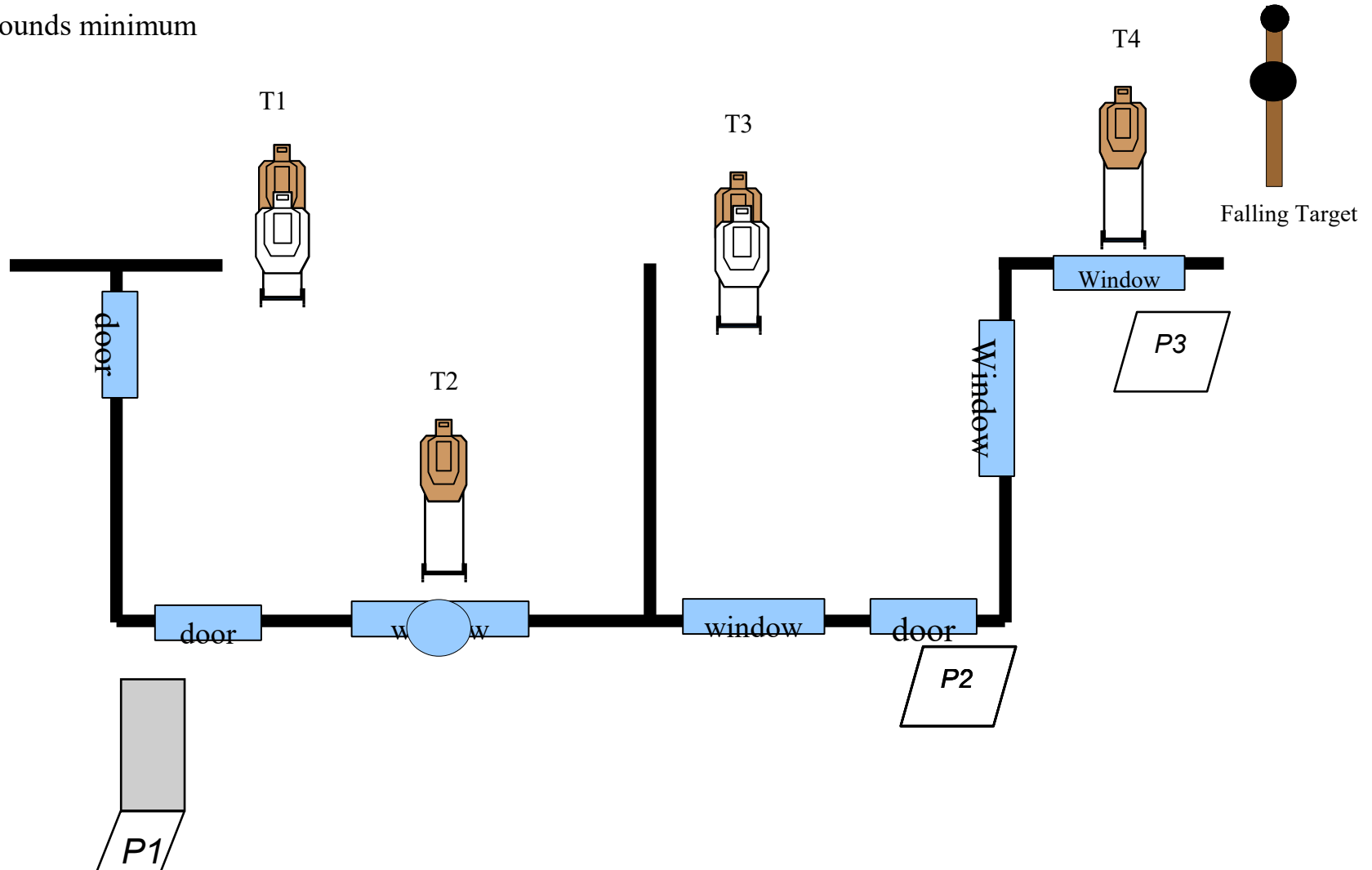
Master:	9.4 seconds or less
A:	9.5 – 12.1
B:	12.2 – 17.3
C:	17.4 – 23.9
D:	24.0 – 34.7
Novice:	34.8 or more

Stage 3 House rescue

Scenario: A gang of ruffians have taken over your house and are threatening your family. Take care of the ruffians and save the day.

Course of Fire Start at P1 using cover engage the threats as you see them with three rounds each moving towards P2. Engage T1 from the barrier, T2 from the port hole window, T3 from the window and T4 from P2. You must make the falling target drop. It can be shot from either P2 or P3 as long as you maintain cover while advancing.

13 rounds minimum



Stage 4 Un-hand that person.

Scenario: While picking up pain medicine for your broken arm you realize that armed robbers have taken the pharmacist hostage. Do away with the robbers and protect the pharmacist.

Course of Fire: Start with your support arm in a sling and the loaded gun on the barrel. Using the barrels for cover engage each threat with three shots one handed. Record time and move the sling to your strong arm. Re-engage the threats with three shots one handed while using cover. Threats can be engaged from either side of the barrel. Best six hits will be scored

12 Rounds minimum, (two six round strings of fire).

