

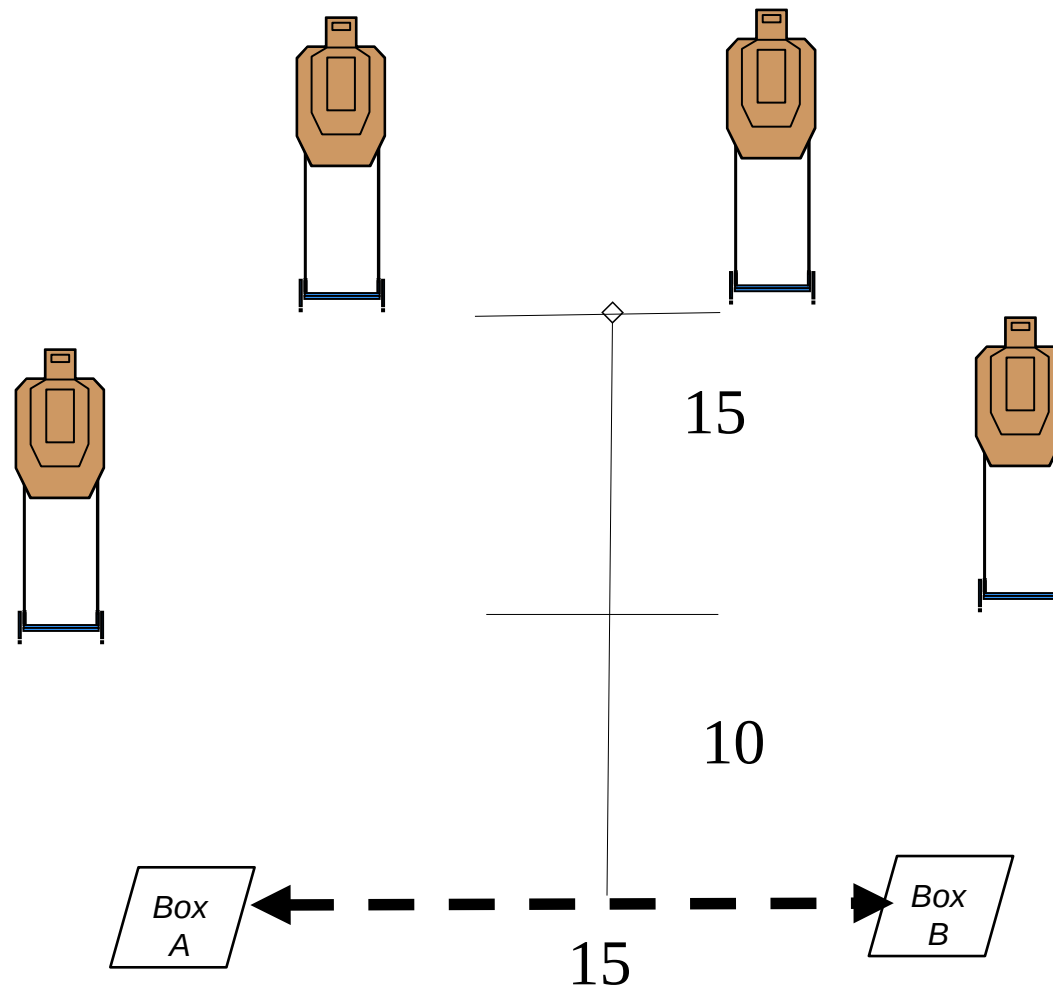
Stage 1 Moving Mozambique

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

Course of Fire: Select a shooting box. Engage each target in any order 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

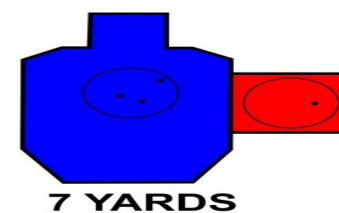
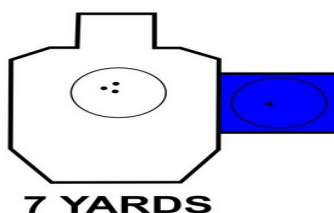
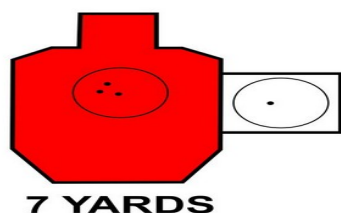


RED WHITE 'n PEW

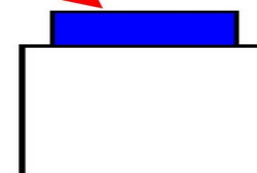
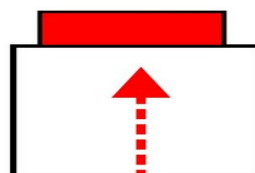


This an exercise rather than a SCENARIO - designed to work on transitions and thinking while shooting.

START: Facing uprange in Start Box, hands at sides, gun and mags on body and loaded to Match capacity. Prior shooter will rearrange the BLUE and WHITE boxes while shooter's back is turned. **PROCEDURE:** At buzzer, turn and proceed to the RED box and engage the RED SILHOUETTE with three rounds and the RED SQUARE with one round (in any order). Then step to the WHITE box and engage the WHITE SILHOUETTE with three rounds and the WHITE SQUARE with one round (in any order). Then step to the BLUE box and engage the BLUE SILHOUETTE with three rounds and the BLUE SQUARE with one round (in any order). *Makeup shots are permitted, but targets may only be engaged from the corresponding box color! The best three shots will be scored on each silhouette and the best shot on each square will count for score.*



*Blue and white
may or may not be
switched while shooter's
back is turned!*



**Pistol may be
drawn on the
move AFTER the
turn downrange.**



**Both feet MUST
be in a box while
shooting from
that box!**

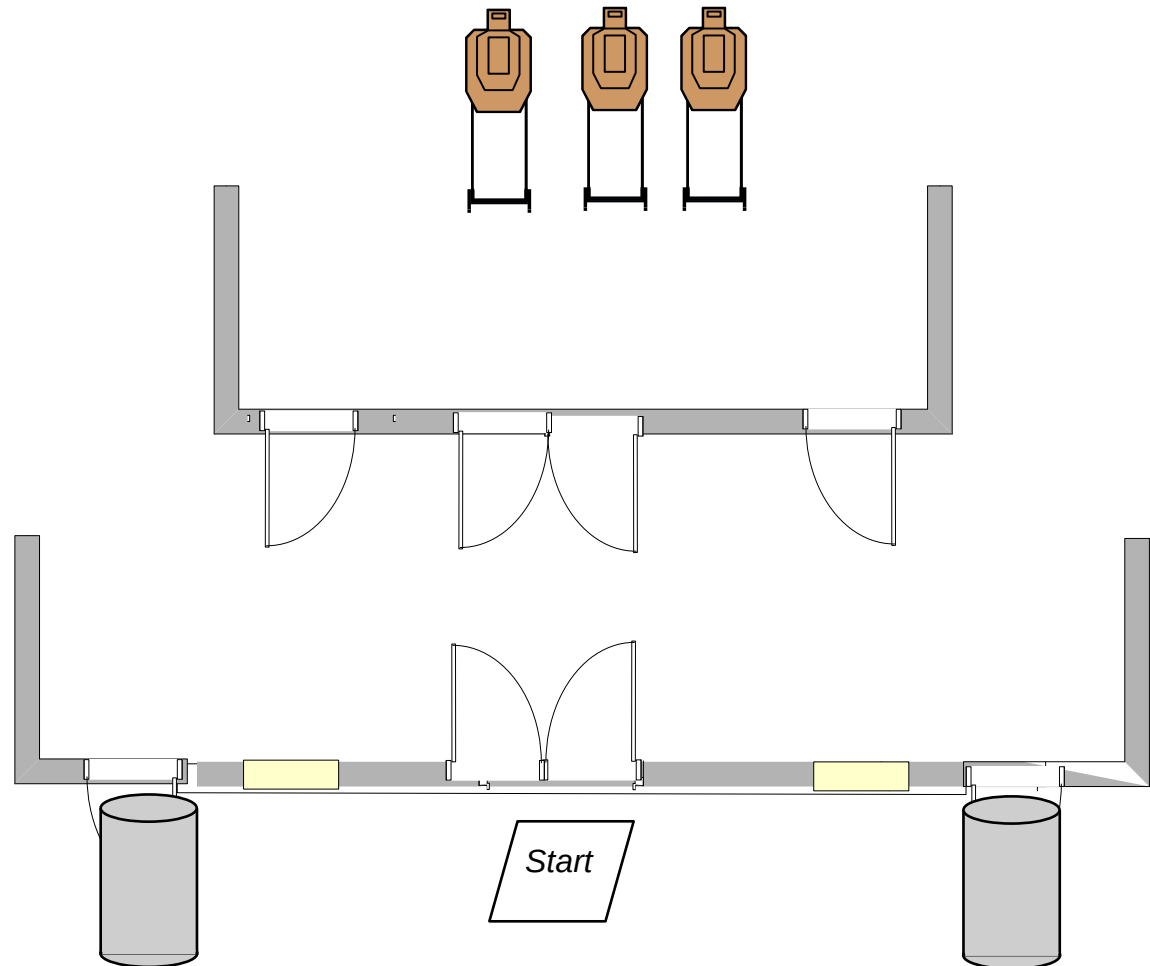
Stage 3 El Prez in the Hotel Kalifornia

Scenario: ElPrez skill drill loaded to match California carry rules. Gun unloaded ammo stored separately

Course of Fire: Start in front of double doors with an unloaded gun holstered, magazines stored on the barrels. At the signal move to a barrel and load firearm. Engage each target with two rounds each.. Move to other barrel for the reload. Engage each target with two additional rounds. One second bonus if you retain the first magazine

Make up shots will be allowed

12 rounds minimum



Stage 4

DUNDER-MIFFLIN OFFICE ATTACK!



SCENARIO: You're a temp at Dunder Mifflin and Dwight is out of the office. So when Staples terrorists invade, it's up to you to save Pam and Michael! **START:** Seated at table, gun and mags on table and loaded to Match capacity. **PROCEDURE:** At the buzzer, pick up your gun and engage T1 until it falls. After that, the order of engagement is up to you! T2 and T3 must be engaged with at least two body shots each and at least one to the face each. The P1 activator (which activates the T5 Swinger) must be engaged until it falls. T4 and T5 must be engaged with at least three shots each.

