

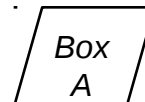
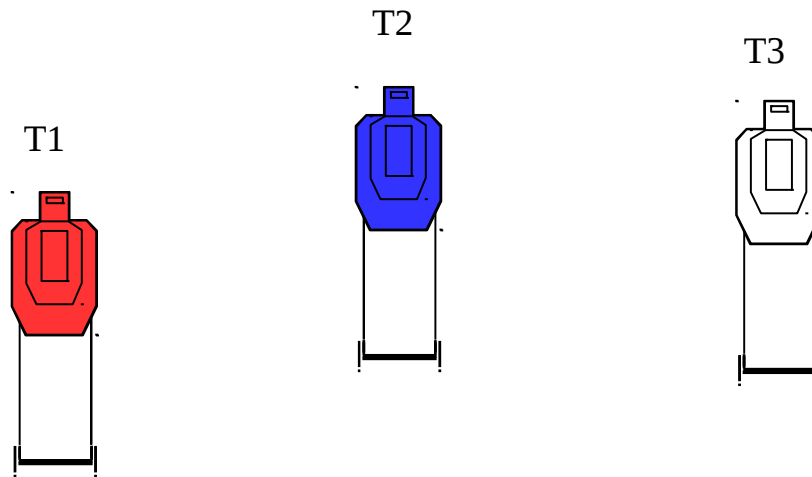
Stage 1 California El Prez in Color

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

Course of Fire: Start facing up range with one 6 round magazine and one spare, gun unloaded. At the signal turn, draw, load and engage each target in the order of our flag with two rounds. Reload and reengage in the same order. Targets will be wearing red white or blue T-Shirts. Previous shooter can rearrange the T-shirts.

*NOTE Spare magazine can have 10 rounds. If there is a malfunction you may reload early but only four rounds per target, IE Limited Vickers count.

12 Rounds total



Stage 2

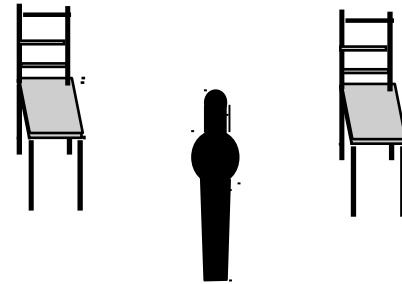
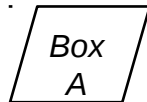
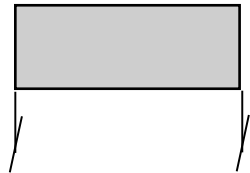
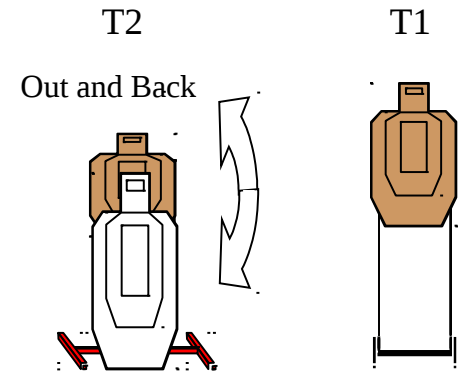
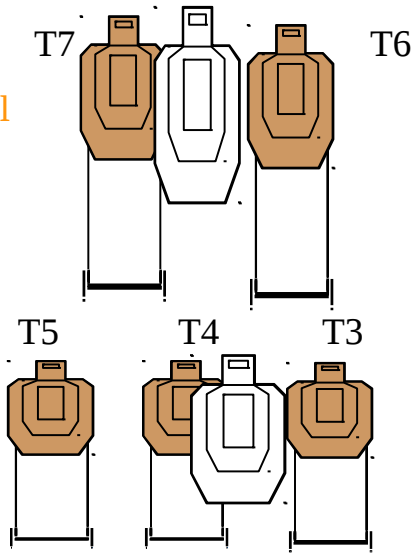
Scenario:

While in the theater a gang enters threatening all the patrons. Stop the threats and protect the non threats.

Course of Fire:

Sit in a chair facing up range. Stand, turn downrange, draw, engage T1, move the popper to activate and engage out and back, engage threat target. Move to barrier, using cover engage T3 through T7. Engage all threats with two rounds each.

14 Rounds total

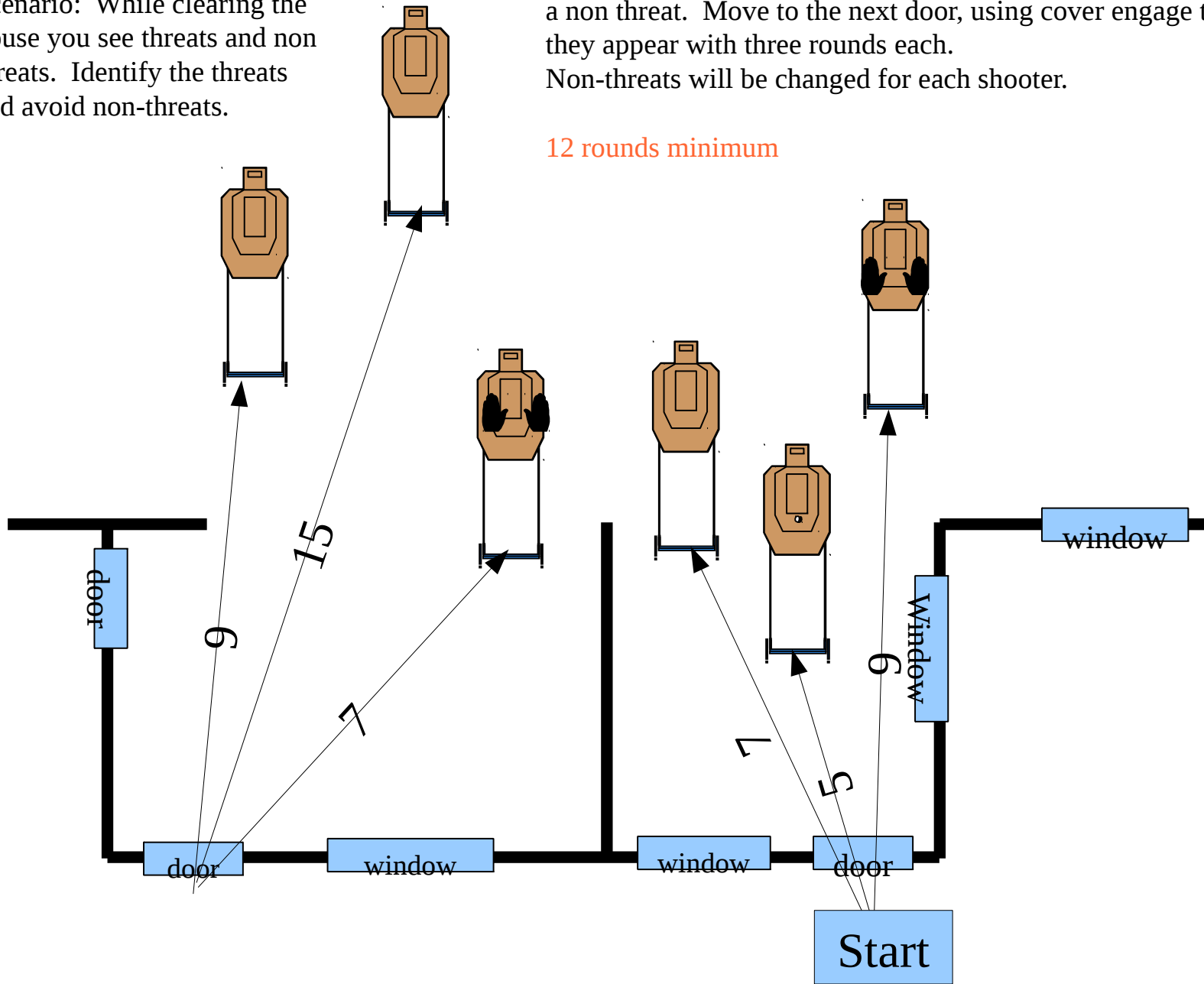


Stage 3: Shoot – No shoot

Scenario: While clearing the house you see threats and non threats. Identify the threats and avoid non-threats.

Course of Fire: Start facing up range, at the signal turn, draw and engage the threats with three rounds each, the target with the flag is a non threat. Move to the next door, using cover engage threats as they appear with three rounds each. Non-threats will be changed for each shooter.

12 rounds minimum



Stage 4 Target Transitions

Scenario: Skill development stage target transitions, targets represent threats that are moving rather than stationary.

Course of Fire: Start facing up range At the signal turn, draw, load and engage star target with two rounds; engage target to the left with two rounds; re-engage star target with two rounds ; engage target to the right with two rounds; reengage star target with two rounds; engage final target with two rounds; reengage star target with two rounds.

Previous shooter can set Star target on TA or TB.

*NOTE Limited Vickers count 8 rounds on Star target, two rounds on each of the other targets..

14 Rounds total

