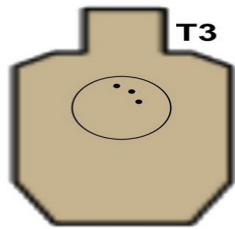
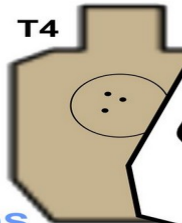


Stage 1



12 YARDS



8 YARDS



MOOOOOOVIN' AND SHOOTIN'

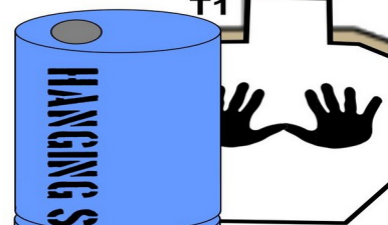
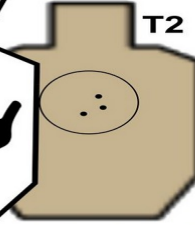
SCENARIO: You're at the slaughterhouse to sell some of your cattle when it is invaded by terrorists objecting to them also butchering pigs. Stop 'em and get free bacon for life! **START:** Facing **uprange** in Start Box, hands at sides, gun and mags on body and loaded to match capacity.

PROCEDURE: At the buzzer, turn and engage the popper until it falls, activating T1 - which will pop up from behind your favorite butcher, then disappear again behind him. Engage T1 with a minimum of two shots. Then move to P2 behind the cover of the barrels, engaging T2 with a minimum of three shots **WHILE ON THE MOVE!** If shooter shoots from a stationary position before reaching P2, they will incur a 3 second penalty for each shot fired while stationary. Then engage T3 and T4 with a minimum of three shots each from the left side of the barrels, observing good cover while doing so. **Shooter will incur a 5 second penalty for each of the hostage takers (T1, T2, and T4) without at least one -0 hit.**

Oh...and no free bacon.



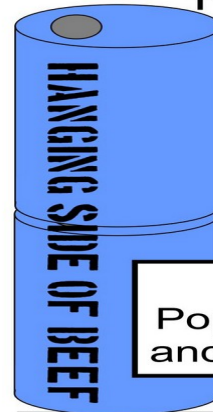
14 YARDS



6 YARDS



10 YARDS



SCORING:

Popper must fall, best two hits on T1 and best three hits on T2, T3, and T4

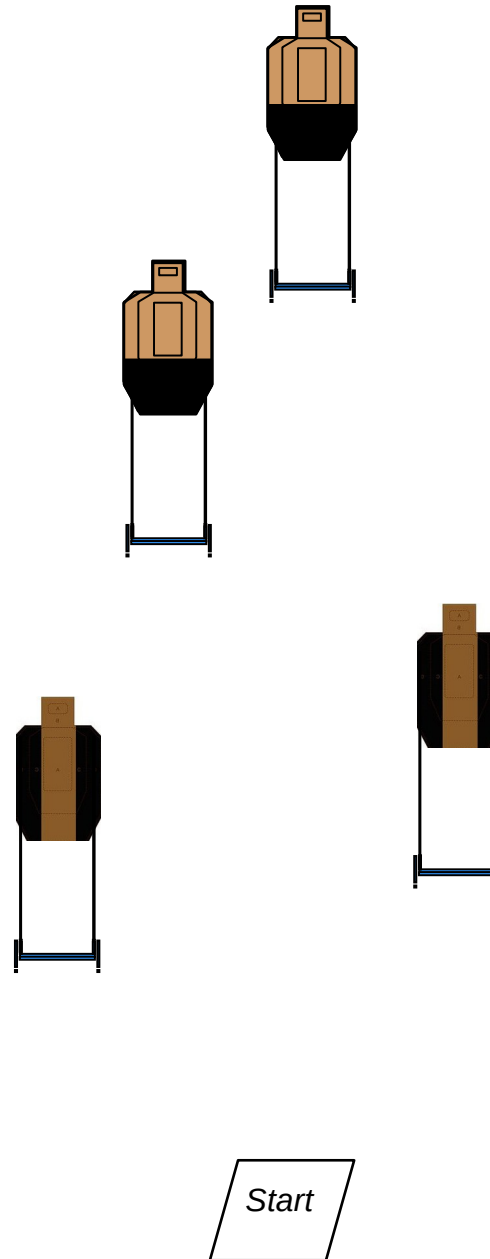
Stage 2 watch for hard cover

Scenario: Hard cover accuracy skill test

Course of Fire: Start facing uprange. Turn and engage targets near to far with two round each. Engage targets far to near with one head shot.

*NOTE. Head shot is needed to avoid FTN penalty 5 seconds.

12 rounds minimum

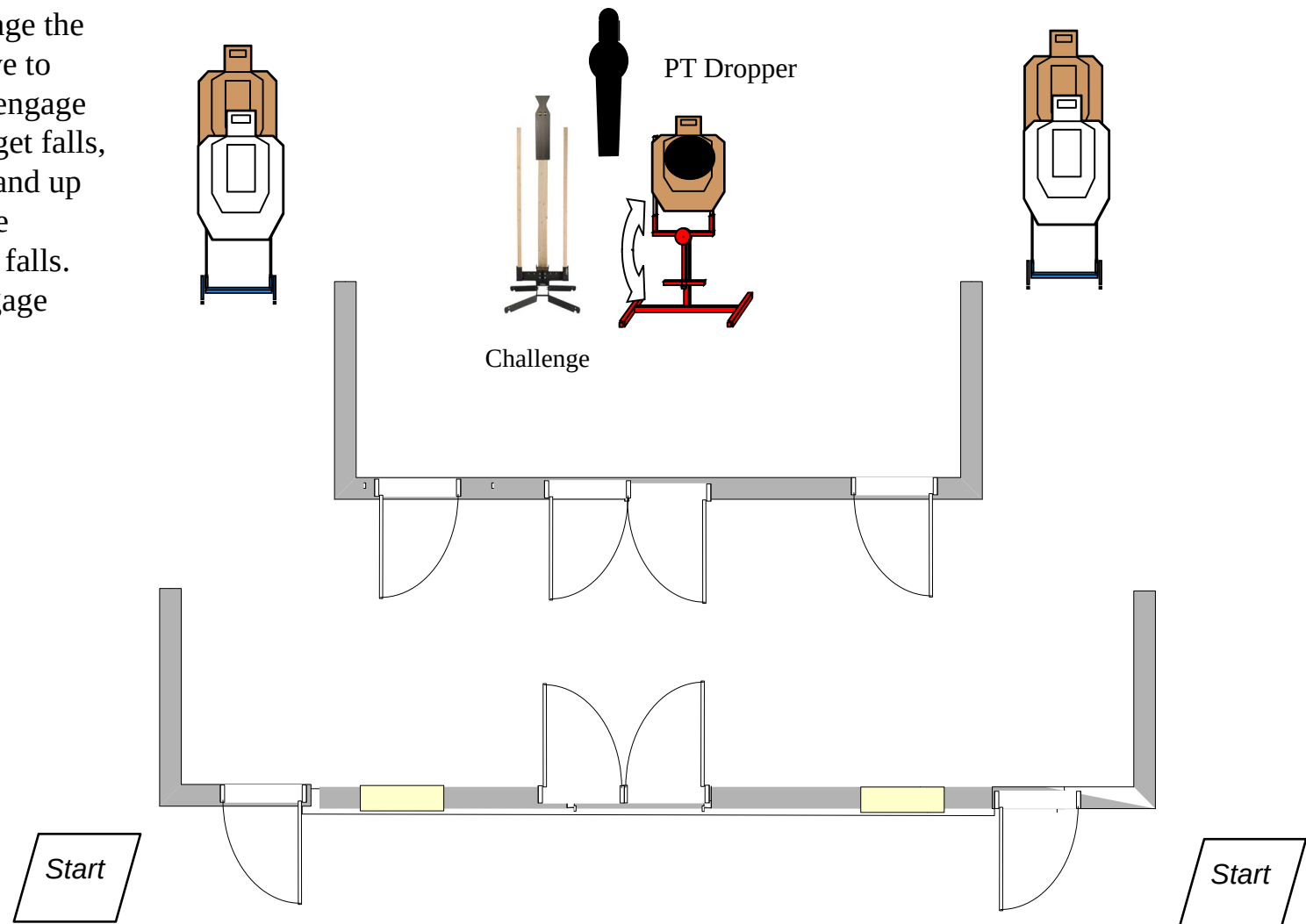


Stage 3 Shoot house movers

Scenario: The cheap moving company you hired is full of thugs trying to hurt you and your family. Eliminate the threats and save your loved ones.

Course of Fire: Start outside your house on either side. Move to doorway and using cover engage the threat with three rounds. Move to double door way using cover engage the PT dropper until paper target falls, engage Challenge target to stand up target, engage paper with three rounds, engage popper until it falls. Move to last doorway and engage target with three rounds.

12 rounds minimum.



Stage 4 "Barricade Run and cover"

Scenario: Movement and cover skill test

Course of Fire: From start box move to barricade 1. Using cover from either side engage T1 with 3 rounds. Move barricade 2. Using cover from either side engage T2 with 3 rounds. Move barricade 3 and engage T3 & T4 with 3 rounds each through the window.

12 rounds minimum^{T1}

