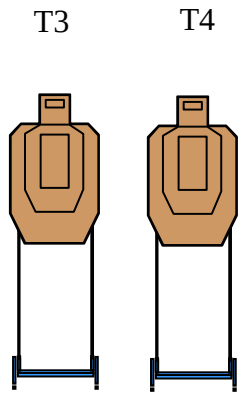
Stage 1 Help Your Team

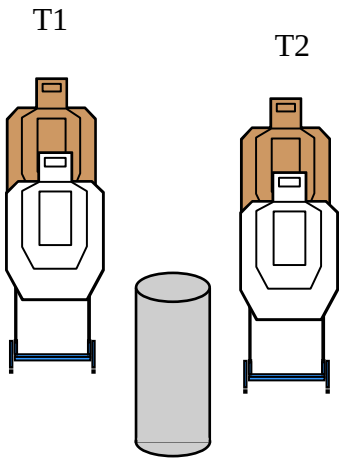
Scenario: Your team is involved in an engagement with some aggressors Your team needs an ammo refill. Get the ammo can to your team and eliminate the threats.

Course of Fire: Start holding an ammo can facing uprange. Draw and engage T1 and T2 with three shots using your strong hand only. Move to barrel and deposit ammo can. Engage T3 and T4 with three shots each.

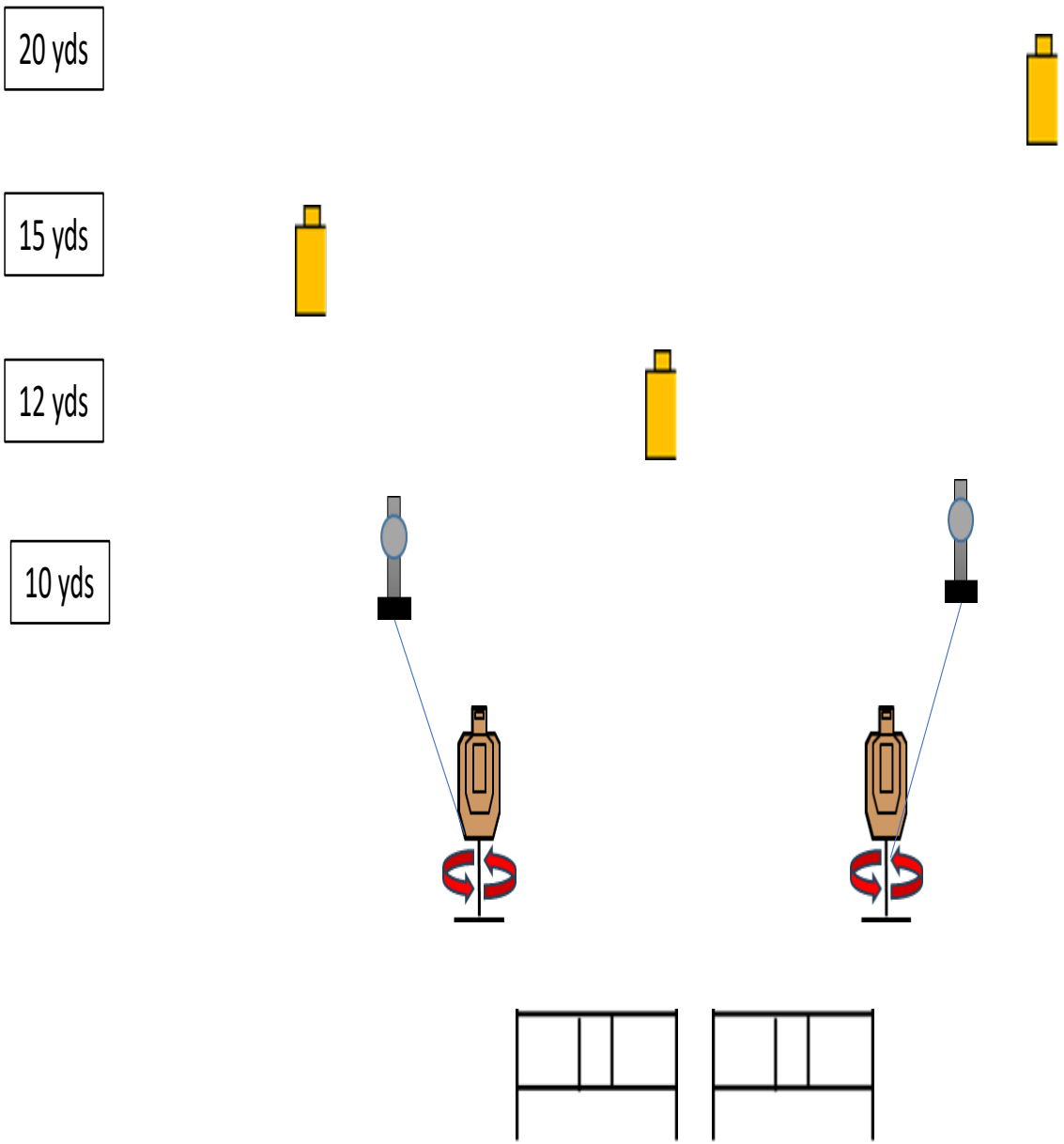
*NOTE You can engage T1 and T2 while standing or while moving to the barrel, however you cannot move until you have engaged each target with at least one round. You can engage T3 and/or T4 before you get to the barrel, however, you must use strong hand only.

12 rounds minimum





Stage 2 David Miller Designed Stage



Cochise Defensive Pistol
Hurry up and Wait

START POSITION: Standing in AREA behind wall.

GUN READY
CONDITION: Pistol loaded and holstered hands relaxed at sides.

STAGE PROCEDURE: Upon Start signal, engage targets as the they appear from cover. Outside and the center break in the walls must be used.

Note: Present Targets are not to be engages after they have presented twice.

SCORING: 12 hits minimum, Silhouette steel– 2 hit per target.
Popper/activator – 1 hit per target
Present paper – 2 hits per target

TARGETS: Steel, Popper/activator, Present paper.

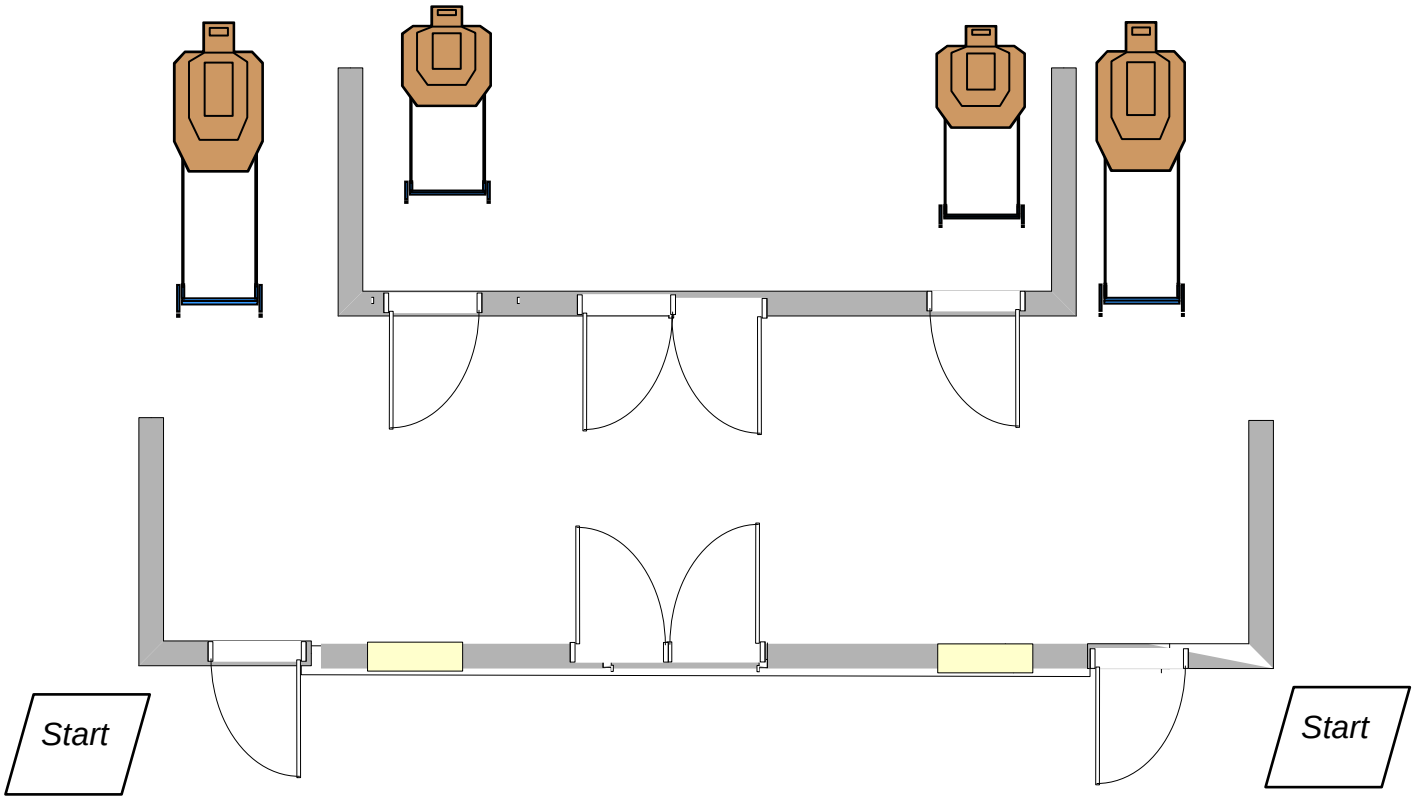
START-STOP: Audible - Last shot

Stage 3 To Close for Comfort

Scenario: Invaders are in your house. Eliminate the threats

Course of Fire: Pick a start location on either the right or left of the house. Using cover engage the threats as they appear with three shots.

12 shots minimum



Stage 4 Body Armor Bad Guys

Scenario: You are accosted by four ruffians wearing body armor. Eliminate the bad guys with head shots.

Course of Fire: Start facing cross range. At the signal engage each threat close to far with two body shots and one head shot. Head shot is needed to avoid FTN penalty.

12 rounds minimum