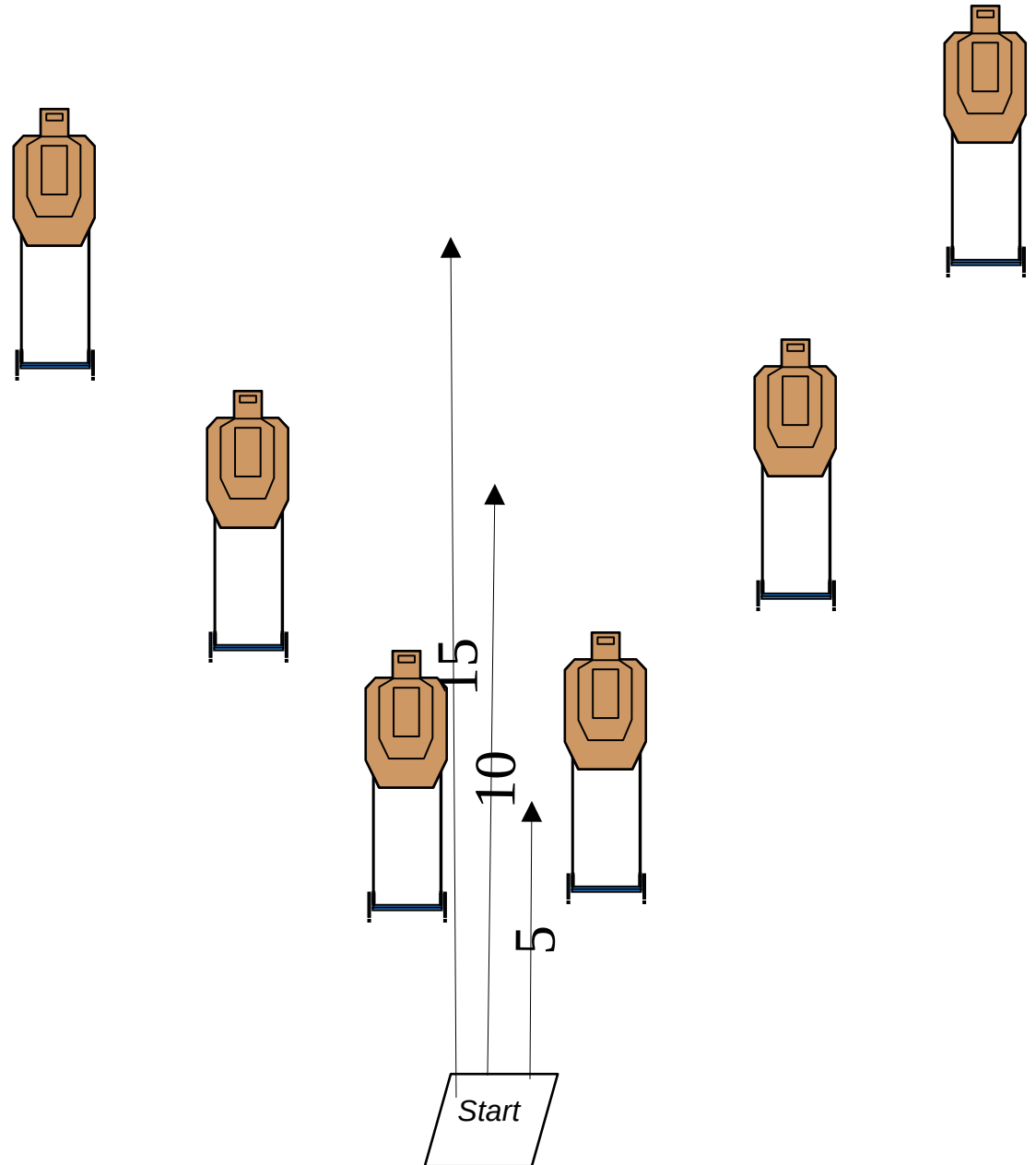


Stage 1 Charge Then Run Away

Scenario: Skill drill. This simulates a threat who is charging at you from a distance and then running away from you.

Course of Fire: Engage the targets on one side far to near with two rounds freestyle. Then transition to the other side and engage targets near to far with two rounds freestyle.

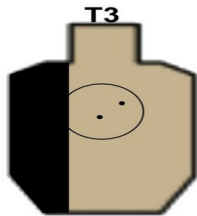
12 rounds minimum



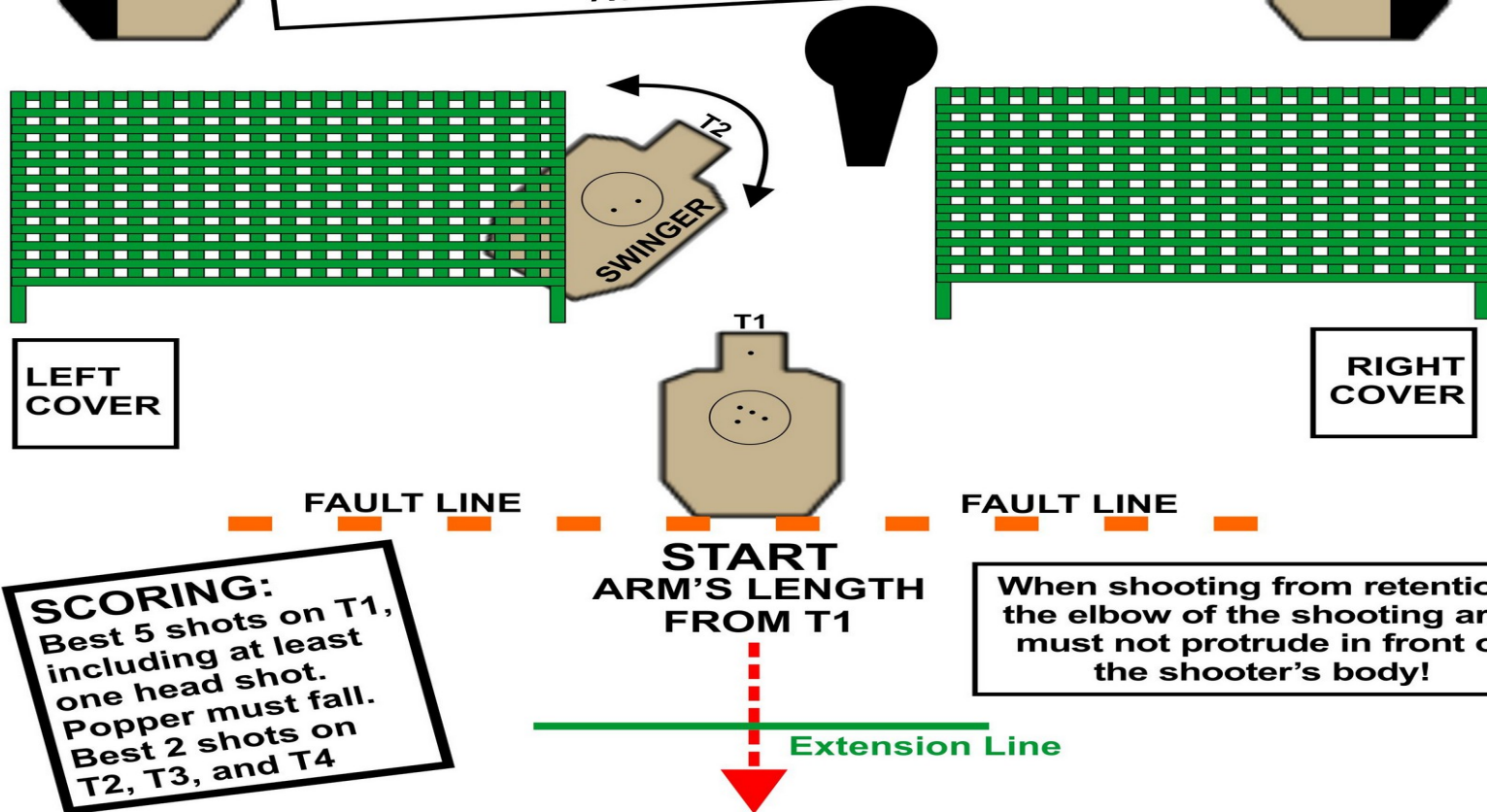
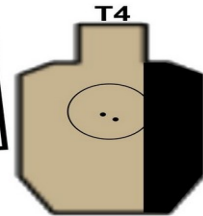
BACK OFF MITCH!

This is Mitch's last match with us since he signed on to work for the cartel. What an A-hole.

SCENARIO: You are being accosted by cartel thugs. Fight your way through them!
START: In Start Box, hands extended toward T1, gun and mags on body and loaded to Match capacity. **PROCEDURE:** At buzzer, draw and fire two shots from retention* into T1, then back out of the box while firing two more center mass shots, followed by one to the face. **Shooter must be retreating backwards for the last three shots.** Then sidestep T1 **without advancing past the Fault Line** and engage the popper until it falls - and then the swinger, T2 with a minimum of two rounds. Advance to either the Left or Right cover position and engage the target behind that cover with a minimum of two rounds. Cross to the other cover position and engage the target behind that cover with a minimum of two rounds.



A NOTE ABOUT SHOOTING FROM RETENTION...
 If a shooter is uncomfortable with shooting from retention, they may instead step back immediately from T1 and shoot fully extended only **after** crossing the "Extension Line." However, shooters who **DO** shoot from retention will receive a **TWO SECOND BONUS.**



SCORING:
 Best 5 shots on T1, including at least one head shot. Popper must fall. Best 2 shots on T2, T3, and T4

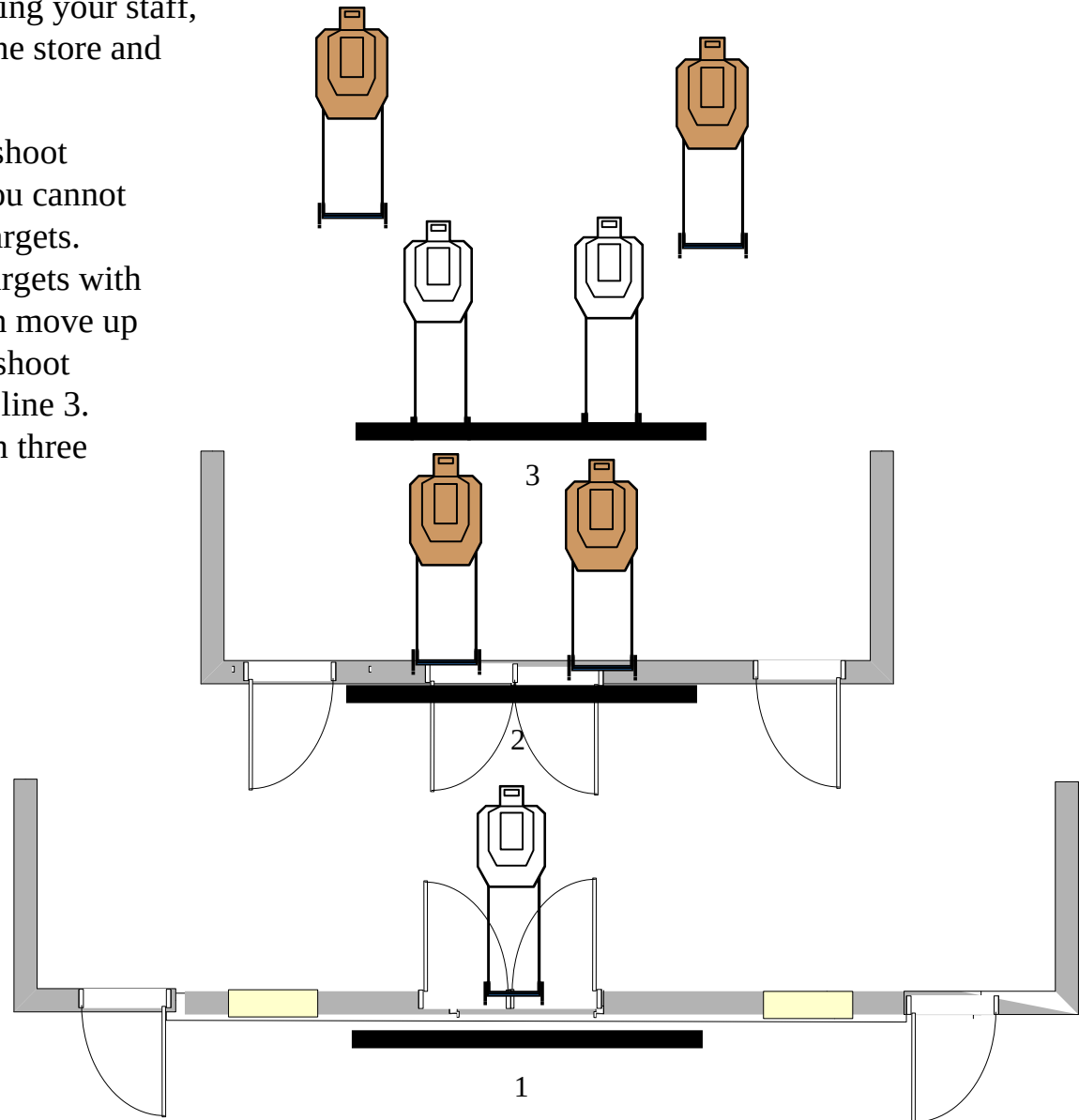
When shooting from retention, the elbow of the shooting arm must not protrude in front of the shooter's body!

Stage 3 Your Store is Under Attack

Scenario: While working in your store a group of armed robbers enter and are threatening your staff, who you care about. Walk through the store and eliminate the threats.

Course of Fire: Start behind the no shoot target. The lines represents limits you cannot cross unless you have engaged the targets. Using cover engage the first set of targets with three rounds each freestyle. You can move up to but not cross line 2. Be aware of shoot through Move up to but don't cross line 3. Engage the second set of targets with three rounds freestyle.

12 rounds minimum.



MALFUNCTION JUNCTION

PREMISE: Yes, Glock is “Perfection.” Wilson Combats are “The Finest Hand-Crafted Pistols.” Sigs have “Legendary Reliability.” Staccatos are “The Best Competition Pistols on the Market.” But they’re machines. At some point, all machines can and WILL fail. Today is the day it happens to you.

SCENARIO: Your home has been invaded by a gang of thugs. Clear the house and rescue your family! **START:** In Start Box, hands on windowsill, gun and mags on body and loaded to Match capacity. **BEFORE THE STAGE BEGINS, THE SHOOTER “IN THE HOLE” WILL REPLACE ONE OF THE TOP THREE ROUNDS IN YOUR INITIAL MAGAZINE WITH A DUMMY ROUND. PROCEDURE:** At buzzer, engage T1, T2 and T3 with one round each in that order (near to far). Follow up with at least one round each in any order. Best two hits will count for score. You will need to clear your “malfunction” at some point in this string of fire. Once these three have all been engaged to your satisfaction, step to the right side of the wall and, using cover, engage T4 and T5 with a minimum of three rounds each, being careful to avoid your family members! The best three hits will be scored on T4 and T5.

