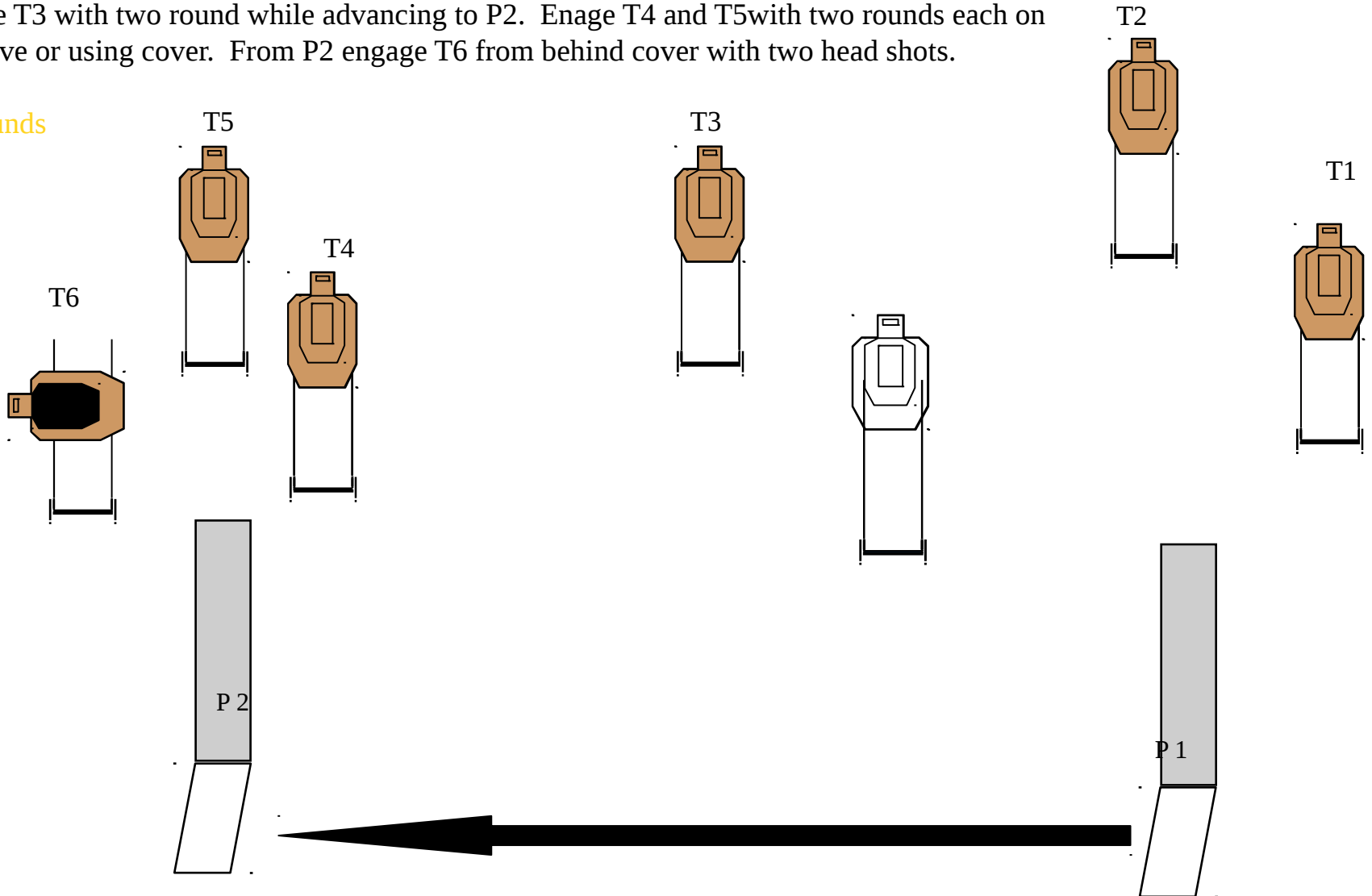


## Stage 1 Six Pack

Scenario: While shopping for six pack of your favorite beverage a gang enters the store with bad intentions. Using the shelves as cover make your escape from the store engaging bad guys on your way. The last bad guy is also hiding, be careful .

Course of Fire: Start at P1 engage T1 and T2 with two rounds each from behind the barrier. Engage T3 with two round while advancing to P2. Engage T4 and T5with two rounds each on the move or using cover. From P2 engage T6 from behind cover with two head shots.

12 Rounds



## Stage 2

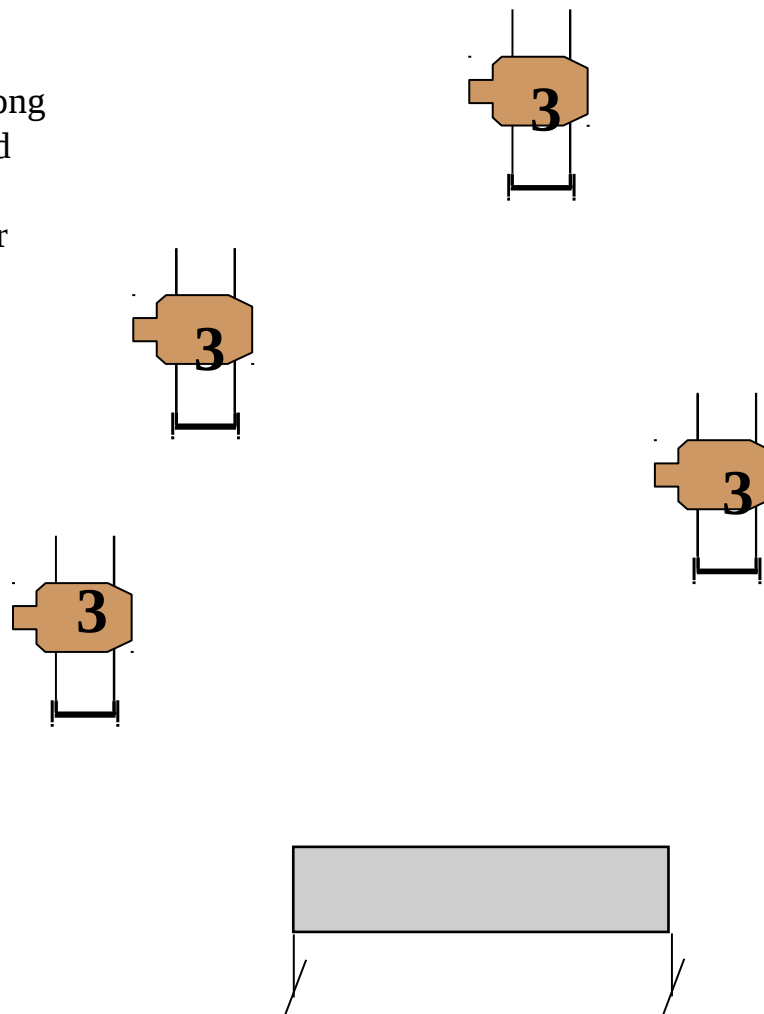
### Scenario:

While prospecting for gem stones, you are surprised by a pack of wild dogs. Stop the threats from behind cover.

### Course of Fire:

Kneel behind barrier with hammer in your strong hand. At the signal drop the hammer draw and engage threats in tactical sequence with three rounds each. Remain behind cover on on your knees.

12 Rounds



### Stage 3 Welcome to the Hotel Kalifornia

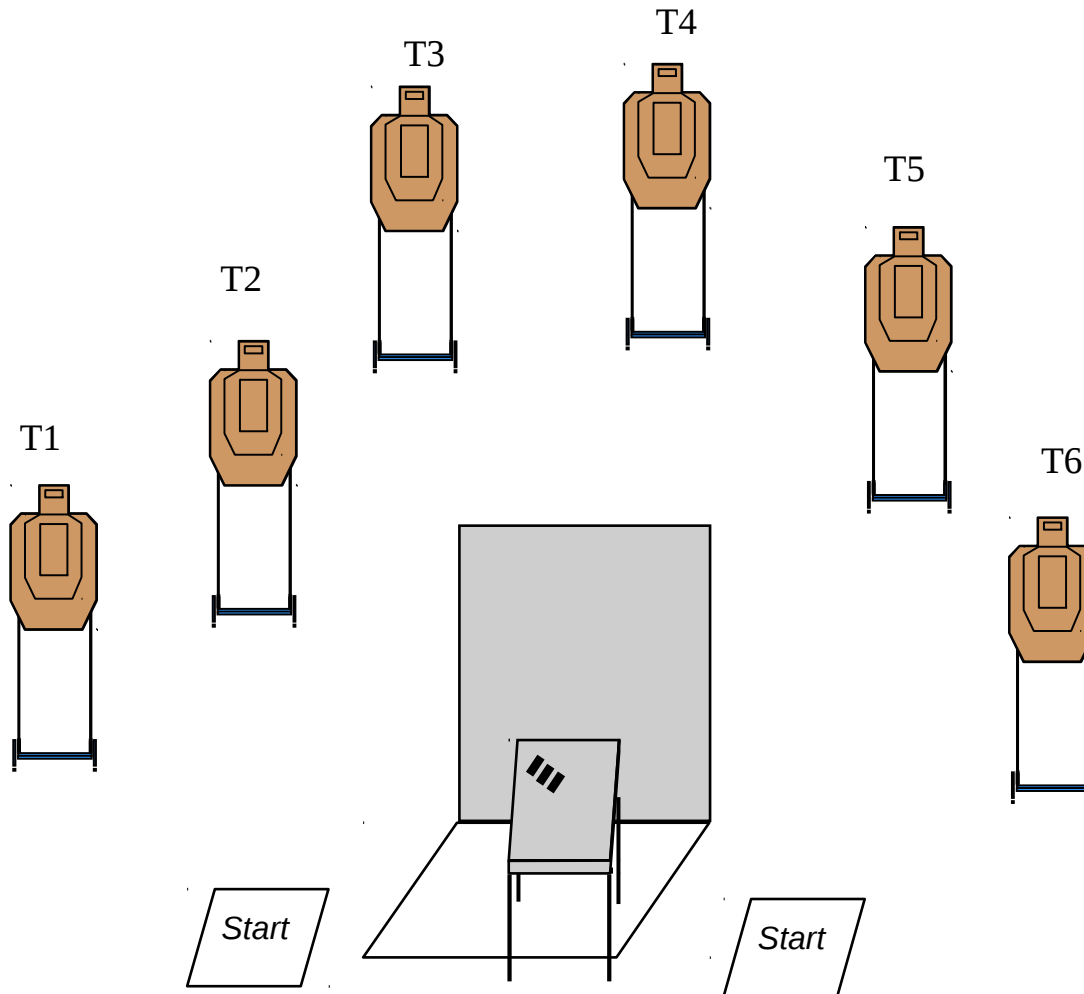
#### Scenario:

While on vacation in the Republic of Kalifornia you are legally armed by their rules ( Empty gun, ammunition stored separately) you are accosted by miscreants carrying illegally. Engage the threats.

#### Course of Fire:

Pick a start box, empty pistol is holstered, loaded magazines on table. At the signal move to cover; retrieve magazines, load, make ready and engage T1- T6 with two rounds each from behind cover.

12 Rounds



## Stage 4 הנשיא (Israeli El Presidente):

### Scenario:

While visiting with Israeli shooters they invite you to shoot a course of fire. Using the Israeli carry method (loaded magazine empty chamber) shoot the El Presidente. (Skill test)

### Course of Fire:

Start with one six round magazine. Insert magazine, but do not rack the slide. Face down range in surrender position. At the signal draw, rack the slide and engage T1 – T3 with two round each. Slide lock reload, engage T1 – T3 with two rounds each. Threats can be engaged in any order, Tactical Sequence ( 1 shot on each threat before any threat gets two) not required. Only four hits per target allowed, make up shots allowed for malfunctions only not for misses.

12 Rounds

