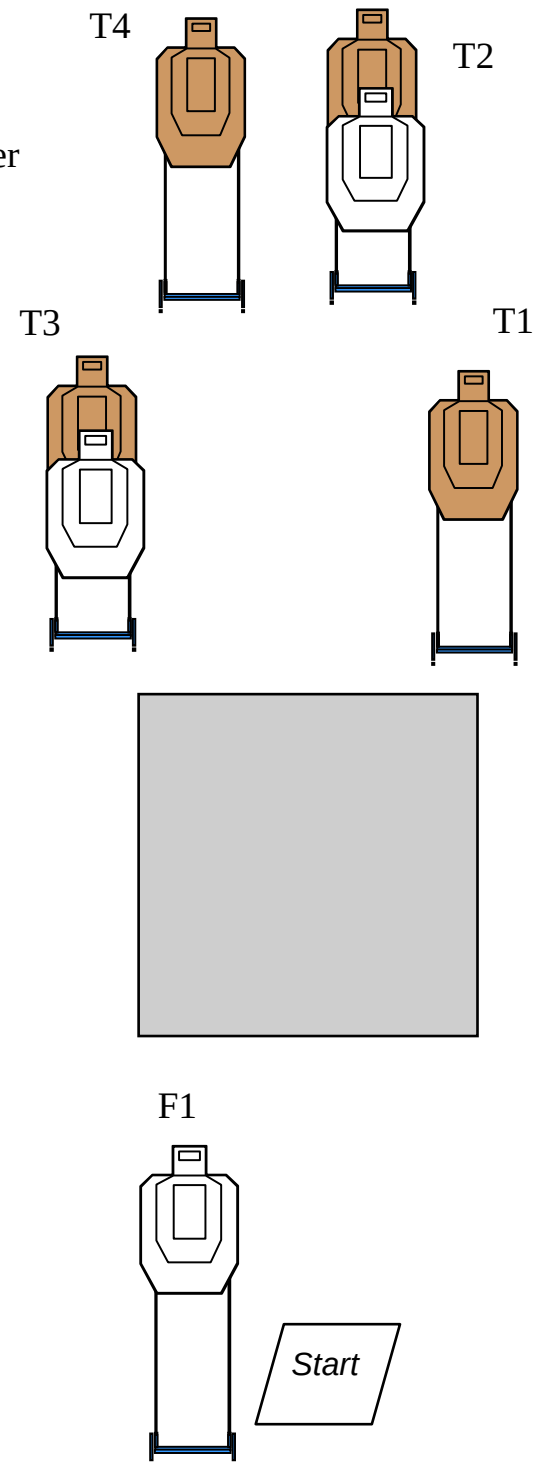


Stage 1 Helping out

Scenario: You are talking to a friend when you notice a gang of ruffians attacking some innocent bystanders. Move to cover and dispatch the bad guys.

Course of Fire: Start standing cross range facing the no shoot target. Turn draw and engage T1 and T2 from the right side of the barrier with three round each. Move to the left side of the barrier and engage T3 and T3 with three rounds each. Targets are to be engage in Tactical Priority, the first target you see around cover. Shooter decides how near the barrier the shooting position will be once you move past F1.

12 rounds minimum



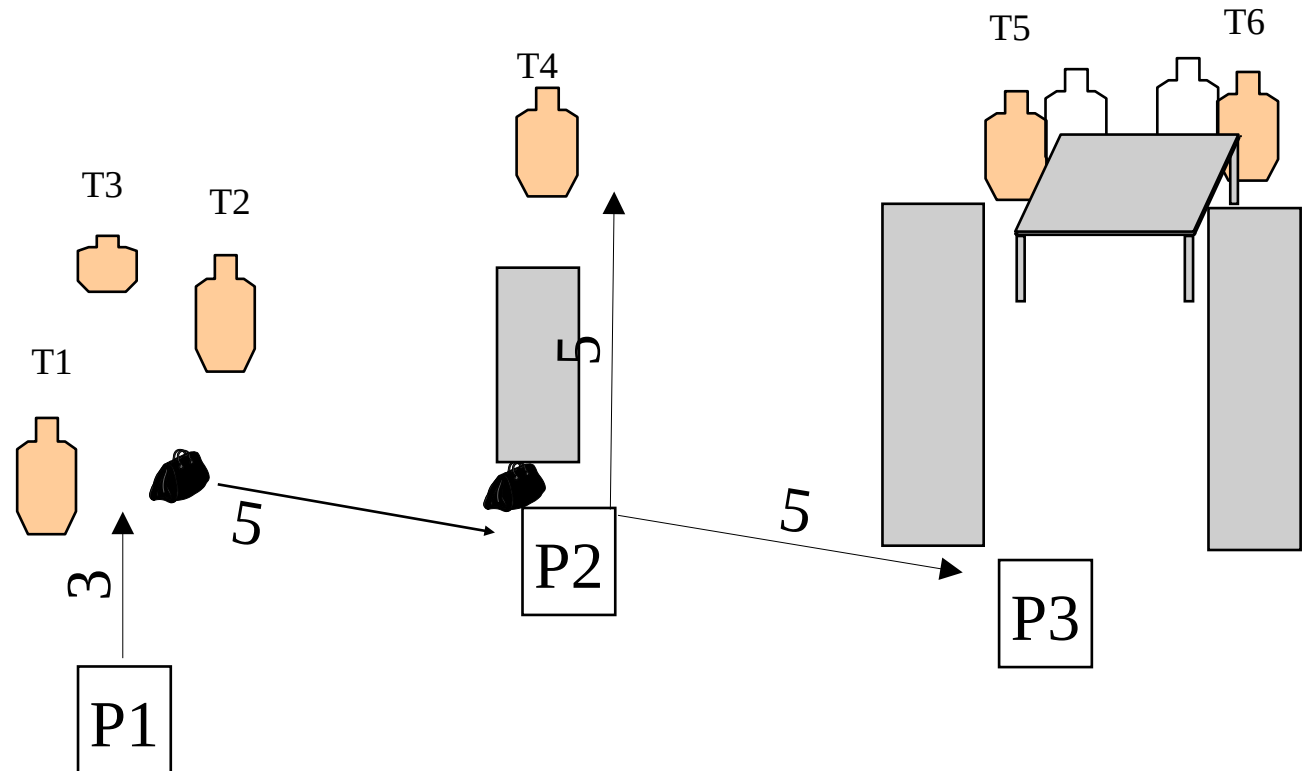
Stage 2 Yo Homie is that my brief case?

Scenario: Ganstas steal your briefcase and threaten you with lethal force when you ask about it. Protect your self and get your stuff back. Then you go to the club to see their boss and have to fight through his protectors to save your life.

Course of Fire: From P1 engage T1 with 2 body shots. Engage T2 with 2 body and one head shot advance to briefcase and engage T3 with one head shot. Pick up briefcase and move to P2. Engage T4 with two shots each strong hand only. Put briefcase down, and advance to P3. Engage T5 and T6 with two shots each while they are seated at the table. 12 shots minimum

****Alternative If comfortable shooting from retention***

Start in front of T1 gun prop. push T1 prop out of the way engage T1 with 2 body shots from retention Engage T2 with 2 body and one head shot move to briefcase and engage T3 with one head shot. Pick up briefcase move to P2 to continue the stage. .



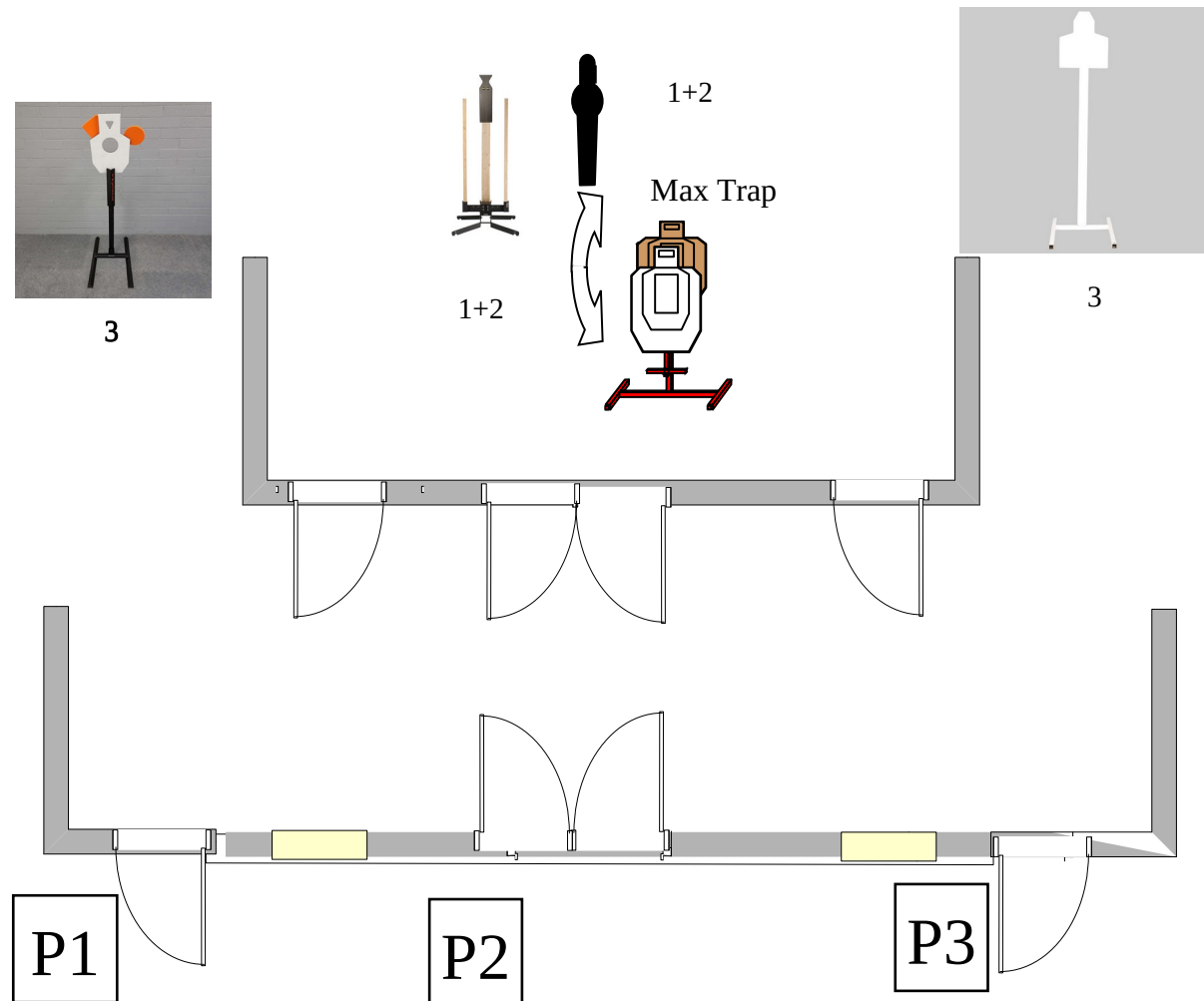
Stage 3: React to this

Scenario: There are bad guys in the house that will react when you engage them. Stop the threats.

Course of Fire: From P1 engage the orange targets moving them behind the white target. Reengage the body target. For a 1 second bonus reengage the head target (optional). Move to P2 engage the popper to activate the max trap. Engage the expose paper target with two shots. Engage the Challenge Target steel plate until it falls, then engage the paper target with two rounds. Move to P3 engage the triple dropper with three rounds until black line is exposed.

12 rounds minimum

*NOTE if you can reset the sniper target to the starting configuration you can take 1 second off your total time.



Stage 4

THE LOCAL INCONVENIENCE STORE

SCENARIO: You're at the local convenience store when armed robbers barge in and make it decidedly INconvenient. Fight your way out!

START: In Start Box, arms crossed across the chest. Gun and mags on body and loaded to Match capacity.

PROCEDURE: At the buzzer, engage the popper (P1) and the lettered targets (A&B) in any order. Target B will appear for a brief moment over the no-shoot after the popper has been hit.

Target A requires a minimum of three shots, the popper must fall, and target B requires a minimum of two shots. Advance to the second barricade and engage the numbered targets (1&2) in any order, with a minimum of three rounds each, from either side or both sides of the barricade.

USE COVER! Penalties will be called for bad use of cover throughout the stage. Targets A, B, and P1 may **NOT** be engaged after leaving the cover of the first barricade.

