

STAGE 1
BAY 7

Poor Timing

Scoring: Vickers
Rounds: 12 minimum

Premise: An armed street gang spits up to try to encircle you and your companion who runs into one bunch as you are dealing with the the other.

Procedure: Shooter starts holstered and concealed, loaded to division capacity, reloads on belt

On start shooter is to retreat and engage targets with minimum two rounds each strong hand only, retention, then move to end of wall and engage remaining threat targets also with min two rounds each using cover.



start



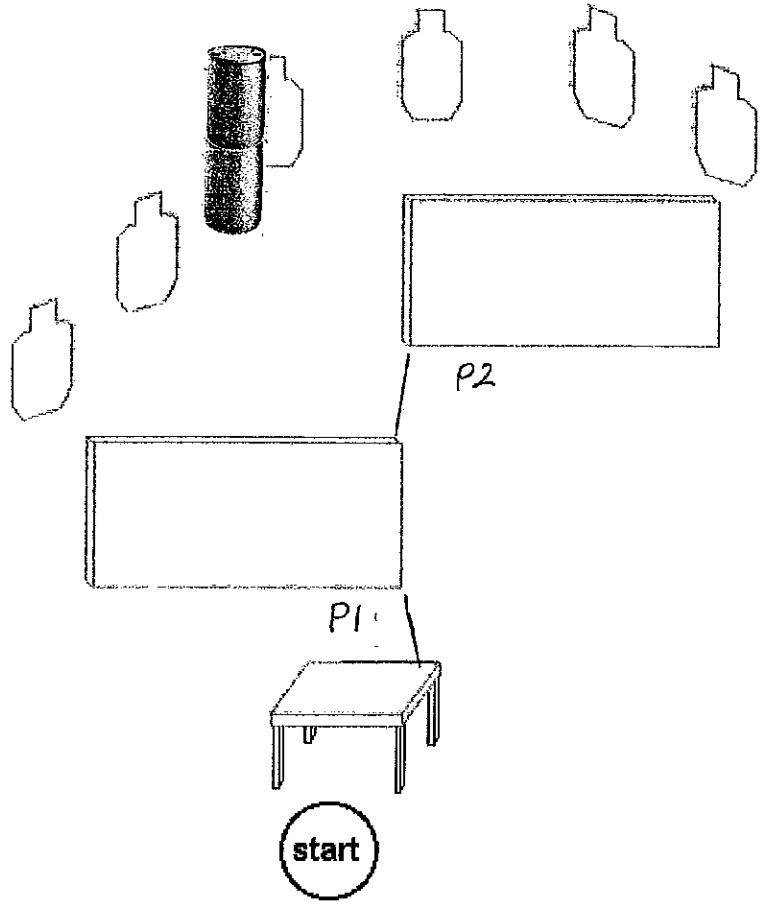
FROM

Stage 2, Bay 2

Scoring: Vickers
Rounds: 12 minimum

Premise: You are slicing a pie and a hoard of armed and hungry sociopaths attack.

Procedure: Shooter starts holstered and concealed, loaded to division capacity, holding pie with weak hand while slicing pie with knife in strong hand. On start, shooter is to move down center of bay to barricades and engage targets with a minimum of two rounds each, tactical priority, slicing the pie.

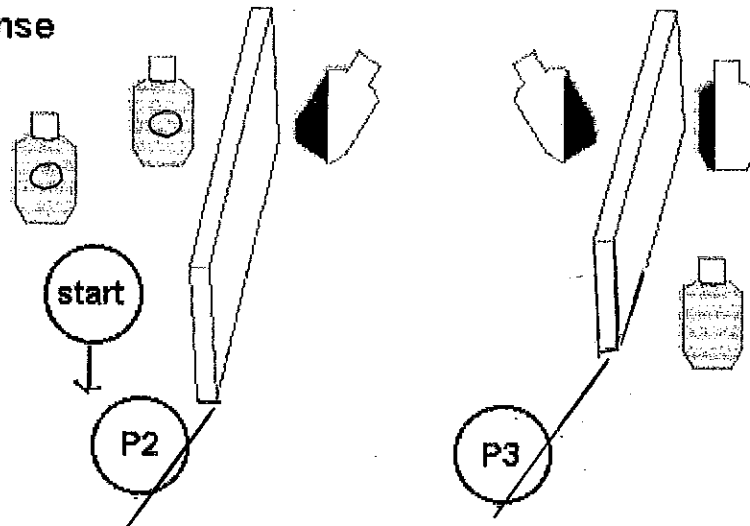


STAGE 3
BAY 3

Discounted Defense

Scoring: Vickers
Rounds: 12 min.

Submitted by
Ernie.



Premise: You are shopping at a discount club when a gang intent on robbery enters. You are the only customer so they decide to take you out for convenience's sake.

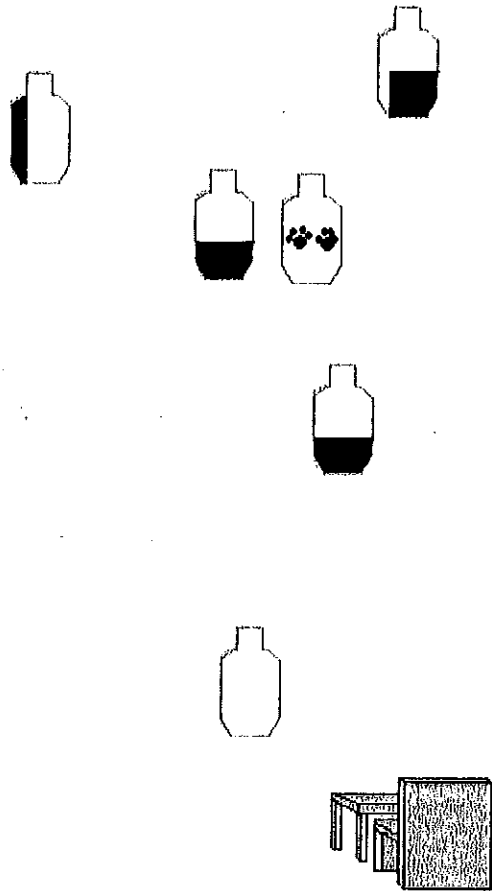
Procedure: Shooter starts holstered and concealed at arms length from the first set of targets. On start, shooter is to draw and engage near targets with minimum of two shots each, from retention strong hand only. Shooter is then to move to P2 and engage next set of targets, tactical *priority* from cover. Shooter is then to move to P3 and engage remaining targets, tactical *priority*

DAMM NEIGHBORS

Scoring: Unlimited

Round count = 15 Min.

Concealment is **not** required.



Premise: You are cleaning your firearm at the kitchen table when bad guys try to break in thru the back door. Defend your home.

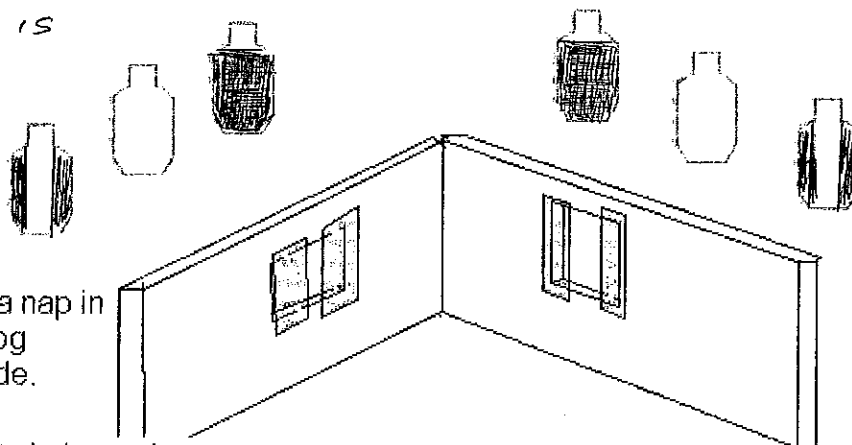
Start Position: Shooter is seated in chair with **unloaded gun** on "X" and all loading devices on the other "X". All reloads must come from the table.

On the signal, load and engage all threat targets in tactical priority with 3 rounds each while remaining seated in chair.

No Rest for the Weary

Scoring: Vickers
Rounds: 12 minimum

CONCEALMENT IS
NOT REQUIRED.



Premise: you are taking a nap in your recliner when your dog alerts you to trouble outside.

Procedure: Shooter starts holstered
 + LOADED TO DIV. CAP. in recliner with feet up. On start, shooter is to move to either window, and engage visible targets tactical priority with two minimum of shots each then move to other window and engage visible targets with minimum two shots each tactical priority.



THE PARTY
CONCEALMENT REQUIRED - UNLIMITED
16 SHOTS MINIMUM

PREMISE: YOU ARE AT AN AFTER HOURS PARTY DOWN ON THE DOCKS WHEN THE FESTIVITIES ARE INTERRUPTED BY A GANG FROM ACCROSS TOWN WHO MEAN YOU ALL HARM.

SHOOTER START POSITION: AT P-1, GUN LOADED TO DIVISION CAPACITY, HOLSTERED AND CONCEALED, RELOADS ON BELT, HANDS AT SIDES.

PROCEDURE: AT THE SIGNAL, ENGAGE T-1 THRU T-8 WITH 2 ROUNDS EACH. THIS STAGE IS IN THE OPEN, ALL OBSTACLES ARE VISION BARRIERS.

