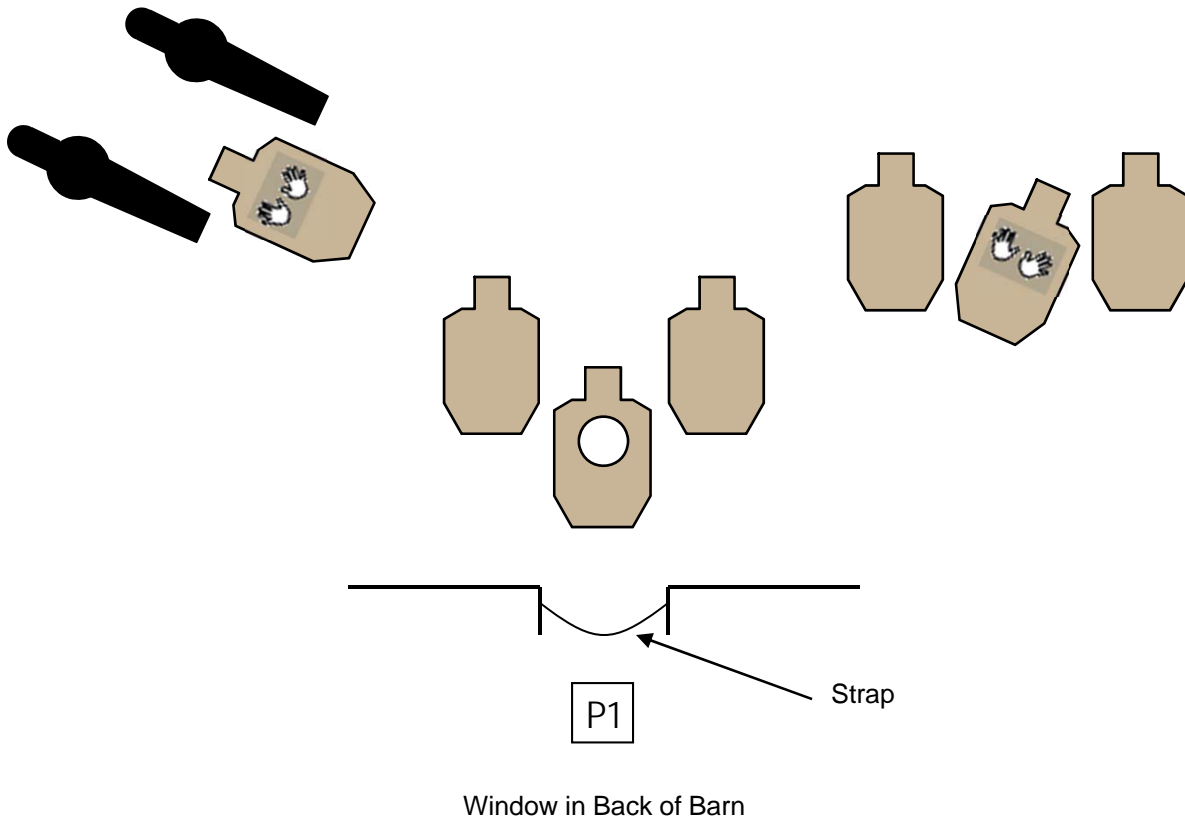


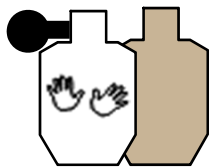
## Stage 1: Barn: Trax Attax IV

Scenario:	Several farging bastages attack the UTA light rail. What morons. You engage them while holding on to the hand rail.
Start Position:	P1 with gun and ammunition carriers concealed. One hand holding strap overhead.
Procedure:	<ul style="list-style-type: none"><li>•Engage all paper targets with three rounds each and steel targets until down while holding the strap with either hand.</li><li>•Shooter may let go of strap to reload, but must grab strap while firing.</li><li>•Squad should stand inside the barn, behind the shooter.</li></ul>
Scoring/Rounds:	Vickers, 17 Rounds Minimum

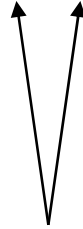
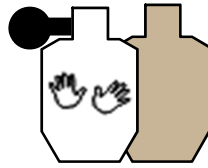


## Stage 2: Back Yard: Restricted II

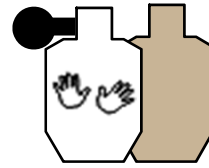
Scenario:	Skills Test
Start Position:	•P1, P2, and P3, all equipment concealed
Procedure:	<ul style="list-style-type: none"><li>•String 1: From P1, hit the hostage taker head <u>freestyle</u>, then fire three shots at the paper target <u>freestyle</u>.</li><li>•String 2: From P2, hit the hostage taker head <u>freestyle</u>, then fire three shots at the paper target <u>strong hand only</u>.</li><li>•String 3: From P3, hit the hostage taker head <u>freestyle</u>, then fire three shots at the paper target <u>weak hand only</u>.</li></ul> <p>Hostage taker heads must be on the left side for each shooter. Reset them when scoring and taping.</p> <p>Paint any hits on non-threats after each shooter.</p>
Scoring/Rounds:	Vickers, 12 rounds minimum



P1



P2

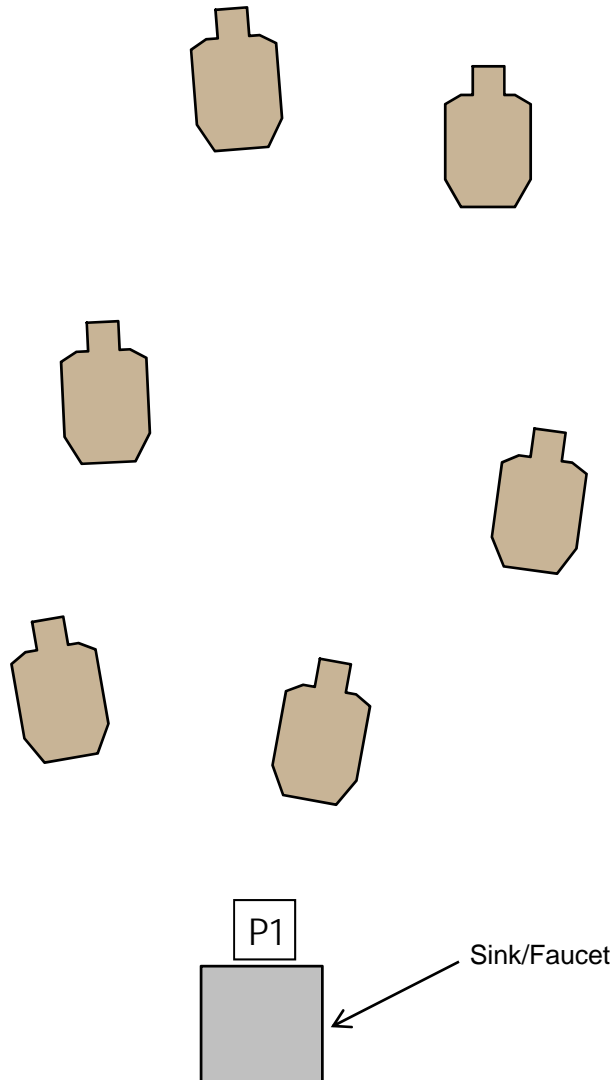


P3

### Stage 3: Steel Pen: Head Games

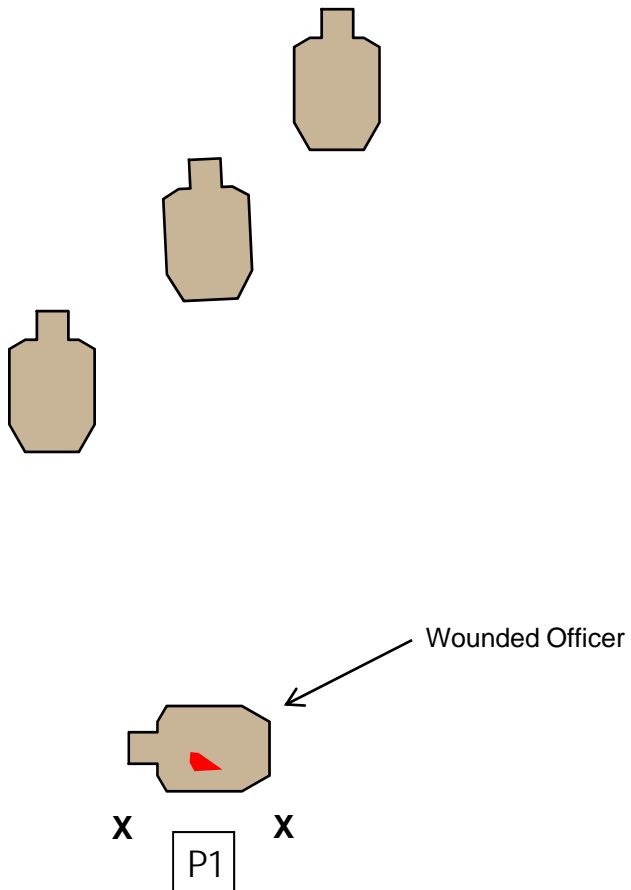
Scenario:	You stepped into the restroom at the local ballpark to wash the hotdog crumbs off your hands. While you are happy your team won, the painted up guys that just walked in are fans of the other team. They decide to take the loss out on you. With the close quarters, head shots are the only way to go to stop them all before they swarm you.
Start Position:	Back to targets at P1 with both hands under faucet. Concealed.
Procedure:	•Engage T1-T6 with 1 round to each head.
Scoring/Rounds:	Vickers, 6+ rounds

Do not unload after finishing stage 3. Instead top off, holster, and immediately go shoot stage 4.



## Stage 4: City Limits: Advantage, R1

Scenario:	You witness three thugs brutally gunning down a police officer. When they leave, you rush to his aid as Responder #1. Unfortunately, they decide to return and finish him off.
Start Position:	Kneeling at P1, hands on downed officer's wound, loaded pistol On either "X". No concealment necessary.
Procedure:	Continue to apply compression to the officer's wound with the non-dominant hand while engaging T1-T3 in tactical sequence (1,1,2,1,1), strong hand only.
Scoring/Rounds:	Vickers, 6+ rounds



## Stage 5: Wall: New Standards 1

Scenario:	Standards Drill
Start Position:	P1, 6 rounds only in gun, 6 rounds in all spare magazines, no concealment
Procedure:	<ul style="list-style-type: none"><li>•Engage T1 with 6 rounds while retreating to the wall. Then</li><li>•Engage T2 with 6 rounds left hand only from P2. Then</li><li>•Engage T3 with 6 rounds right hand only from P3.</li><li>•All reloads must begin and end at cover. No reloading in the open.</li><li>•You may use both hands to reload. If you wish to fire more than 18 rounds, auto loaders may load loose rounds from a pocket.</li></ul> <p>Safety: Shooting the cinderblock wall is unsafe and is a DQ. Be careful.</p>
Scoring/Rounds:	Vickers, 18+ rounds

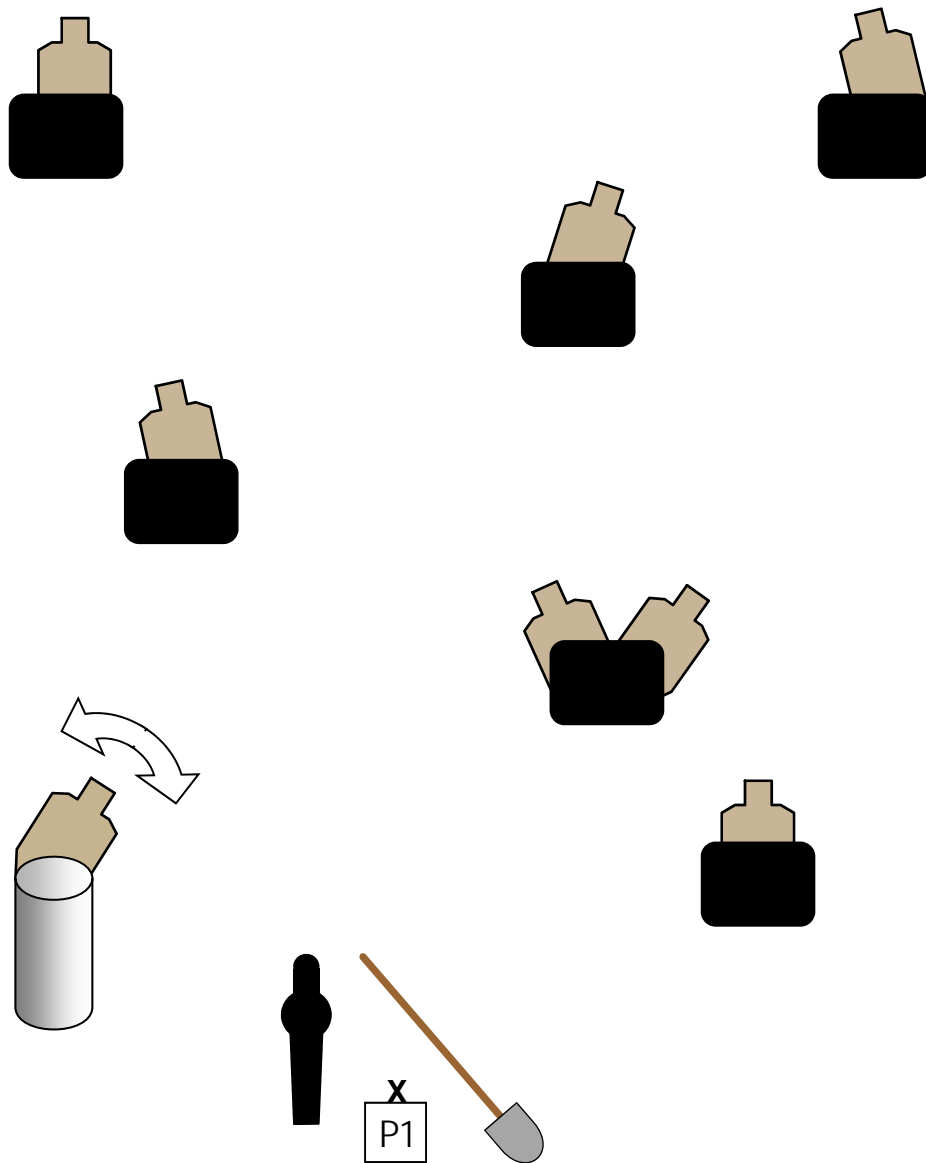


7 Yards



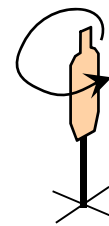
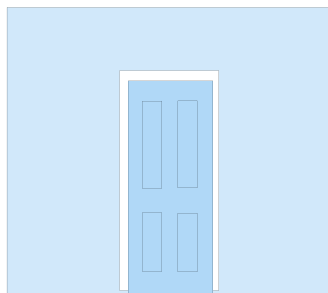
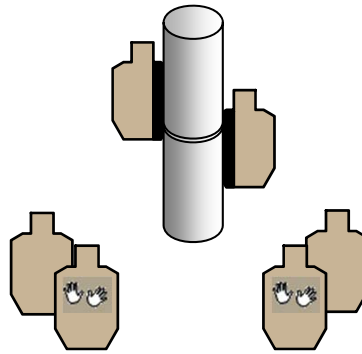
## Stage 6: Gulch: Cemetery of Lost Souls

Scenario:	You accidentally witness something you shouldn't have, and the bad guys grab you and haul you off, disarming you in the process. They are forcing you to dig your own grave when the opportunity to save yourself presents itself.
Start Position:	Standing at P1 with a shovel in both hands, loaded gun on X. Concealment not required.
Procedure:	<ul style="list-style-type: none"><li>•Knock over the popper with the shovel. This activates the swinger.</li><li>•Kneel, pick up the "dropped" gun and engage T1-T8 with 2 rounds each from P1.</li><li>•The black steel is hard cover.</li></ul>
Scoring/Rounds:	Vickers, 16+ rounds



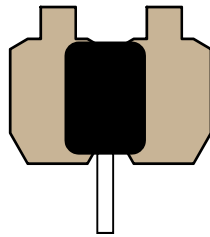
## Stage 7: Corral 1: On the Outside

Scenario:	Upon returning you find that a home invasion is in progress. You surprise the first perp, but the rest are ready for you.
Start Position:	P1 concealed.
Procedure:	Step on the activator plate and engage the drop turner from P1 with 3 rounds. Once the drop turner has made its final turn, it may not be engaged again.  Open the door and engage the remaining invaders with 3 rounds each using the doorway as cover.
Scoring/Rounds:	Vickers, 15+ rounds



## Stage 8: Corral 2: Bruce's Wicked Standards IV, Shooting on the Edge

Scenario:	Skills Test.
Start Position:	P1, concealed, gun loaded and holstered.
Procedure:	<ul style="list-style-type: none"><li>•String 1: Engage each target with one round only freestyle.</li><li>•String 2: Engage each target with one round only strong hand only.</li><li>•String 3: Engage each target with one round only weak hand only.</li></ul>
Scoring/Rounds:	Limited Vickers, 18 rounds only



P1

## Stage 9: Corral 3: Take a Stand

Scenario:	You are minding your own business when you see a kidnapping. Three thugs have snagged a woman and child and she is screaming for help. A quote attributed to Edmond Burke flashes through your mind. <b>“All that is needed for evil to prevail is for good men to do nothing.”</b> You decide to defend the helpless.
Start Position:	P1, concealed.
Procedure:	<ul style="list-style-type: none"> <li>•Engage T1-T3 with two rounds each while advancing to cover at mail box. From cover at the mail box engage T4-T6 with 2 rounds each.</li>   <li>•Do not walk over the short berm, which wears it down. Please walk around the ends of the berm to score &amp; tape.</li> </ul>
Scoring/Rounds:	Vickers, 12+ rounds

