

Using Available Cover –STAGE 1

**Round Count:** 12 rounds minimum  
**Scoring Method:** Vickers Count  
**Scenario:** You are walking through an empty parking lot, when some undesirables appear from nowhere and demand your wallet and your life. As you defend yourself, their buddy's come running and shooting at you wildly, take cover and save yourself.  
**Procedure:** Start with wallet near back pocket of choice. At signal, throw wallet at targets, then draw and engage T1-T3. Then take cover, by going prone, and engage T4-T6. All targets 2 shots each. Note: watch your muzzle while reloading prone.

Angles—STAGE 2

**Round Count:** 18 rounds minimum  
**Course Designer:** Dave Smith  
**Scoring Method:** Vickers Count  
**Procedure:** Start at P1, at signal draw and engage T1-T4. Move to center window, and engage T5-T7. Then move to P3 and engage T8-T9. All targets 2 shots each. Note: order may be reversed, on starting at either end.

Home Invasion- -STAGE3

**Round Count:** 12 rounds minimum  
**Scoring Method:** Vickers Count  
**Procedure:** Start Lying in bed, eyes closed, hands crossed on stomach. At signal, get up and retrieve loaded handgun, and ammo to be used for stage(you may not put ammo in mag pouch) Open door and move to seek out the bump in the night. All targets are to be engaged form hallway. All targets 2 shots each. You must step on the pressure pad in the hall way. Muzzle must be above door handle, and finger off trigger, when opening door. Do NOT sweep yourself opening door.

Walk in the Park--STAGE 4

**Round Count:** 14 rounds minimum  
**Scoring Method:** Vickers Count  
**Scenario:** Walking with your daughter in the park, you're accosted by a bunch of hoods. One grabs her and you go into action.  
**Procedure:** At signal, draw and engage T1. Then while moving to cover, engage T2-T3. From cover engage T4-T7. Must use cover for reload. All targets 2 shots each.

Stuck in traffic-STAGE 5

**Round Count:** 15 rounds minimum  
**Scoring Method:** Vickers Count  
**Scenario:** While stuck in a traffic jam, the heat from the road makes people crazy. When bullets start flying, you must defend yourself.  
**Procedure:** From Seated, draw and engage T1-T3 through the window. Then safely exit the car(WATCH YOUR MUZZLE), and move to the rear to continue the fight, and engage T4-T7. All cardboard targets 2 shots each, steel until it falls.

**Yo Homie that's MY briefcase—STAGE 6**

**Round Count:** 18 rounds minimum  
**Scoring Method:** Vickers Count  
**Procedure:** At signal, draw and engage T1-T3. Reload gun, and grab the briefcase watching muzzle while retrieving briefcase. Move to P2 and engage T4-T9. You may set down briefcase for 2<sup>nd</sup> reload, and do not need to pick back up after reload. All targets 2 shots each.  
**Notes:** Download first magazine to 6 rounds only.

**Are You a Neo?—STAGE 7**

**Round Count:** 18 rounds minimum  
**Scoring Method:** Vickers Count  
**Scenrio:** You have decided to storm a heavily guarded military installation to save your friend Morpheus. But you must first reach the elevator. After walking through the metal detector, you take action against the armed guards.  
**Procedure:** At the signal, draw and engage T1-T3. Move to P2 and engage T4-T5. Then move to P3 and engage T6-T7. Then move to P4 and engage T8-T9. All targets 2 shots each.

**Whatever—STAGE 8**

**Round Count:** 12 rounds  
**Scoring Method:** Limited Vickers Count  
**Procedure:** At signal, draw and engage T1-T3, with 2 shots to each body. Then re-engage T1-T3 with 2 shots to each head. Score keeper-watch for head shots to the body, they will be counted as a miss.