

### STAGE 1 – Demolition Man

**Course Designer:** Mike/Jake/Andrew      **Round Count:** 8 rounds minimum      **Scoring Method:** Vickers Count

**Scenario:** It is the future of 2032, and Simon Phoenix (who looks a lot like Wesley Snipes) is spraying gas all over the station. You shut off the pump and Simon charges you. Stop Simon and his goons.

**Procedure:** Starting from concealment at P1. At signal, activate Simon (running man), with Strong hand, then draw and engage T1. While moving to downrange engage T2-T4 (behind gas pumps). All cardboard 2 rounds.

**Notes:** You may not re-engage the running man after you have started to advance

### STAGE 2 – Othello

**Course Designer:** Mike/Jake/Andrew      **Round Count:** 10 rounds minimum      **Scoring Method:** Vickers Count

**Scenario:** Skill Drill/Gun Fun

**Procedure:** Starting from concealment at P1. At signal flip coin. Draw and engage the 10 steel plates of the color on coin until they fall.

**Notes:** Each plate knocked over of the wrong color is scored as HTN. Coin must make on complete revolution in the air.

### STAGE 3 – Prez Clinton, This sucks!

**Course Designer:** Jake/Mike/Andrew      **Round Count:** 18      **Scoring Method:** LIMITED Vickers

**Scenario:** 2 Skill drills for the bay of 1.

**Procedure:** **All mags and gun loaded to 6 rounds.**  
**String 1:** From concealment at P1, at signal, draw and engage T1 with 6 rounds.  
**String 2:** From concealment at P2 facing up range, hands at surrender. Engage T1-T3 with 2 rounds each, reload from slide lock and engage T1-T3 with another 2 rounds each.

**Notes:** 2 start signals, one for each string.

### STAGE 4 – 2<sup>nd</sup> Amendment Rally

**Course Designer:** Andrew/Mike/Jake      **Round Count:** 15 rounds minimum      **Scoring Method:** Vickers Count

**Scenario:** While at a 2<sup>nd</sup> amendment rally the group is attacked by moms demand action, every town for gun safety and former mayor Bloomberg. Defend yourself while moving to the curb for cover and stop the threat to save your life.

**Procedure:** From concealment at P1 at signal, draw and engage T1-T4 from cover. Then move to P2 and engage T5 over yellow curb, from prone position. All cardboard 3 rounds each.

**Notes:** Reloads must be behind cover.

## STAGE 5 – Drug Store Hold Up

- Course Designer:** Mike Visser      **Round Count:** 12 rounds minimum      **Scoring Method:** Vickers Count
- Scenario:** While in line at the drug store waiting to pick up your script, an addict attempts to hold the pharmacy for drugs and cash. As you realize the addict's plan to eliminate you and all witness you "do what you do!" to save your life.
- Procedure:** From concealment at P1, at signal draw and engage T1. Move to P2 and engage T2-4. Finally move to P3 (either side of the wall) and engage T5-6. All cardboard 2 rounds each.
- Notes:** Due to positions of NT, at P1 you can't use cover and still engage T1. Foot starts touching the flag, no movement until after T1 is finished being engaged.  
Watch muzzle when cornering at P2.

## STAGE 6 – Something Old, Something New, Something Borrowed, Someone's blue.

- Course Designer:** Mike/Jake      **Round Count:** 12 rounds minimum      **Scoring Method:** Vickers Count
- Scenario:** You hear some unusual noises from the other room. You grab Grandpa's shotgun and investigate. Seeing that the gang has taken grandpa as a hostage, you cannot use the shotgun, due to the wide pattern, possibly hurting grandpa. You drop the shot gun, spring to action to save Grandpa, your family and your life.
- Procedure:** At P1 start with pistol concealed holding shotgun pointed at T1. At signal, drop shotgun and move to cover and engage T1. Move to P2 and engage T2-T3, then move to P3 and engage T4-T5, then move to P4 and engage T6. All cardboard 2 shots each.
- Notes:** Shotgun is a prop that is unloaded with firing pin removed and deactivated. You may drop shotgun to ground.

## STAGE 7 – Shirts vs Skins

- Course Designer:** Mike/Jake/Andrew      **Round Count:** 11 rounds minimum      **Scoring Method:** Vickers Count
- Scenario:** A gang mistakes you for a rival due to your shirt not matching theirs. Defend yourself.
- Procedure:** From concealment at P1 at signal, draw and engage T1-T5 and PP1 using cover, from either side of the wall. All cardboard 2 rounds each and steel until it falls.
- Notes:** Start in middle of wall, at signal move to either side of wall. You may not advance down range.

## STAGE 8 – 4 Square

- Course Designer:** Jake/Mike/Andrew      **Round Count:** 18 rounds      **Scoring Method:** LIMITED Vickers
- Scenario:** Skill Drill (aka you are at the range and this stage appears 😊)
- Procedure:** **All mags and gun loaded to 6 rounds.** At P1, gun in weak hand at low ready loaded with 6 rounds. At signal move to any other box and engage T1-T6 with 1 round each **WEAK HAND ONLY**, reload. Move to any other box and engage T1-T6 with 1 round each **STRONG HAND ONLY**, reload. Move to any other box and engage T1-T6 with 1 round each, **FREESTYLE**.
- Notes:** You may only shoot from any box 1 string, in the end you should have shot from 3 different boxes.