

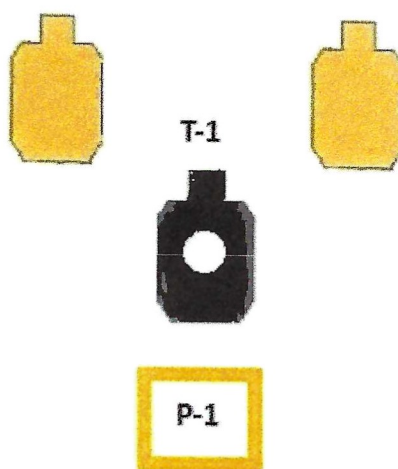
STANDARDS 1

STAGE 1

CONCEALMENT **NOT** REQUIRED - **LIMITED** - 6 SCORED SHOTS

SHOOTER START POSITION: AT P-1, GUN LOADED TO DIVISION AND HOLSTERED, HANDS RELAXED AT SIDES.

PROCEDURE: AT THE SIGNAL, ENGAGE T-1 WITH 2 ROUNDS TO THE BODY FROM THE **RETENTION** POSITION. THE REMAINING TARGETS WITH 2 ROUNDS TO THE BODY FREESTYLE.



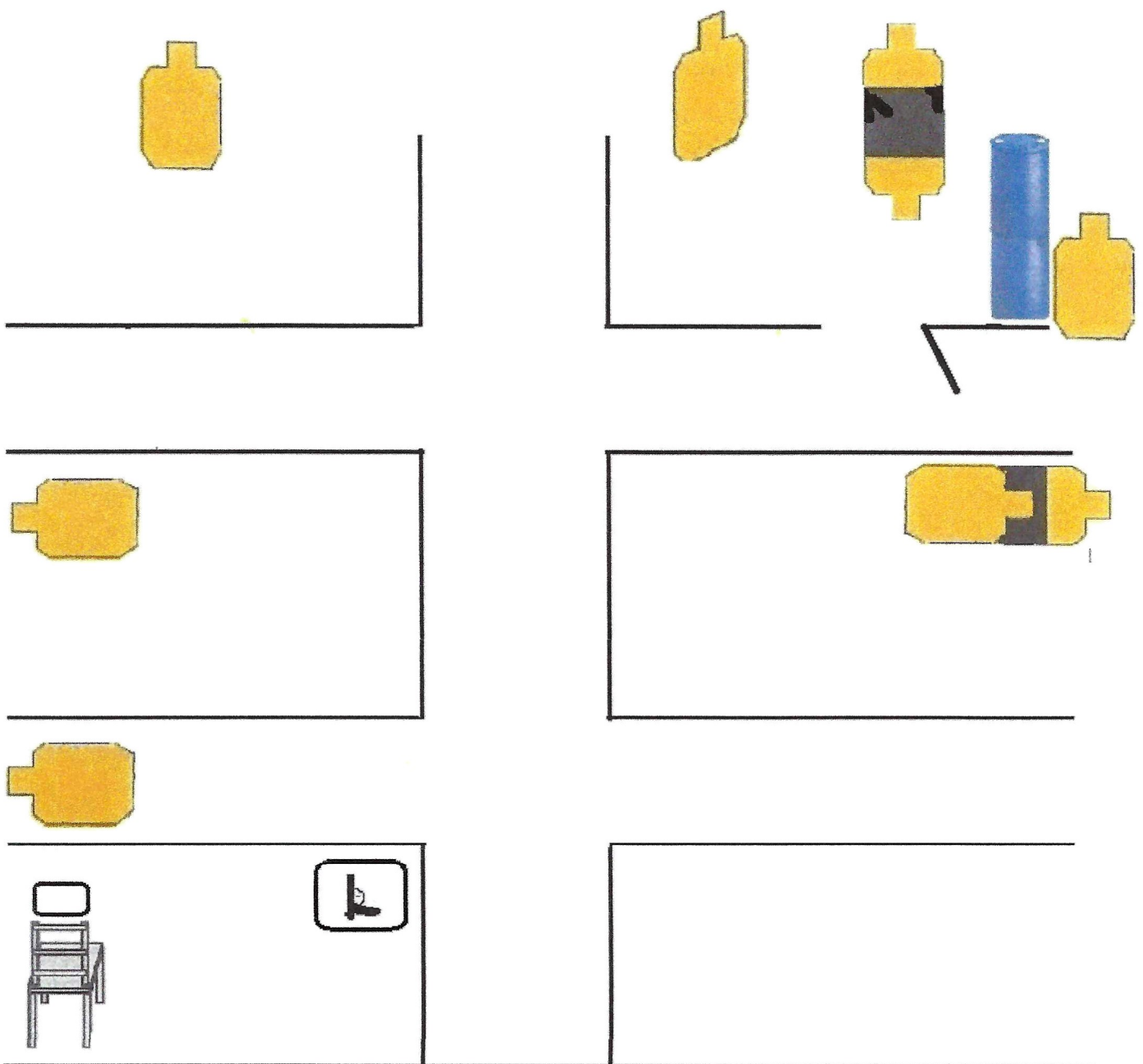
HOUSE **STAGE 2**
CONCEALMENT **"NOT"** REQUIRED - UNLIMITED - 18 SHOTS MINIMUM

PREMISE: WHILE RELAXING AND WATCHING TV YOU HEAR A STRANGE NOISE. YOU GRAB YOUR GUN AND GO TO SEE WHAT IS WRONG AND ENCOUNTER A BUNCH OF ARMED MISCREANTS HAVE BROKEN INTO YOUR ABODE.

SHOOTER START POSITION: SEATED IN CHAIR WITH FEET UP, HANDS BEHIND HEAD, FINGERS INTERLACED. LOADED GUN IN DRAWER, RELOADS ON BELT.

PROCEDURE: AT THE SIGNAL, RETRIEVE WEAPON TO ENGAGE THREATS AS VISIBLE.

NOTE: NO COVER AVAILABLE, ALL TARGETS ARE "SURPRISE"



PHARMACY

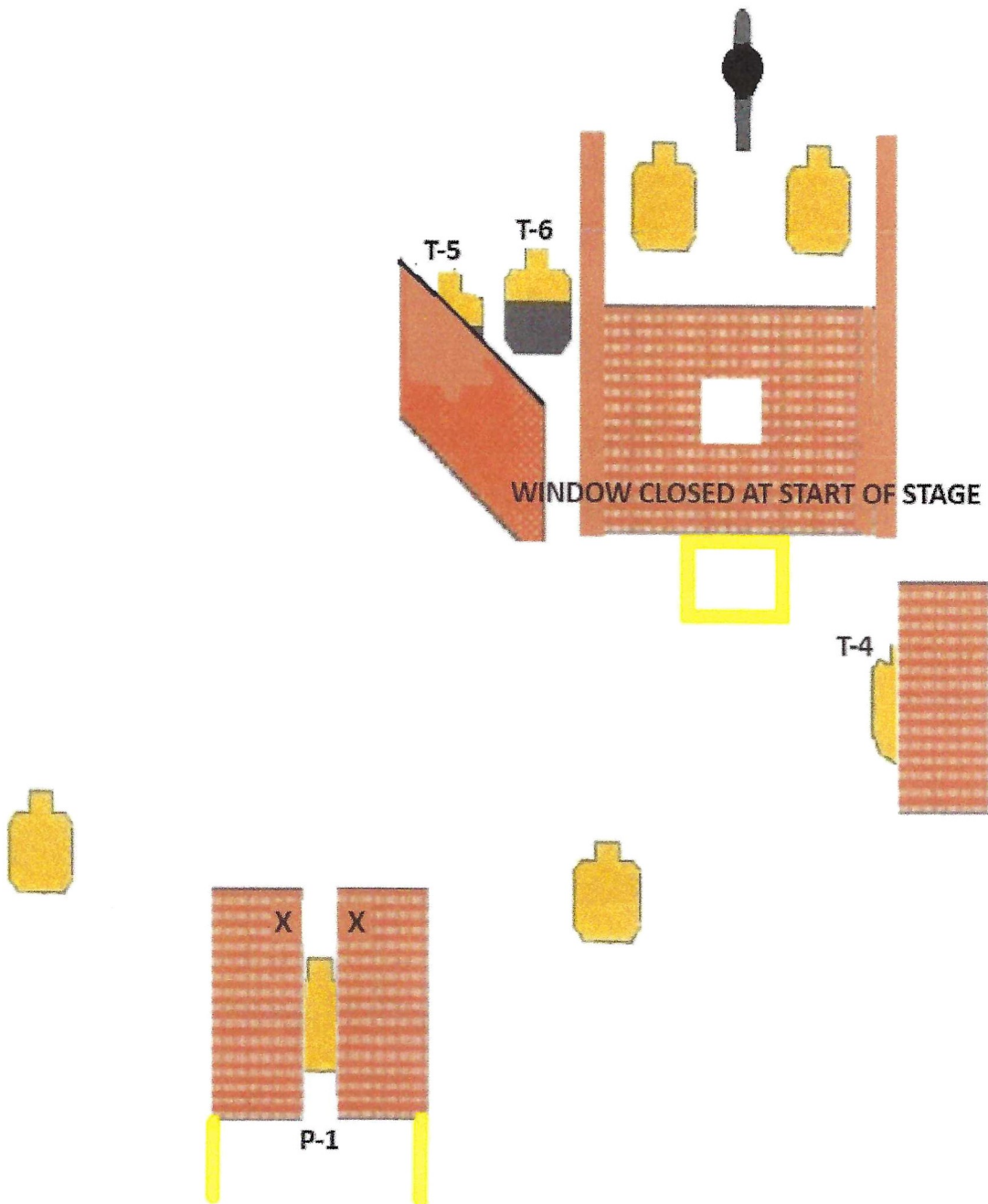
STAGE 3

CONCEALMENT REQUIRED - UNLIMITED - 17 SHOTS MINIMUM

PREMISE: WAITING TO GET A PRESCRIPTION FILLED, ALL HELL BREAKS LOOSE WHEN A GROUP OF ARMED THUGS INTEND TO ROB THE STORE AND ABSCOND WITH OPIOID DRUGS LEAVING NO WITNESSES.

SHOOTER START POSITION: AT P-1, GUN LOADED TO DIVISION AND CONCEALED, PALMS ON X'S.

PROCEDURE: AT THE SIGNAL, ENGAGE THREATS FROM COVER WHERE NECESSARY WITH 2 ROUNDS EACH, STEEL UNTIL DOWN. **NOTE: T-4, T-5 AND T-6 ARE SURPRISE TARGETS.**



LOAD UP

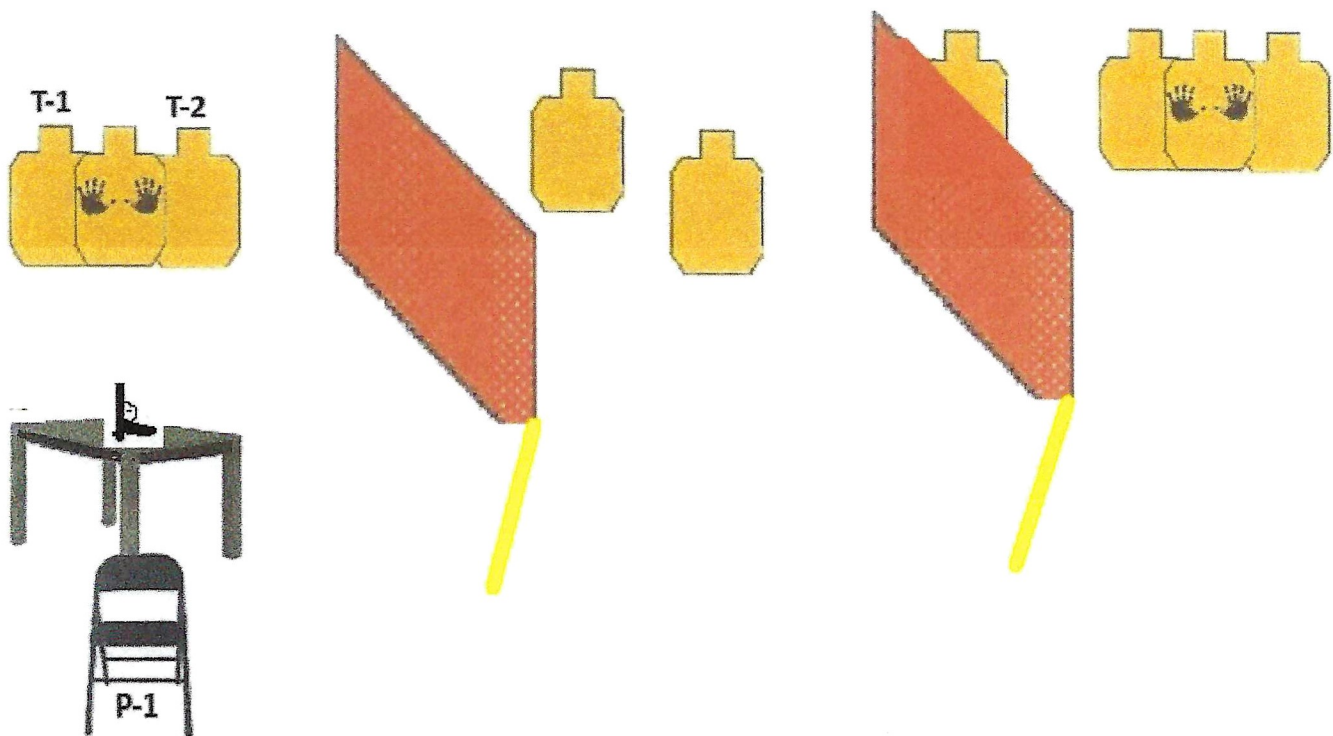
STAGE 4

CONCEALMENT **NOT** REQUIRED - UNLIMITED - 14 SHOTS MINIMUM

PREMISE: RELAXING ON YOUR BACK PORCH, YOUR NEIGHBORS ARE ATTACKED AND YOU NEED TO HELP.

SHOOTER START POSITION: SEATED AT P-1, GUN LOADED TO DIVISION ON TABLE, HANDS ON KNEES.

PROCEDURE: AT THE SIGNAL, ENGAGE T-1 AND T-2 FROM THE **SEATED** POSITION. THEN MOVE TO POINTS OF COVER TO ENGAGE REMAINING TARGETS IN PRIORITY WITH 2 ROUNDS EACH.



CONSTRUCTION AREA

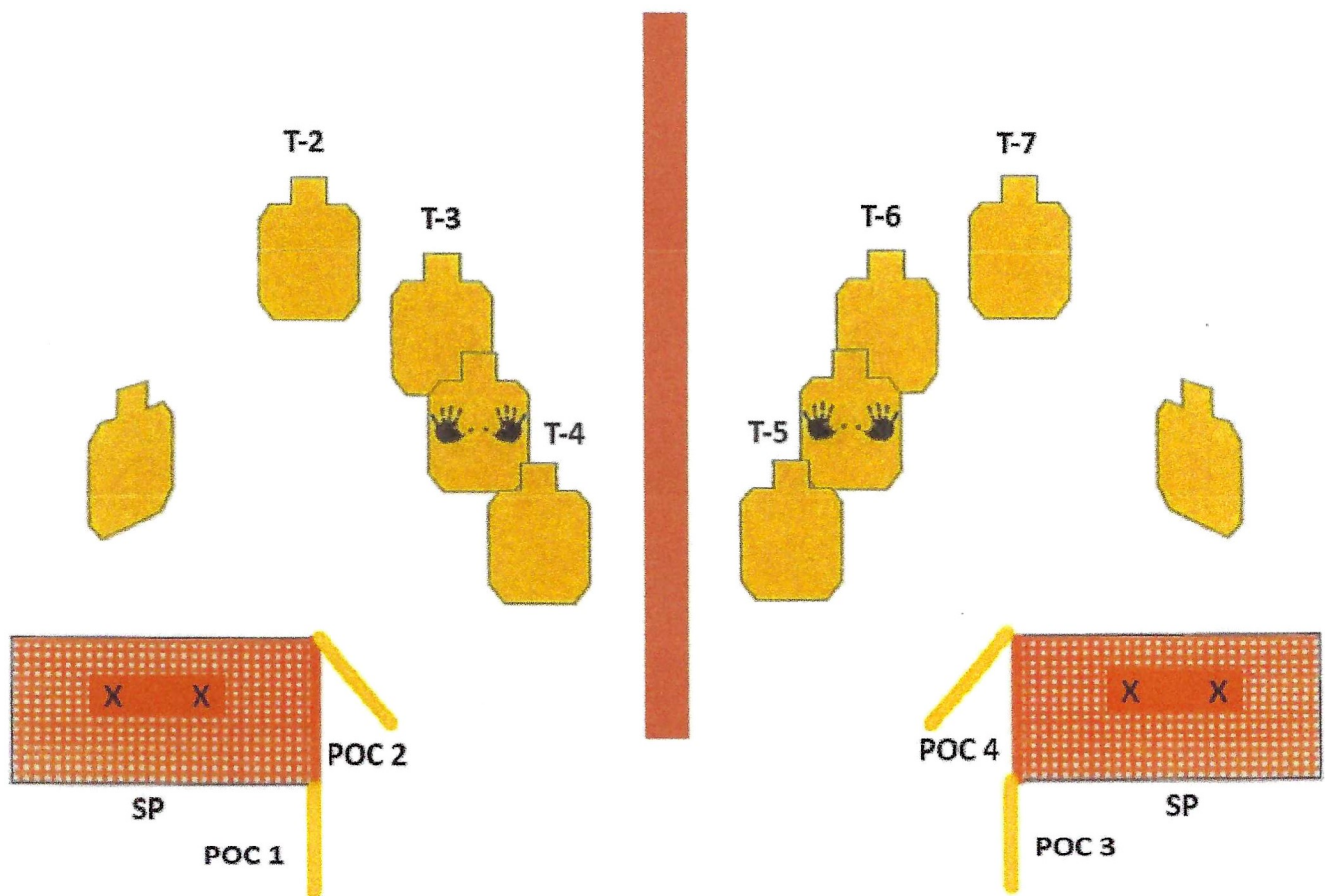
STAGE 5

CONCEALMENT REQUIRED - UNLIMITED - 16 ROUNDS MINIMUM

SHOOTER START POSITION: STANDING AT EITHER SP, GUN LOADED TO DIVISION HOLSTERED AND CONCEALED, PALMS ON X'S.

PREMISE: WALKING PAST A CONSTRUCTION AREA YOU ARE JUMPED BY GANG MEMBERS UP TO NO GOOD.

PROCEDURE: AT THE SIGNAL, ENGAGE ALL AVAILABLE TARGETS FROM POC. TARGETS 2-3-4 AND 5-6-7 ARE IN THE OPEN DEPENDING ON THE CHOSEN START SP. ADVANCE TO THE LAST POC TO ENGAGE THE FINAL TARGET.



STANDARDS 2

STAGE 6

CONCEALMENT **NOT** REQUIRED - UNLIMITED - 14 ROUNDS MINIMUM

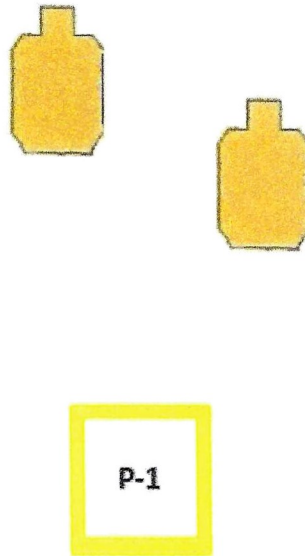
SHOOTER START POSITION FOR STRINGS 1 AND 2: STANDING AT P-1, GUN LOADED TO DIVISION AND HOLSTERED, HANDS IN SURRENDER POSITION.

SHOOTER START POSITION FOR STRING 3: STANDING AT P-1, GUN LOADED TO DIVISION IN **SUPPORT HAND** AT LOW READY, FINGER OUT OF THE TRIGGER GUARD.

PROCEDURE FOR STRING 1: AT THE SIGNAL, ENGAGE EACH TARGET WITH 2 ROUNDS TO EACH BODY AND 1 ROUND TO EACH HEAD **FREESTYLE**.

PROCEDURE FOR STRING 2: AT THE SIGNAL, ENGAGE EACH TARGET WITH 2 ROUNDS TO THE BODY **STRONG HAND ONLY**.

PROCEDURE FOR STRING 3: AT THE SIGNAL, ENGAGE EACH TARGET WITH 2 ROUNDS TO THE BODY **SUPPORT HAND ONLY**.



AMMO DELIVERY

STAGE 7

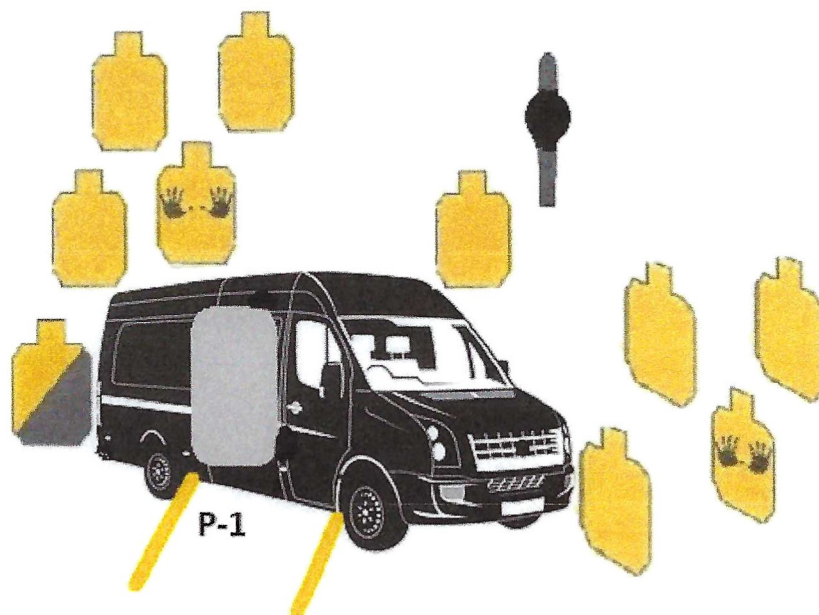
CONCEALMENT REQUIRED - UNLIMITED - 17 SHOTS MINIMUM

PREMISE: YOU ARE LOADING YOUR TRUCK WITH AMMO THAT YOU ARE GOING TO DELIVER TO A LOCAL POLICE DEPARTMENT WHEN ARMED NO GOOD NICKS DECIDE TO RELIEVE YOU OF YOUR CARGO.

SHOOTER START POSITION: AT P-1, GUN LOADED TO DIVISION, HOLSTERED AND CONCEALED. KNEES TOUCHING FLOOR OF VAN, HOLDING CASE OF AMMO IN BOTH HANDS.

PROCEDURE: AT THE SIGNAL, ENGAGE ALL PAPER WITH 2 ROUNDS EACH, STEEL UNTIL DOWN.

NOTE: ALL TARGETS ARE SURPRISE.



HEADS UP

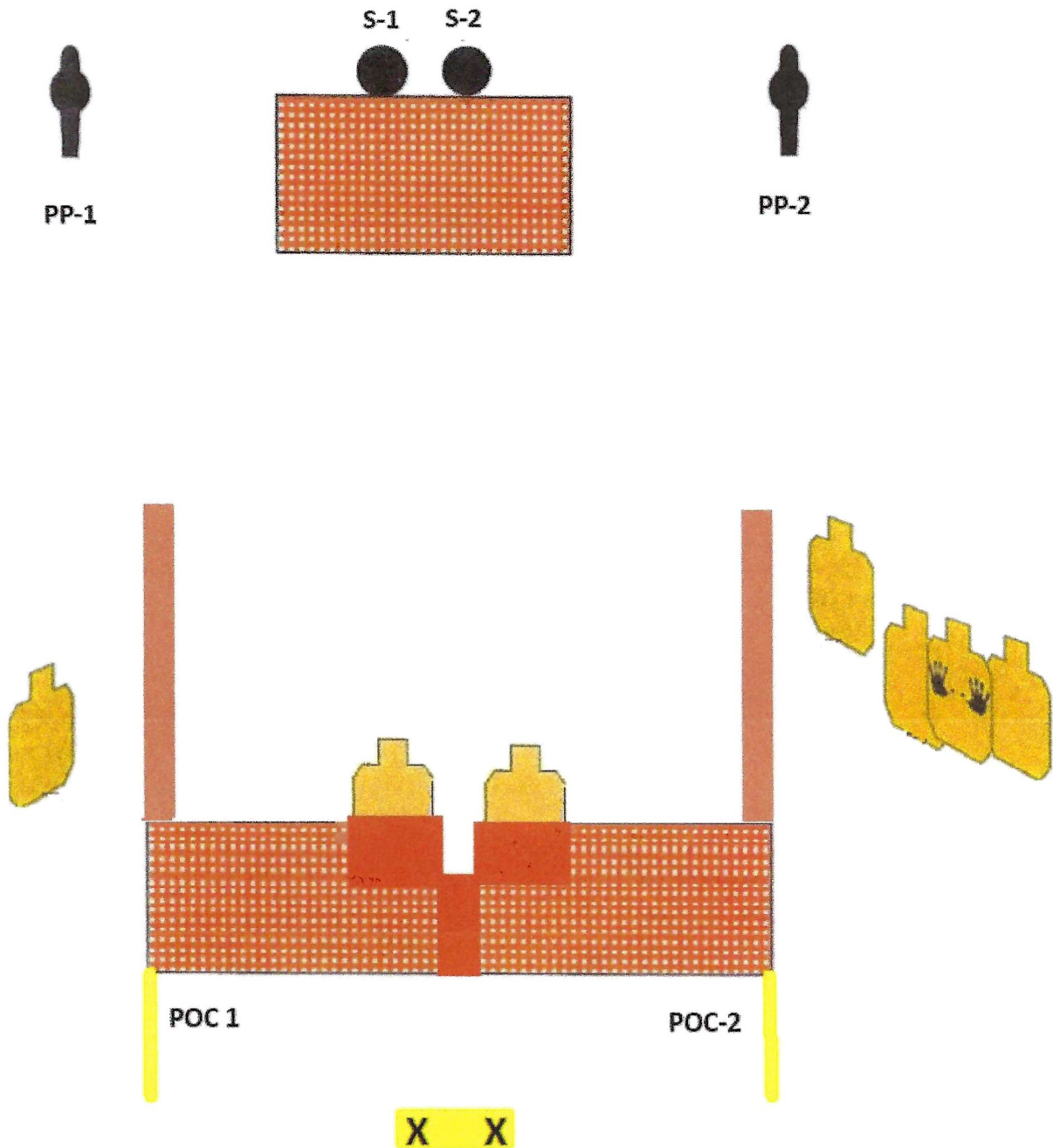
STAGE 8

CONCEALMENT REQUIRED - UNLIMITED - 16 SHOTS MINIMUM

PREMISE: WALKING AROUND SHERMAN HILLS ONE AFTERNOON YOU MEET SOME OF THE RESIDENTS.

SHOOTER START POSITION: TOES TOUCHING X'S, GUN LOADED TO DIVISION, HOLSTERED AND CONCEALED, HANDS RELAXED AT SIDES.

PROCEDURE: AT THE SIGNAL, ENGAGE TARGETS IN PRIORITY, PAPER WITH 2 ROUNDS EACH, STEEL UNTIL DOWN.



BAR ROOM

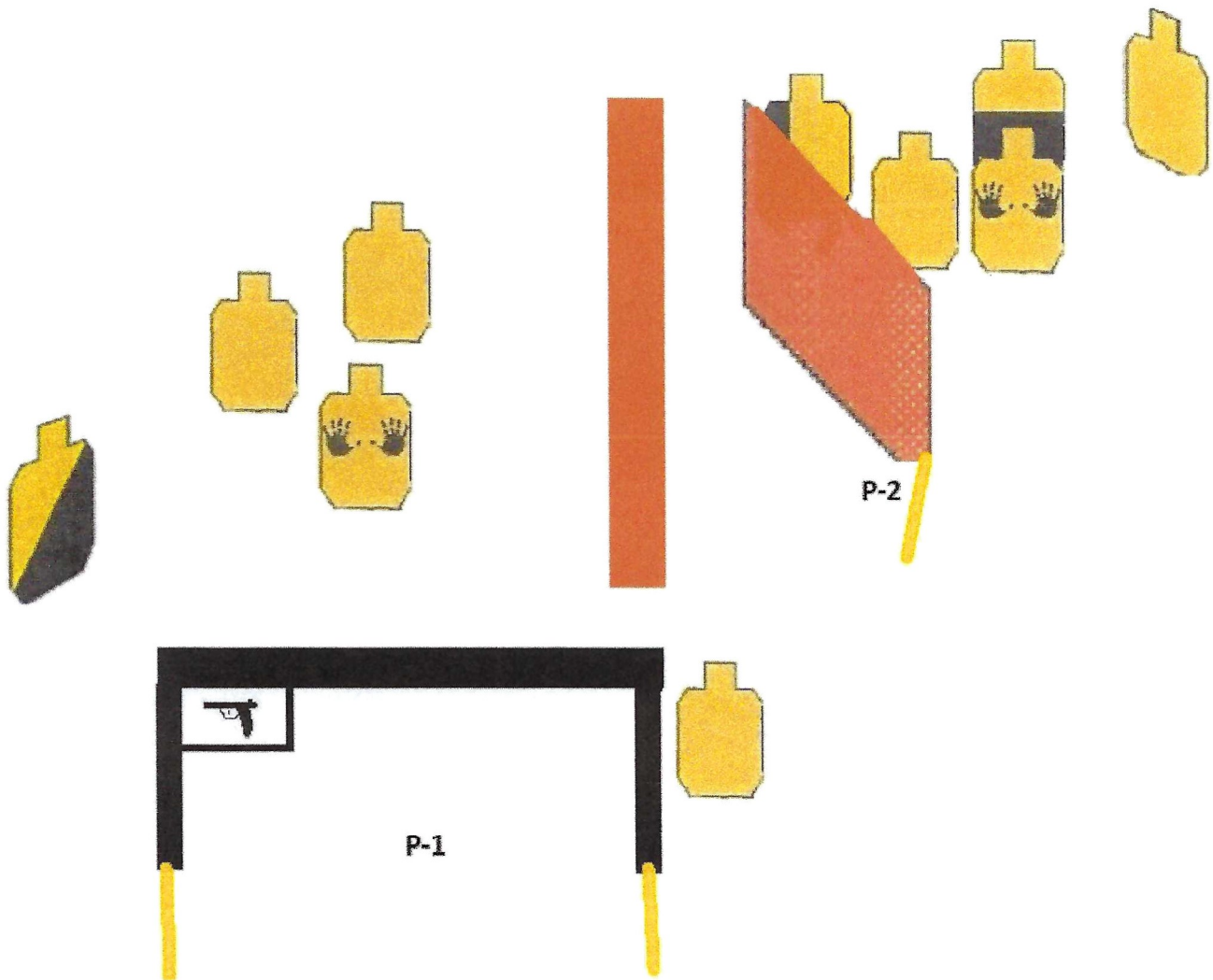
STAGE 9

CONCEALMENT **NOT** REQUIRED - UNLIMITED - 16 ROUNDS MINIMUM

PREMISE: YOU ARE A MIXOLOGIST AT A GIN MILL AND ARE MISTAKEN FOR A GANG BANGER WHO MUST BE ELIMINATED BY A RIVAL GANG IN RETALIATION FOR KILLING ONE OF THEIR OWN.

SHOOTER START POSITION: AT P-1, GUN LOADED TO DIVISION ON SHELF UNDER THE BAR, RELOADS ON BELT. GLASS IN STRONG HAND, TOWEL IN SUPPORT HAND WIPING GLASS, FACING STRAIGHT AHEAD.

PROCEDURE: AT THE SIGNAL, RETRIEVE GUN AND ENGAGE TARGETS IN PRIORITY FROM THE BAR AND FROM COVER WHERE NECESSARY. ALL THREATS REQUIRE 2 ROUNDS EACH.



THE STREET

STAGE 10

CONCEALMENT REQUIRED - UNLIMITED - 16 SHOTS MINIMUM

PREMISE: DRUGGIES CONFRONT YOU ON THE STREET AND WANT THE KEYS TO YOUR RIDE.

SHOOTER START POSITION: AT P-1, GUN LOADED TO DIVISION AND HOLSTERED, HANDS IN SURRENDER POSITION.

PROCEDURE: AT THE SIGNAL, ENGAGE THREATS WITH 2 ROUNDS EACH IN PRIORITY FROM P-1, THEN MOVE TO POINTS OF COVER WHERE NECESSARY TO ENGAGE REMAINING THREATS.

