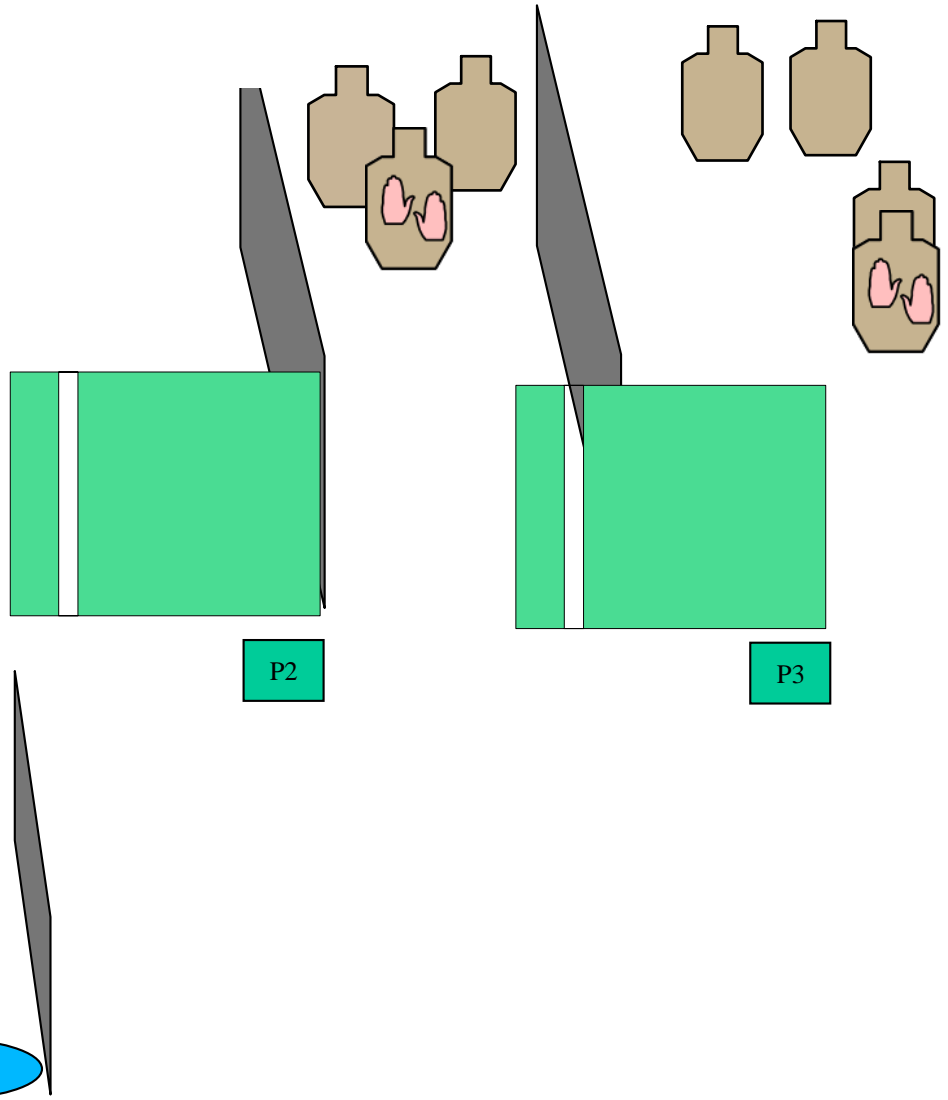
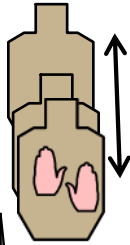




Range Boundary

Up - Down



Bad Guys Attack Again

SCENARIO: In the supermarket when Bad Guys Attack

DESCRIPTION: Shooter starts at P1 with firearm loaded to division capacity. At buzzer, engage all targets with two rounds each.

SAFETY REMINDERS: Watch muzzle when transitioning from P2 to P3.

SET-UP: All targets are static and range from 4 yards to 10 yards, except for center, which can be as close to the port as necessary for clear had shots from P1. The up down and static can be 13 yds from eye.

Concealment is required

18 rounds

Unlimited scoring



5x5 Classifier Stages 1 and 2

String 1: Draw and fire 5 shots freestyle.

String 2: Draw and fire 5 shots using Strong Hand Only.

SAFETY REMINDERS: None.

SET-UP: Target head is 5' high. Target distance is 10 yards

Concealment is not required

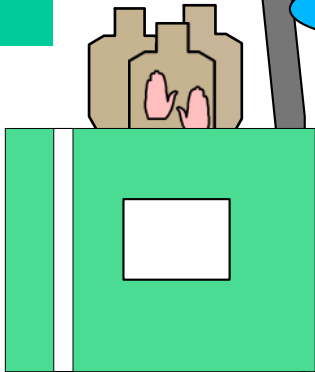
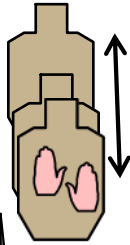
10 rounds

Limited scoring

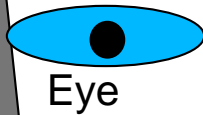


Range Boundary

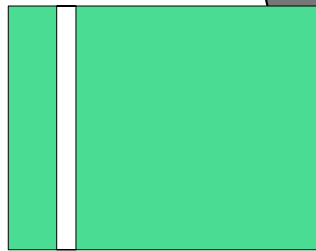
Up - Down



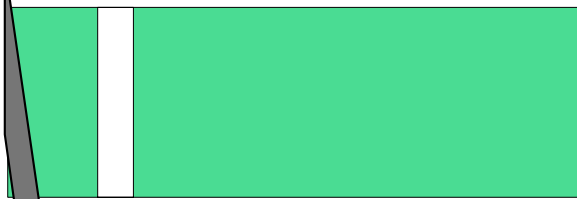
P3



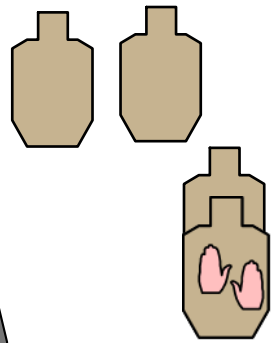
Eye



P2



P1



Bad Guys Attack Yet Again

SCENARIO: In the drug store when Bad Guys Attack

DESCRIPTION: Shooter starts at P1 with firearm loaded to division capacity. At buzzer, engage all targets with two rounds each.

SAFETY REMINDERS: Watch muzzle when transitioning from P2 to P3.

SET-UP: All targets are static and range from 4 yards to 10 yards, except for center, which can be as close to the port as necessary for clear had shots from P1. The up down and static can be 13 yds from eye.

Concealment is required

18 rounds

Unlimited scoring



5x5 Classifier Stages 3 and 4

String 3: Start with only 5 rounds in your gun. Draw and fire 5 shots, emergency reload and fire 5 additional shots freestyle.

String 4: Draw and fire 4 shots to the body and one shot to the head freestyle.

SAFETY REMINDERS: None.

SET-UP: Target head is 5' high. Target distance is 10 yards

Concealment is not required

15 rounds

Limited scoring