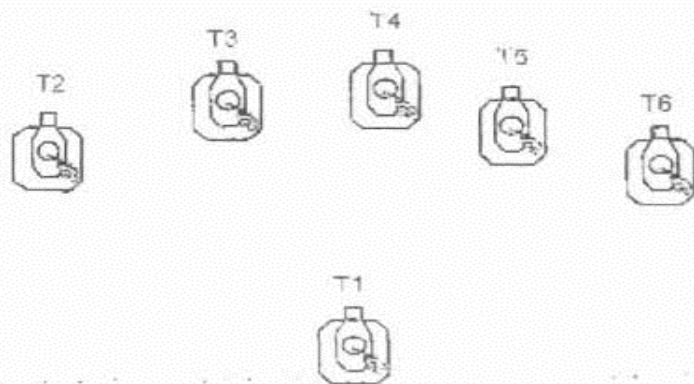


Park Bench Stage 1



Round Count: 12 Minimum
Target distance: 2-6 yards
Scoring: Vickers
Start: Concealed, seated

Scenario: A gang turned their pitbull on you as you relax on a city park bench. upset that you stopped their fun, they pull weapons to harm you themselves.

Procedure: Seated in center of bench with arms extended on the backrest. At signal, engage dog with a minimum of 2 rds, then engage the 5 other threats in tactical sequence with a minimum of 2 rds each.

You may not re-engage any gang member before shooting at each once. All rounds fired must be done while seated.



Gang Attack Stage 2



Scenario: While walking into the store to pick-up a carton of milk and a loaf of bread you notice an altercation in the parking lot. The BGs notice you noticing them and take exception to your presence.

Start Position: Standing at P1 with hands by your side facing down range.

Stage Procedure: Engage all targets with one round in any order, then reengage the paper targets with another round.

Concealment: Required

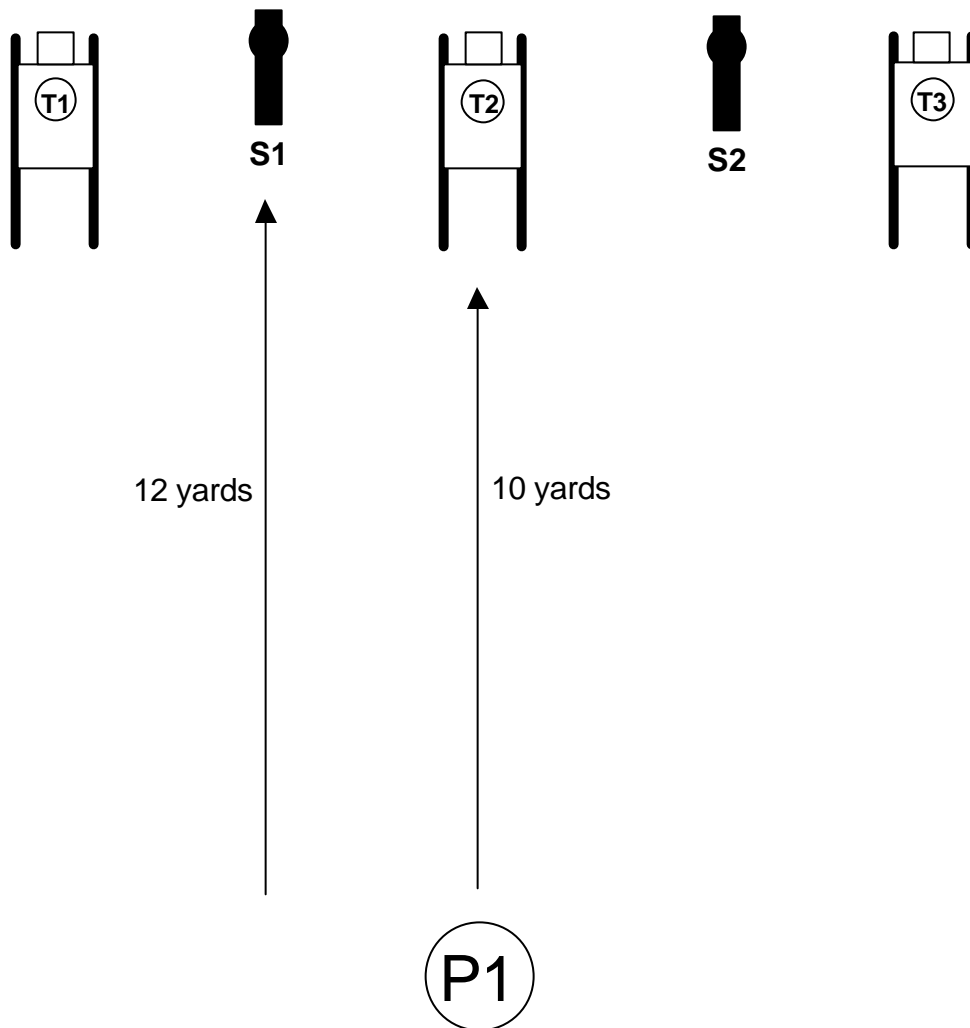
Scoring: Vickers

Scored Hits: 8 rounds minimum

Targets: 3 IDPA, 2 Steel Poppers

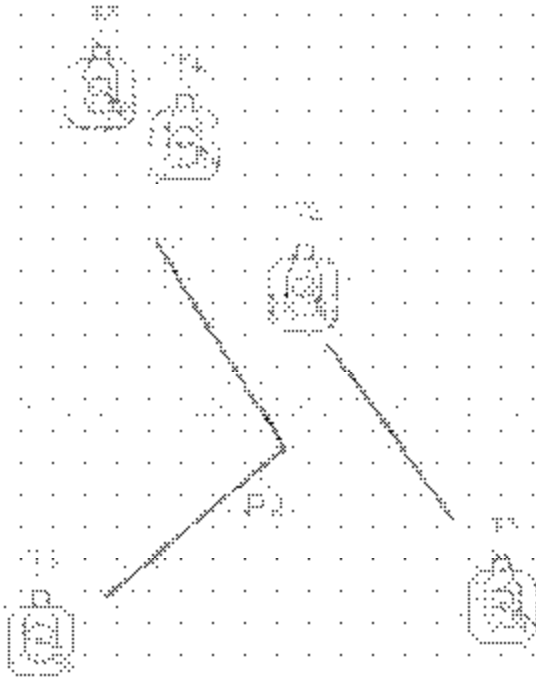
Penalties: Standard

Start Stop: Audible – Last Shot



Work is Crawling with Bad Guys

Stage 3



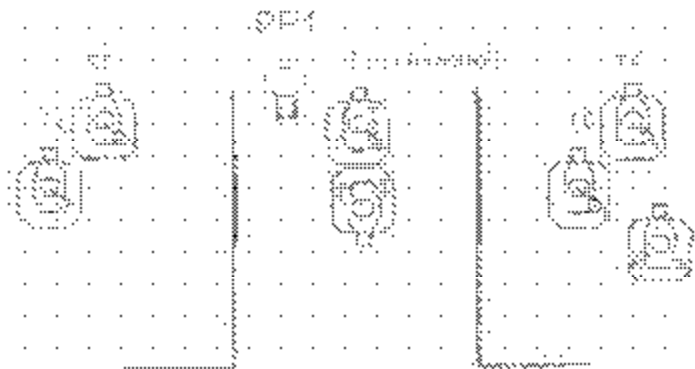
Round Count: 15 Minimum
Target distance: 5-10 yards
Scoring: Vickers
Start: Hands at sides at P1, concealed

Scenario: While walking into the office to open your business for the day you are confronted by several bad guys. There is no time to back up.

Procedure: Engage T1-T3 from P1 in tactical sequence and priority with 3rds each. Shooter then moves to P2 and engages T4-T5 with 3rds each.



Rachel's Hallway Stage 4



P1

Round Count: 15 Minimum
Target Distance: 2-6 yards
Scoring: Vickers
Start: Concealed, loaded to capacity

Scenario: Bad men have chosen the wrong home to invade.

Procedure: At signal, draw and engage popper while moving toward one of the walls. If you reach cover before you finish with the middle, complete task from vertical cover. The popper activates the clamshell target that disappears behind a non-threat. Next move to one end and engage the two targets as you see them from the outer edge and then the other end in the same manner. Steel must fall and all other threats get a minimum of 3 rds each.

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Barricade Drill Stage 5



P515

P615 20 yds

P314

P413 25 yds

P1

P2 30 yds

Round Count:

12 maximum

Target distance:

20-30 yards

Scoring:

Ed, Vickers

Start:

Hands at sides at P1





P1



Round Count: 14 Minimum
Target distances: 3-18 yards
Scoring: Vickers
Start: Concealed, At P1

Scenario: You are suddenly attacked while walking down the street.

Procedure: At signal, engage T1-T2 with 3 rds each while retreating to P2. From cover engage T3-T4 with 3 rds each and then reengage T1-T2 with one head shot each.

Cover will require: 1-knee on ground.

