


| Scenario | It's been a long trip and you're walking from the car to check in at the Flea Bite hotel. You walk into a bunch of gang-bangers and have to get to safety with your suitcase. |
| :---: | :---: |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Holding the suitcase handle in weak hand. Gun loaded to division capacity. |
| Description | At the signal, go to $P 2$ while pulling suitcase with weak hand. At P2 engage all targets while holding suitcase handle in weak hand. Then proceed to P3 pulling suitcase in weak hand and engage target with strong hand only while holding suitcase handle in weak hand. <br> At P4 engage all targets from cover while holding suitcase handle in weak hand. <br> All targets get 2 shots each. |
| Scored shots | 16 |
| Targets | $3 \times$ open, $3 \times$ NT, $3 \times$ skunks, $2 \times$ head |
| Props | Suitcase |
| Setup notes |  |
| SO Notes |  |
|  | BAY B |


| Flea Bag Hotel Hell | Mark <br> Stavrakis | $12-2018$ |
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| I'm wounded | Mark <br> Stavrakis | $12-2018$ |
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| Scenario | You're at the jewelry store to pick up a Christmas gift when a gang comes in to rob the place. It goes bad and they take several hostages. You're the one with a LTC so you have to free them using an office window for cover. |
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| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 in chair facing UP RANGE <br> Gun loaded to division capacity in briefcase with ammo. |
| Description | At the signal retrieve gun and ammo from briefcase and proceed to window and remove cover. From the window engage all targets with 2 shots each. Steel must fall. |
| Scored shots | 15 |
| Targets | $3 \times$ plain, $4 \times$ NT, $4 \times$ skunk |
| Props | Popper, pop-up, briefcase |
| Setup notes |  |
| SO Notes |  |
|  | $B A Y D$ |


| Free the Hostages | Mark <br> Stavrakis | $12-2018$ |
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| Scenario | Your meeting a customer for dinner and a gang <br> comes in to rob everybody. You know your liberal <br> customer is not armed so you have to get him out of <br> the way. |
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| Scoring | Vickers |
| Concealment | P1 Seated with hands on table. <br> Gun loaded to division capacity. |
| Starting <br> Position | At the signal push customer to the ground with <br> BOTH HANDS. Then engage all targets near to far <br> standing or sitting. <br> There are 3 rows to engage. <br> All paper gets 2 shots each. |
| Description 16 |  |
| Scored shots | $4 \times$ plain, 4 NT, 3 x heads, 1 bottom HC |
| Targets | BIG rear falling popper, swinger. |
| Props | Make 3 extra head targets |
| Setup notes | B AY E |
| SO Notes |  |


| Get down 2 | Mark Stavrakis | $12-2018$ |
| :--- | :--- | :--- |



| Scenario |  |
| :--- | :---: |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting <br> Position | Facing up range. <br> Gun loaded to division capacity. |
| Description | At the signal turn and proceed to P2 and engage <br> targets. Then proceed to P2 and engage all targets <br> through openings of your choice. Steel must fall <br> before leaving P1. All paper gets 2 shots each. |
| Scored shots | 17 |
| Targets | $4 \times$ plain, $4 \times$ NT, $1 \times$ skunk, $3 \times$ heads |$|$| Props |
| :--- |
| Setup notes |
| SO Notes |


| Duck and Weave | Mark Stavrakis | $12-2018$ |
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| Pot Farm | Mark <br> Stavrakis | $12-2018$ |
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