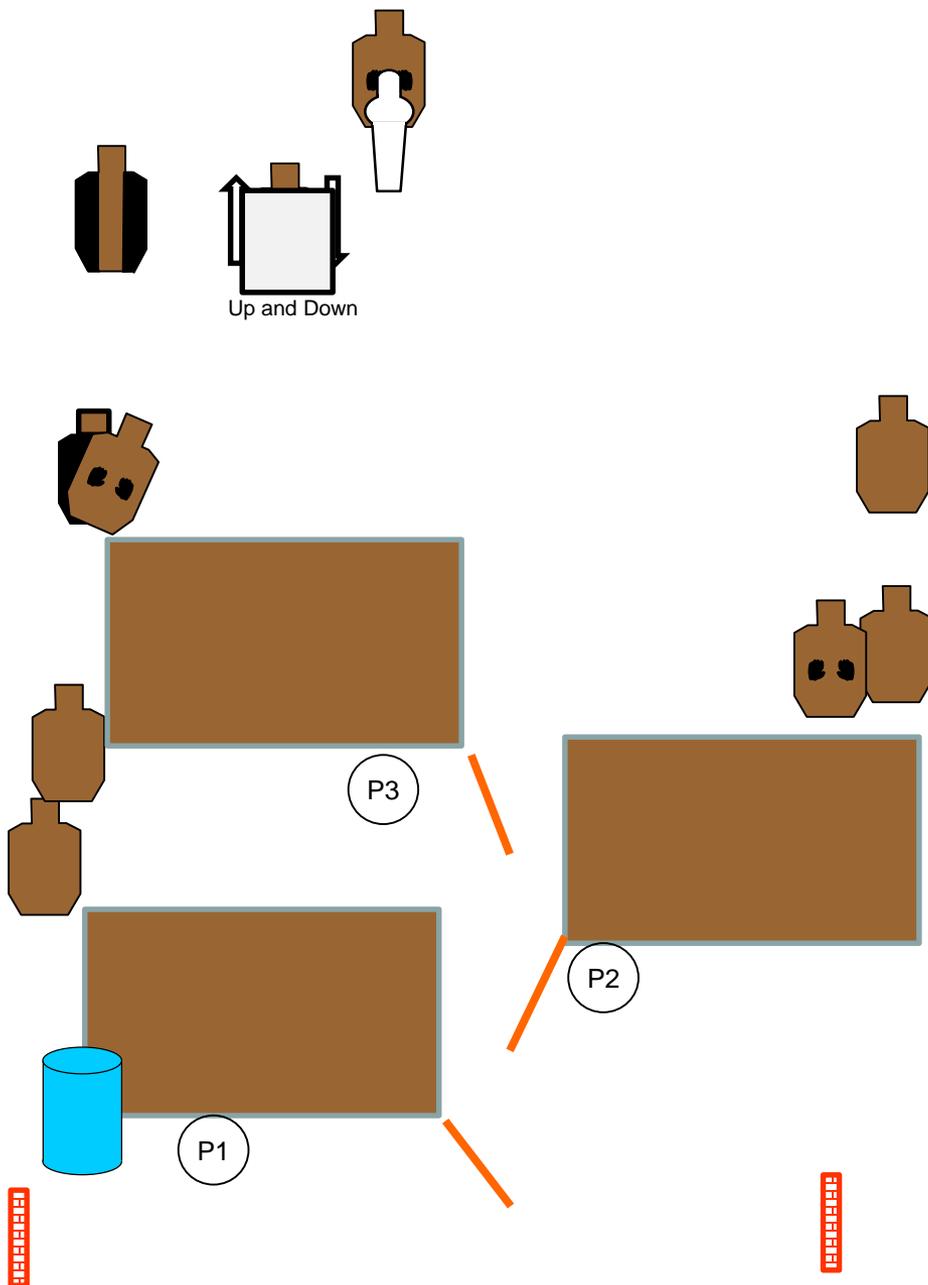


Scenario	Make decisions where to shoot from
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Seated at table, hands on legs. Gun loaded to division capacity in "THE BOX"
Description	At the signal, retrieve gun and proceed to either P2 and engage all targets. Proceed to either P3 and engage all targets. Proceed to P4 and engage all targets. All paper gets 2 shots each. Steel must fall.
Scored shots	17
Targets	5 x NT, 1 x skunk, 2 x head only, 2 x left HC, 2 x right HC
Props	3 x poppers, the box,
Setup notes	
SO Notes	Once you leave a position, no make ups allowed.
	BAY A

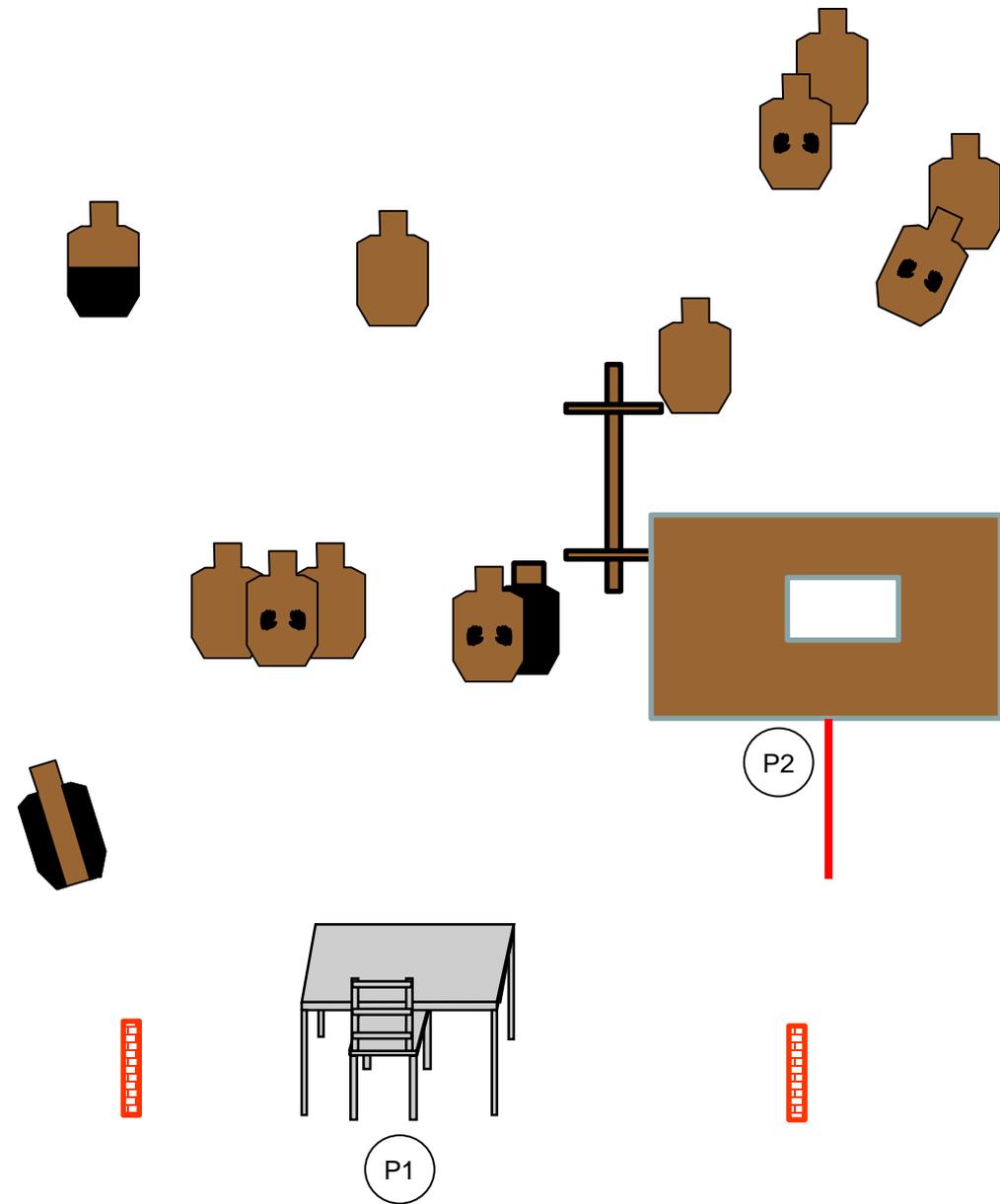
Choices

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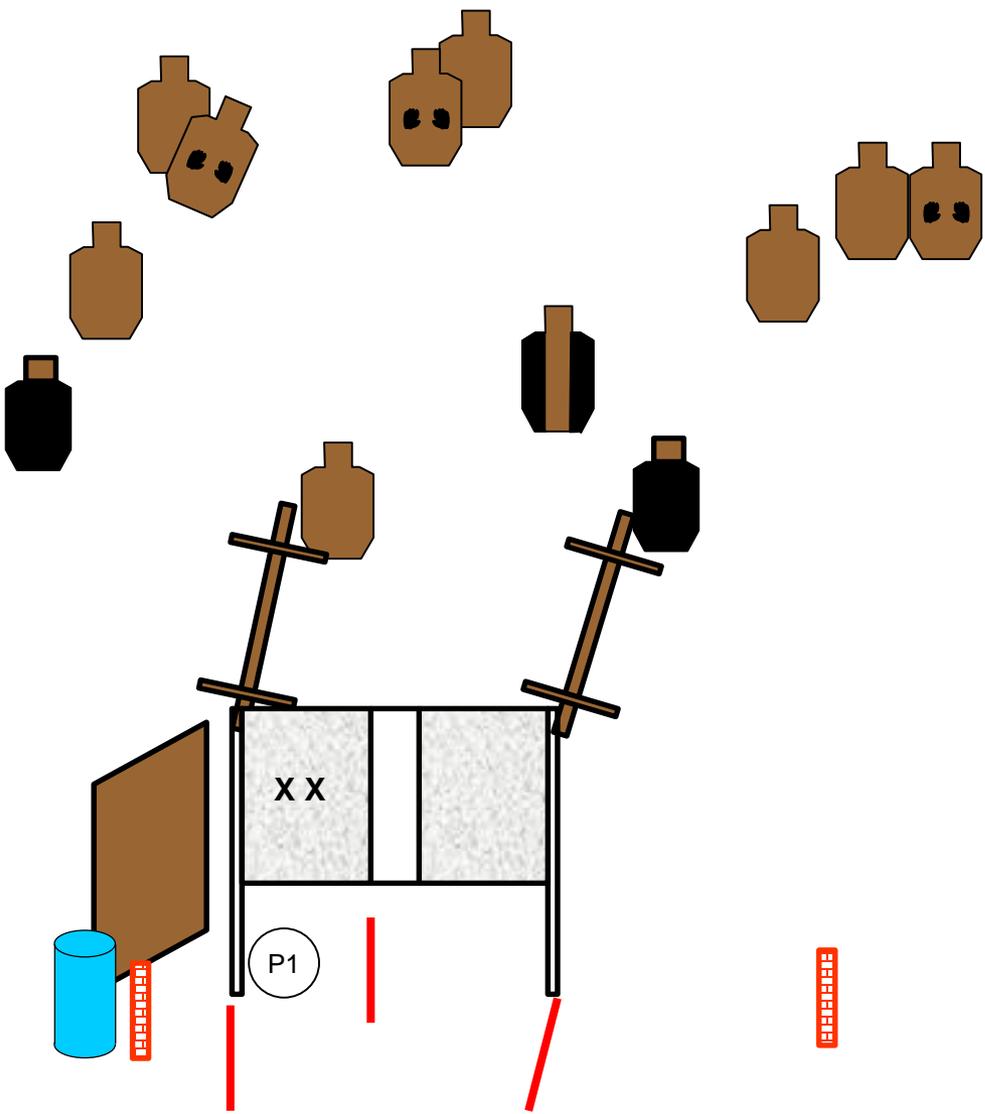


Scenario	You're doing security at a warehouse and bad guys break in. You have to clear the place. One guy thinks he's hiding.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Facing barrel Gun loaded to division capacity.
Description	At the signal, turn and advance to corner of each wall and engage targets in priority sequence at each wall.
Scored shots	15
Targets	5 x open, 3 x NT, 1 x skunk, 1 x head
Props	1 x up and down, 1 x large steel challenge plate, 1 x popper, 1 x barrel
Setup notes	
SO Notes	
BAY B	



Scenario	You're the night watchman at a store. Bad guys break in and confront you when you node off to sleep.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Arms folded on table with your head on your arms as if sleeping. Gun loaded to division capacity.
Description	At the signal draw and engage targets in Tactical Order while seated near to far. Proceed to P2 and engage targets through the window. All paper gets 2 shots.
Scored shots	18
Targets	6 x Plain, 3 x NT, 2 x skunk, 1 x bottom HC
Props	
Setup notes	
SO Notes	
	BAY C

Guarding the store	Mark Stavrakis	3-2019
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Scenario	Multiple bad guys are trying to invade your space. You decide which to take out first.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Gun loaded to division capacity. Palms on XX .
Description	At the signal go to either the left corner first and engage targets . Then go to the window and engage targets through window. Then proceed to rightside corner and engage all targets All paper gets 2 shots.
Scored shots	18
Targets	6 x Plain, 3 x NT, 1 x skunk, 2 x head
Props	Slot wall Skinny wall
Setup notes	
SO Notes	
BAY D	

Sneak Peek	Mark Stavrakis	3-2019
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String 1: Draw and fire 5 shots freestyle.

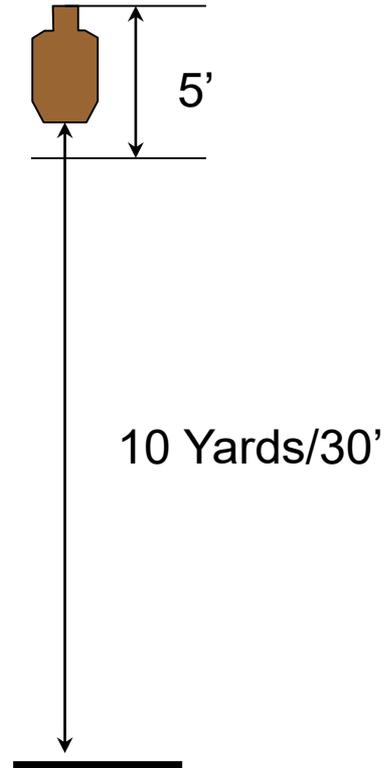
**String 2: Draw and fire 5 shots using
STRONG HAND ONLY.**

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

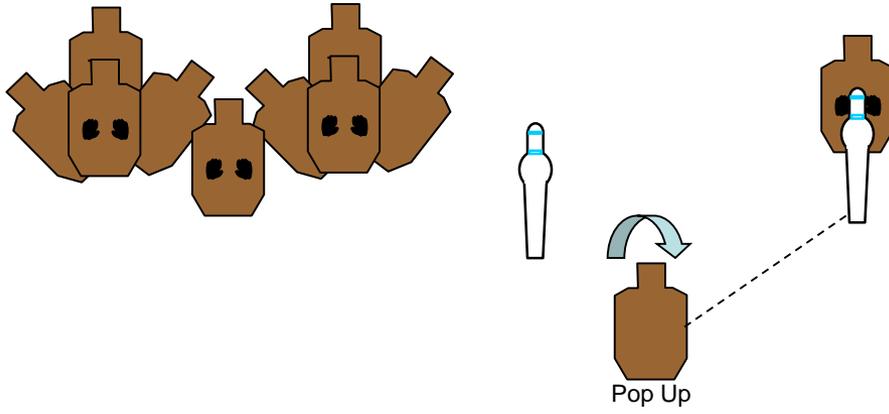
**String 4: Draw and fire 4 shots to the body and
one shot to the head freestyle.**

*****NOTES:**

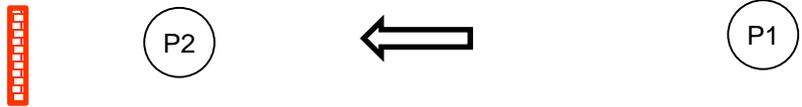
**Target height set at 5'
Cover garment optional
Scoring is limited
25 Shots total**



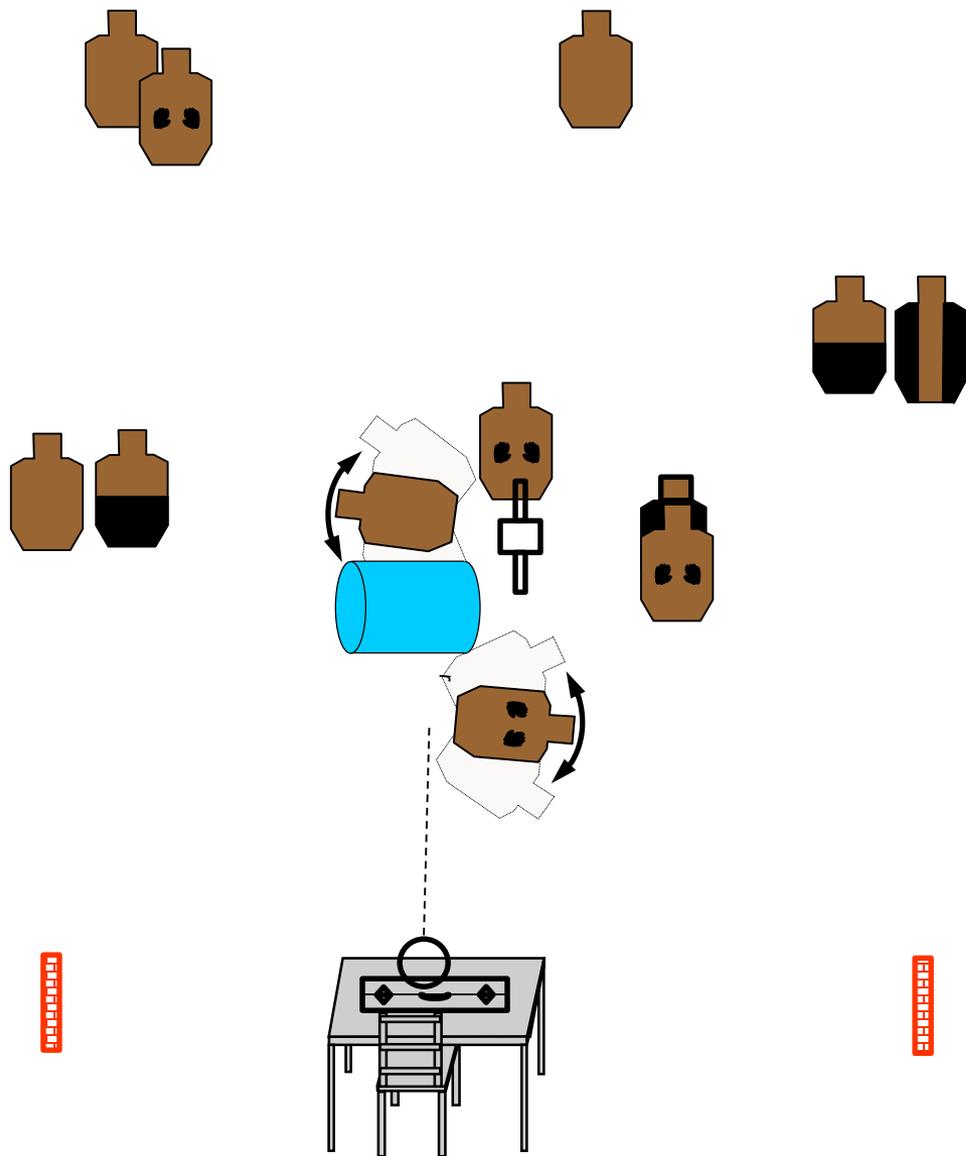
BAY E



Scenario	Easy Peasy?
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Gun loaded with 5 rounds
Description	At the signal, engage 2 x poppers and pop-up. Proceed to P2 and engage remaining targets. All paper gets 2 shots, steel must fall.
Scored shots	16
Targets	7 x open, 4 x NT
Props	2 x popper 1 x Pop UP with short sticks
Setup notes	
SO Notes	
	BAY F



Easy Peasy?	Mark Stavrakis	3-2019
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Scenario	Near to far
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Holding ring in strong hand Gun loaded to division capacity inside briefcase
Description	At the signal pull ring to activate swinger. Then retrieve gun from briefcase and engage targets in tactical order, near to far while seated. All paper gets 2 shots each. Steel must fall.
Scored shots	17
Targets	4 x open, 4 x NT, 1 x head, 1 x skunk, 2 bottom HC
Props	2 x swingers, barrel, briefcase.
Setup notes	
SO Notes	Three rows of targets
	BAY X

Near to far

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