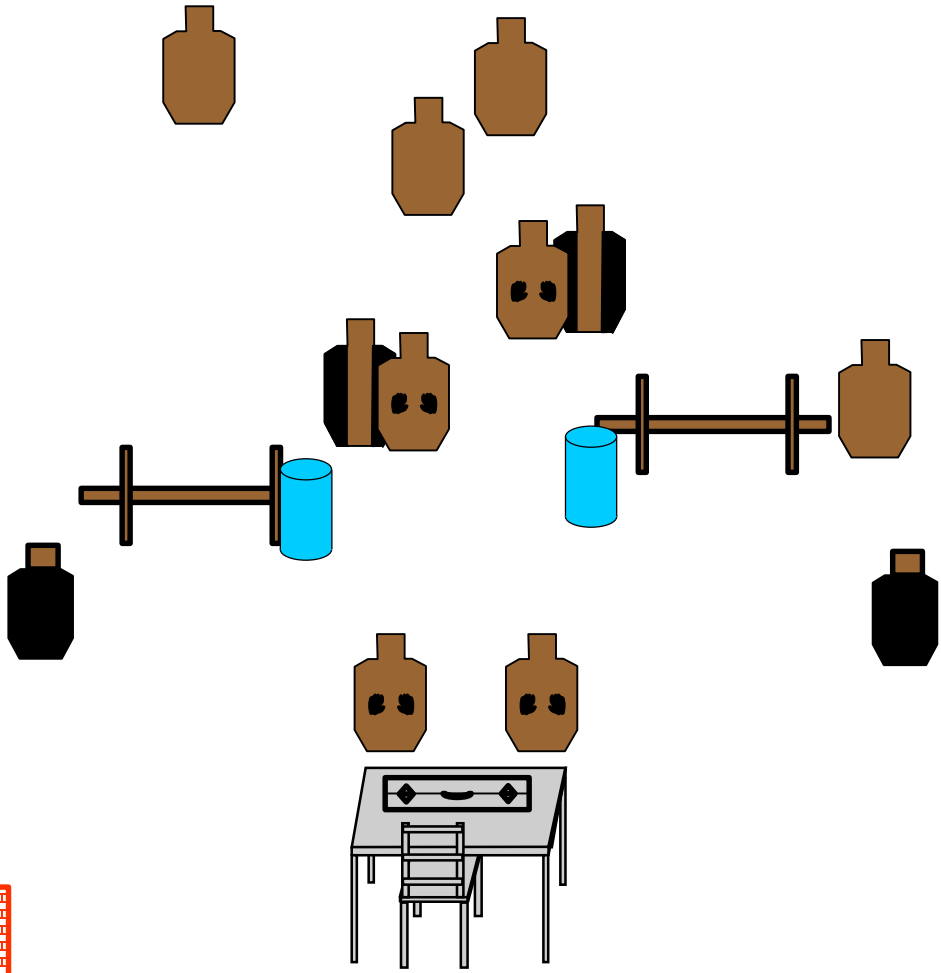
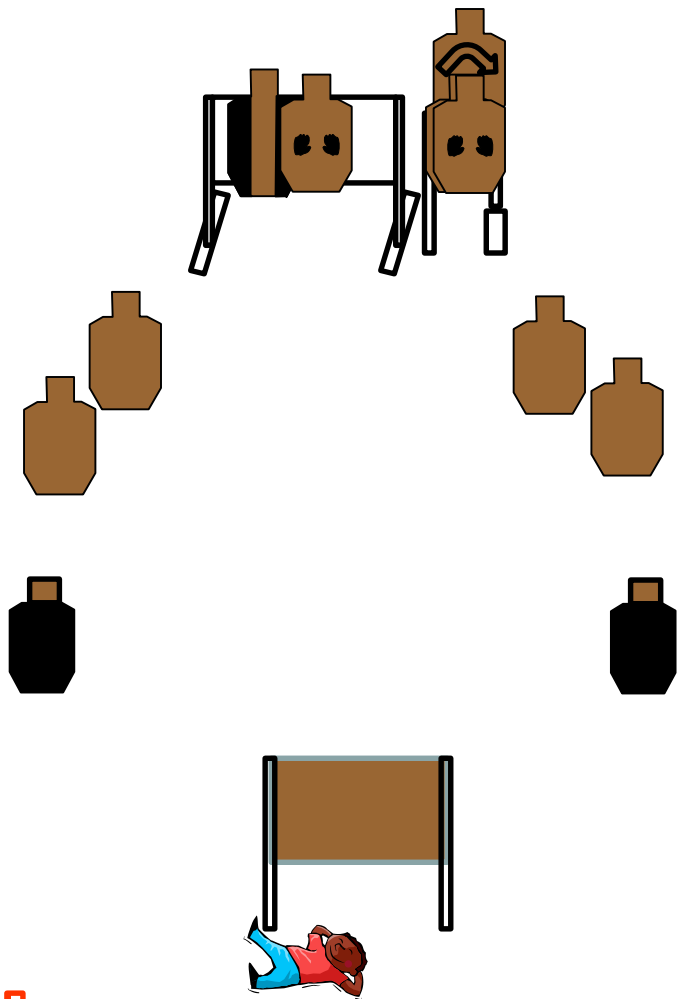


Scenario	The bad guys are out in force with hostages. You only have a small area to defend from.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Shooter's choice which side to start from. Facing barrel. Gun loaded to division capacity.
Description	At the signal, turn and advance to opening between walls. Engage all targets through opening. All paper gets 2 shots each. Steel must fall.
Scored shots	17
Targets	2 x open, 4 x NT, 2 x skunk, 2 x head, 1 x right HC, 1 x left HC
Props	Popper. 2 x barrels, 1 x swinger
Setup notes	
SO Notes	
	<b>BAY A</b>



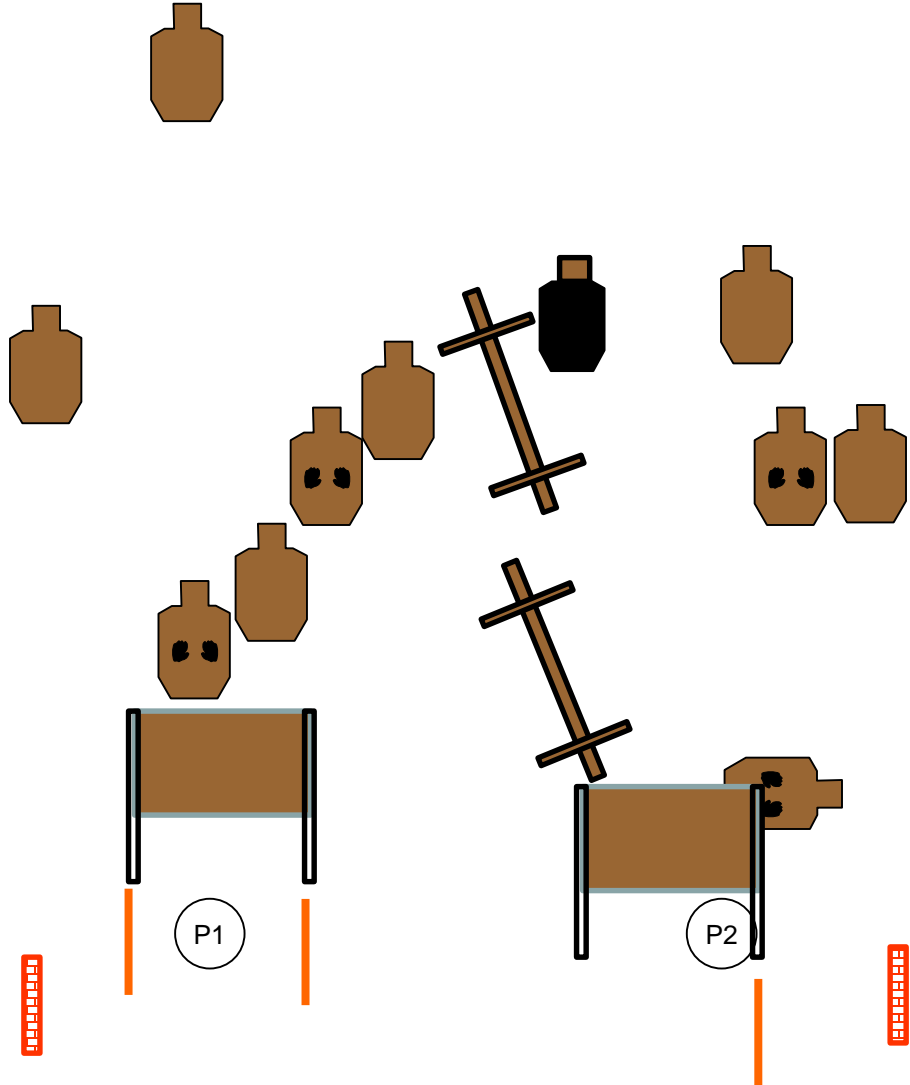
Scenario	You're a truck driver and it's late. You stop at a truck stop for a quick bite to eat. A group of bad guys come in and try to rob everybody. You're the guy with a LTC.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Seated at table. Hands on legs. Gun loaded to division capacity in the briefcase
Description	At the signal, draw and engage all targets with 2 shots each in any order <b><u>while seated</u></b> .
Scored shots	16
Targets	4 x open, 4 x NT, 2 x Head only, 2 x skunk.
Props	Table, chair, 2 x barrels, briefcase
Setup notes	
SO Notes	
	<b>BAY B</b>

<b>Midnight at the truck stop</b>	Mark Stavrakis	9-2019
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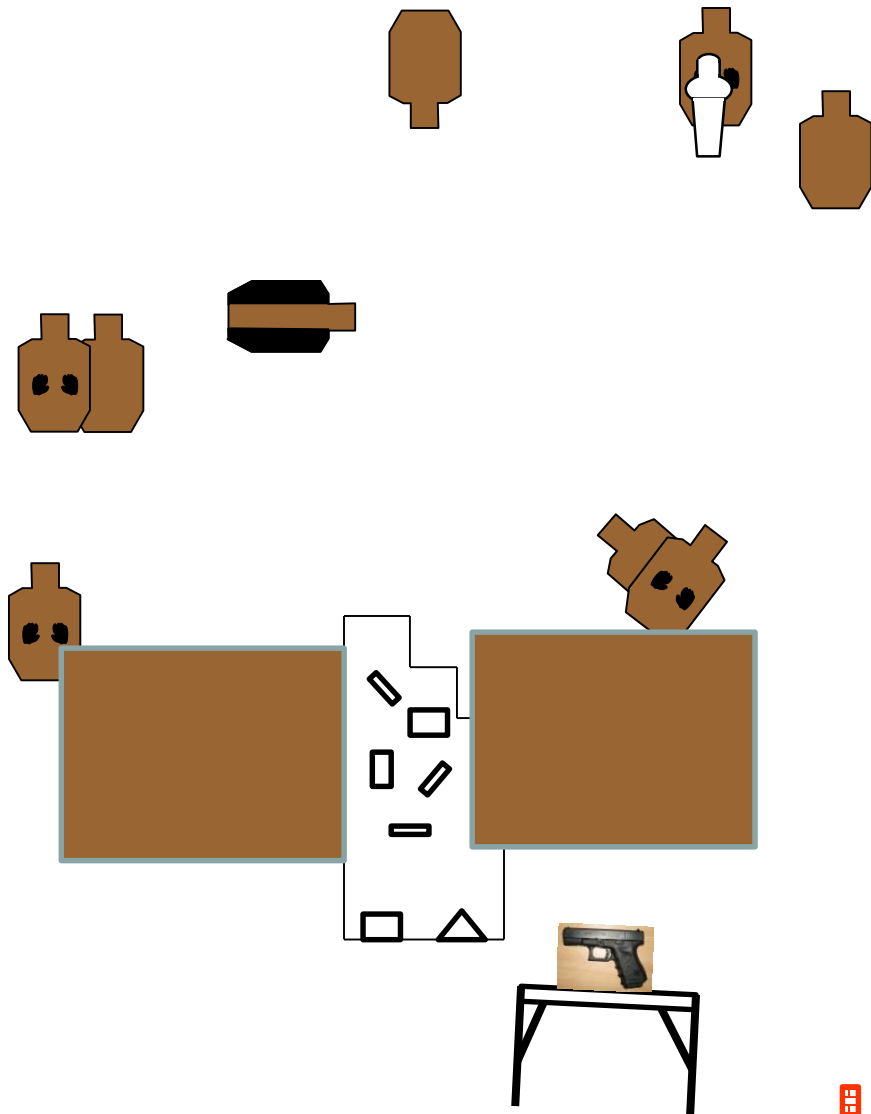
Scenario	On the ground drill
Scoring	Vickers
Concealment	Optional
Starting Position	P1 Laying on back with feet in front of wall. Shooter's choice of side. Gun and ammo on ground. Gun loaded to division capacity.
Description	At the signal, retrieve gun and engage targets in any order while laying flat on ground. Feet must stay in front of wall. All paper gets 2 shots each, steel must fall.
Scored shots	17
Targets	5 x plain, 2 x NT, 2 x head
Props	Falling man
Setup notes	
SO Notes	Shooter can shoot prone if they want but feet <b><u>MUST</u></b> be in front of corner leg.
<b>BAY C</b>	

<b>On the ground</b>	Mark Stavrakis	9-2019
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Scenario	You're making a late night trip to the 24 hour Wally World. Inside the store you run into a gang of thugs getting ready to shoot the place up. You take cover behind some shelves and have to move to the next cover but it's low. Of course people are in the way.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Gun loaded to division capacity.
Description	At the signal, engage targets from behind barricade. Proceed to P2 and from <b>the right side</b> of the wall, engage remaining targets from over cover. All paper gets 2 shots each.
Scored shots	14
Targets	6 x Plain, 4 x NT, 1 x head
Props	Low wall
Setup notes	
SO Notes	
	<b>BAY D</b>

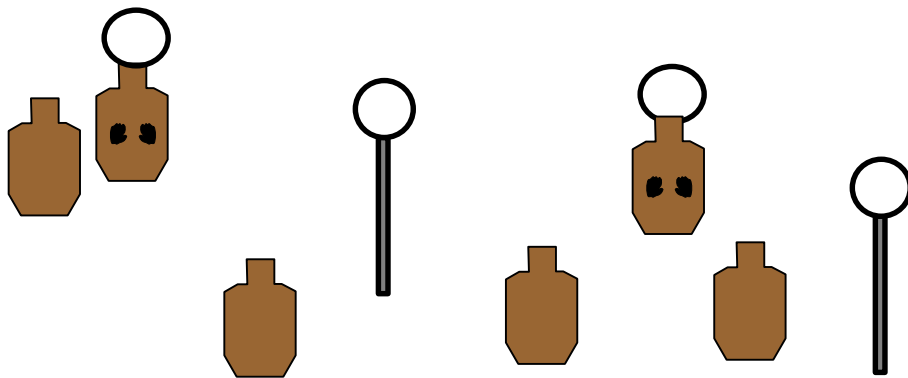
<b>Wally World Gang</b>	Mark Stavrakis	9-2019
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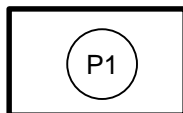
Scenario	VTAC Drill
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Facing Up range. Hands in French position, above shoulders Gun <b>unloaded</b> on table. All ammo on table.
Description	At the signal, retrieve gun and ammo and proceed to wall. Engage all paper targets with 3 shots each, any order, through holes in VTAC wall. All shots must be through holes. Steel must fall.
Scored shots	16
Targets	4 x plain, 3 x NT, 1 x skunk
Props	1 x popper VTAC wall
Setup notes	
SO Notes	
	<b>BAY E</b>

P1

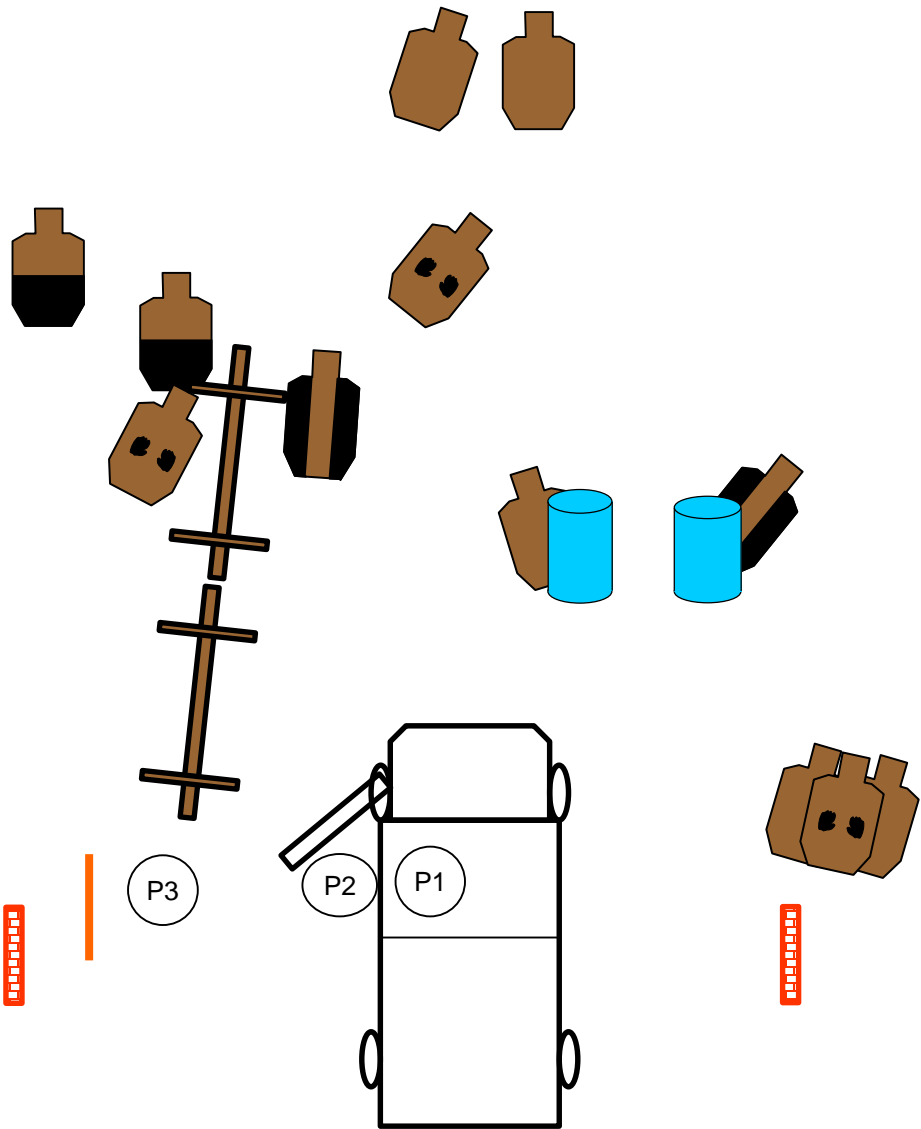
<b>VTAC Drill</b>	Mark Stavrakis	9-2019
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Scenario	Time to see how your William Tell skills measure up but with a gun.
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Facing up range with hands in the French position, feet inside painted square. Gun loaded to division capacity.
Description	At the signal, turn and engage all targets, any order. All paper gets 2 shots each. Steel must fall off stand. Feet must be inside square while shooting.
Scored shots	12
Targets	4 x plain, 2 x NT, 4 x steel
Props	
Setup notes	
SO Notes	
	<b>BAY F</b>



<b>William Tell</b>	Mark Stavrakis	9-2019
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Scenario	You get caught in a bad traffic jam so you decide to take an exit but wind up in the bad part of town. You pull the Classic S10 over to check the GPS at the local Stop N Rob store and stumble into a gang. All you want is to get out but now it's game on!
Scoring	Vickers
Concealment	Mandatory
Starting Position	P1 Gun loaded to division capacity on front seat Truck door is <b>OPEN</b> to start.
Description	At the signal retrieve gun and engage T1 + T2 through passenger window. Step out into corner of open truck door and while using door and truck as cover, engage all targets in tactical priority, near to far. Then proceed to P3 and engage remaining targets. All targets get 2 shots each. There are 3 rows of targets on right side.
Scored shots	18
Targets	5 x open, 3 x NT, 2 x skunk, 2 x Bottom HC
Props	
Setup notes	
SO Notes	
	<b>BAY X</b>

<b>Stick up at the Fill Up</b>	Mark Stavrakis	9-2019
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