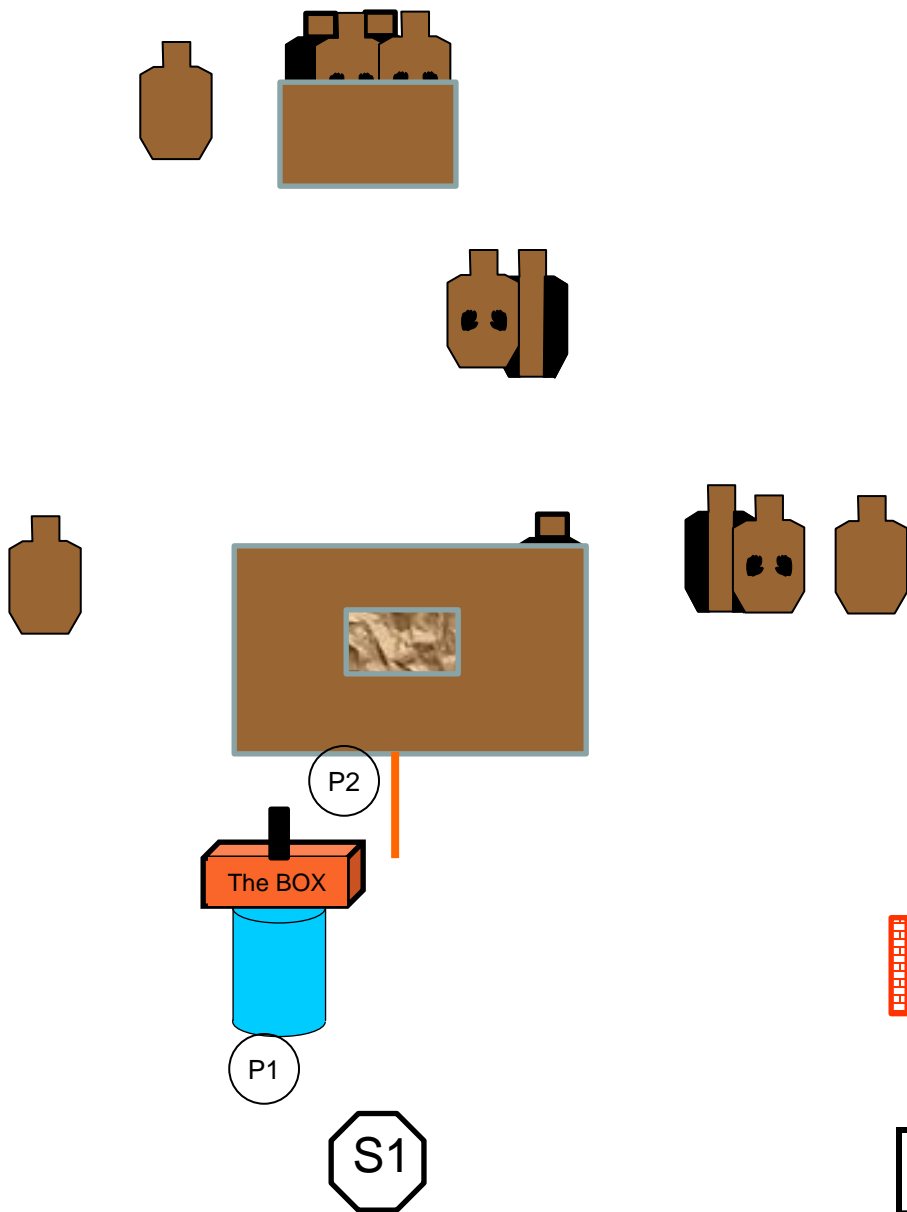


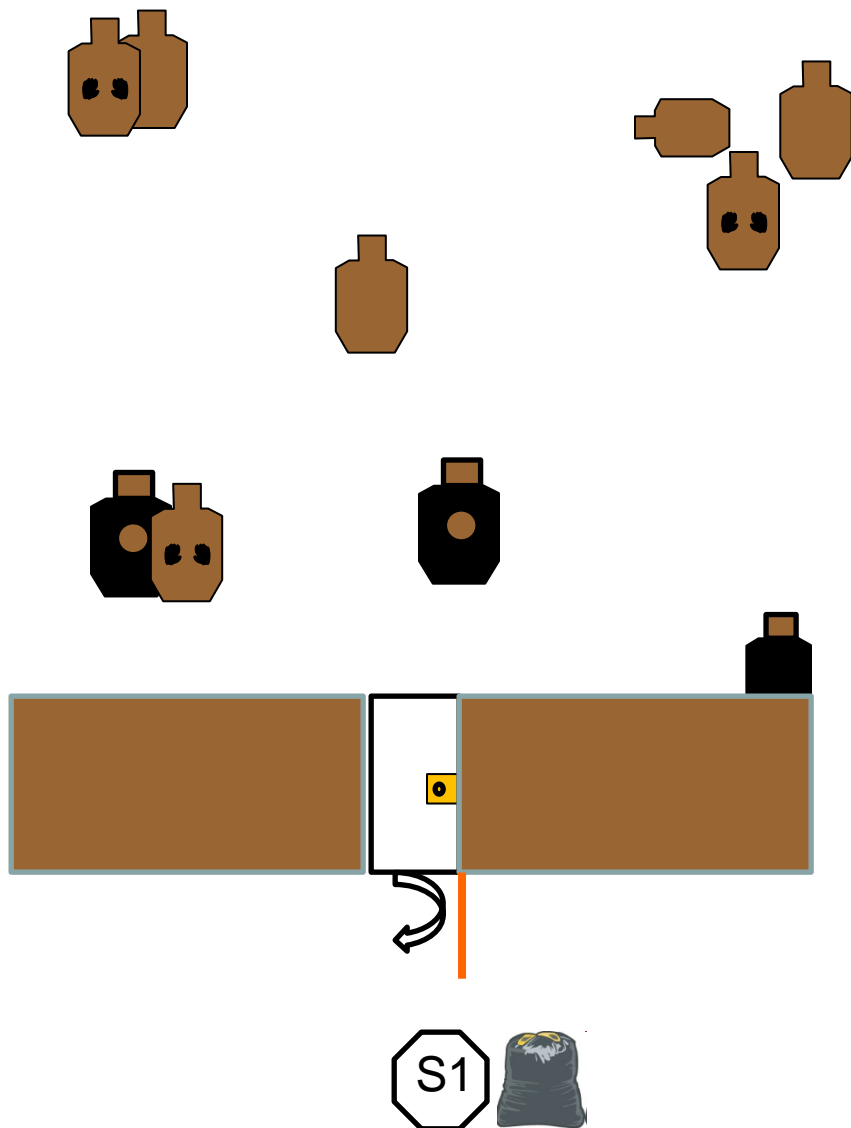
Scenario	Zig-Zag Clearing
Scoring	Vickers
Concealment	Optional
Starting Position	S1 Facing wall Gun loaded to division capacity.
Description	At the signal, move to P1 and engage targets. Proceed to P2 through P4 engaging all targets along the way. All paper gets 2 shots each.
Scored shots	16
Targets	5 x plain, 3 x NT, 2 x skunk, 1 x head
Props	
Setup notes	
	BAY A

Zig-Zag Clearing	Mark Stavarakis	7-2021
------------------	-----------------	--------



Scenario	You're loading magazines when you hear a disturbance. You find several armed intruders. You go get the magazines you started loading and engage the bad guys.
Scoring	Vickers
Concealment	Optional
Starting Position	S1 Facing up range. Gun unloaded in holster. First magazine loaded with 6 rounds and placed on top of THE BOX on top of barrel. Any other spare ammo loaded to division capacity and placed inside THE BOX.
Description	At the signal proceed to barrel and load the downloaded magazine into the gun and retrieve all other ammo. Then engage the targets you can see from behind the barrel in any order from BEHIND the barrel. Proceed to window, either side, pull down curtain and engage all targets through window based on which side of the window you choose. All targets get 2 shots each.
Scored shots	16
Targets	3 x plain, 4 x NT, 2 x skunk, 3 x head
Props	1 x barrel, the box
Setup notes	
SO Notes	Make up shots on first targets are allowed from the wall.
	BAY B

Home intrusion	Mark Stavrakis	7-2021
----------------	----------------	--------

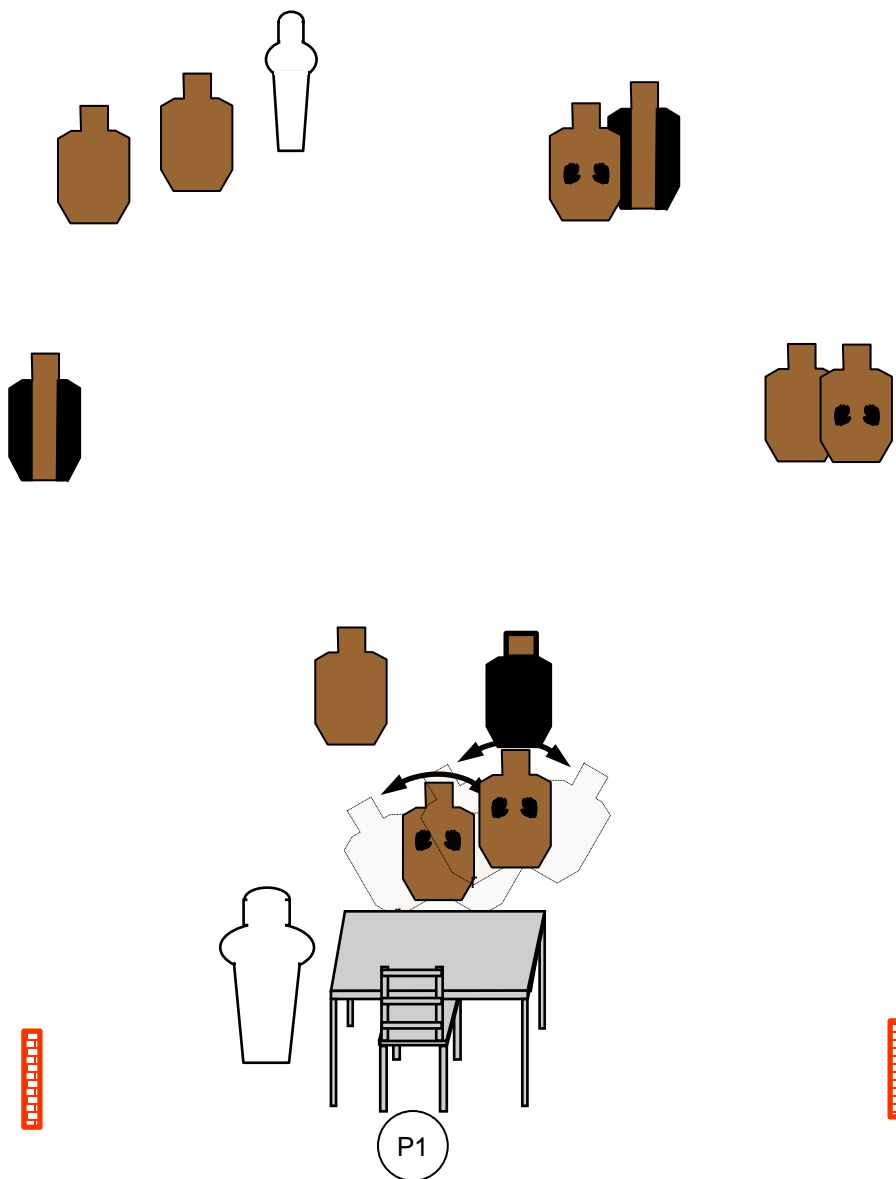


Scenario	You're taking out the trash but something doesn't sound right outside so you cautiously open the door only to find a bunch of bad guys but you surprised them.
Scoring	Vickers
Concealment	Optional
Starting Position	S1 Holding trash bag in strong hand Gun loaded to division capacity.
Description	At the signal, open door with weak hand THEN drop bag and engage targets from right side of door. Failure to follow order with result in penalty. Targets with just centers and heads must be shot with 2 to the body and 1 to the head.
Scored shots	16
Targets	
Props	
Setup notes	
	BAY C

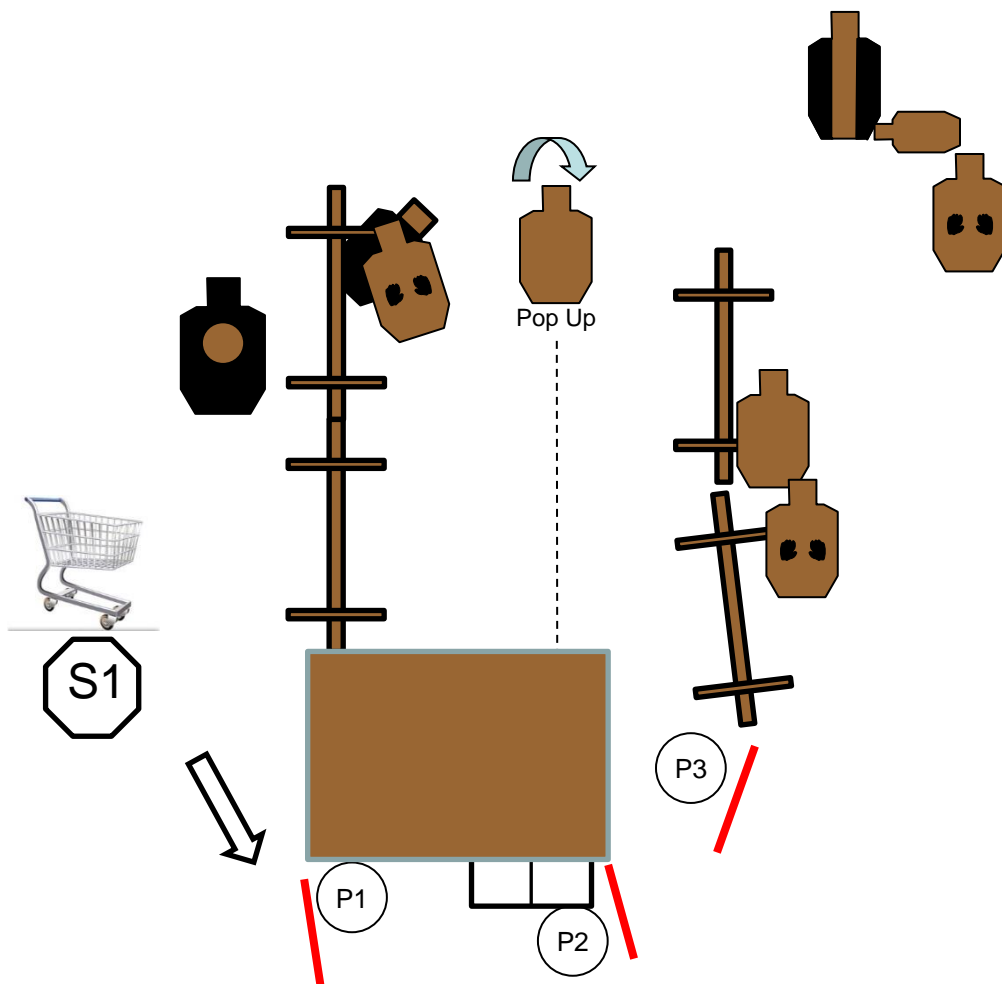
Take out the trash

Mark Stavrakis

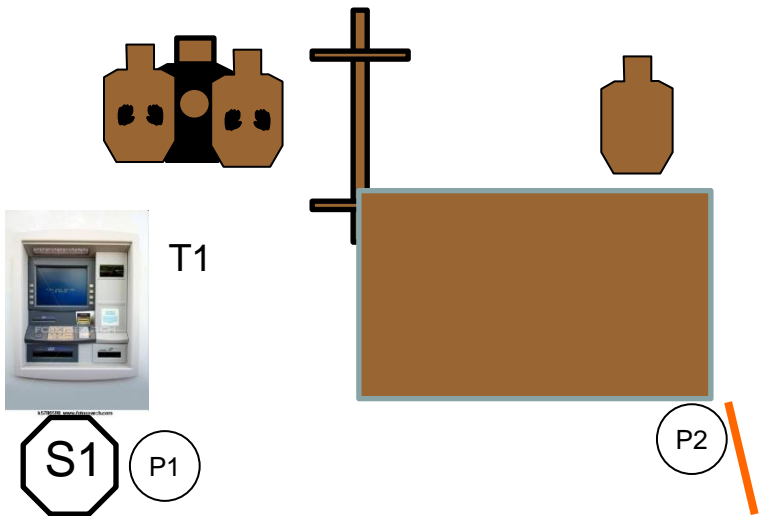
7-2021



Scenario	You and a friend are eating at the food court in the mall when a gang war breaks out and you have to push your friend down and defend yourself.
Scoring	Vickers
Concealment	Optional
Starting Position	P1 Hands on table, palms down. Gun loaded to division capacity.
Description	At the signal using BOTH hands, push the popper down. Then draw and engage each target in tactical priority with 2 shots each <u>WHILE SEATED</u> . Steel must fall. there are 3 rows of targets
Scored shots	15
Targets	
Props	
Setup notes	
SO Notes	
	BAY D



Scenario	You're in Houston on vacation and thought you'd stop and get some groceries but picked a bad part of town. When you come out there are a few bad guys waiting to rob you. They even brought a dog.
Scoring	Vickers
Concealment	Optional
Starting Position	S1 Hands on cart handle Gun loaded with 6 shots.
Description	At the signal, proceed to wall and engage target with 6 shots. Target can be engaged while retreating. At P2 step on bear trap and engage targets with 2 shots each. Then proceed to P3 and engage remaining targets with 2 shots each.
Scored shots	16
Targets	2 x open, 3 x NT, 1 x skunk, 1 x midget, 1 x center with HC.
Props	Shopping cart
Setup notes	
SO Notes	
	BAY E



Scenario	You're withdrawing some cash from an ATM and get approached by some bad guys and their dog. They want your money.
Scoring	Vickers
Concealment	Optional
Starting Position	S1 Gun loaded with 3 rounds only Spare ammo on belt.
Description	At the signal, step out from the ATM and engage T1 with 2 shots to the body and 1 to the head. Proceed to P2 and engage all targets with 2 shots each.
Scored shots	13
Targets	3 x plain, 4 x NT, 1 x Head, 1 x center/head, 1 x midget
Props	ATM
Setup notes	
SO Notes	
	BAY F

Penalty for withdrawal	Mark Stavrakis	7 - 2021
------------------------	----------------	----------