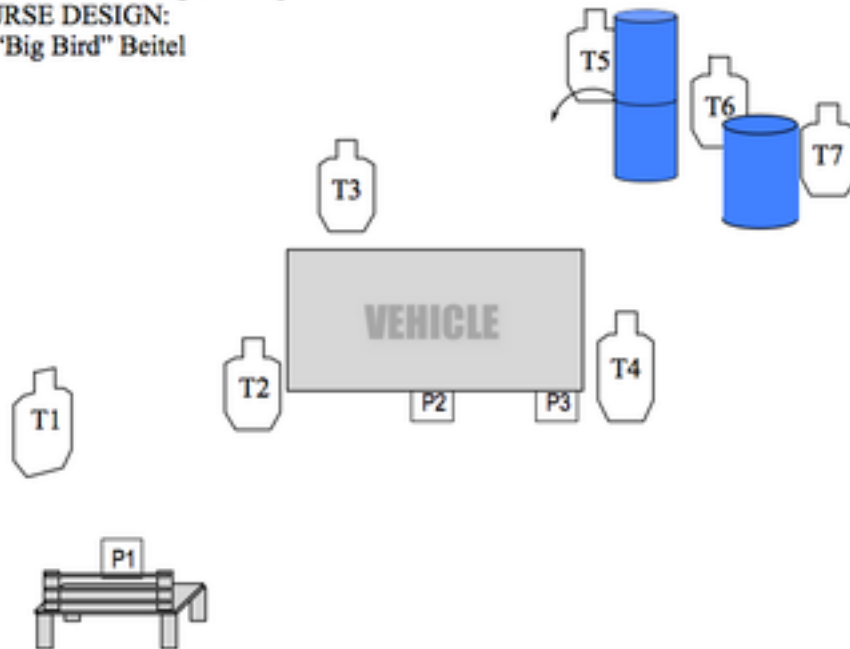


1. Stoop Stupid II

VICKERS COUNT:
 15 Rounds
STARTING POSITION:
 Gun Holstered, sitting on stoop
COURSE DESIGN:
 Jim "Big Bird" Beitel

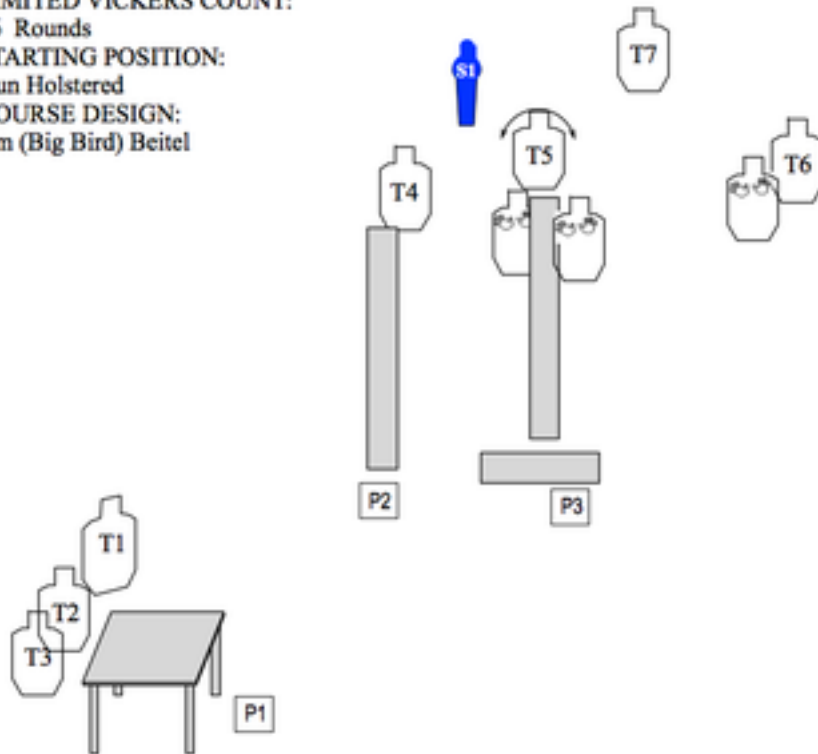


| | | | | | |
|---------|---------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 7 paper, | Total | 7 targets | Strings | 1 |

| | |
|----------------------|--|
| Scenario & Procedure | Starting at P1 at the signal get up engage T1 "the kid". While moving to P2 engage T2 thru T4 in tactical sequence(1-1-2-1-1). At P2 go prone and engage T5 in the leg and then 2 rounds to the body, then get up and engage T 6 and T7 with 2 rounds each over the top of the car. |
| Start pos | Gun loaded & holstered, sitting on stoop |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety | |
| Setup | |

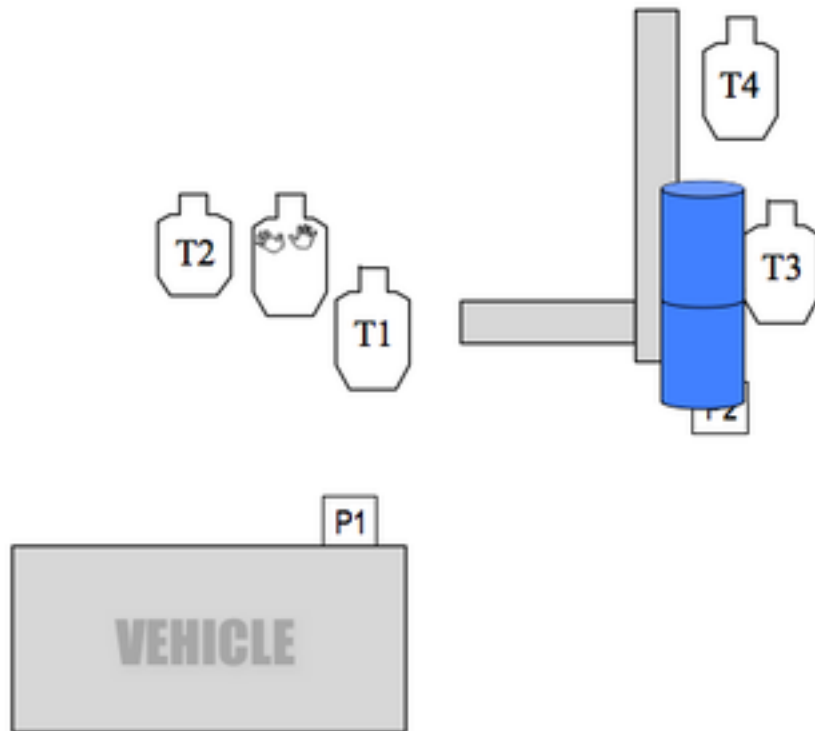
2. Rx for a Gunfight

LIMITED VICKERS COUNT:
 16 Rounds
 STARTING POSITION:
 Gun Holstered
 COURSE DESIGN:
 Jim (Big Bird) Beitel



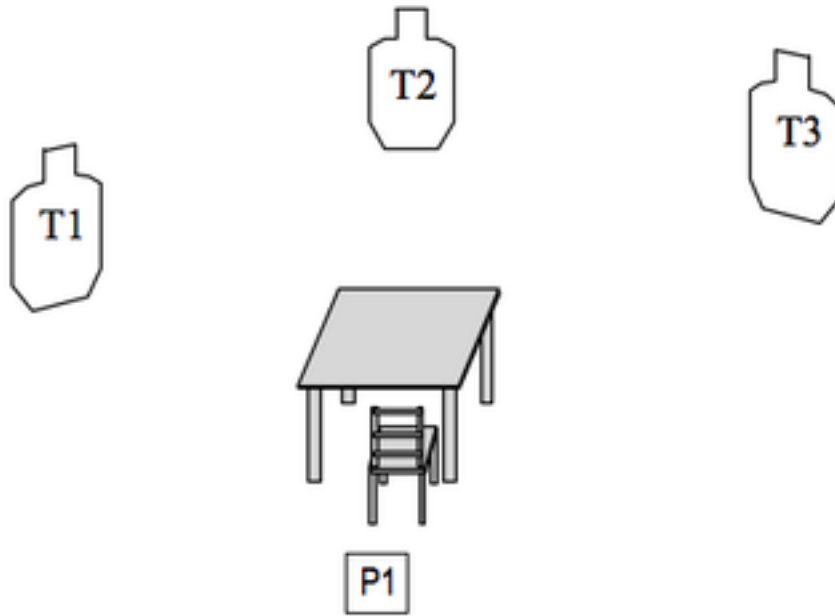
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 16 |
|----------------------|---|---------|-----------|---------|----|
| Targets | 7 paper, 3 no-shoot | Total | 7 targets | Strings | 1 |
| Scenario & Procedure | Starting at P1, At the signal draw your weapon and engage T1 thru 3 with 2 rounds each. Move to P2 and engage steel and T4 with 2 rds , when swinger comes in engage it with 3 rds. Move to P3 and engage T6 and T7 with 2 rounds each. | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | | | | | |

3. Flat on the wrong block



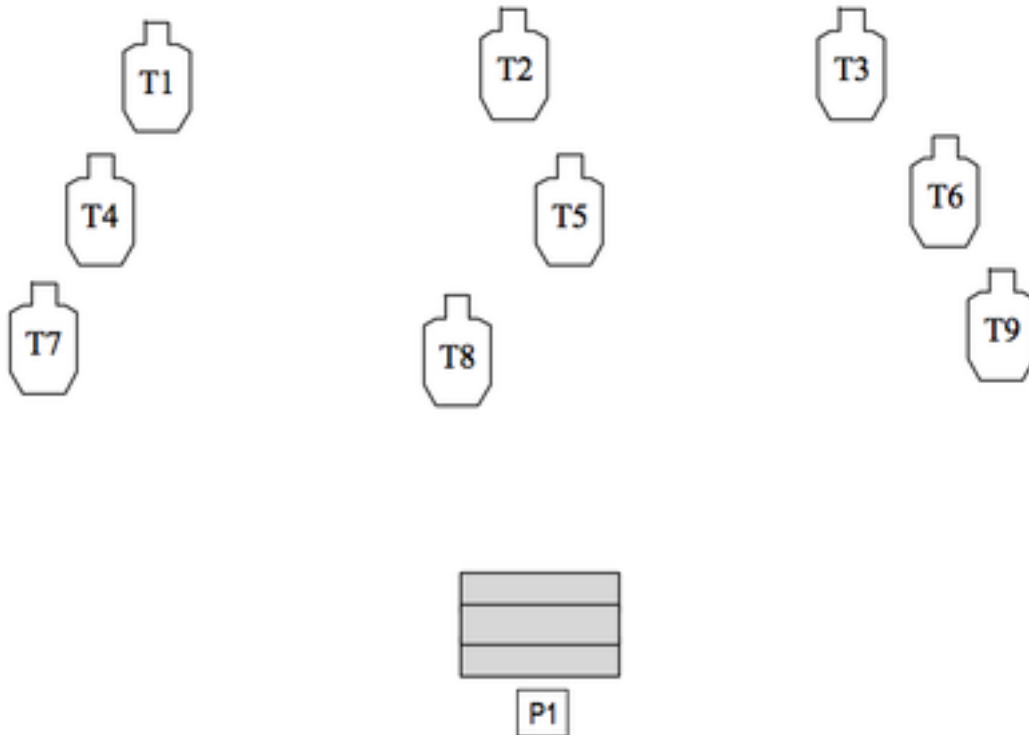
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
|----------------------|---|---------|-----------|---------|----|
| Targets | 4 paper, 1 no-shoot | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | Starting at P1 with tire iron in hand on one knee facing vehicle. At signal turn , draw and fire three shots each T1-T2 and move to cover at corner. From cover put in three rounds in to T3-T4 each. | | | | |
| Start pos | Gun loaded & holstered, Knee on ground, tire iron in hand. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | | | | | |

4. Unwanted Company



| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 12 |
|----------------------|--|---------|-----------|---------|----|
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | Starting at P1, Hands on the table, at the signal draw and engage T1 thru T3 in TACTICAL SEQUENCE. With 2 rounds each (1-1-2-1-1) Then reengage with 2 rounds to each head. Stay seated | | | | |
| Start pos | Gun loaded & holstered, seated at table | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | | | | | |

5. Step Up Drill II



| Scoring | Vickers Count | Firearm | Handgun | Rounds | 18 |
|----------------------|---|---------|-----------|---------|----|
| Targets | 9 paper, | Total | 9 targets | Strings | 1 |
| Scenario & Procedure | Starting at P1 on ground, hands at side , gun loaded to division capacity. At the signal draw and engage T1 thru T3 with 2 rounds each freestyle, then step up to the first step and engage T 4 thru T6 with 2 rounds strong hand only. Then step to second step and engage T7 thru T9 with 2 rounds weak h | | | | |
| Start pos | In front of steps, gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | | | | | |
| Setup | | | | | |