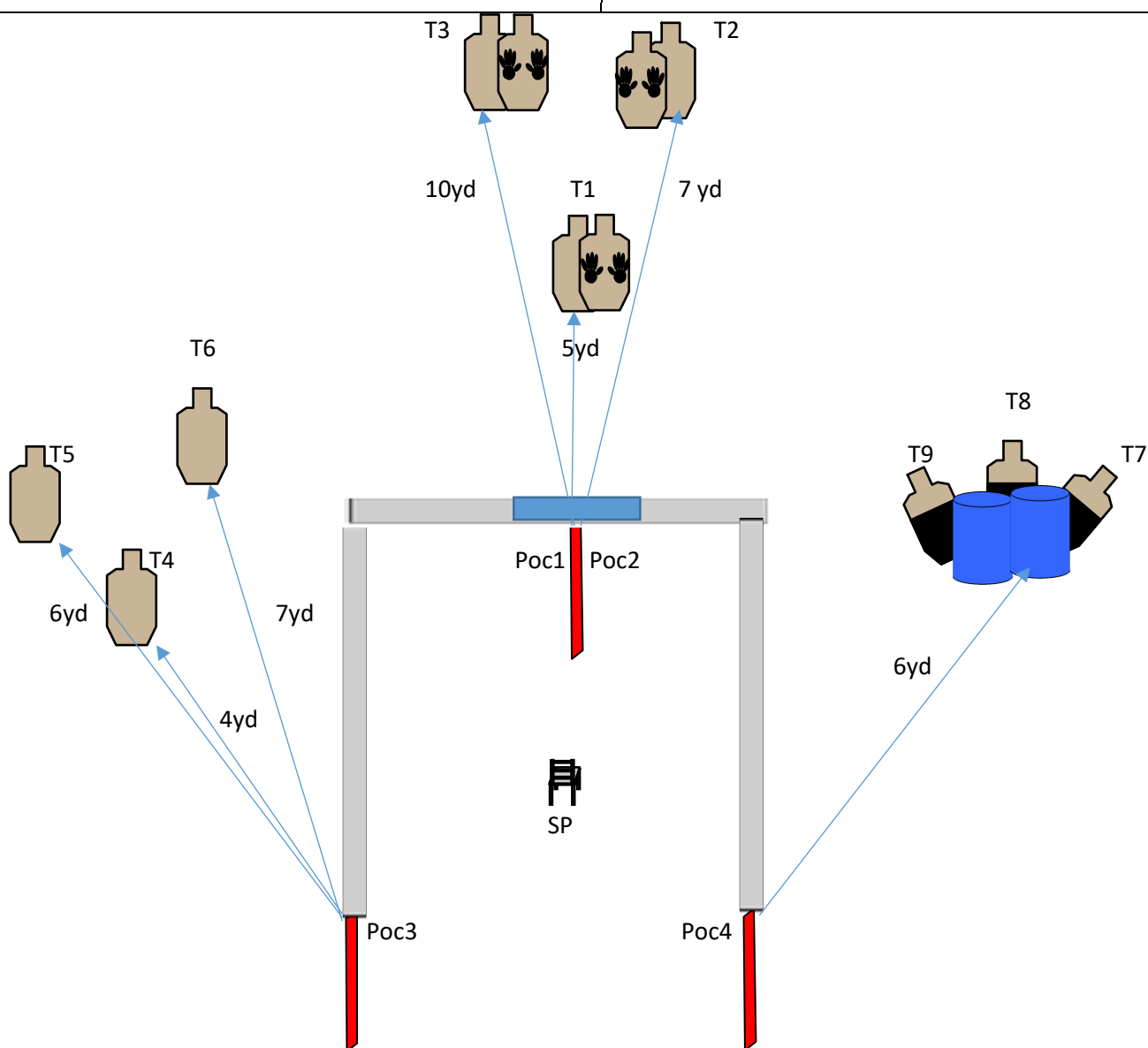




Stage 1

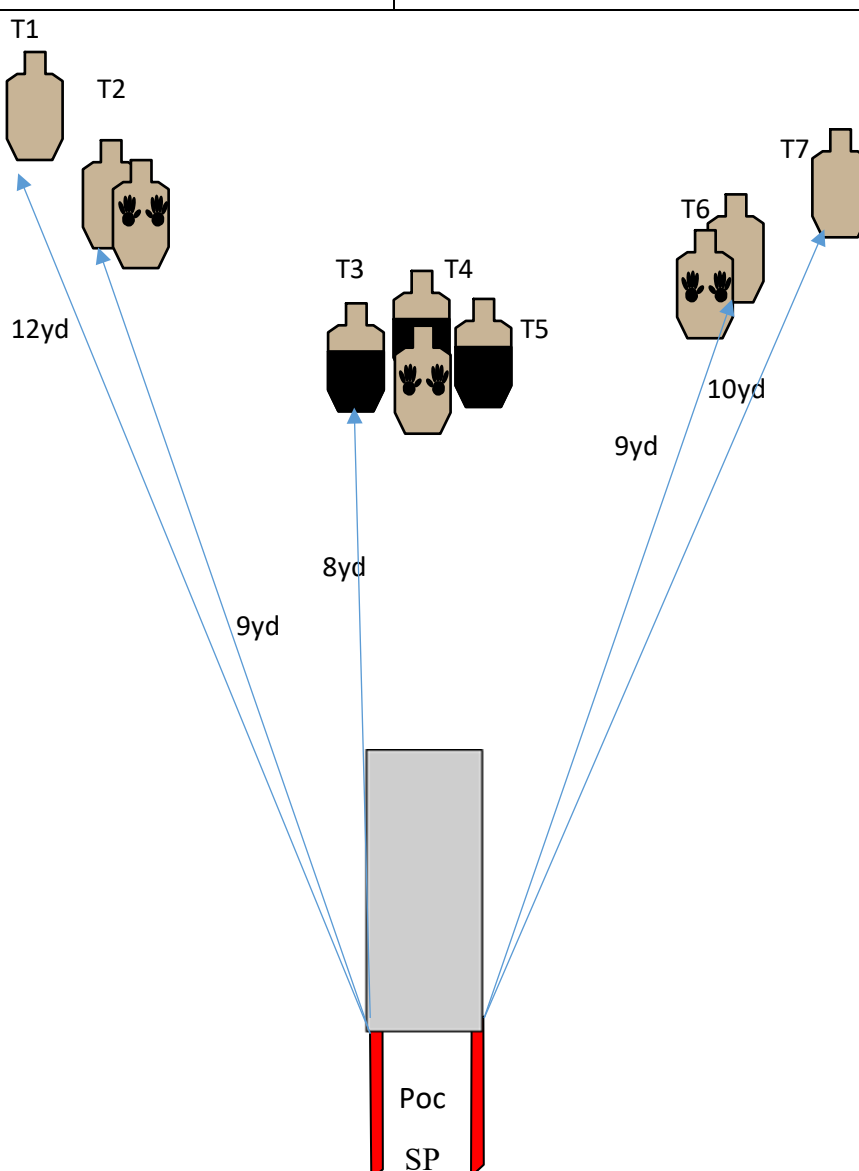
Start position: Sitting on the chair with your back to the window. Both hands on the knees. Remote in strong hand. Gun is loaded.	Scenario: you were sitting at home and watching TV. Suddenly a member of your family screamed for help. You looked in the window and saw a group of armed criminals threatening your family. You took out your gun and opened fire on them.
Scoring: 18 rounds, Unlimited Scored hits: 2 per target Targets: 9 Threats, 3 Non-threats Range: 4yd - 10yd Concealment: required Muzzle safe points: 180	Stage procedure: at the signal, the shooter stands up, turns around, and from position Poc1 or Poc2 engages targets T1-T3 through the window using cover. From Poc3 engages T4-T6 and from Poc4 engages T7-T9 using cover in both cases.





Stage 2

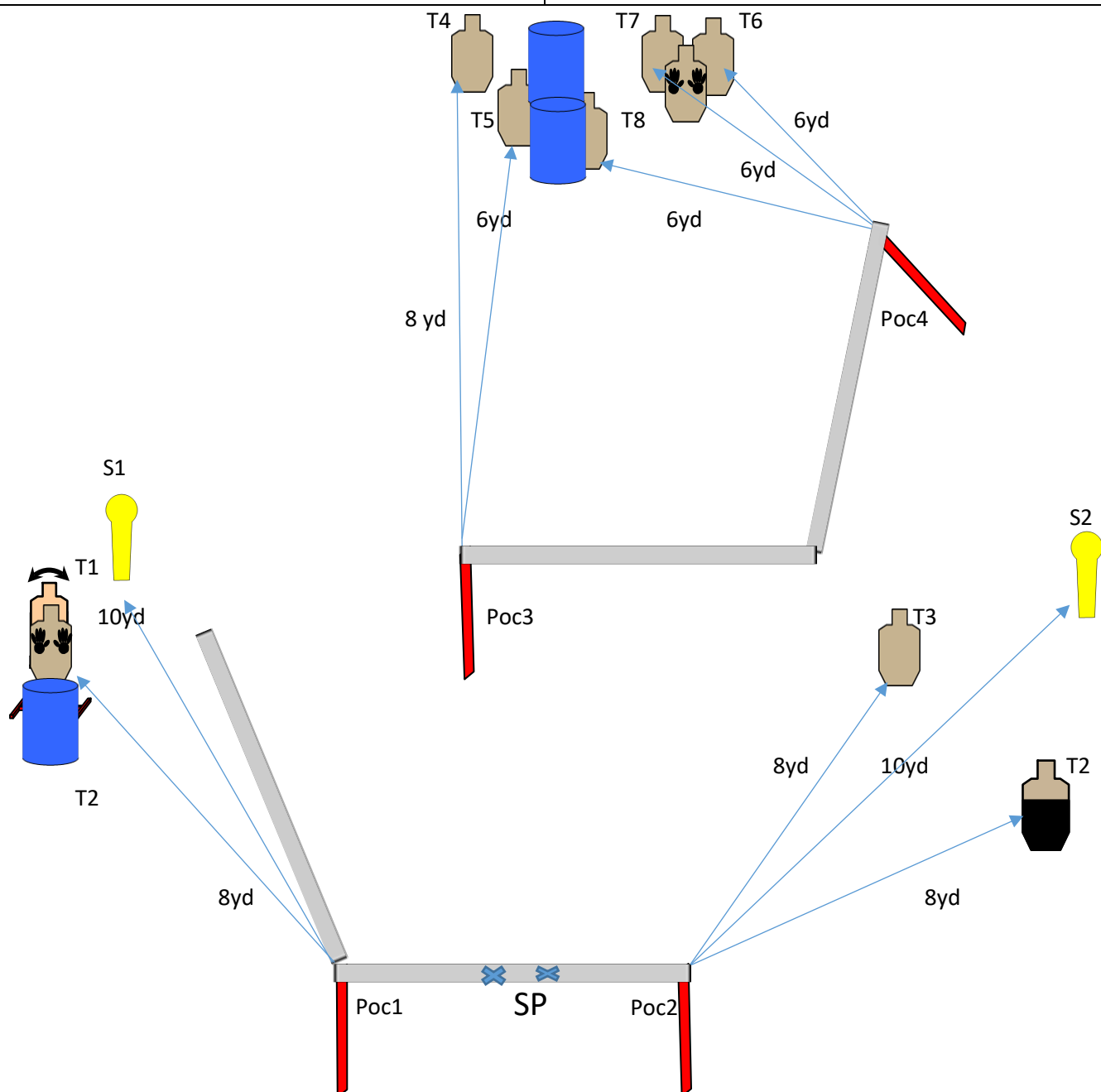
Start position: Standing at SP, facing down range, gun loaded, holstered.	Scenario: You came to the shopping mall. At this moment some terrorists opened fire at crowd. You heard those gun shots, hid behind a concrete pillar and shot them back.
Scoring: 14 rounds, Unlimited Scored hits: best 2 per target Targets: 7 Threats, 3 Non-threats Range: 8yd-12yd Concealment: required Muzzle safe points: 180	Stage procedure: At the signal engage all targets in tactical priority, using cover and fault lines.





Stage 3

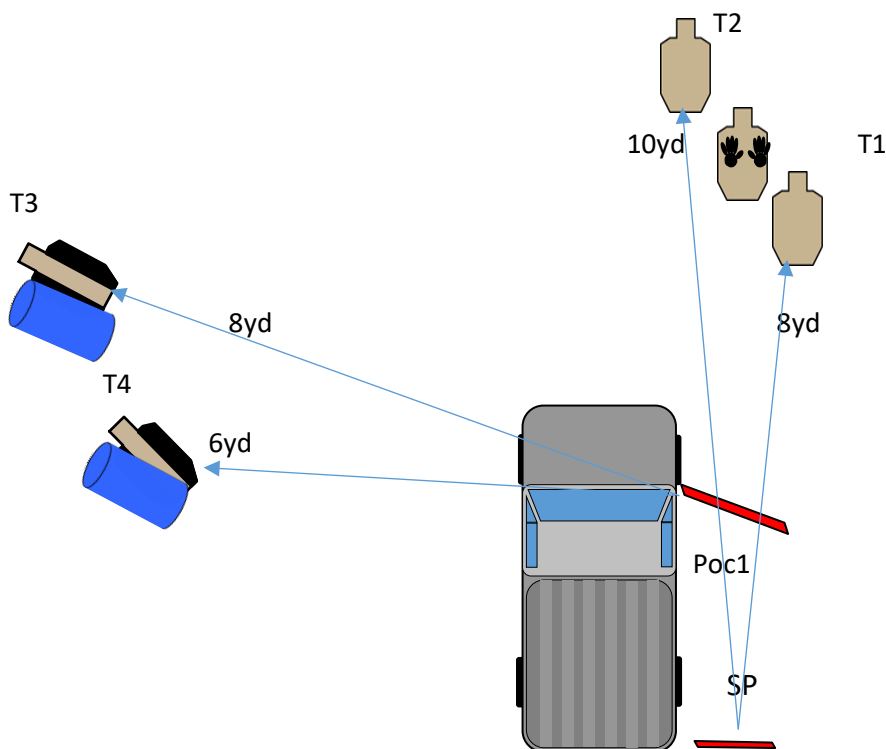
Start position: Gun loaded to division capacity, holstered, magazines loaded to division capacity. Standing at «SP», hands on «X».	Scenario: A street gang, robs your friends. Protect your friends.
Scoring: 18 rounds, Unlimited Scored hits: best 2 per target. Targets: 8 Threats, 2 metal target, 2 Non-threats Range: 6yd – 10yd. Concealment: required Comments: S1 activates swinger Muzzle safe points: 180	Stage procedure: At the signal engage all targets in tactical priority, using cover and fault lines.





Stage 4

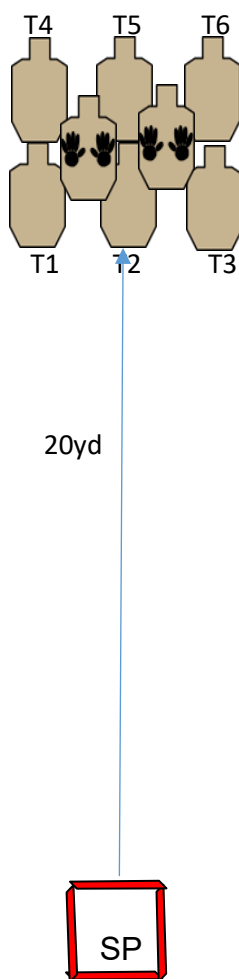
Start position: Standing facing up range, with your back to targets T1-T2. Gun is loaded, holstered.	Scenario: Someone lowered your wheel and you went to the trunk to get a jack. At this time, criminals attacked you from behind. Defend yourself.
Scoring: 12 rounds, Unlimited Scored hits: 3 per target Targets: 4 Threats, 1 Non-threats Range: 6yd – 10yd. Concealment: required Muzzle safe points: 180	Stage procedure: At the signal turn around and engage targets T1-T2. Move to Poc1 and engage T3-T4 from low cover.





Stage 5

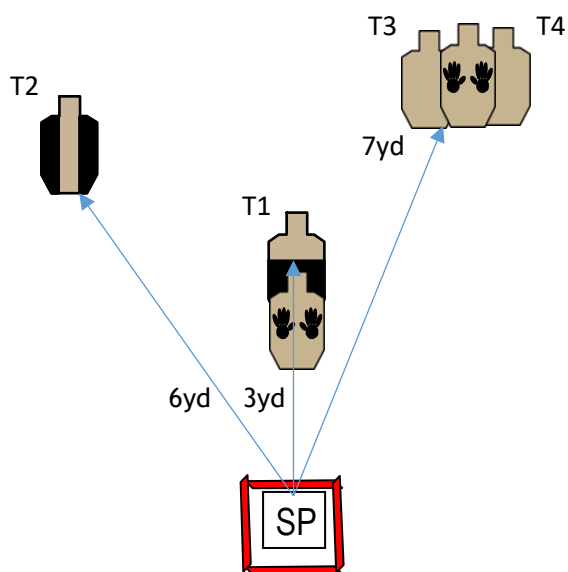
Start position: Standing in SP, facing down range. Gun is loaded.	STANDARD
Scoring: 12 rounds, limited Scored hits: best 2 per target Targets: 6 Threats, 2 Non-threat Range: 20yd Concealment: Optional Muzzle safe points: 180	Stage procedure: At signal, engage threat targets from box "SP".





Stage 6

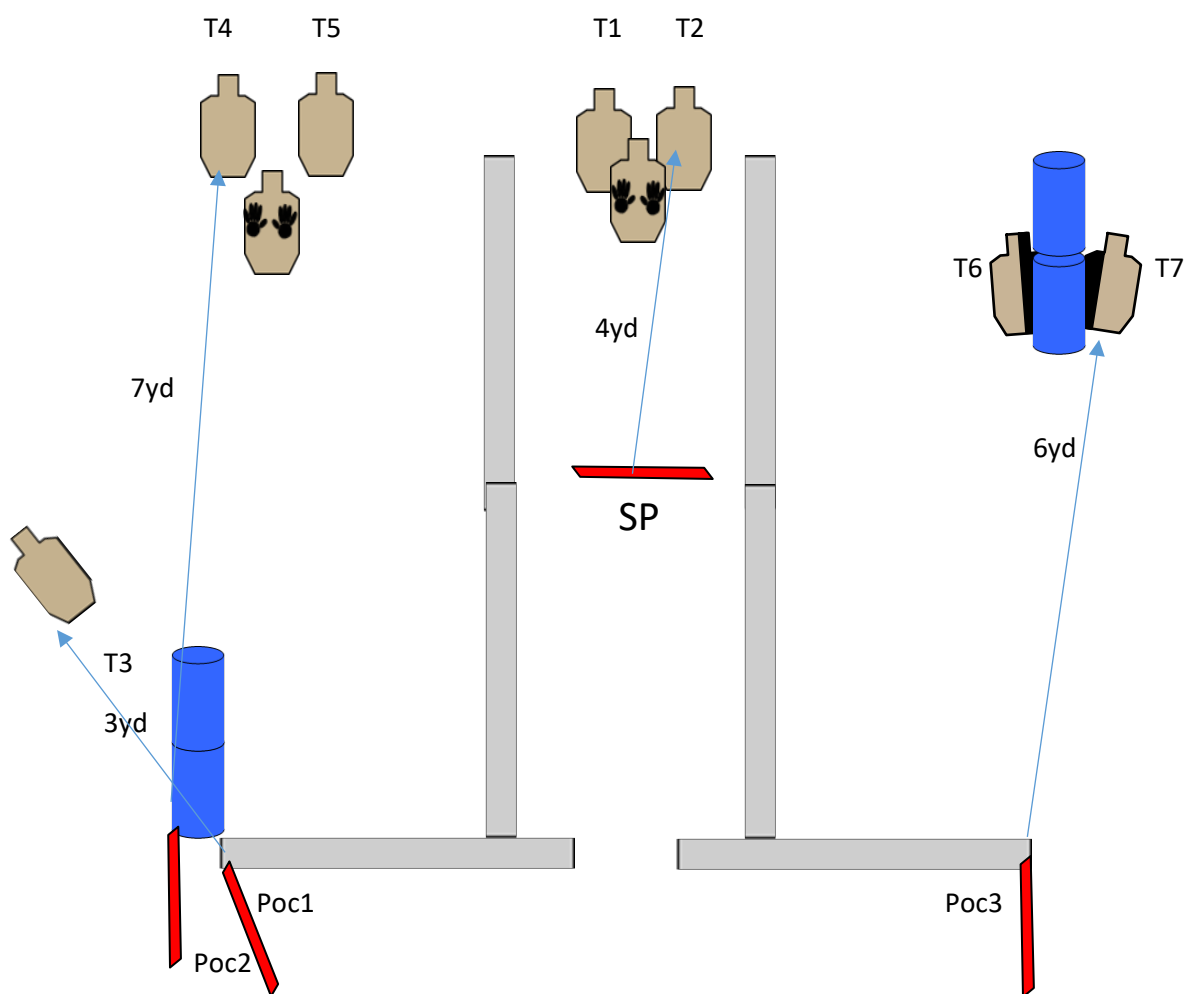
Start position: String 1: Standing in SP, facing down range, gun loaded, holstered. String 2: Standing in SP, facing down range, gun loaded, in weak hand under 45 degree angle.	STANDARD
Scoring: 16 rounds, Unlimited Scored hits: best 2 per target Targets: 4 Threats, 2 non threats Range: 3yd - 7yd Concealment: Optional Muzzle safe points: 180	Stage procedure: String 1: At the signal engage all targets with strong hand only using tactical priority. String 2: At the signal engage all targets with weak hand only using tactical priority.





Stage 7

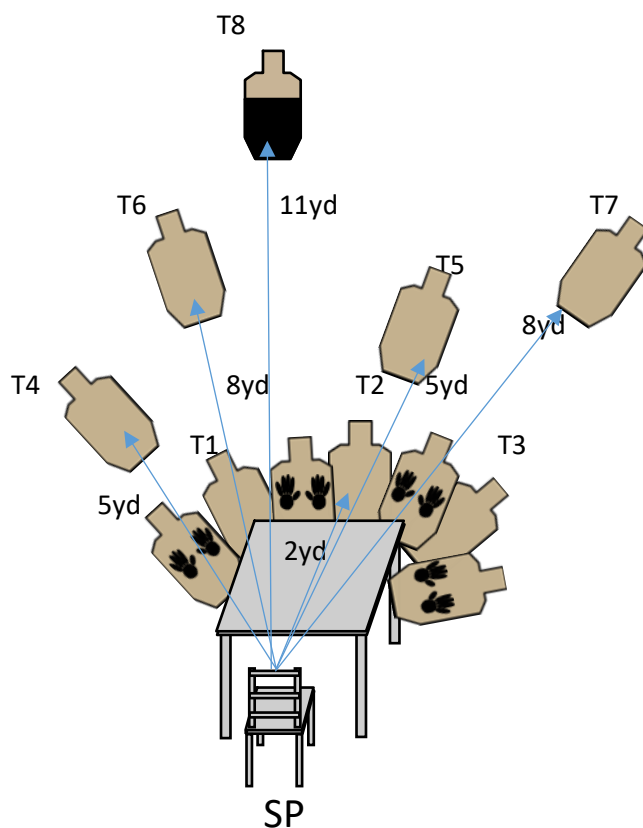
Start position: Standing at SP, facing down range, firearm loaded, holstered.	Scenario: You are in the office at New Year's party. When you tried to go home, a group of gangsters started robbing the office. Save your colleagues!
Scoring: 14 rounds, Unlimited Scored hits: best 2 per target Targets: 7 Threats, 2 non threats Range: 3yd. – 7yd. Concealment: required Muzzle safe points: 180	Stage procedure: At signal, engage targets in tactical priority using cover and fault lines.





Stage 8

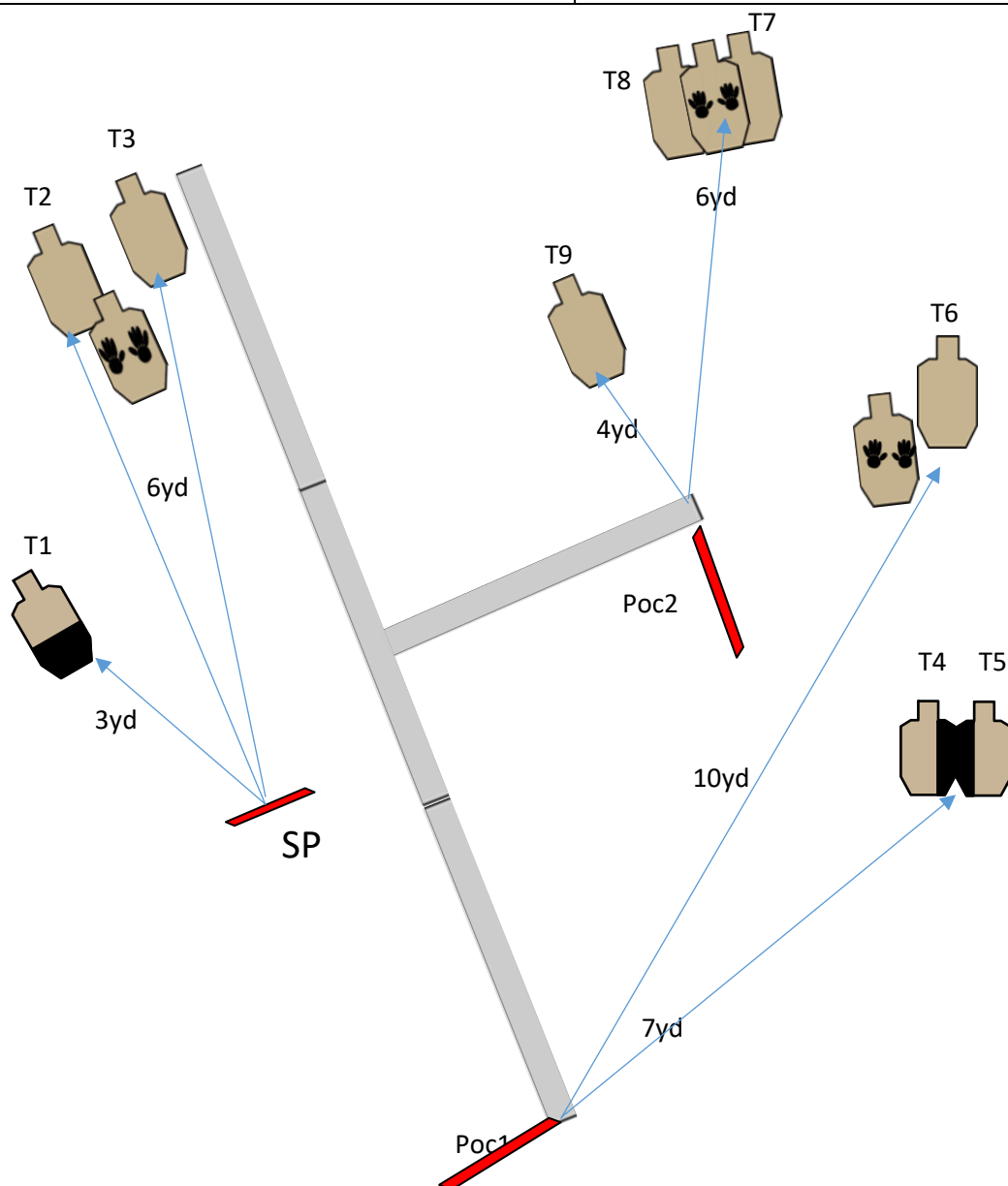
Start position: Sitting on chair, holding cards in hands over the table. Gun loaded, holstered, chamber is empty.	Scenario: You are playing poker with friends. A group of armed criminals attacked you. The only person who has the gun – is you. Defend yourself and your friends.
Scoring: 16 rounds, Unlimited Scored hits: best 2 per target Targets: 8 Threats, 4 Non-threats Range: 2yd. – 11yd. Concealment: required Muzzle safe points: 180 Comments: Sweeping is a DQ.	Stage procedure: At signal drop the cards, take your gun and engage threats in tactical priority (from close to far). While sitting.





Stage 9

Start position: Standing at SP, facing down range, gun loaded, holstered. Both feet touching the line. Briefcase in weak hand, cellphone in strong hand. Hold close to ear as if listening.	Scenario: When you are leaving for lunch from your office building, a terrorist group attacks. Take out the terrorists!
Scoring: 18 rounds, Unlimited Scored hits: best 2 per target Targets: 9 Threats, 3 Non-threats Range: 3yd-10yd Concealment: required Muzzle safe points: 180	Stage procedure: At signal engage threats in open in tactical priority (close to far). Next engage remaining threats in tactical priority using cover and fault lines.





Stage 10

Start position: Sitting on the chair, hands holding the newspaper over the table. Gun is loaded, chamber is empty.	Scenario: You are sitting at home and reading the newspaper. At the moment you see a group of armed criminals through the window, which want to enter your home. You have no time to call the police and need to defend your family.
Scoring: 16 rounds, Unlimited Targets: 8 threat Scored hits: Best 2 per target. Range: 3yd - 13yd Concealment: required Muzzle safe points: 180 Comments: Sweeping is a DQ	Stage procedure: At the signal engage T1-T3 in tactical priority while sitting on the chair. Next move to Poc1 or Poc2, open the door and engage remaining targets in tactical priority using cover and fault lines. The door activates the swinger.

