



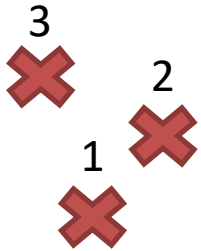
Stage 1

Two hostile targets (red X), one no shoot (blue smiley)

Hostage situation one no shoot target with threat targets on either side

Starting at position 1(Gold Star) threat targets can be engaged in any order but required two rounds center mass and one round in the head for each threat target

Total round count for stage six



Stage 2

Special rule starting mag downloaded to six rounds

Five hostile targets (red X), one no shoot (blue smiley)

On starting position 1 (Gold Star) engaged targets one through three in tactical priority closest to farthest with two rounds each center mass

Move to position 2 reload behind cover then engage targets 4 and 5 utilizing cover with two rounds each center mass

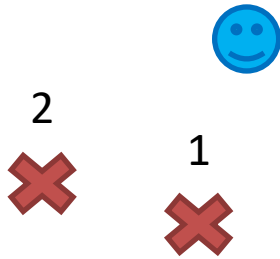
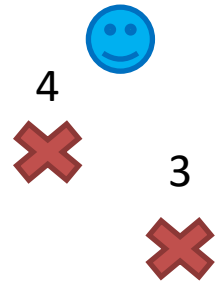
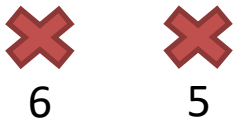
Total round count 10



2



1



Stage 3

Six hostile targets (red X), two no shoot targets (blue smiley)
Start at position 1(Gold Star) hands on barrel at buzzer move to position 2 engage targets 1 and 2 in tactical priority from the right side of the barrier then move to position 3 and engage targets 3 through 6 in tactical priority both sides of the barrier can be used

All targets are to be engaged with two rounds center Mass
Total round count 12