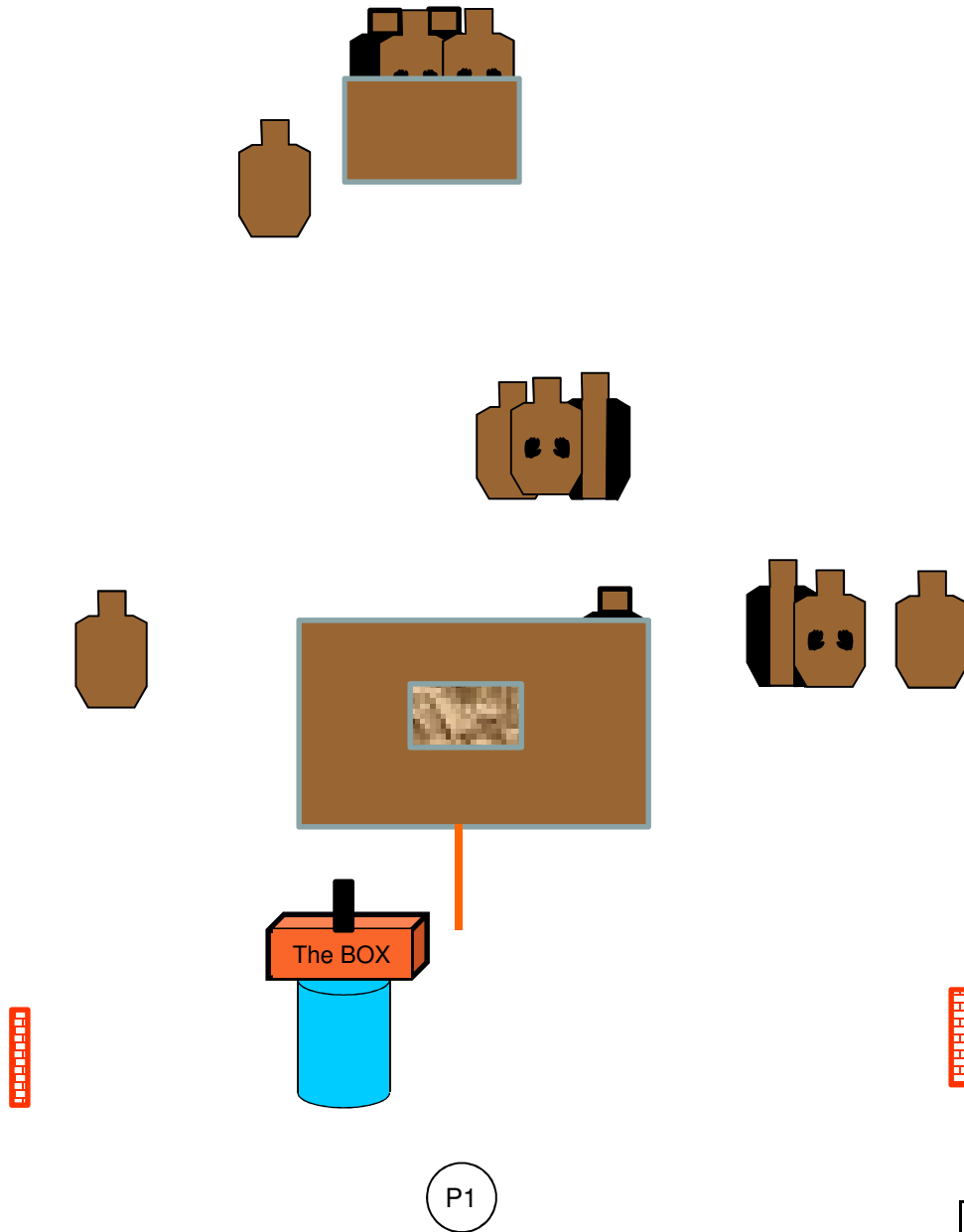
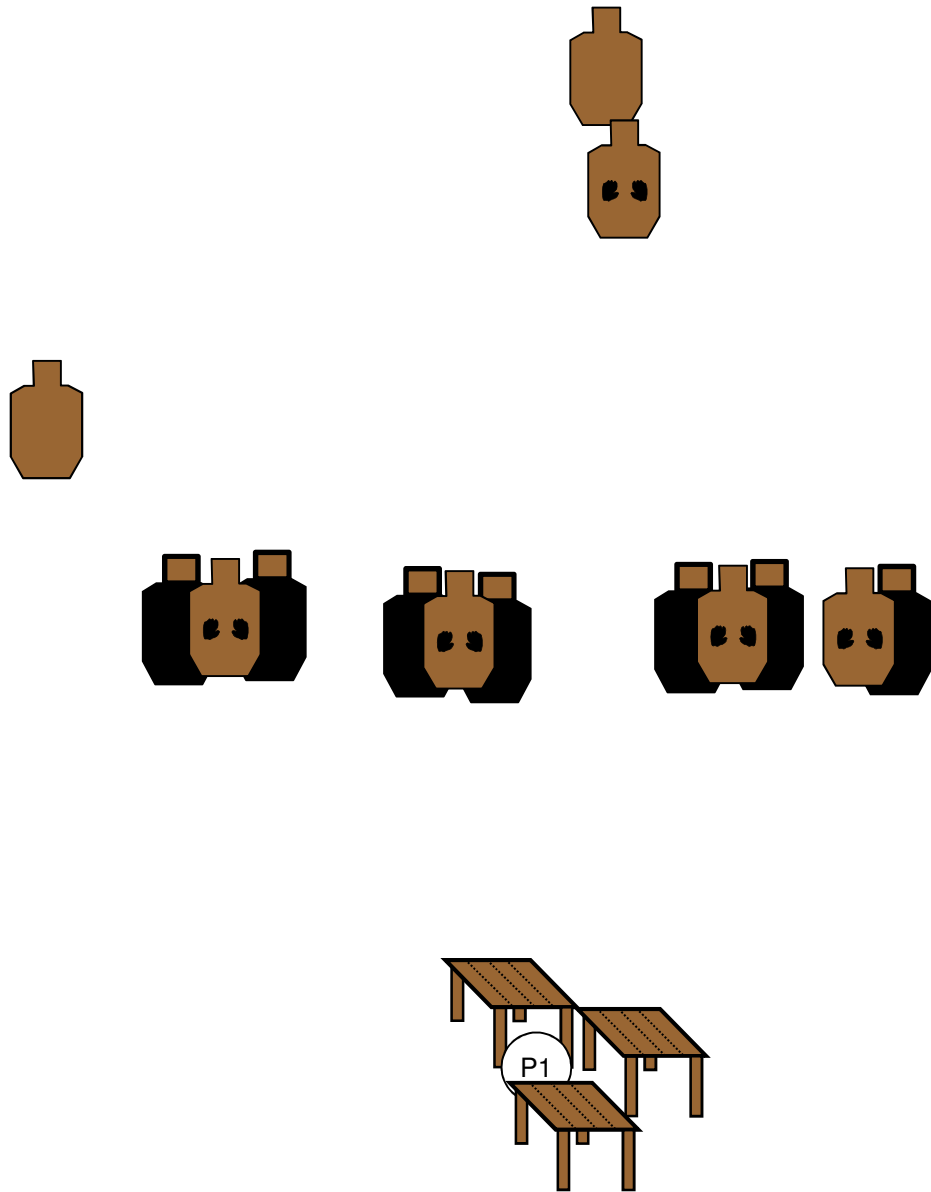


Scenario	A simple house cleaning
Scoring	Vickers
Concealment	Optional due to heat
Starting Position	P1 Hands on XX Gun loaded to division capacity.
Description	At the signal go to P1 and engage all targets. Proceed to P2 and engage target from end of wall or on the move to P3. At P3 engage all targets. All paper gets 2 shots each. Steel must fall.
Scored shots	14
Targets	4 x plain, 3 x NT, 1 x head, 1 x skunk
Props	2 x swingers, 1 steel activator, plywood wall
Setup notes	
SO Notes	
<b>BAY A</b>	



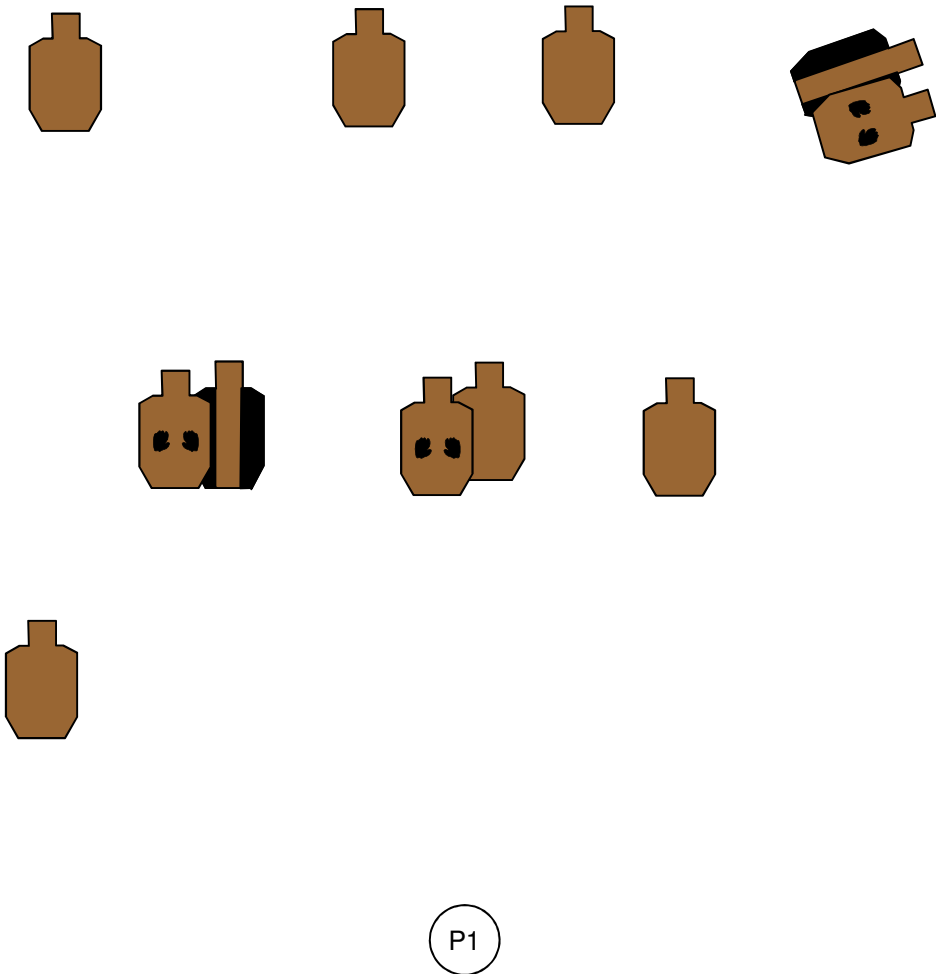
Scenario	You're loading magazines when you hear a disturbance. You go check it out and find several armed intruders. You go back to get the magazines you started loading and engage the bad guys.
Scoring	Vickers
Concealment	Optional due to heat
Starting Position	P1 Facing up range. Gun unloaded in holster. First magazine down loaded to 6 rounds and placed on 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 retrieve and load the magazine from on top of THE BOX and retrieve all other ammo. Then engage the targets you can see with 2 shots each in any order. Proceed to window, pull down curtain and engage targets through window in barricade order. Then proceed to short wall and engage targets over wall with 2 shots each.
Scored shots	16
Targets	4 x plain, 4 x NT, 2 x skunk, 3 x head
Props	1 x barrel, the box
Setup notes	Use leaning target stands behind short wall
SO Notes	Make up shots on first targets are allowed from the wall.
	<b>BAY B</b>

Home intrusion	Mark Stavakis	7-2018
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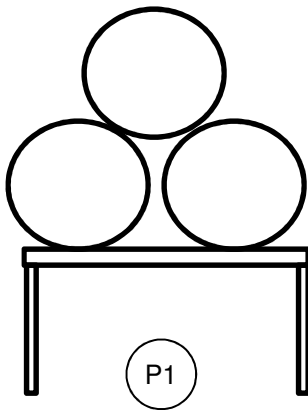
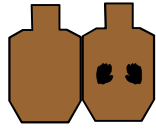
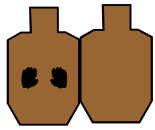
Scenario	Enjoying a midnight 9-meat 5-cheese pizza has its price and in your nightmare, zombies are rising out of the ground among the victims... and somehow, your lower half is buried so you can't turn. Hey, it's a nightmare!
Scoring	Vickers
Concealment	Optional Due to Heat
Starting Position	P1 with chest against table and second table against the back Gun loaded to division capacity in box Extra ammo on belt
Description	At the signal, retrieve gun from box and engage each target with 2 shots each in any order while seated.
Scored shots	18
Targets	2 x plain, 8 x head only, 5 x NT
Props	
Setup notes	10 yard max for head shots
SO Notes	
	<b>BAY C</b>

<b>Not so good pizza</b>	Larry Janecka Mark Stavrakis	7 - 2018
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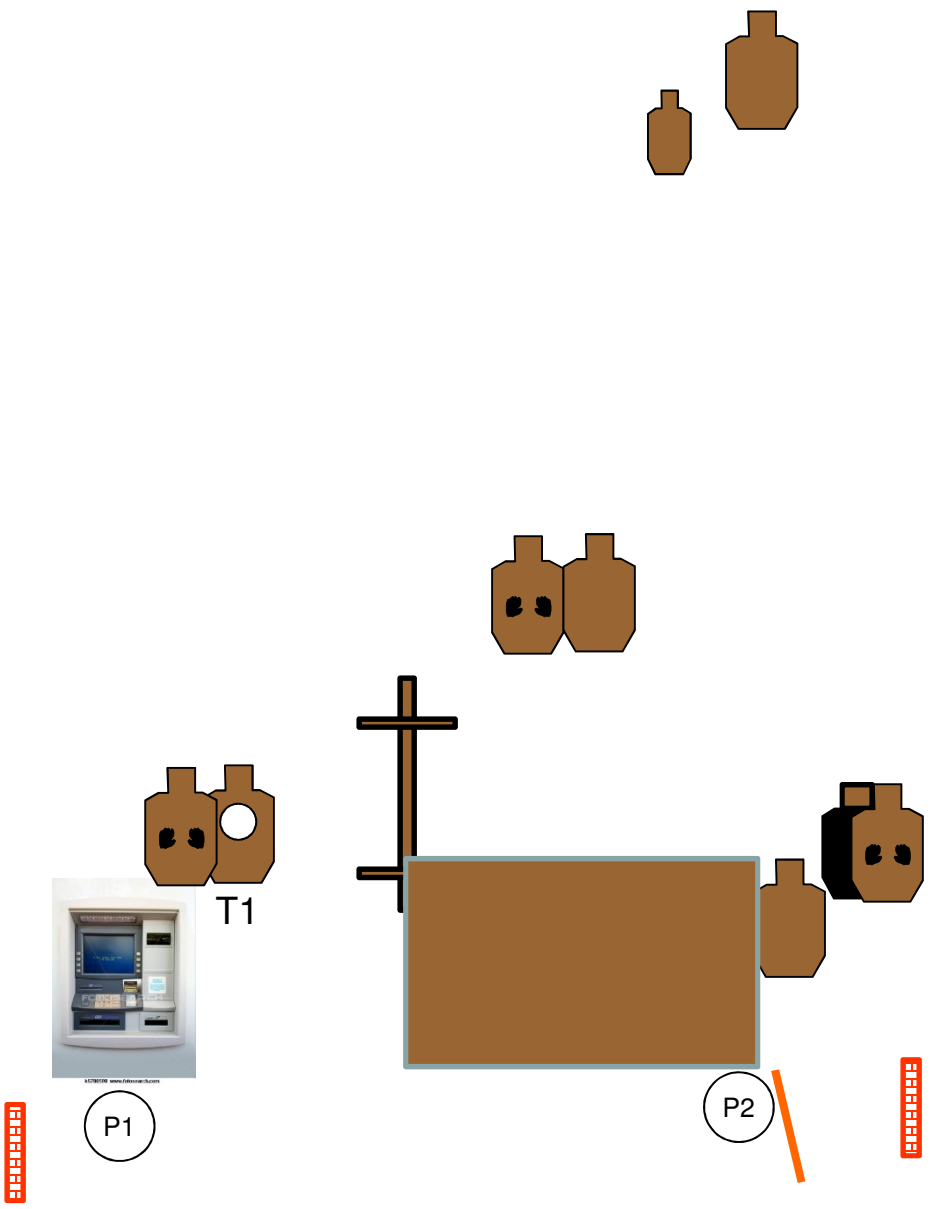
Scenario	After you come to with a massive headache and blood in your hair, you realize you were attacked; You can only see out of one eye (cover on one glasses lens) and your aim is wobbly (weight strapped to strong hand wrist)
Scoring	Vickers
Concealment	Optional due to heat
Starting Position	P1 On <b>ONE</b> knee. Gun loaded to division capacity on ground. Patch covering lens on strong side of glasses. Weight on wrist of strong hand
Description	At the signal pick up gun and engage each target with 2 shots each in tactical order, near to far. 3 rows of engagement
Scored shots	16
Targets	6 x plain, 3 x NT, 2 x skunk
Props	
Setup notes	
SO Notes	
	<b>BAY D</b>

<b>Down But Not Out</b>	Larry Janecka Mark Stavrakis	7 - 2018
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Scenario	The Tubes
Scoring	<b>Limited</b> Vickers
Concealment	Optional due to heat
Starting Position	P1 Gun loaded to division capacity.
Description	At the signal, engage all targets through top tube with 2 shots each, <b>weak hand only</b> . Then engage all targets through either bottom tube with 2 shots each <b>strong hand only</b> . Then engage all targets through remaining tube with 2 shots each <b>freestyle</b> .
Scored shots	18
Targets	3 x plain, 2 x NT
Props	The tubes
Setup notes	7 yards max
SO Notes	
	<b>BAY E</b>

<b>The tubes</b>	Mark Stavrakis	7 - 2018
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Scenario	You're withdrawing some cash from an ATM and get approached by some bad guys wanting your money.
Scoring	Vickers
Concealment	Optional due to heat
Starting Position	P1 Gun loaded with 6 rounds only Spare ammo on belt.
Description	At the signal, step out from the ATM and engage T1 with 6 shots <b>FROM RETENTION</b> elbow must be against body. Proceed to P2 and engage all targets with 2 shots each.
Scored shots	16
Targets	3 x plain, 3 x NT, 1 x Head, 1 x midget
Props	ATM
Setup notes	
SO Notes	
	<b>BAY F</b>

<b>Penalty for withdrawal</b>	Mark Stavrakis	7 - 2018
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