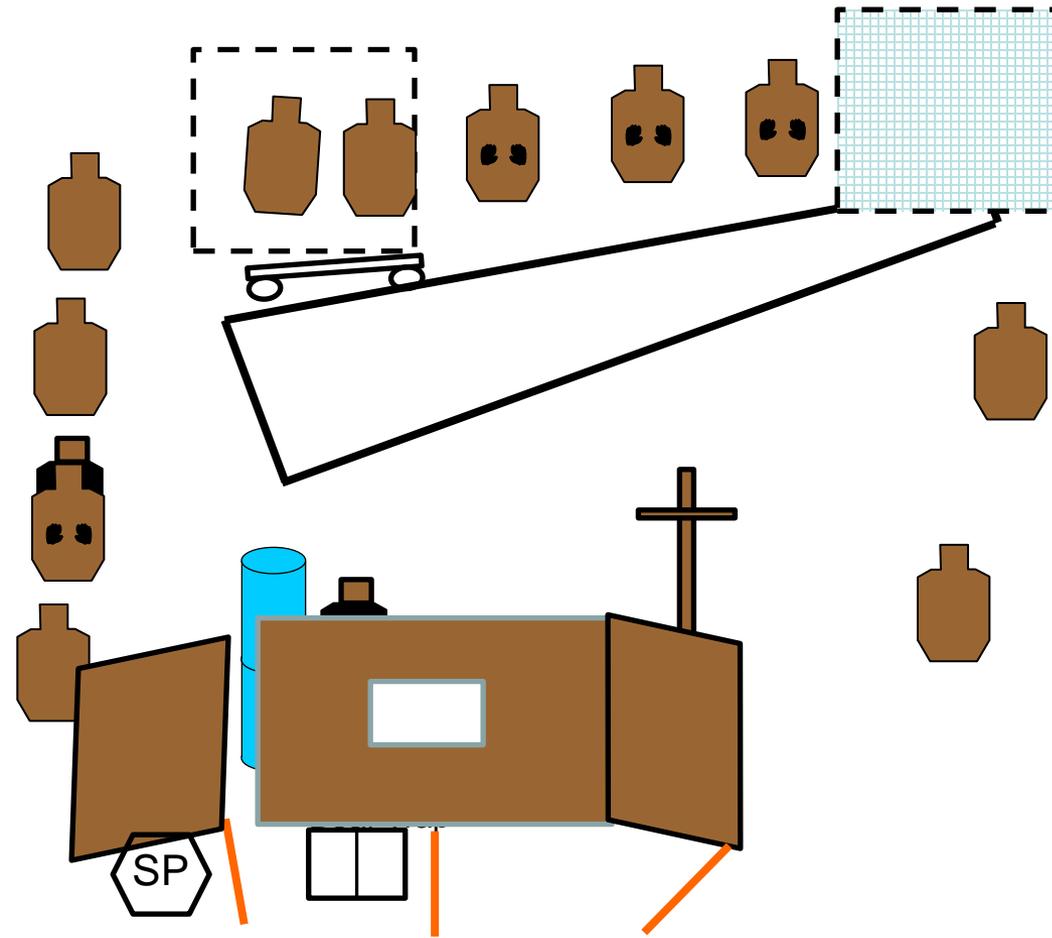


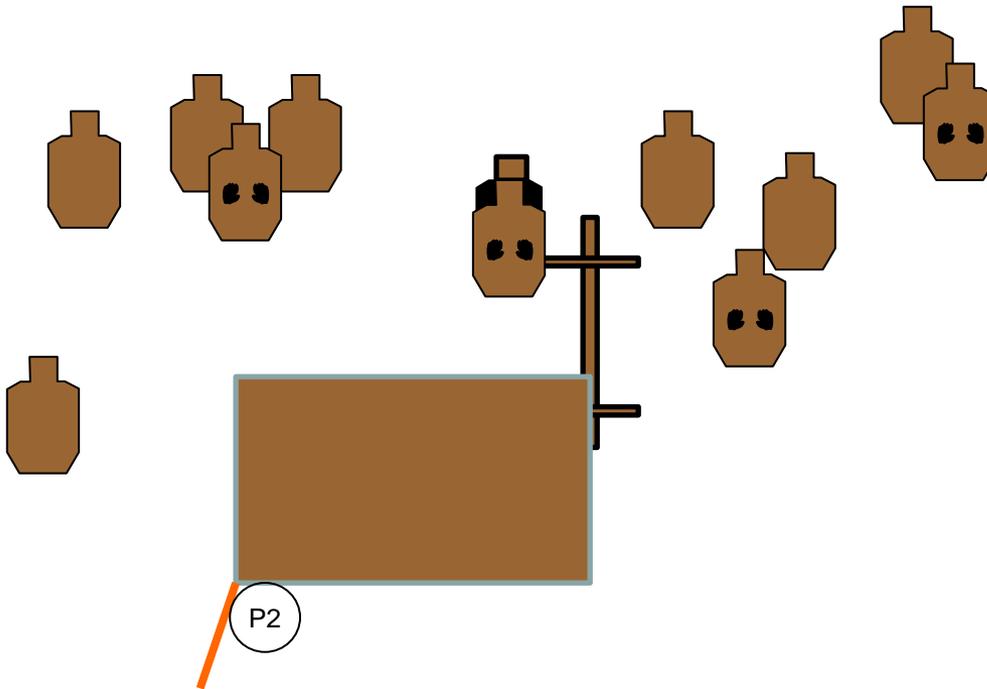
Scenario	You're on a team assigned to clear out a gang holed up in an old school building.
Scoring	Unlimited
Concealment	Required
Starting Position	SP Gun loaded to division capacity.
Description	At the signal, engage first target with 2 to the body and 1 to the head.  Proceed down the hallway and clear out the rest of the bad guys and their dog with 2 shots each.
Scored shots	17
Targets	4 x Plain, 3 x NT, 1 x head, 1 x skunk, 1 x Head/body
Props	
Setup notes	
	<b>BAY A</b>

<b>The Old School</b>	Mark Stavrakis	10-2021
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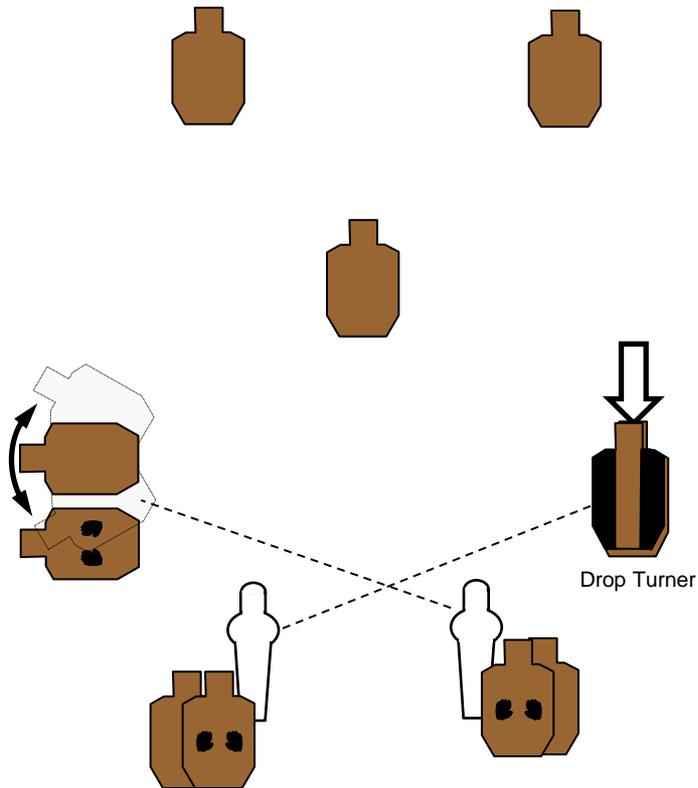
Scenario	You're being over run by bad guys but you got this. A bad guy tries to make a get away.
Scoring	Unlimited
Concealment	Required
Starting Position	SP Gun loaded to division capacity.
Description	At the starting point facing wall. At the signal, engage all targets through gap in walls.  Proceed to window , step on activator and engage runner and any targets seen through window.  Proceed to right side of wall and engage targets. All targets get 2 shots each.
Scored shots	18
Targets	7 plain, 4 x NT, 2 x Head
Props	
Setup notes	
	<b>BAY B</b>



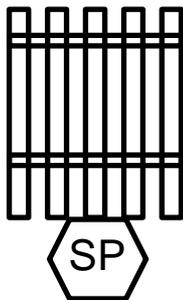


Scenario	You're out for a walk and run into a bunch of bad guys and their girl friends and they want to beat you up and rob you. You have to defend yourself.
Scoring	Unlimited
Concealment	Required
Starting Position	SP Gun loaded to division capacity.
Description	At the signal engage all exposed targets and proceed to P2.  At P2 engage all targets in barricade order.  All targets get 2 shots each
Scored shots	16
Targets	7 x Plain, 4 x NT 1 x Head
Props	
Setup notes	
	<b>BAY D</b>

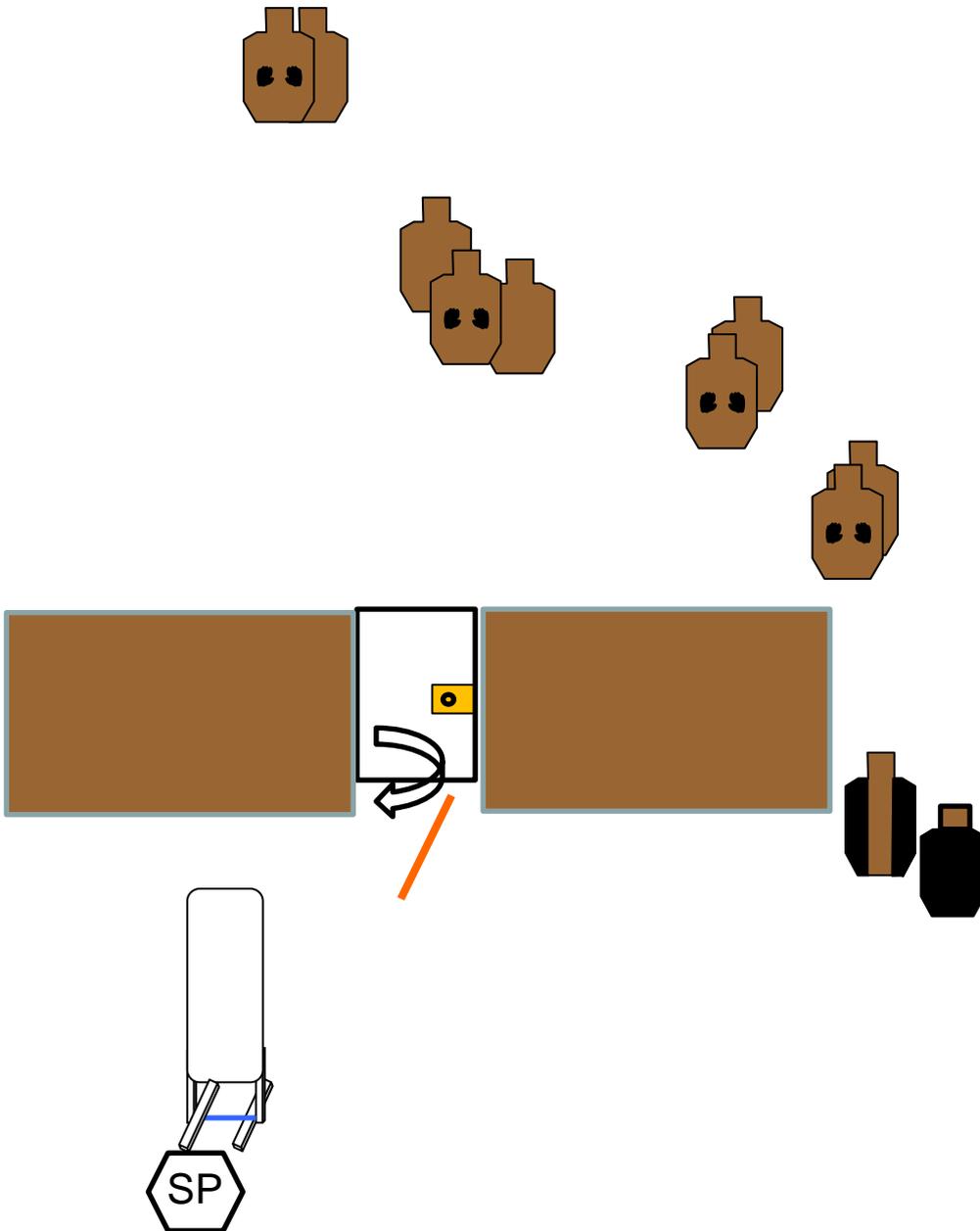
<b>Out for a walk</b>	Mark Stavrakis	10-2021
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Scenario	Everything is through the fence
Scoring	Unlimited
Concealment	Required
Starting Position	SP Facing <b>UPRANGE</b> Gun loaded to division capacity.
Description	At the signal turn and engage all targets <b>THROUGH</b> the fence, not from the sides. Shots from the side will be a procedural. All paper gets 2 shots each. Steel must fall.
Scored shots	16
Targets	6 x Plain, 3 x NT, 1 x skunk
Props	
Setup notes	
	<b>BAY E</b>

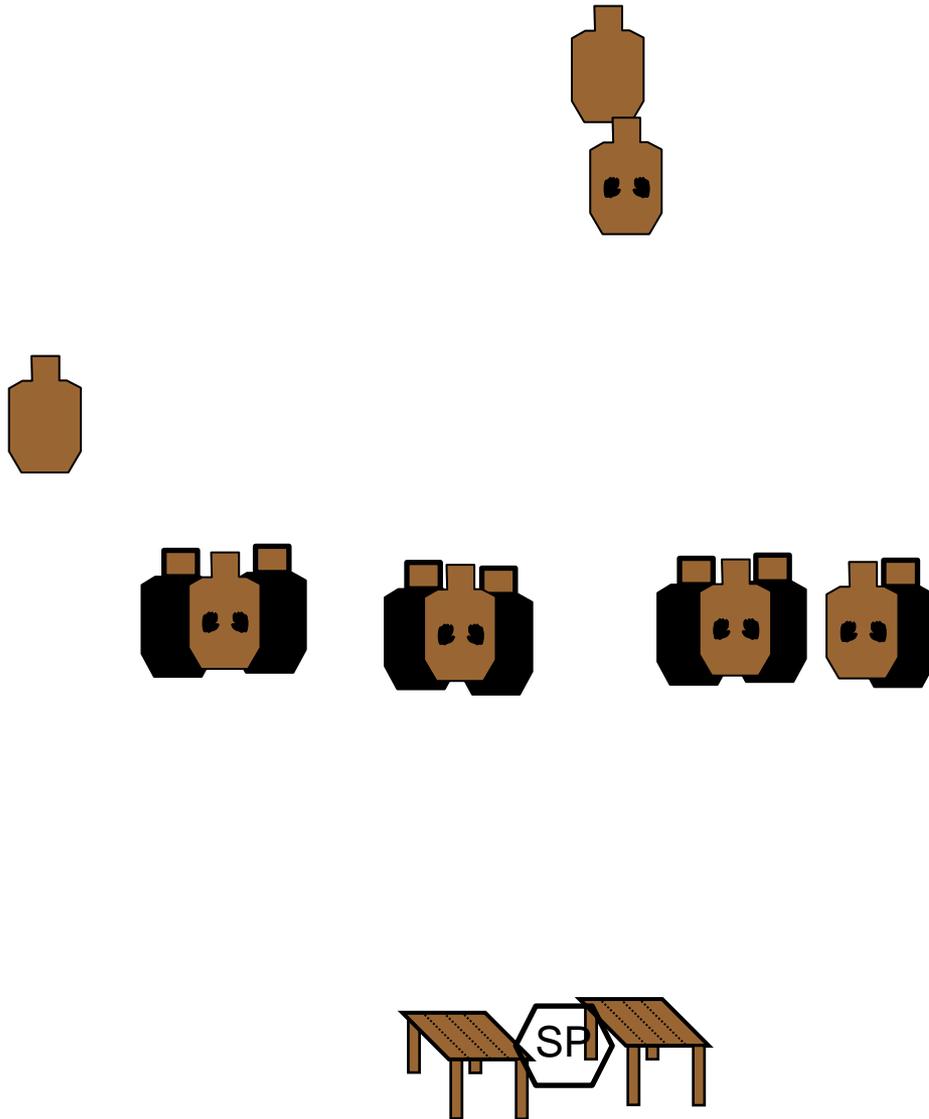


<b>Through the fence</b>	Mark Stavrakis	10-2021
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Scenario	You're on a hostage rescue mission. The bad guys and the hostages are inside and you have to get them out. You have to take care of the two guards first.
Scoring	Unlimited
Concealment	Required
Starting Position	SP Gun loaded to division capacity.
Description	At the signal, take out the two guards then proceed to P2, open door and take out the bad guys inside.  Shooter can open door from either side.  All targets get 2 shots each.
Scored shots	14
Targets	5 x Plain, 4 x NT, 1 x Skunk, 1 x head
Props	
<b>BAY F</b>	

<b>Hostage Situation</b>	Mark Stavrakis	10-2021
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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. It's a nightmare!
Scoring	Unlimited
Concealment	Required
Starting Position	SP with chest against table and second table pushed against the back when in position. Rear table <b>MUST</b> be against stool legs. Gun loaded to division capacity on table. Extra ammo on belt
Description	At the signal, retrieve gun and engage each target with 2 shots each in any order while seated. <b><u>Legs must stay under table while shooting.</u></b>
Scored shots	18
Targets	2 x plain, 8 x head only, 5 x NT
Props	
Setup notes	
SO Notes	
	<b>BAY X</b>

<b>Zombie John's pizza</b>	Mark Stavrakis	10-2021
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