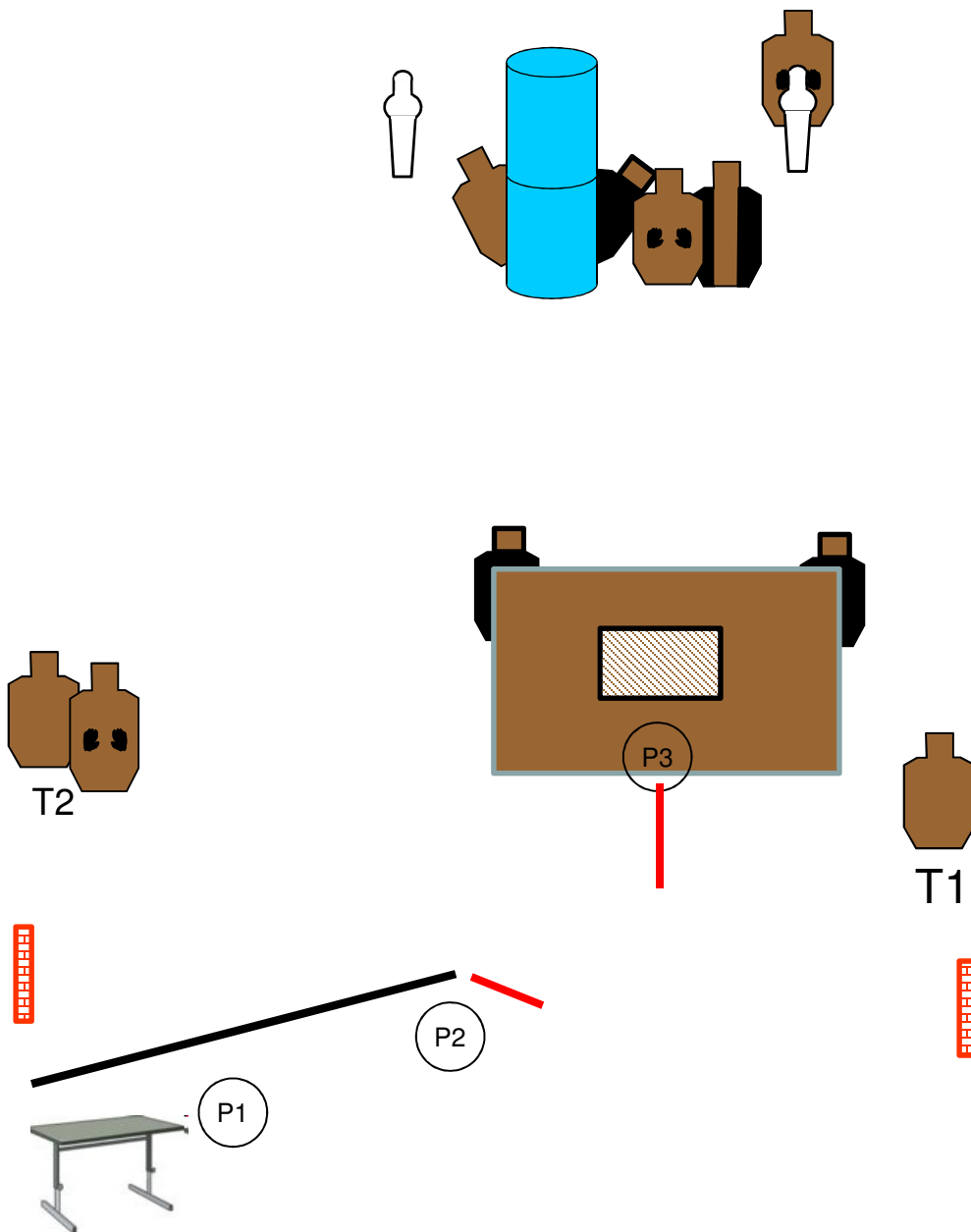


| | |
|-------------------|--|
| Scenario | Zig Zag down the hall and clear all the rooms |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Gun loaded to division capacity. |
| Description | At the signal engage popper T1 and swinger from P1. Proceed down "hallway" and engage remaining threats. All paper gets 2 shots each. Steel must fall |
| Scored shots | 15 |
| Targets | 5 x plain, 3 x NT, 1 x Head only, 1 x skunk, |
| Props | 1 x popper, 1 x swinger |
| Setup notes | |
| SO Notes | |
| | BAY A |

Zig Zag Man

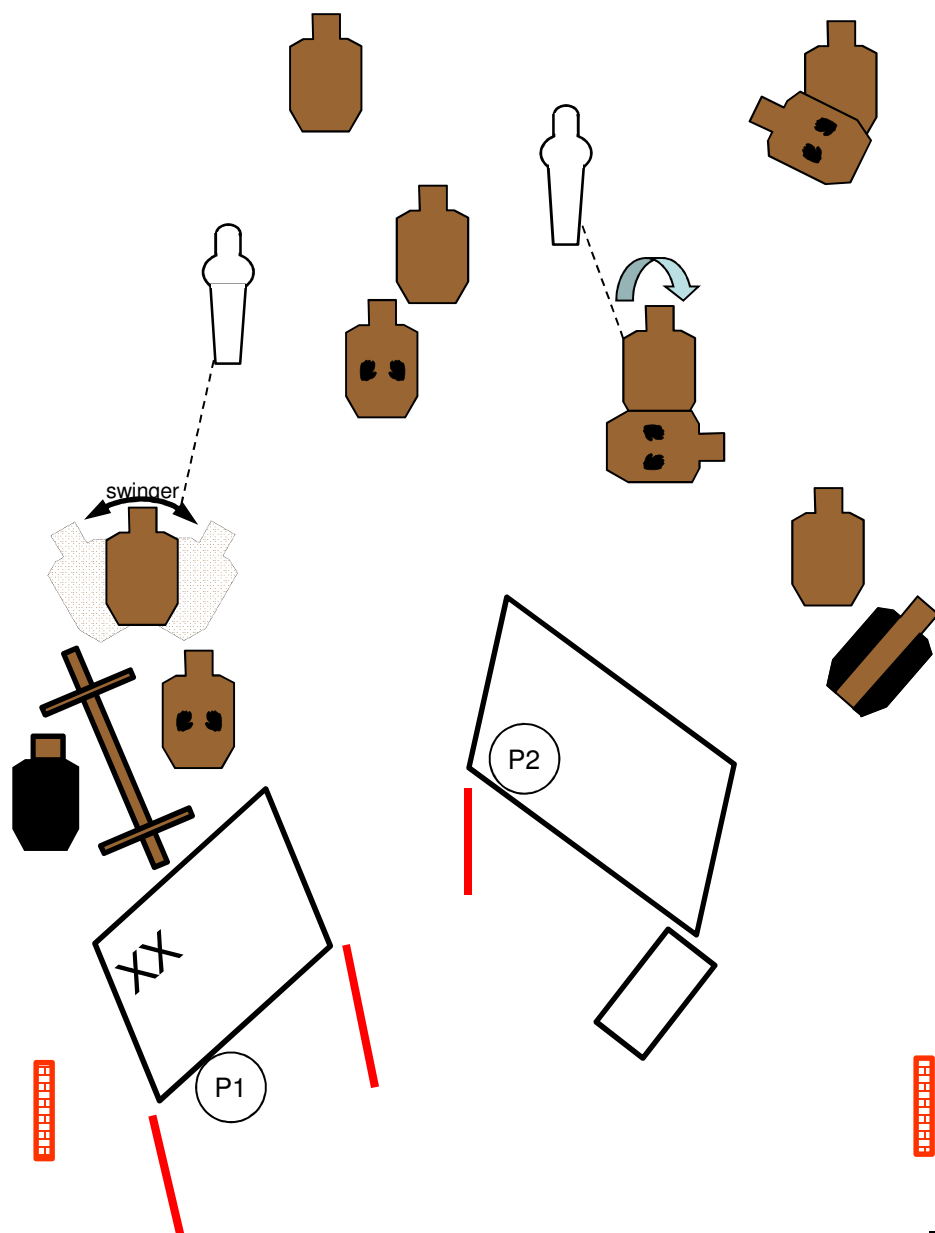
Mark
Stavrakis

May 2017



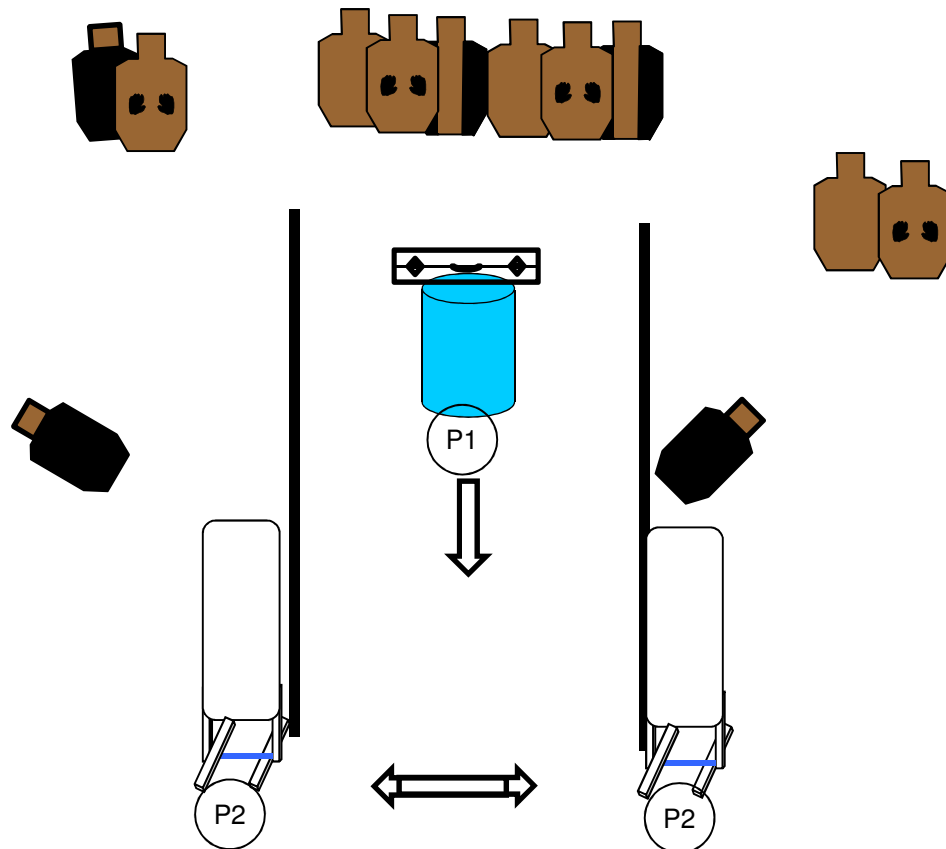
| | |
|-------------------|--|
| Scenario | You're having a BBQ in the backyard and bad guys try to crash the party. They've got guns and crave burgers. You take cover in your garage. |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Facing table. Wearing oven mitten on strong hand and also holding burger flipper in strong hand. Gun loaded to division capacity. |
| Description | At the signal drop burger flipper, take off mitten, turn and engage T1 with 2 <u>shots to body</u> and 1 to <u>head</u> in any order while moving to P2. At P2 and engage T2. Then advance to P3, either side of window, open window with weak hand and engage remaining targets <u>through window</u> . All paper gets 2 shots each. Steel must fall. |
| Scored shots | 17 |
| Targets | 3 x open, 3 x NT, 3 x Head only, 1 x Skunk 2 x poppers 2 x barrels 1 x window with flap covering window |
| Props | 2 x poppers 2 x barrels |
| Setup notes | |
| SO Notes | Watch muzzle at window. |
| | BAY B |

| | | |
|----------------------|----------------|----------|
| In and no out burger | Mark Stavrakis | May 2017 |
|----------------------|----------------|----------|



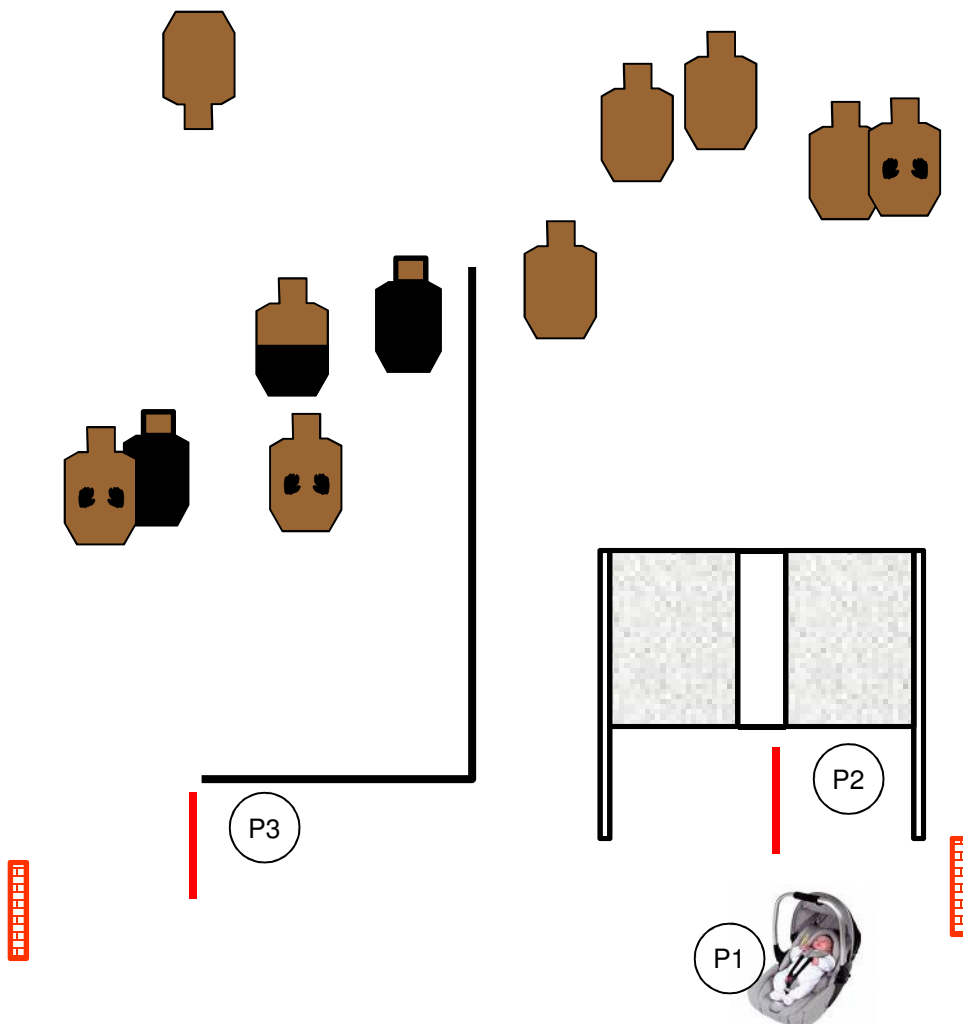
| | |
|-------------------|--|
| Scenario | You stop at the local stop and rob store on the way home. Just your luck the local gang chooses to gang rob the place. You have to shoot your way to safety. |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Hands on the Xs Gun loaded to division capacity. |
| Description | At the signal, step out and engage targets as you see them. Proceed to P2 and engage all targets as you see them from P2 only. All paper gets 2 shots each. Steel must fall. |
| Scored shots | 18 |
| Targets | 6 x plain, 4 x NT, 1 x skunk, 1 x head |
| Props | 2 x popper 1 x swinger 1 x pop UP |
| Setup notes | |
| SO Notes | |
| | BAY C |

| | | |
|---------------------------|----------------|----------|
| Gang robbery at the store | Mark Stavrakis | May 2017 |
|---------------------------|----------------|----------|



| | |
|-------------------|---|
| Scenario | You're working an undercover drug sting and it goes wrong. More people show up than was expected and you have to fight your way out. |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Gun loaded to division capacity inside briefcase |
| Description | At the signal retrieve gun from briefcase and, engage targets <u>while retreating</u> to either P2 corner. At P2 engage targets using Bianchi as cover. Then proceed to opposite P2 and do the same. All paper gets 2 shots. Steel must fall. |
| Scored shots | 16 |
| Targets | 3 x plain, 4 x NT, 2 x head, 2 x skunk |
| Props | 2 x Bianchi, 1 x barrel, 1 x briefcase |
| Setup notes | |
| SO Notes | |
| | BAY D |

| | | |
|-------------------------|----------------|----------|
| Against the odds | Mark Stavrakis | May 2017 |
|-------------------------|----------------|----------|

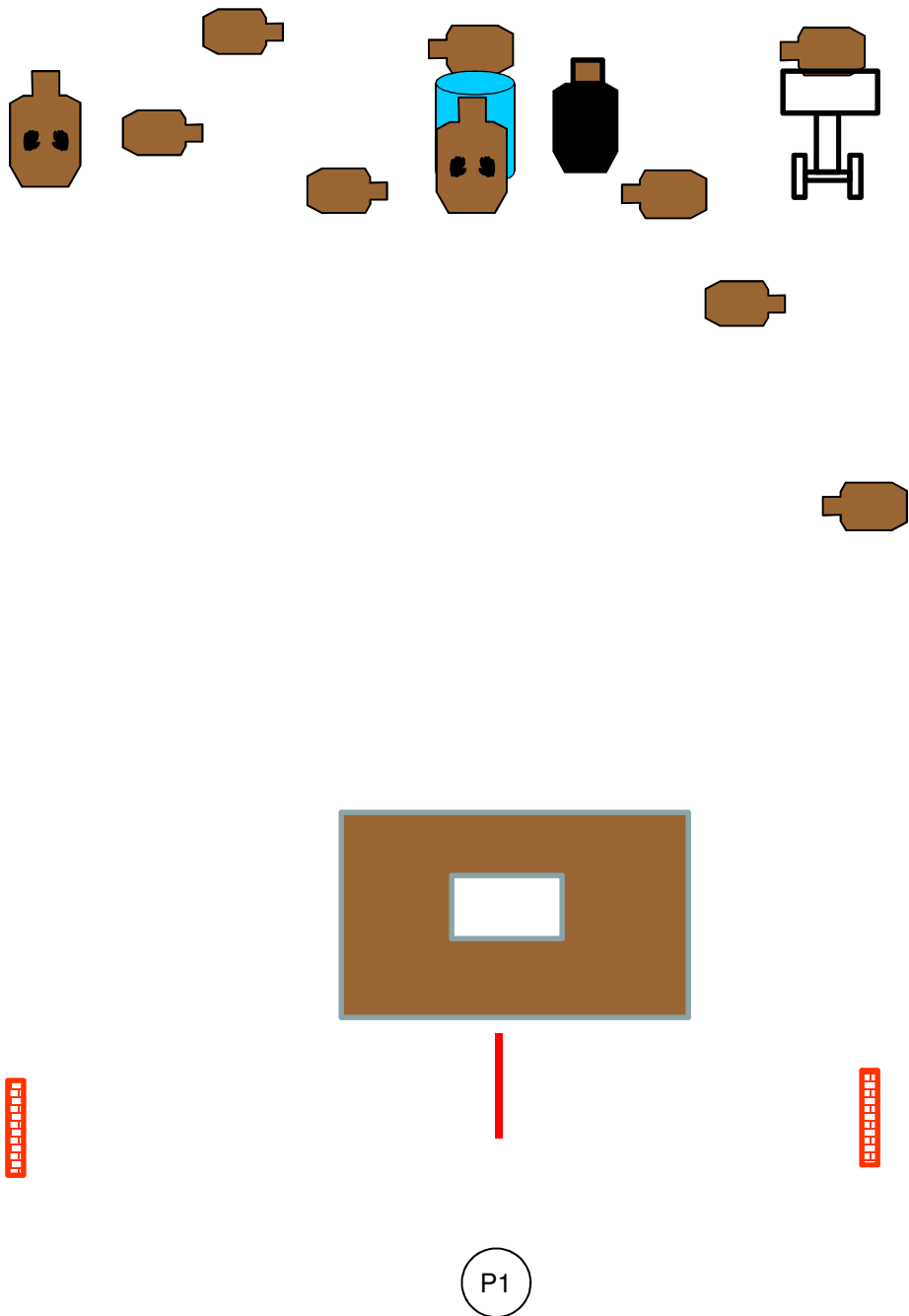


| | |
|-------------------|--|
| Scenario | You have to take out the bad guys while keeping Baby Bubba safe |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Holding baby carrier in WEAK hand Gun loaded to division capacity. |
| Description | At the signal go to hole in wall and engage all threats through window while holding baby carrier in <u>WEAK hand.</u> Proceed to P3 and engage all threats while holding baby carrier in <u>WEAK hand.</u> <u>NO MAKE UPS AFTER LEAVING P2</u> All paper gets 2 shots each. |
| Scored shots | 16 |
| Targets | 5 x plain, 2 x Head Only, 1 x NT 1 x Bottom cover |
| Props | Slot wall |
| Setup notes | |
| SO Notes | All shots with baby in weak hand. Set baby down to reload but must pick back up to shoot. |
| | BAY E |

Baby Bubba's in trouble again

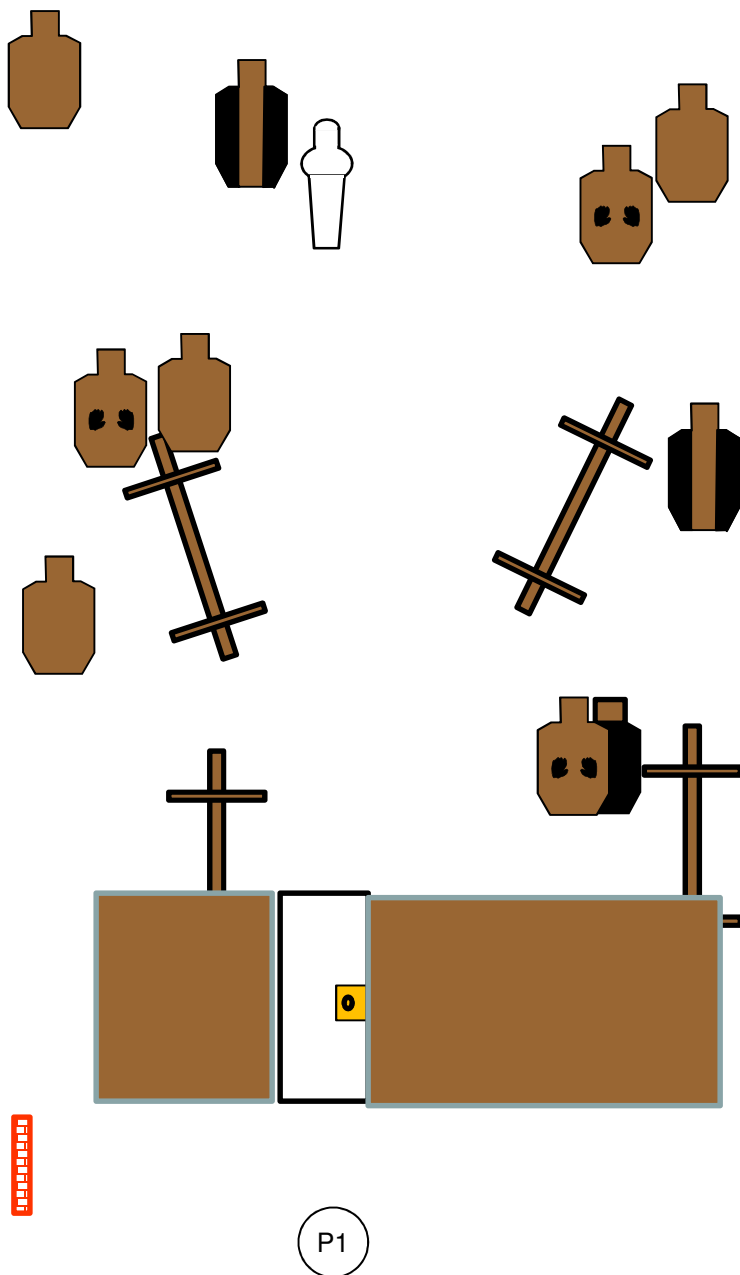
Mark
Stavrakis

May 2017



| | |
|-------------------|---|
| Scenario | The crazy cat lady you always knew was evil has trained her cats to attack. To save the neighborhood you must get rid of the cats and the cat lady. |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Gun loaded to division capacity. |
| Description | At the signal proceed to window and engage all threats with 2 shots each through window. |
| Scored shots | 18 |
| Targets | 8 x midgets, 1 x NT, 1 x head |
| Props | 1 x barrel 1 x large square Steel Challenge target with short 2 x 4 to be placed in front of cat target |
| Setup notes | |
| SO Notes | |
| | BAY F |

| | | |
|-----------------------|----------------|----------|
| Crazy Cat Lady | Mark Stavrakis | May 2017 |
|-----------------------|----------------|----------|



| | |
|-------------------|---|
| Scenario | As you're approaching the front door you hear a strange noise inside. When you go in you find a bunch of thugs are trying to rob you. |
| Scoring | Vickers |
| Concealment | Mandatory |
| Starting Position | P1 Gun loaded to division capacity. |
| Description | At the signal open the door and engage targets as you see them from the doorway. All paper gets 2 shots each. Steel must fall. |
| Scored shots | 15 |
| Targets | 4 x plain, 3 x NT, 2 x skunk, 1 x head |
| Props | 1 x popper |
| Setup notes | |
| SO Notes | Watch muzzle at doorknob. |
| | BAY X |

Things that go bump

Mark
Stavrakis

May 2017