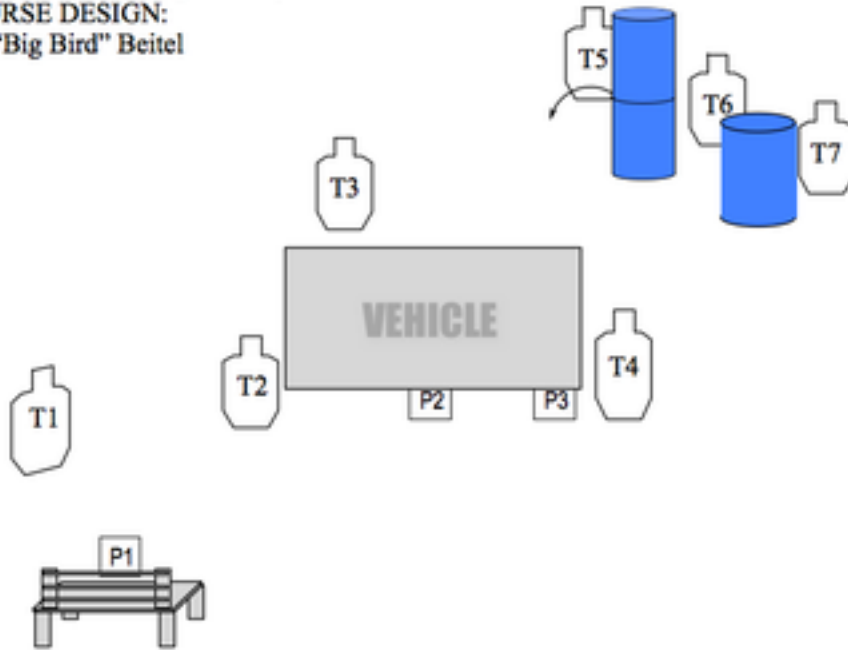


# 1. Stoop Stupid II

**VICKERS COUNT:**  
 15 Rounds  
**STARTING POSITION:**  
 Gun Holstered, sitting on stoop  
**COURSE DESIGN:**  
 Jim "Big Bird" Beitel

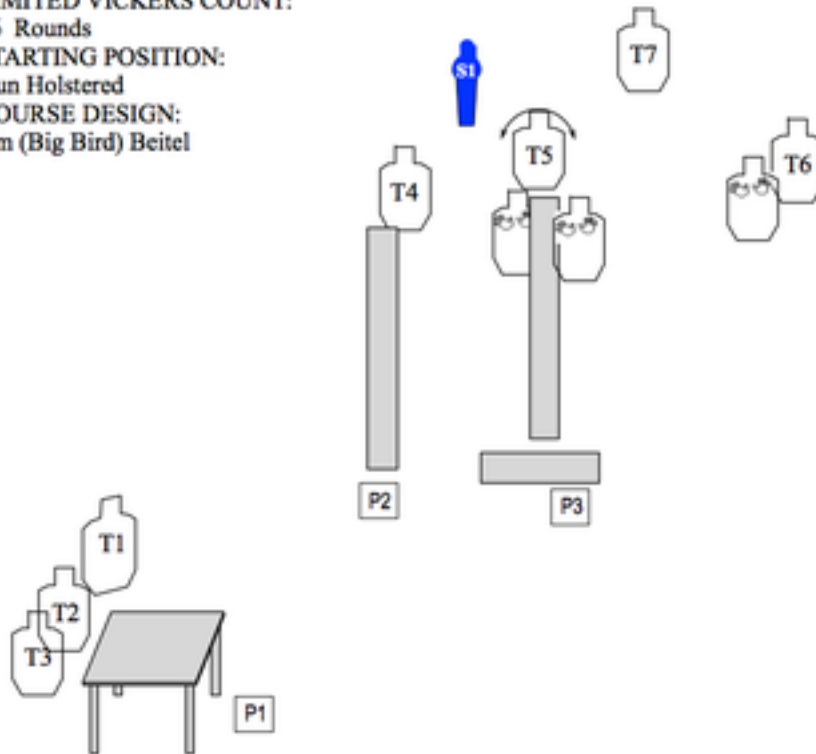


Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper,	Total	7 targets	Strings	1

Scenario & Procedure	Starting at P1 at the signal get up engage T1 "the kid". While moving to P2 engage T2 thru T4 in tactical sequence( 1-1-2-1-1). At P2 go prone and engage T5 in the leg and then 2 rounds to the body, then get up and engage T 6 and T7 with 2 rounds each over the top of the car.
Start pos	Gun loaded & holstered, sitting on stoop
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	
Setup	

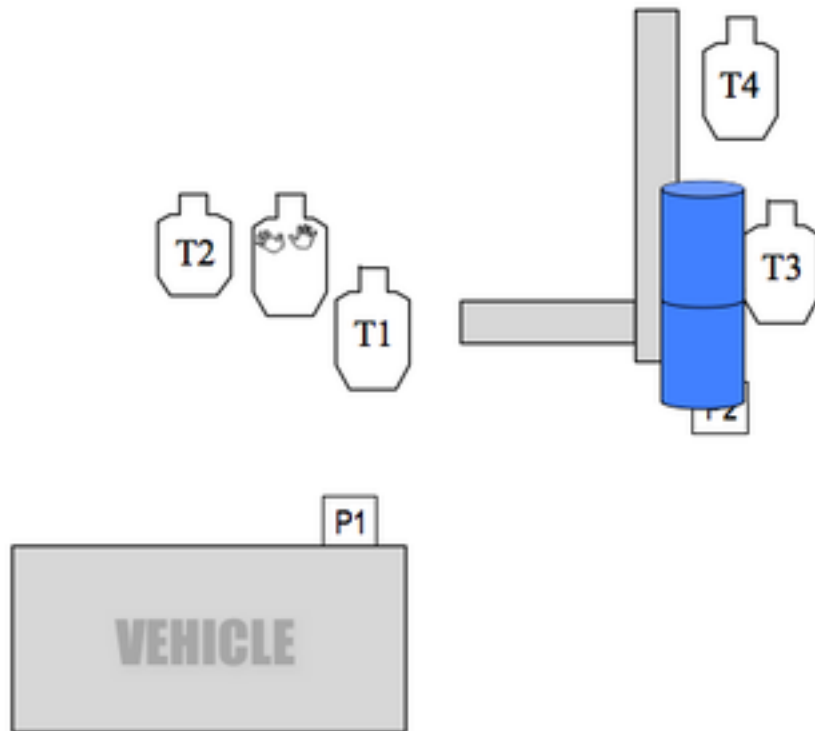
## 2. Rx for a Gunfight

LIMITED VICKERS COUNT:  
 16 Rounds  
 STARTING POSITION:  
 Gun Holstered  
 COURSE DESIGN:  
 Jim (Big Bird) Beitel



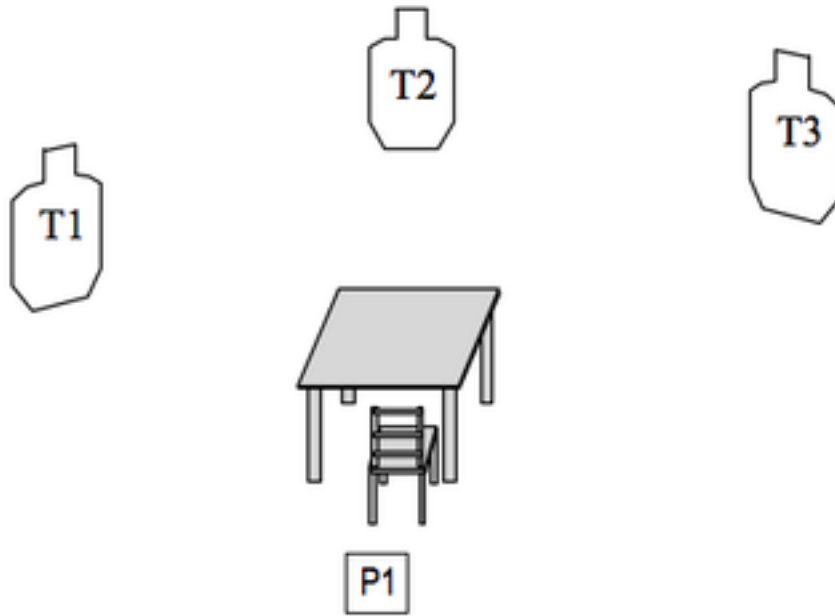
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 3 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	Starting at P1, At the signal draw your weapon and engage T1 thru 3 with 2 rounds each. Move to P2 and engage steel and T4 with 2 rds , when swinger comes in engage it with 3 rds. Move to P3 and engage T6 and T7 with 2 rounds each.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

### 3. Flat on the wrong block



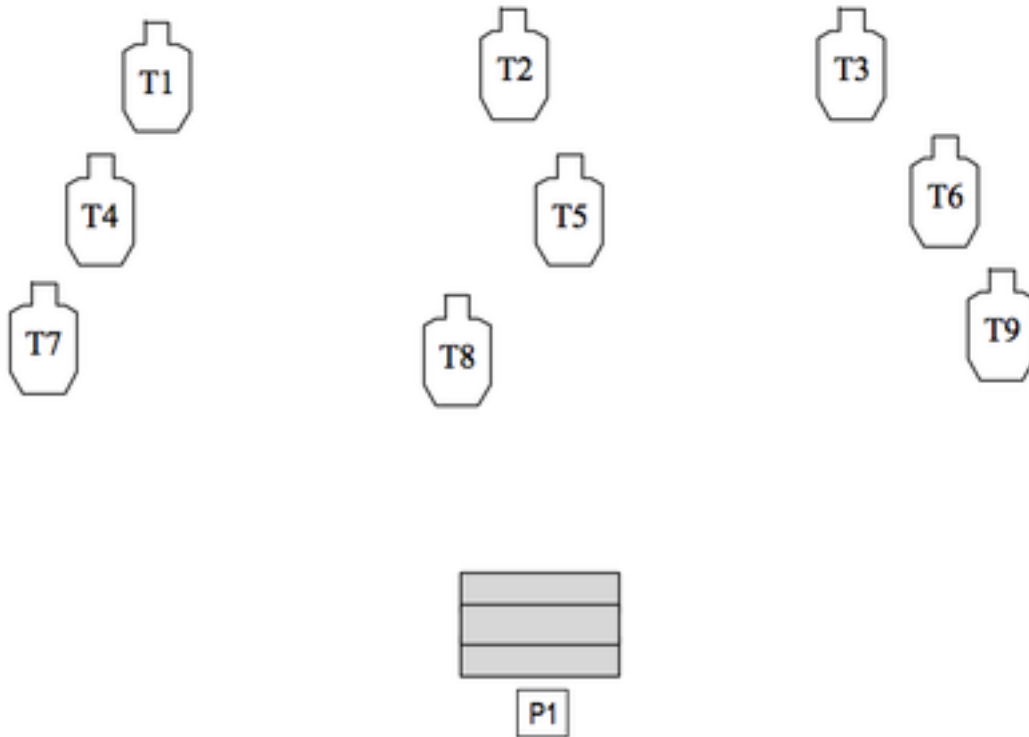
Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	4 paper, 1 no-shoot	Total	4 targets	Strings	1
Scenario & Procedure	Starting at P1 with tire iron in hand on one knee facing vehicle. At signal turn , draw and fire three shots each T1-T2 and move to cover at corner. From cover put in three rounds in to T3-T4 each.				
Start pos	Gun loaded & holstered, Knee on ground, tire iron in hand.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

## 4. Unwanted Company



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	12
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Starting at P1, Hands on the table, at the signal draw and engage T1 thru T3 in TACTICAL SEQUENCE. With 2 rounds each ( 1-1-2-1-1) Then reengage with 2 rounds to each head. Stay seated				
Start pos	Gun loaded & holstered, seated at table				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

## 5. Step Up Drill II



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper,	Total	9 targets	Strings	1
Scenario & Procedure	Starting at P1 on ground, hands at side , gun loaded to division capacity. At the signal draw and engage T1 thru T3 with 2 rounds each freestyle, then step up to the first step and engage T 4 thru T6 with 2 rounds strong hand only. Then step to second step and engage T7 thru T9 with 2 rounds weak h				
Start pos	In front of steps, gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					