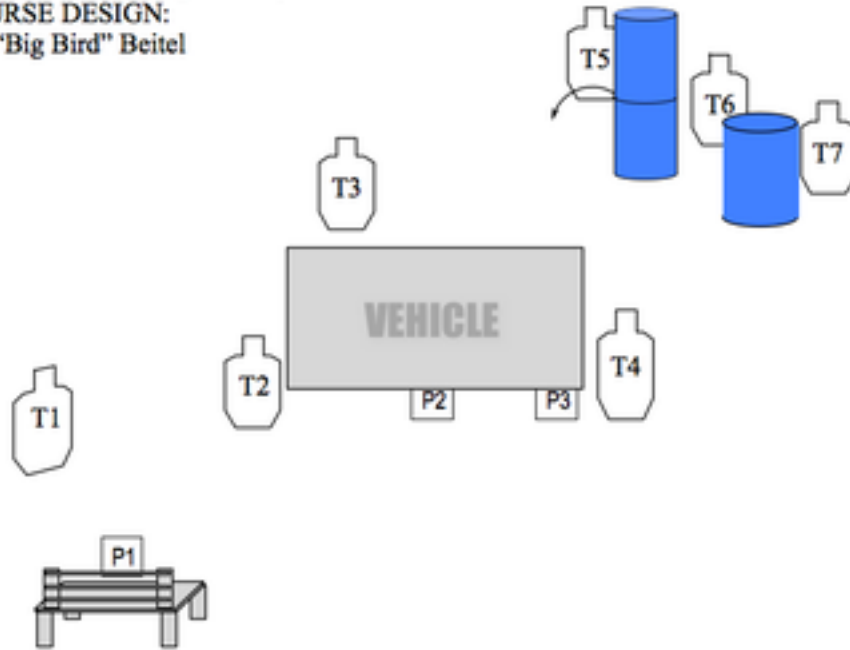


1. Stoop Stupid II

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

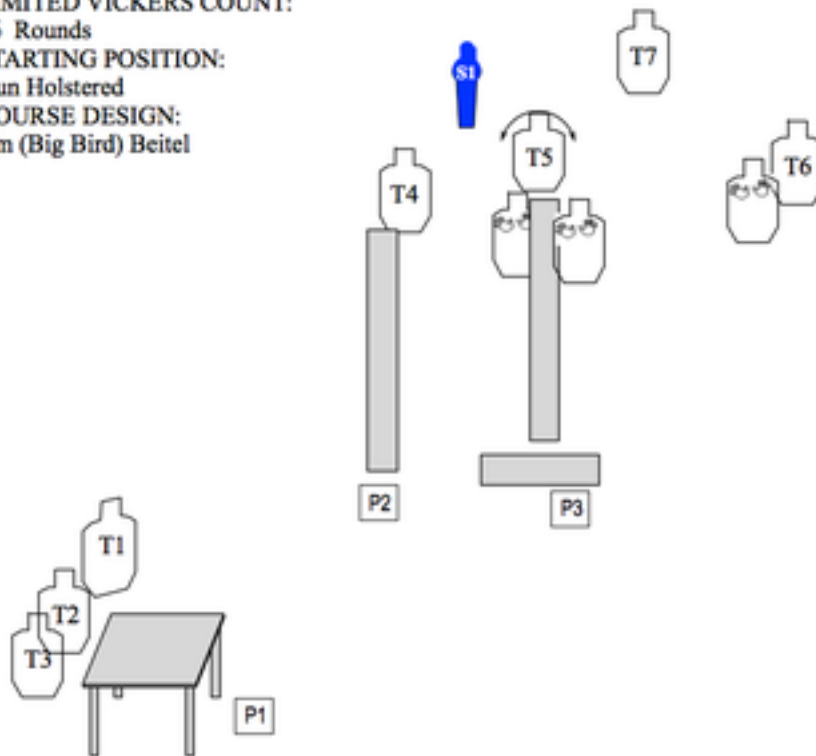


Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper,	Total	7 targets	Strings	1

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					

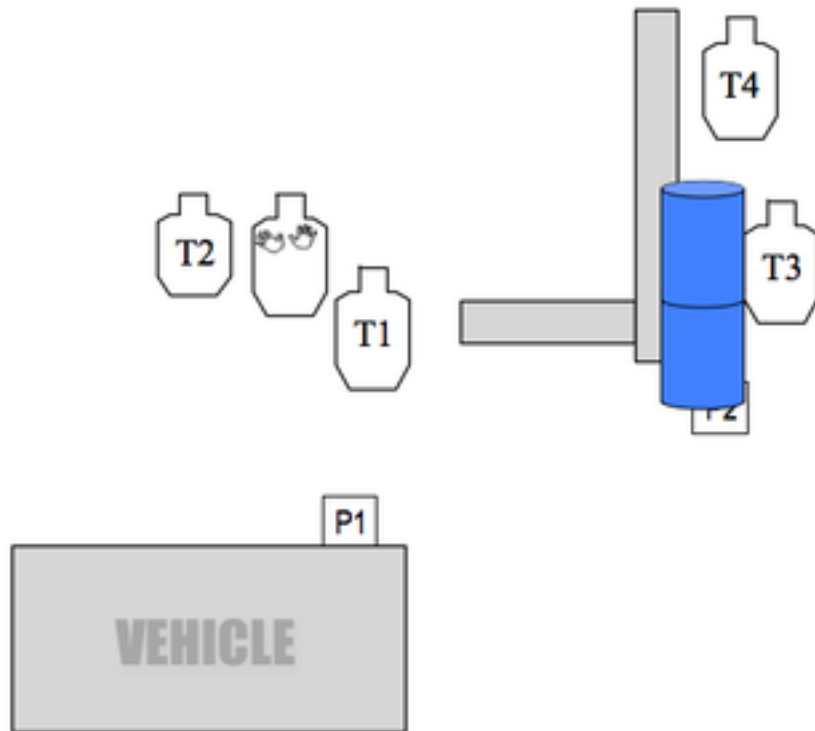
2. Rx for a Gunfight

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



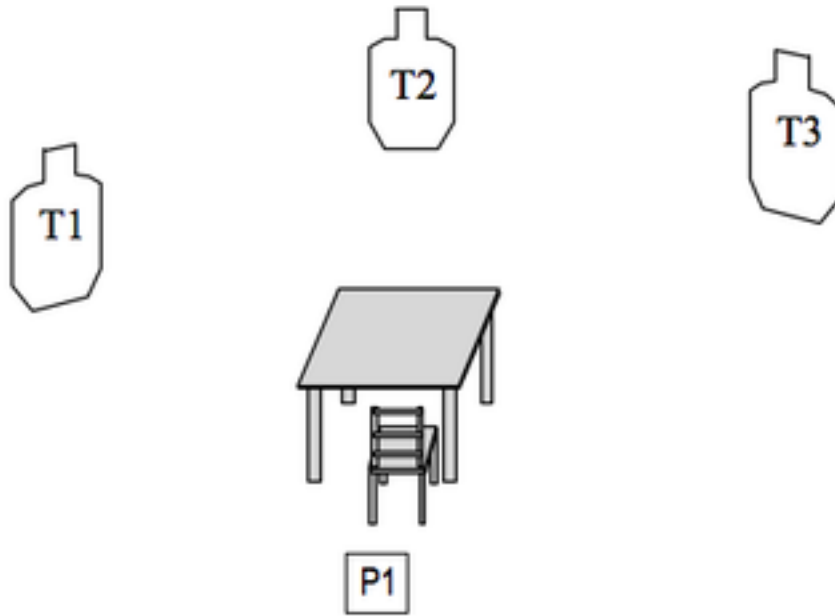
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 3 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	Starting at P1, At the signal draw your weapon and engage T1 thru 3 with 2 rounds each. Move to P2 and engage steel and T4 with 2 rds , when swinger comes in engage it with 3 rds. 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



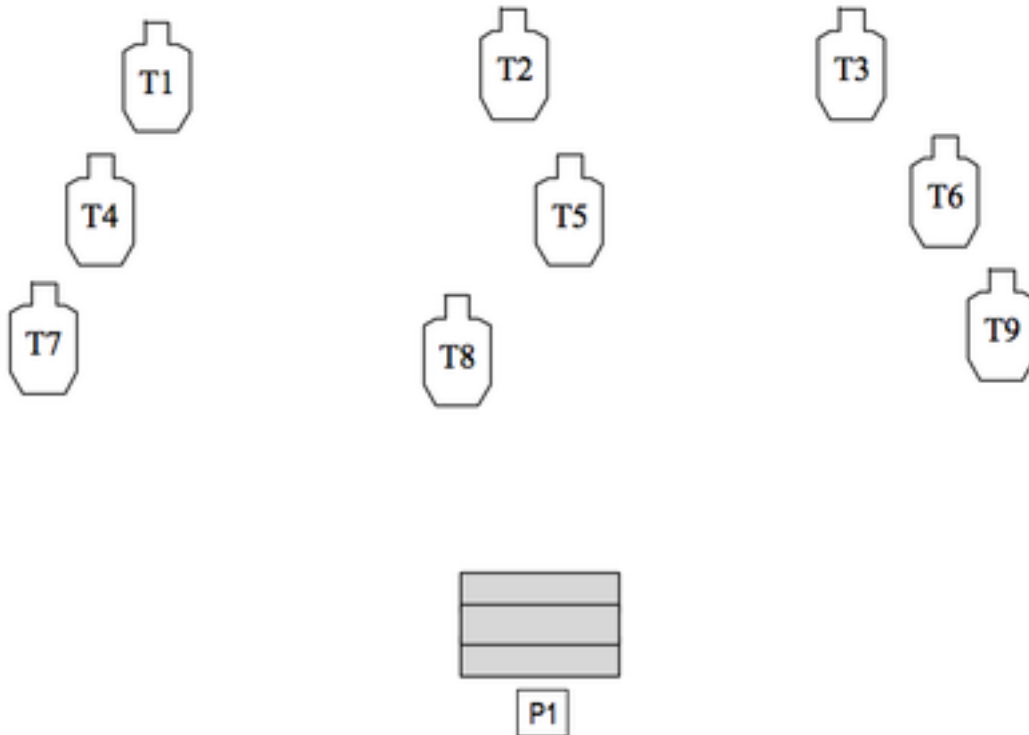
Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	4 paper, 1 no-shoot	Total	4 targets	Strings	1
Scenario & Procedure	Starting at P1 with tire iron in hand on one knee facing vehicle. At signal turn , draw and fire three shots each T1-T2 and move to cover at corner. From cover put in three rounds 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					