## 1. Watch out for the Mummy

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	SCENARIO: This is a Scenario Stage. You are an archeologist deciphering loud you realize you have just spoken a segment about the dead rising. You attacking your team. PROCEDURE: At the buzzer, the shooter will flip the ta in tactical priority with 2 rounds each. Bonus: If shooter only shoots a target shot is required on that target	u look up to see a g able up and kneel b	roup of mummies ex whind it for cover. Sl	kiting their graves a hooter will engage	ind T1 - T7
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

### 2.09-06-2014 stage3

Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	4 paper, 2 no-shoot	Total	4 targets	Strings	1
Scenario & Procedure	SCENARIO: 2 non-threats being held by 2 targets each. PROCEDURE: Eve with strong hand	eryone get 2 shots	freestyle. Then mus	t shoot each target	2 times
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 3. Speed Trap 18 rds

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	SCENARIO: Standards PROCEDURE: From P1 engage each target with tw	vo rounds each			
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

# 4. Attack of the Enraged Chi - Weenies

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper,	Total	7 targets	Strings	1
Scenario & Procedure	SCENARIO: You are walking your pet dog when you are charged by a pack domed foreheads, churning little legs and snapping fangs promise many pai engage the Chi-Weenies. PROCEDURE: At the start signal you pick up you engage T1 - T7 FAR TO NEAR. You must continue to hold dog and stand w	inful bites to your a ir dog and step up t	nkles. You secure yo o stand with both fee	our beloved Fluffy a et on stool. Draw a	and
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. Sep 2 Trading Place S8

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	SCENARIO: You have to take out some terrorists at the mini mart yada yad on the move to P2 then T6-T7 from cover	a PROCEDURE: 2	ea tac sequence T1-	-T2 on retreat then	T3-4-5
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 6. Out for a stroll

Scoring	Vickers Count	Firearm	Handgun	Rounds	10	
Targets	5 paper,	Total	5 targets	Strings	1	
Scenario & Procedure	SCENARIO: Your out for a stroll with your best guy or gal. When out of now gangbanger out. After dealing with him, his buddies attack. Take cover and T1 from retention. Move to P2, drop companion, and engage T2-T5 with 2 s	finish business. PR	OCEDURE: At sign	-		
Start pos	Gun loaded & holstered					
Start on	Audible signal					
Stop on	Last shot					
Penalties	As per current edition of rules					
Safety	L/R					
Setup						