



Round Count

<u>Stage</u>	<u>Rifle</u>	<u>Pistol</u>	<u>Shot</u>	<u>Slug</u>
<u>1</u>	8	12	9	4
<u>2</u>	20	0	0	0
<u>3</u>	9	11	20	0
<u>4</u>	13	20	20	2
<u>5</u>	6	4	12	2
<u>6</u>	10	12	12	1
<u>7</u>	14	14	8	0
<u>8</u>	0	0	40	1
<u>9</u>	0	12	16	0
<u>10</u>	14	18	0	0
Totals	94	103	137	10

Stage ONE: Pirates off the Bow

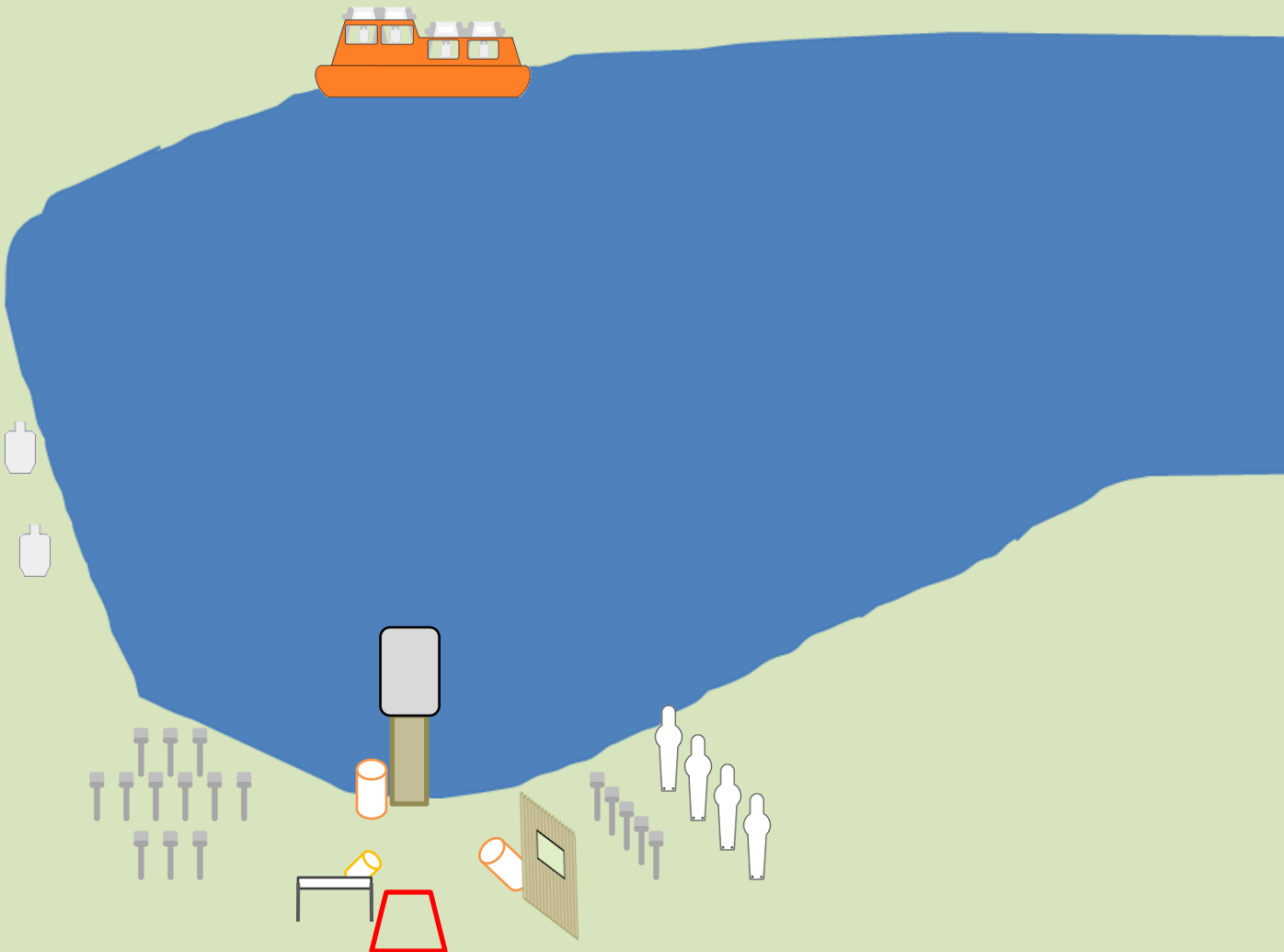


Shotgun loaded to division capacity, Pistol loaded and holstered, Rifle staged in barrel, magazine in bolt forward on an empty chamber.

START LOW PORT ARMS WITH SHOTGUN

Upon start signal, engage shotgun 1 thru 9 through port and slug targets 1-2 with two slugs each, dump safe shotgun in barrel. Engage pistol 1 thru 12, dump safe pistol. Move forward and secure rifle from barrel and engage pirates (rifle steel 1 thru 4) on the life raft. Then proceed out onto the observation deck of the aircraft carrier USS Freedom and re-engage the pirates on the life raft (rifle steel 1 thru 4).

Shotgun 9 shot 4 slugs, Pistol 12, Rifle 8



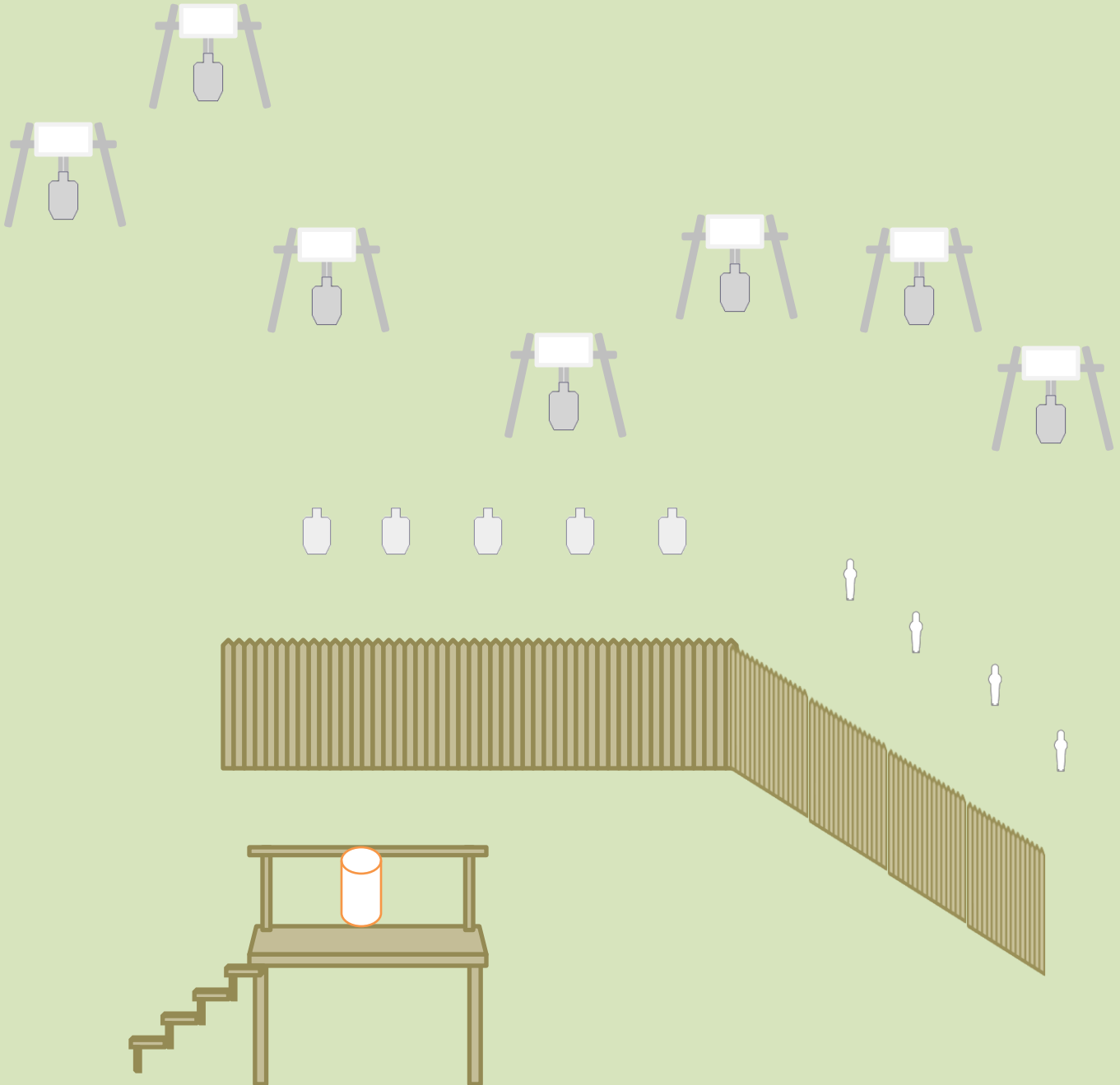
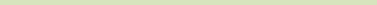
Stage TWO: Enemy in the Wire

Rifle loaded and on safe.

START LOW PORT ARMS

Upon start signal, engage rifle mini-flashers 1 - 5, mini-poppers 1 - 4, and flashers 1 - 7, all from the corner guard tower in tactical sequence (near o far). Then re-engage mini-poppers 1 - 4.

Rifle 20



Stage THREE: A Target Rich Environment

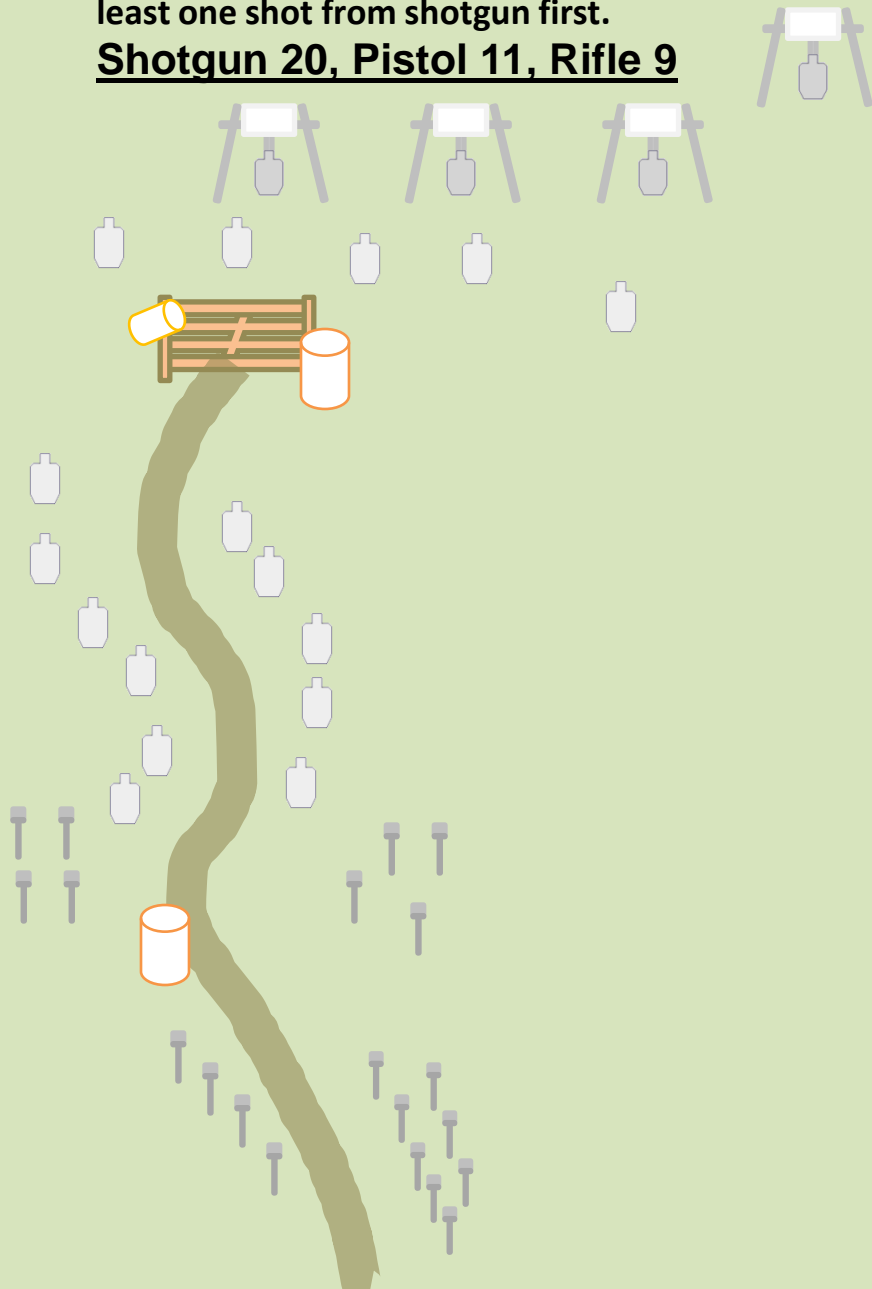
Shotgun loaded to division capacity, Pistol loaded and holstered, Rifle staged in barrel, magazine in bolt forward on an empty chamber.

START LOW PORT ARMS WITH SHOTGUN

Upon start signal, proceed down trail and engage shotgun 1 thru 20. Dump safe shotgun in barrel. Engage pistol 1 thru 11, dump safe pistol. Move forward and secure rifle from barrel and engage rifle flasher 1-4, and mini-flashers 1-5.

***All shotgun targets past the shotgun barrel may be re-engaged with pistol if necessary. But must be engaged with at least one shot from shotgun first.**

Shotgun 20, Pistol 11, Rifle 9





Stage FOUR: Defend the Embassy

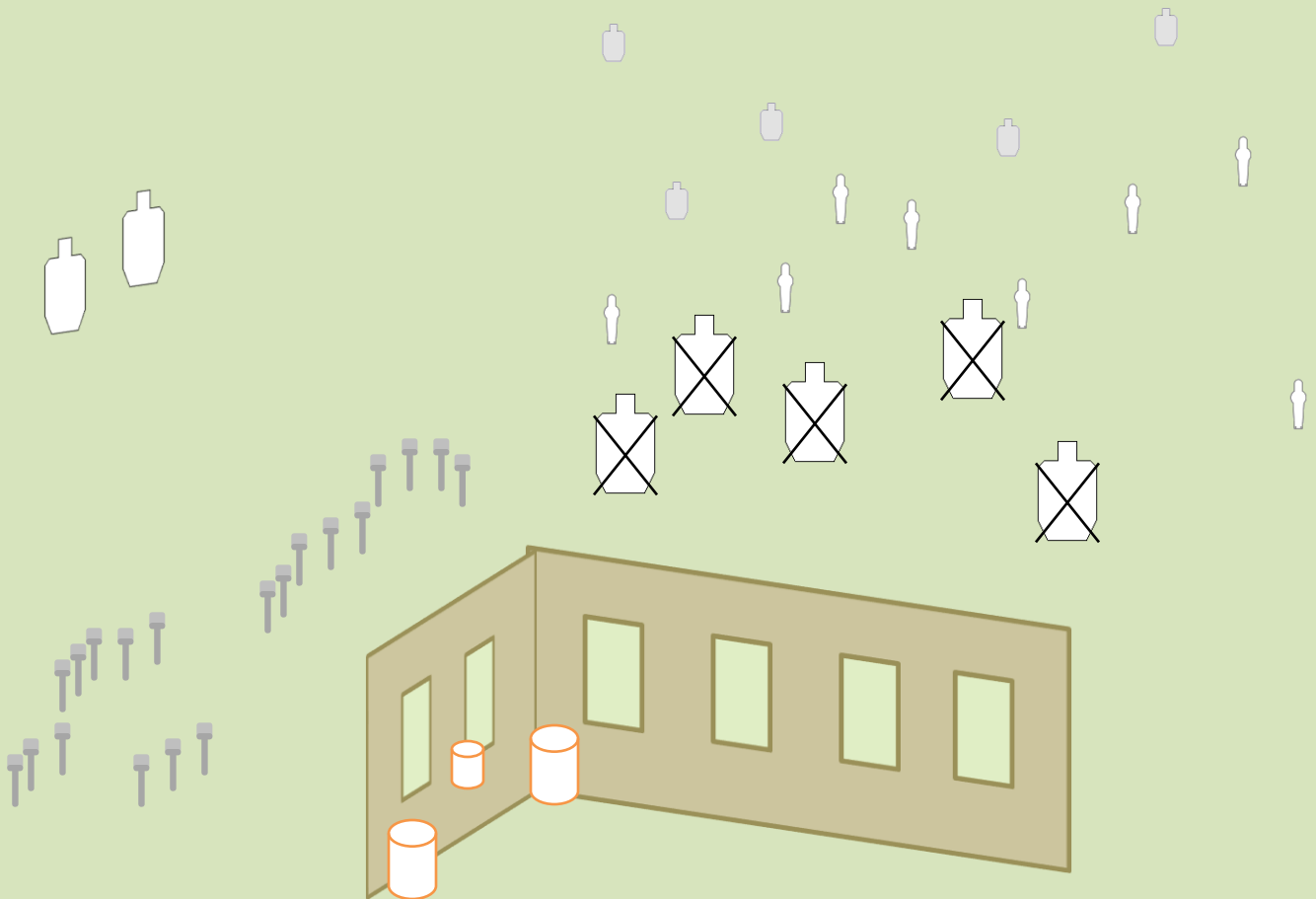
Shotgun loaded to division capacity with shot only, Pistol loaded and holstered, Rifle staged in barrel, magazine in bolt forward on an empty chamber.

START LOW PORT ARMS WITH SHOTGUN

Upon start signal engage as many targets 1 thru 20 as you can and slug targets with shotgun. Dump safe shotgun in barrel. Engage remaining targets 1-20 with pistol. Dump safe pistol. Secure rifle from barrel and engage rifle steel 1 thru 13.

***Small plate shotgun targets may be re-engaged with pistol if necessary.**

Shotgun-Pistol 20, Slugs 2, Rifle 13



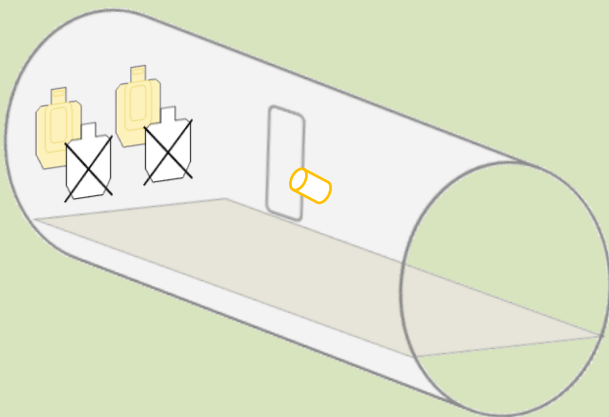
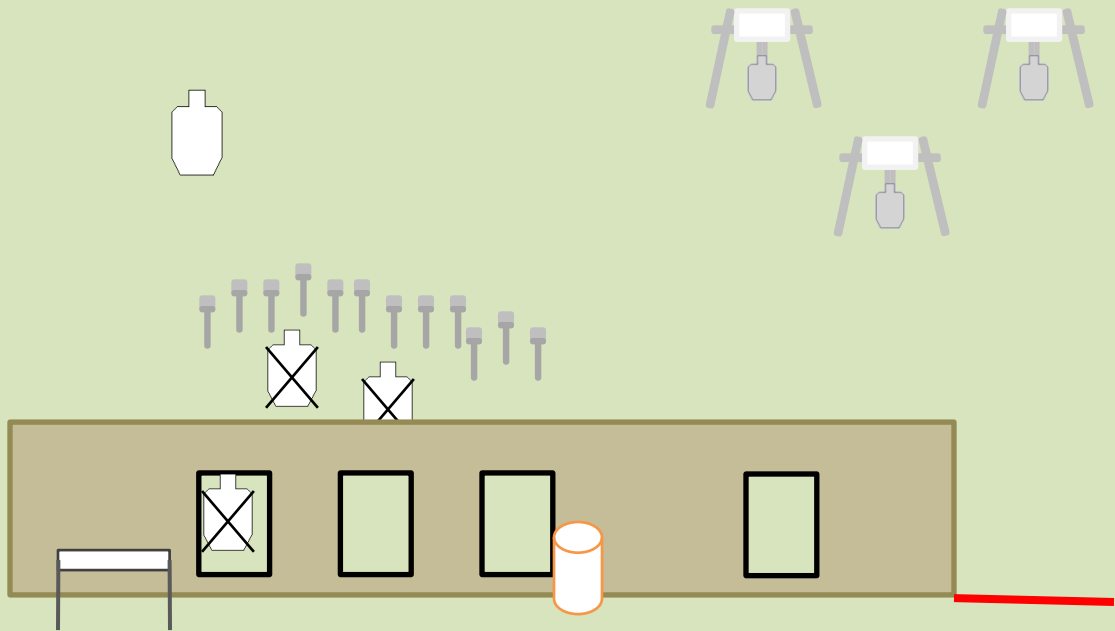
Stage FIVE: Clear the Terminal

Shotgun loaded to division capacity, bolt forward on an empty chamber. Pistol loaded, slide forward on an empty chamber. and in your luggage, Rifle staged in barrel, magazine in bolt forward on an empty chamber.

START SEATED IN AIRCRAFT LUGGAGE NEXT TO YOU

Upon start signal engage intruders (paper target 1-2). Dump safe pistol. Exit aircraft Retrieve shotgun and engage targets 1-12 from any window and slug target from window two **and** three. Dump safe shotgun in barrel. Secure rifle from barrel and engage rifle steel 1-3 from window and re-engage from end of wall.

Shotgun 12 shot 2 slug, Pistol 2-4, Rifle 6



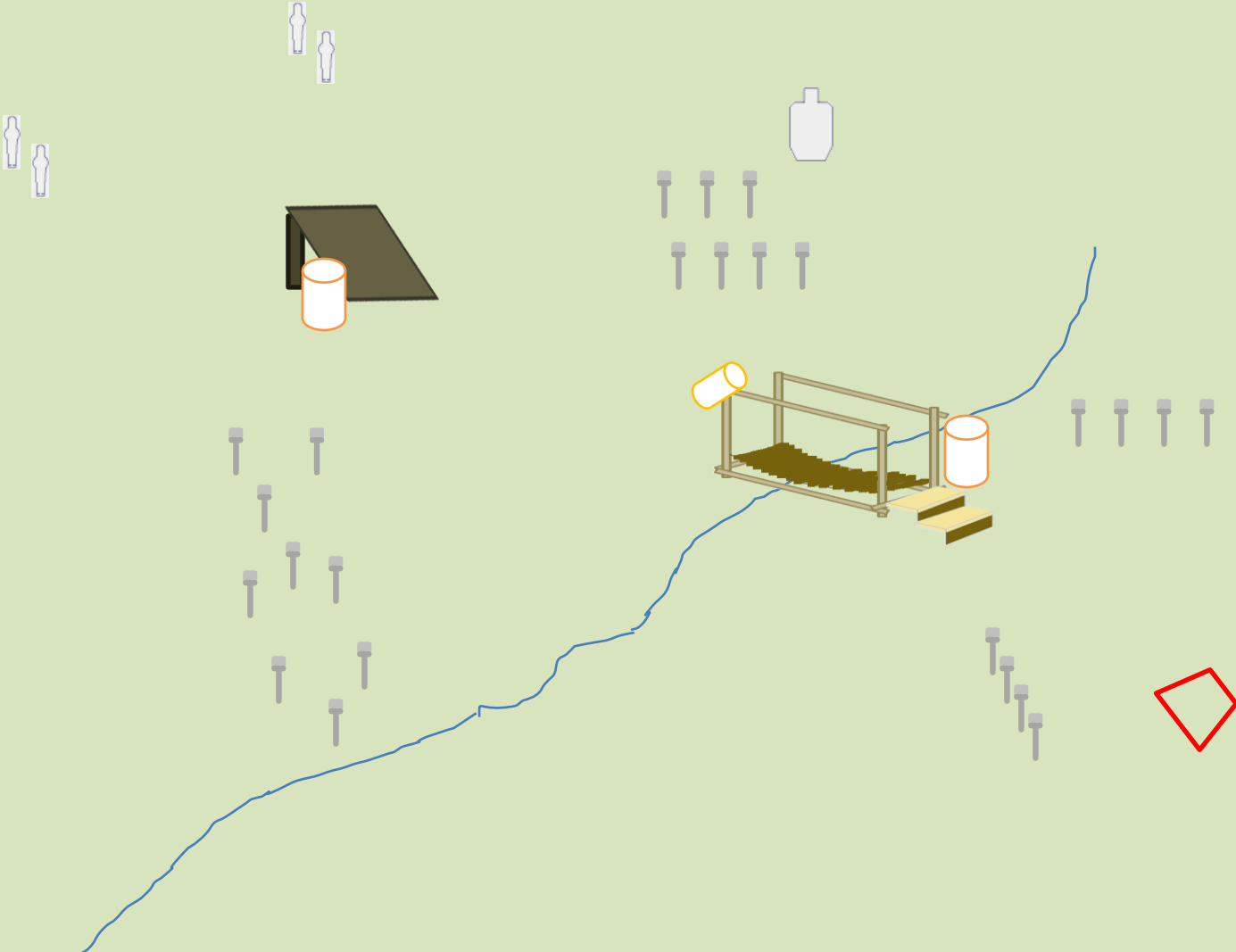
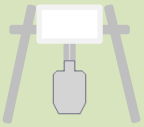
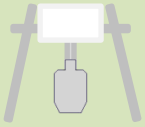
Stage SIX: Rooftop Sniper

Shotgun loaded to division capacity, Pistol loaded and holstered, Rifle staged in barrel, magazine in bolt forward on an empty chamber.

START LOW PORT ARMS WITH SHOTGUN

Upon start signal, move toward bridge and engage shotgun targets 1 thru 12 and slug target. Dump safe shotgun in barrel. Engage pistol 1 thru 12 from bridge, dump safe pistol. Move forward and secure rifle from barrel and engage rifle mini-poppers 1 thru 4 before climbing the roof then mini-poppers 1-4 and flashers 1-2 from rooftop.

Shotgun 12 shot 1 slug, Pistol 12, Rifle 10





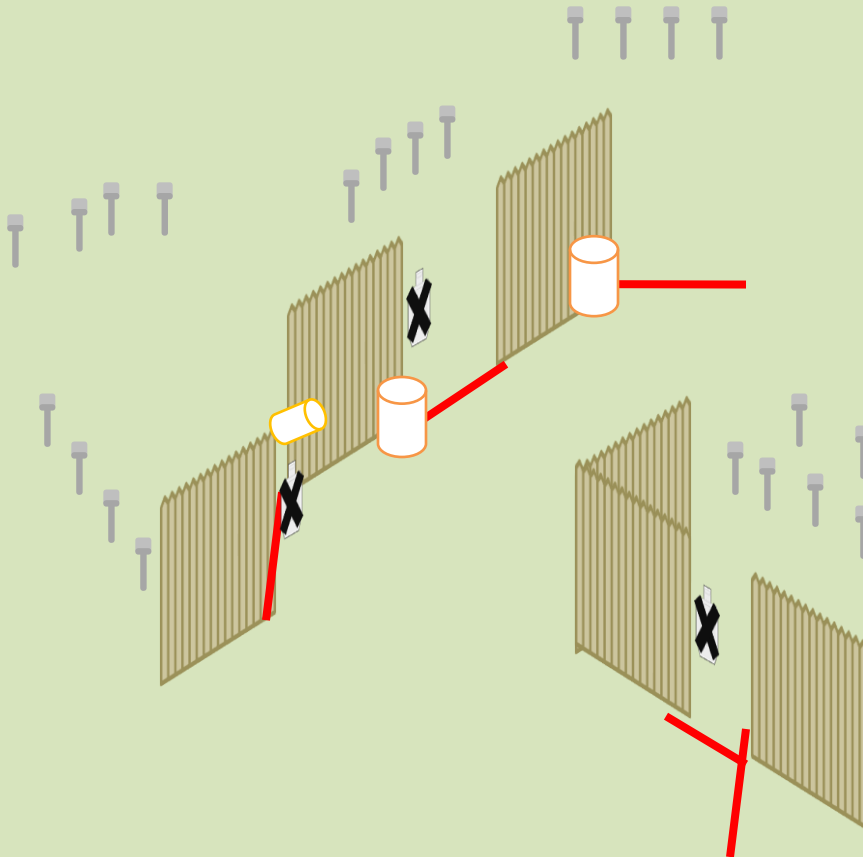
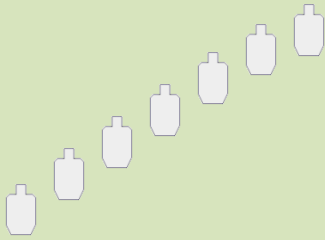
Stage SEVEN: Room by Room

Shotgun loaded to division capacity bolt forward on empty chamber and staged in barrel, Pistol loaded and holstered, Rifle staged in barrel, magazine in bolt forward on an empty chamber.

START WITH PISTOL AT HIGH READY FACING FIRST DOORWAY.

Upon start signal, engage pistol 1 thru 14, dump safe pistol. Retrieve shotgun and engage shotgun targets 1 thru 8. Dump safe shotgun in barrel. Move forward and secure rifle from barrel and engage rifle mini-flashers 1 thru 7 from both sides of the wall.

Shotgun 8, Pistol 14, Rifle 14

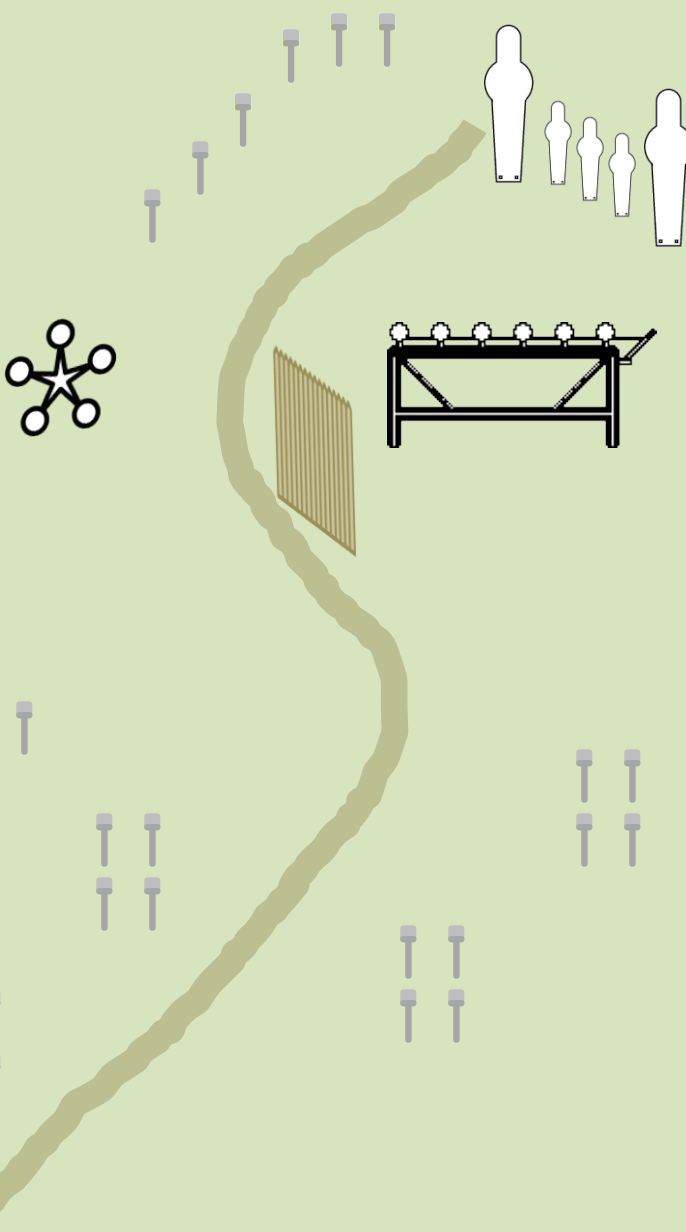


Stage EIGHT: THIS IS MY SHOTGUN, THERE ARE MANY LIKE IT, BUT THIS ONE IS MINE

Shotgun loaded to division capacity with shot only,
START LOW PORT ARMS WITH SHOTGUN

Upon start signal engage targets 1-24, plate rack 1-6, star 1-5, poppers 1-5, and slug target with shotgun.

Shotgun 40 shot 1 slug



Stage NINE: Abbotabad Compound

Shotgun loaded to division capacity or no more than 16 rounds, Pistol loaded and holstered, slide forward on an empty chamber.

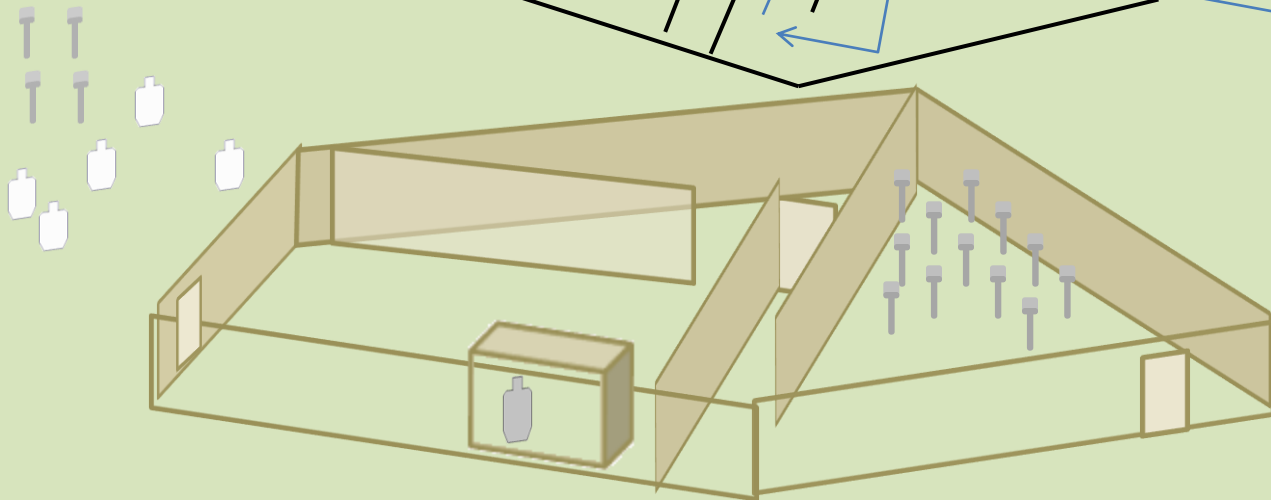
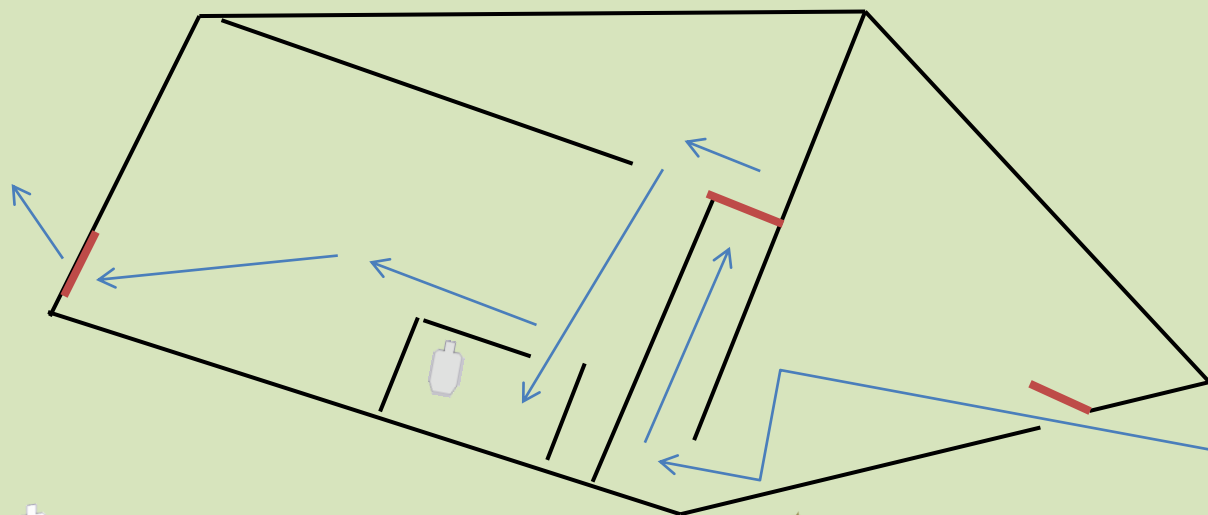
START LOW PORT ARMS WITH SHOTGUN

Upon start signal, move through compound and engage shotgun targets 1 thru 12 and breach door one and two. Dump safe shotgun in barrel. Engage pistol 1 thru 5 and High Value Target then breach and leave compound and engage remaining targets.

***This is a blind stage with no walk through. Competitors will help reset only after they shoot, and are encouraged not to share with anyone.**

***16 rounds of shotgun ammo is all you can enter the compound with. If you run out of shotgun ammo before you reach the dump barrel you must clear and lock action open. Then continue with pistol one handed until you reach the barrel.**

Shotgun 16, Pistol 12+





Stage TEN: The Bunker

Pistol loaded to division capacity and holstered, Rifle staged in barrel, magazine in bolt forward on an empty chamber. .

START HANDS AT SIDES

Upon start signal, engage pistol 1-18. Dump safe Pistol in barrel. Secure rifle from barrel and engage rifle flashers 1-3, and mini-poppers 1-4 from both the high port and the low port of the bunker.

Pistol 18, Rifle 14

