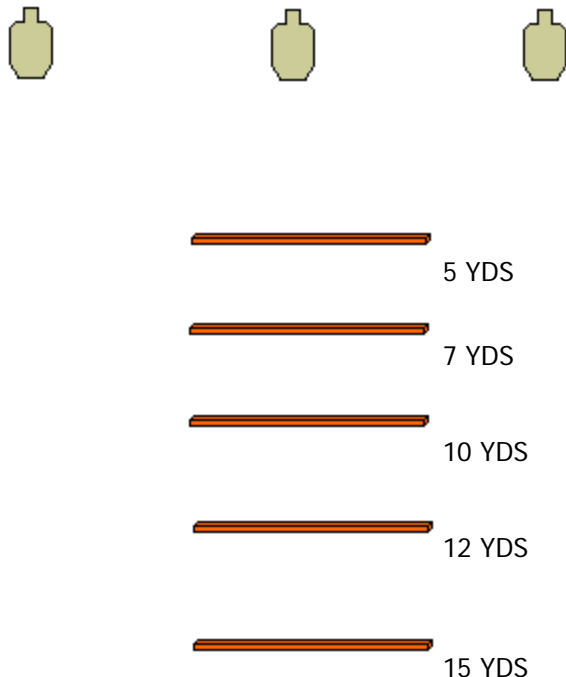


SWEEP



START: ON FOUL LINE, CENTERED ON ARRAY, FACING *DOWNRANGE*, HANDS IN BODY-GUARD POSITION.

PROCEDURE: AT 5 YD LINE...ON GO, SHOOTER DRAWS AND ENGAGES ALL TARGETS FREESTYLE, ANY ORDER, WITH A MAXIMUM OF TWO ROUNDS EACH. *RECORD TIME*. REPEAT STRING FOR 7, 10, 12 AND 15 YDS.

TARGET SETUP, BOM:

3 W-B TARGETS W/STANDS
PAINT FOR FOUL LINE.

SCORING: TIME + PENALTIES

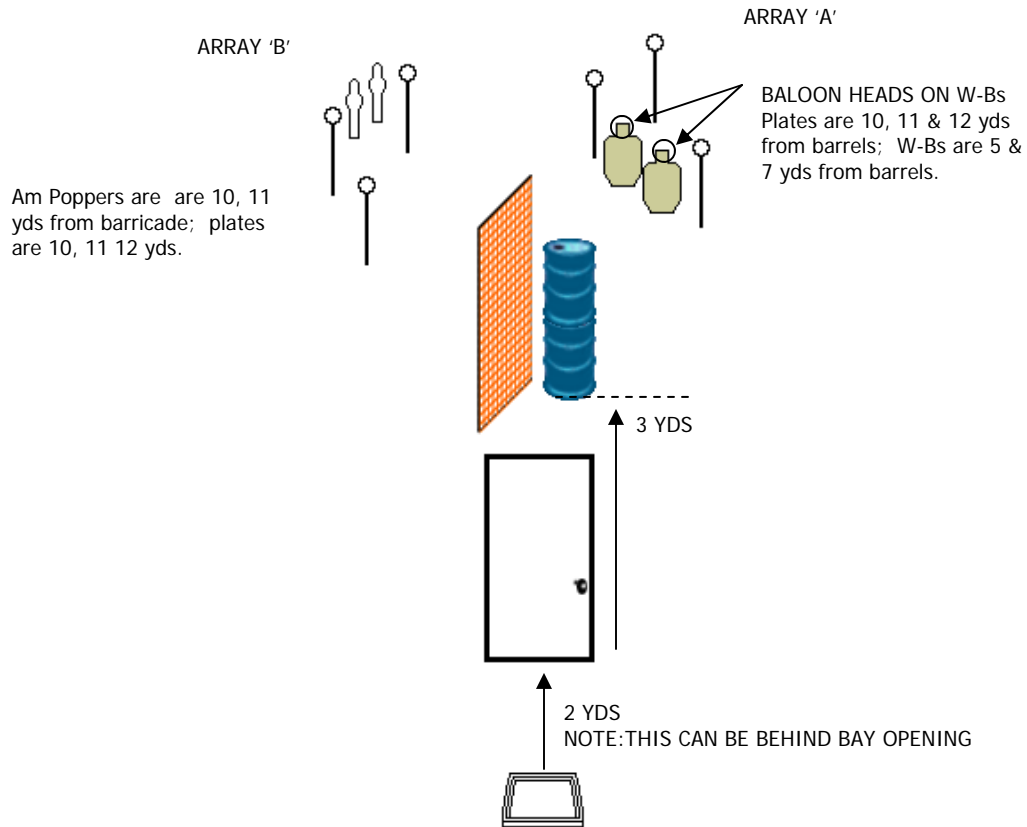
PENALTIES: +5 SEC PROCEDURAL, +5 SEC/EXTRA SHOT; +2 SEC FOR EVERY POINT <35 PER TARGET

OPTIONS, REMARKS: NO DOWNLOADING MAGAZINES ALLOWED. MAX POSSIBLE POINTS ON TARGET = (30 X 5 = 150). TARGET ARRAY IS 25-30' WIDE; ANGLE TARGETS ON OUTSIDE SLIGHTLY TOWARDS SHOOTER.

RC = 30 ONLY

DP CALCS =

BLOW ME



START: IN SHOOTERS BOX, FACING DR, HANDS AT SIDES.

PROCEDURE: ON GO, SHOOTER MOVES TO DOOR AND LIGHTS FUSE ON BREACHING CHARGE. WHEN CHARGE BLOWS, SHOOTER OPENS DOOR AND MOVES TO COVER OF BARRELS, NEUTRALIZING ALL TARGETS IN ARRAY 'A' AROUND R SIDE OF BARRELS. SHOOTER THEN NEUTRALIZES ALL TARGETS IN ARRAY 'B' AROUND L SIDE OF BARRICADE. MANDATORY RELOAD BETWEEN FIRST AND LAST TARGET ENGAGED. NOTE: W-B TARGETS MUST HAVE AT LEAST 7 POINTS IN THE BODY AND BALLOONS MUST BE BROKEN TO BE CONSIDERED NEUTRALIZED. SHOOTER MAY NOT DRAW UNTIL FUSE IS LIT, AND IT IS RECOMMENDED THEY USE LOW READY OR SUL IF THIS CAN BE DONE SAFELY. EXERCISE CAUTION IN OPENING DOOR TO AVOID SWEEPING WEAK HAND/ARM. OPTIONALLY, STAGE R/O MAY REQUIRE SHOOTER REFRAIN FROM DRAWING UNTIL HE ENTERS THE DOOR.

TARGET SETUP, BOM:

- 2 W-B TARGETS, ON STANDS W/ BALLOONS
- 2 AMERICAN POPPERS, 6 SMALL PLATES
- 2 BARRELS, 1 BARRICADE, 1 DOOR
- SHOOTER'S BOX
- 1 COFFEE CAN ATTACHED TO DOOR FRAME, TAPE FOR CHARGES, CIGARETTE LIGHTERS

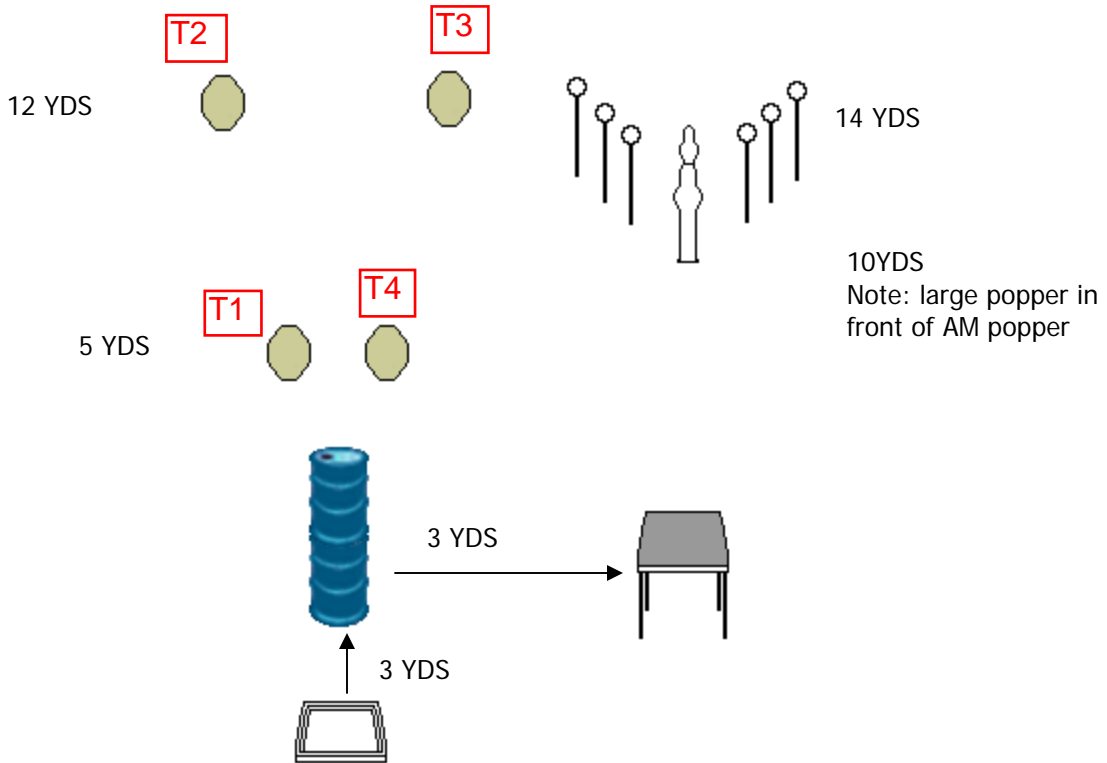
SCORING: TIME + PENALTIES.

PENALTIES: 5 SEC PROCEDURAL, +10 SEC NON-NEUTRAL

OPTIONS, REMARKS: R/O WILL TAPE A FIRECRACKER INSIDE THE LIP OF THE COFFEE CAN WITH FUSE EXTENDING ABOVE CAN EDGE; *START STAGE W/TIMER AND RECORD BOTH FIRST AND LAST SHOT (FIRST SHOT WILL BE CHARGE DETONATING).* MAKE SURE SHOOTER STAYS BELOW TOP EDGE OF COFFEE CAN UNTIL CHARGE DETONATES, NOT TOUCHING DOOR.

RC = 14 MIN

I RAN, I RACK



START: IN SHOOTERS BOX, FACING DOWNRANGE, HANDS IN SURRENDER POSITION; PISTOL IS HOLSTERED WITH LOADED MAGAZINE, NO ROUND IN CHAMBER.

PROCEDURE: ON GO, SHOOTER MOVES TO COVER OF BARRELS, THEN DRAWS AND LOADS PISTOL. SHOOTER THEN ENGAGES (ANY ORDER), T1/T2 AROUND L SIDE ONLY OF BARRELS W/ MIN 2 ROUNDS EACH AND T3/T4 AROUND R SIDE ONLY OF BARRELS WITH MIN 2 ROUNDS EACH...SHOOTER MUST HAVE TWO SCOREABLE HITS ON T1-T4. SHOOTER THEN MOVES BEHIND TABLE, PERFORMING MANDATORY RELOAD BEFORE ENGAGING STEEL ARRAY, ANY ORDER.

TARGET SETUP, BOM:

- 4 PAPER GREY BALL TARGETS W/STANDS
- 6 PLATES W/STANDS
- 1 PEPPER POPPER, 1 AMERICAN POPPER
- 2 BARRELS, 1 TABLE, 1 SHOOTERS BOX

SCORING:

TIME + PENALTIES

PENALTIES:

+5 SEC PROCEDURAL, +5 FOR EACH TARGET NOT NEUTRALIZED; T1-T4 MUST HAVE TWO SCORABLE HITS EACH TO BE NEUTRALIZED.

OPTIONS, REMARKS:

RC = 16 MIN

DP CALCS =

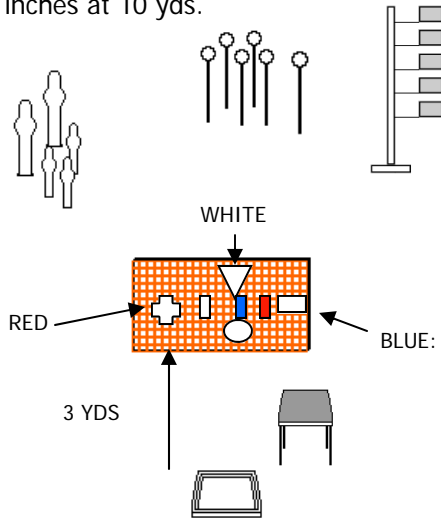
Red, White and Blue 2010

END OF STAGE:
Single, full-sized popper at 35 yds.

WHITE:
6 stop plates from 6-8 inches at 10 yds.

RED:
3 American,
2 Pepper Poppers
from 10-13 yds

BLUE:
3 dueling tree flags at 12 yds.



OPTIONALLY, STAGE MAY BE SET UP WITH A FOUL LINE 3 YDS DOWNRANGE FROM START POSITION; SHOOTER WILL THEN ENGAGE TARGETS FROM ANY POSITION IMMEDIATELY BEHIND FOUL LINE. AND NEUTRALIZE IN THIS ORDER: RED, THEN WHITE, THEN BLUE, THEN 25-YD POPPER.

START: IN SHOOTERS BOX, FACING D/R. HANDS AT SIDES. PISTOL IS ON TABLE, UNLOADED, SLIDE DOWN, POINTING D/R; ON BARRICADE ARE HANGING FOUR INDICATOR CARDS. ALL RELOADS ARE CARRIED IN A MANNER SUITABLE FOR CONTINUOUS WEAR.

PROCEDURE: ON GO, MOVE TO BARRICADE, FLIP OVER THE CARDS THEN RETRIEVE/LOAD PISTOL AND ENGAGE/NEUTRALIZE COLOR AS INDICATED BY CARDS, LEFT TO RIGHT.

ALL RED TARGETS THRU RED SHOOTING PORT.

ALL WHITE TARGETS THRU WHITE SHOOTING PORT (EXCEPT 35-YD POPPER).

ALL BLUE TARGETS THRU BLUE SHOOTING PORT.

ONCE THAT COLOR IS NEUTRALIZED, SHOOTER THEN GOES TO THE SHOOTING PORT INDICATED BY THE NEXT CARD (LEFT TO RIGHT), NEUTRALIZES THAT COLOR, AND CONTINUES WITH THE NEXT CARD UNTIL DONE. SHOOTER FINISHES STAGE BY NEUTRALIZING 35-YARD POPPER THRU LOWEST PORT IN BARRICADE.

2 MANDATORY RELOADS BETWEEN FIRST & LAST TARGET ENGAGED.

TARGET SETUP, BOM:

TABLE
3 PEPPER POPPERS
3 AMERICAN POPPERS
6 6- 8' (APPROX) STOP PLATES ON REBAR STANDS
1 DUELING TREE W/3 FLAGS
MULTIPLE PORT BARRICADE
RED, WHITE, BLUE SPRAY PAINT CANS
SHOOTERS BOX
RED, WHITE, BLUE SHOOTING PORT MARKERS/TACKS/STRING

SCORING: TIME + PENALTIES

PENALTIES: 10 SEC EACH NON-NEUTRAL/10 SEC EACH PROCEDURAL.

OPTIONS, REMARKS: 10 SEC PENALTY FOR EACH STEEL NON-NEUTRALIZED; 10 SEC FOR ENGAGING OUT OF ORDER; SHOOTER MUST NEUTRALIZE ALL STEEL IN A SET THRU THE SPECIFIED PORT. *LAST ENGAGEMENT MUST BE PEPPER POPPER AT 35 YDS.* MARK PISTOL POSITION ON TABLE WITH AN 'X'. CARDS ARE HANGING IN CENTER OF BARRICADE ARRANGED IN A ROW L TO R. R/O'S WILL CHANGE ORDER OF CARDS BETWEEN SHOOTERS. CARDS START FACING THE BARRICADE SO THE SHOOTER MUST FLIP THEM OVER.

IF SHOT IN A SHALLOW BAY, 35YD. POPPER MAY BE REPLACED BY A **SMALL** STOP PLATE/STAND.

DP = 28.5 SEC + 10 SEC = 38.5 SEC (ESTIMATED)

RC = 15 MIN

ALL YOU'VE GOT

00750



T3

50 YD TARGET STAND

00750



T2

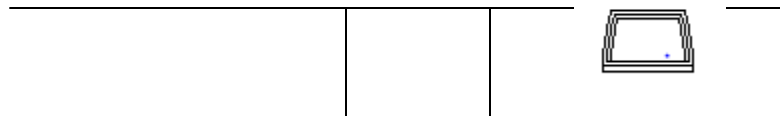
25 YD TARGET STAND

00750



T1

15 YD TARGET STAND



START: IN SHOOTERS BOX, FACING DOWNRANGE, HANDS IN PRAYING POSITION.

PROCEDURE: ON GO, SHOOTER DRAWS AND ENGAGES (WHILE STANDING) TARGET ON 15-YD BACKER WITH 7 ROUNDS ONLY, THEN MOVES TO INDICATED AREA, PERFORMING MANDATORY RELOAD AND ENGAGES TARGET ON 25-YD BACKER WITH 7 ROUNDS ONLY FREESTYLE, THEN MOVES TO FINAL INDICATED POSITION, PERFORMING A MANDATORY RELOAD, ENGAGING TARGET ON 50-YD BACKER WITH 7 ROUNDS ONLY FREESTYLE. **RECORD TOTAL TIME, AND POINTS ON EACH TARGET.**

NOTE: SHOOTERS BOX AND FOUL LINE IS 6' DOWNRANGE FROM FRONT OF GRAVEL.

TARGET SETUP, BOM:

3 PAPER 25M M9 TARGETS
1 SHOOTERS BOX
PAINT FOR FOUL LINES

SCORING:

TIME + PENALTIES

PENALTIES:

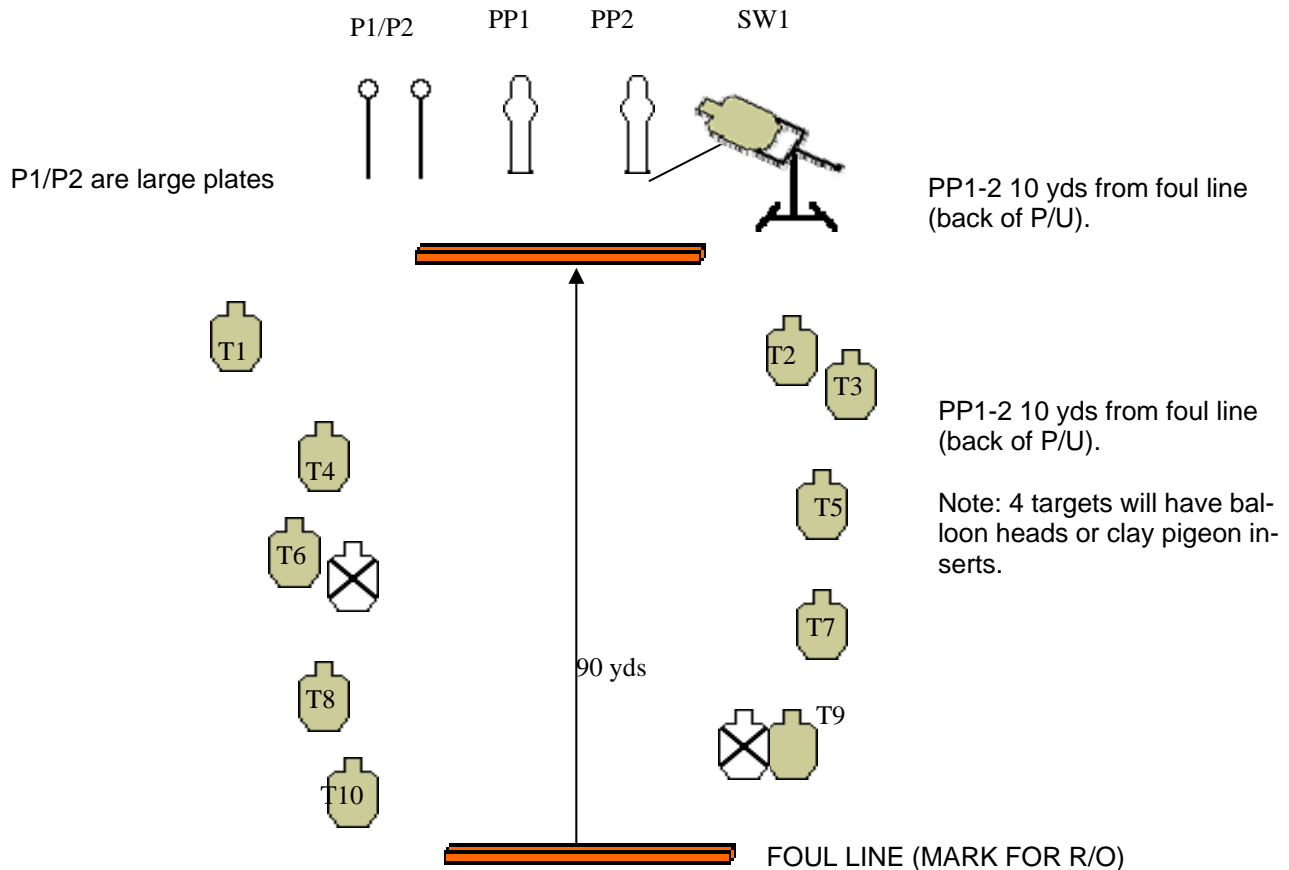
+5 SEC PROCEDURAL, + 5 SEC EACH EXTRA SHOT, + 2 SEC EACH POINT < 29 ON T1, 22 ON T2, 17 ON T3

OPTIONS, REMARKS: 29+22+17=68

RC = 21 ONLY

DP CALCS =

Escape from Cracktown 4



START: STANDING BEHIND TRUCK, 10YDS FROM POPPERS, SHOTGUN (2 ROUNDS LOADED) AT LOW READY. PISTOL IS HOLSTERED, LOADED MAGAZINE INSERTED, NO ROUND IN CHAMBER.

PROCEDURE: ON GO (WHISTLE), ENGAGE WITH SHOTGUN ANY ORDER: PP1/PP2 ONLY, THEN HAND OFF SHOTGUN TO R/O, THEN SIT ON TAILGATE OF TRUCK (R/O BLOWS WHISTLE AGAIN), DRAW PISTOL AND ENGAGE DT1/P1/P2 ANY ORDER, THEN ALL AVAILABLE TARGETS AS THEY CROSS THE 180° LINE AS DEFINED ON THE REAR OF THE PICKUP TRUCK.

TRUCK WILL START MOVING WHEN WHISTLE IS BLOWN (SECOND TIME), DECELERATE/STOP AT PRE-DEFINED FOUL LINE UPRANGE... SHOOTER MUST CEASE FIRE UPON REACHING THE FOUL LINE (DRIVER WILL BLOW HORN). AT LEAST ONE MAG CHANGE IS REQUIRED BETWEEN FIRST AND LAST SHOT.

TARGET SETUP, BOM:

1 PICKUP TRUCK, 10 W-B TARGETS WITH STANDS, 2 PEPPER POPPERS, 2 NO-SHOOT TARGETS W/STANDS, 2 LARGE PLATES W/STANDS, BALLOONS, 1 SWINGER TARGET, TRIPWIRE HARDWARE FOR MOVING TARGET..

SCORING: PAR TIME PLUS PENALTIES. ALL TARGETS MUST BE NEUTRALIZED, A;; STEEL MUST FALL TO SCORE. TARGETS WITH BALLOON HEADS AND/OR CLAY PIGEON INSERTS MUST HAVE BALLOON OR PIGEON BROKEN TO NEUTRALIZE. PAR TIME WILL BE DETERMINED BY SETUP TEAM.

PENALTIES: +5 SEC EACH NOON-NEUTRAL, +10 SEC EACH PROCEDURAL.

OPTIONS, REMARKS: ARRANGE TARGETS TO MINIMIZE POSSIBILITY OF SHOOT-THROUGH FOR SCORE TARGETS, AND MAXIMIZE THE CHANCE OF SHOOT-THROUGH FOR HOSTAGE TARGETS. R/O WILL USE WHISTLE TO START THE STAGE AND SIGNAL CROSSING OF FOUL LINE/CEASE-FIRE, TRUCK STARTS MOVING AT WHISTLE, AND CONTINUES UNTIL THE TAILGATE REACHES THE FOUL LINE (TRUCK HORN).

WE REALIZE THAT THE TRUCK MAY HAVE SMALL SPEED VARIATIONS— THE SHOOTER CANNOT CALL FOR A FAULT OF RANGE EQUIPMENT DUE TO THIS FACTOR. IT IS RECOMMENDED THAT TWO RANGE OFFICERS ACCOMPANY SHOOTER IN BACK OF PICKUP.

DP =
RC = 22 MIN