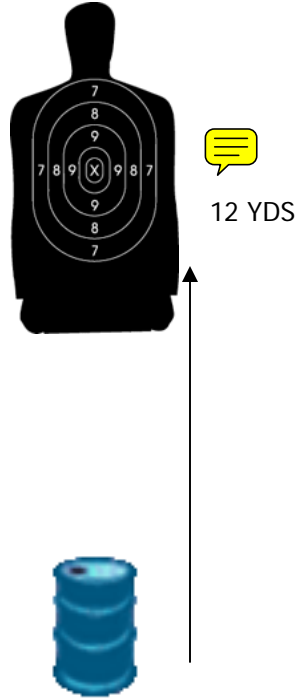


B-Target Drill



START: STANDING BEHIND BARREL, FACING DR, HANDS IN BODYGUARD POSITION.

PROCEDURE: ON GO, SHOOTER WILL DRAW FROM CONCEALMENT AND ENGAGE B-SERIES TARGET AT 12 YARDS WITH 7 ROUNDS OVER TOP OF BARREL; SHOOTER WILL THEN PERFORM A MANDATORY RELOAD USING COVER OF BARREL AND RE-ENGAGE THE TARGET WITH 7 ROUNDS AROUND LEFT SIDE OF BARREL, PERFORM ANOTHER MANDATORY RELOAD AND THEN RE-ENGAGE TARGET WITH 7 ROUNDS AROUND RIGHT SIDE OF BARREL. SHOOTER MUST USE COVER OF BARREL.

(SHOOTER'S CHOICE ON ENGAGEMENT ORDER WHILE KNEELING.)

TARGET SETUP, BOM:

- 1 W-B TARGET AT 12 YARDS
- 2 BARRELS

SCORING: TIME
POINTS (110 MAX)

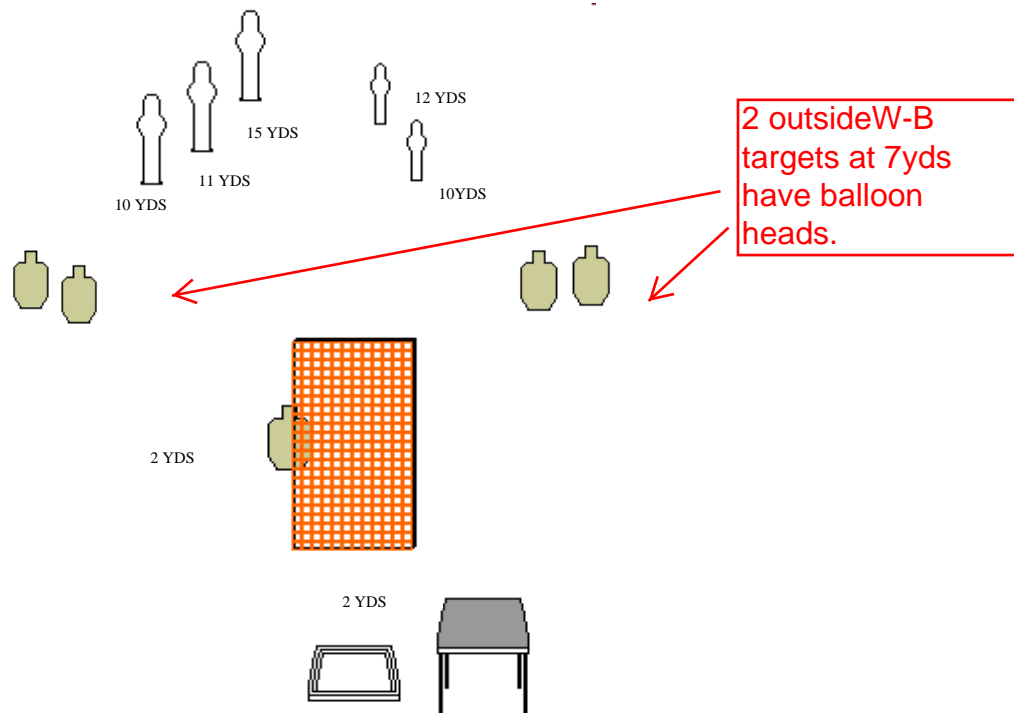
PENALTIES: 10 SEC PROCEDURAL; ADD 1 SEC FOR EVERY POINT <81

OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK.

DP CALCS

RC=21

BUTTON PUNCHING



START: IN SHOOTERS BOX, FACING RIGHT, HANDS IN SURRENDER POSITION.

PROCEDURE: THIS IS A FUN STAGE... ON GO, SHOOTER WORKS COMBINATION ON ELECTRONIC PISTOL SAFE AND RETRIEVES UNLOADED PISTOL (ALL MAGS USED WILL BE CARRIED BY SHOOTER PER CRPC RULES), ADVANCES TO BARRICADE AND NEUTRALIZES T1 (W-B) FIRST, THEN DEALS WITH REMAINING TARGETS, USING COVER OF BARRICADE AND ENGAGING TARGETS AROUND LEFT/RIGHT SIDE AS APPROPRIATE. MANDATORY MAG CHANGE BETWEEN FIRST AND LAST SHOT; ALL STEEL MUST BE ENGAGED W/2 ROUNDS MINIMUM. W-B TARGETS AT 7 YDS MUST BE NEUTRALIZED PLUS HAVE BALLOON HEAD POPPED.

TARGET SETUP, BOM:

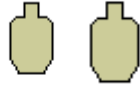
- 5 W-B TARGETS W/STANDS
- 1 SHOOTERS BOX
- 1 TABLE
- 1 ELECTRONIC PISTOL SAFE
- 1 BARRICADE
- 5 POPPERS (CAN BE OF VARYING SIZES)

SCORING: TIME ONLY

PENALTIES: 5 SEC PROCEDURAL; 5-SEC NON-NEUTRALIZATION

REMARKS: THIS IS A FUN STAGE; AS SUCH IT DOESN'T HAVE TO BE REALISTIC. EXCESSIVE WHINING OR BARRACKS LAWYERING WILL INCUR A PROCEDURAL. IN CASE YOU'RE WONDERING, YOU ENGAGE ALL TARGETS AROUND THE SIDE OF THE BARRICADE THEY ARE ON (USE BARRICADE CENTERLINE).

DP STANDARDS 2



1-YARD SPACING BETWEEN TARGETS.



2 YDS



5 YDS



7 YDS



10 YDS



12 YDS

START: IN SHOOTERS BOX, FACING DR, SURRENDER POSITION AT 2-YARD LINE.

PROCEDURE: ON GO, SHOOTER DRAWS AND ENGAGES T1 & T2 W/ 2 ROUNDS ONLY EACH TARGET. RECORD TIME. REPEAT PROCEDURE FOR 5, 10, 12 AND 15 YARDS.

TARGET SETUP, BOM:

2 W-B TARGETS ON STANDS—*T-SHIRT ON TARGET.*
PAINT LINES AT 2,5,7,10 & 12 YDS

SCORING:

TIME + PENALTIES
MIN PTS ON EACH TARGET=35 (5X-NEUTRALIZED)
ADD 2 SEC FOR EACH POINT<35

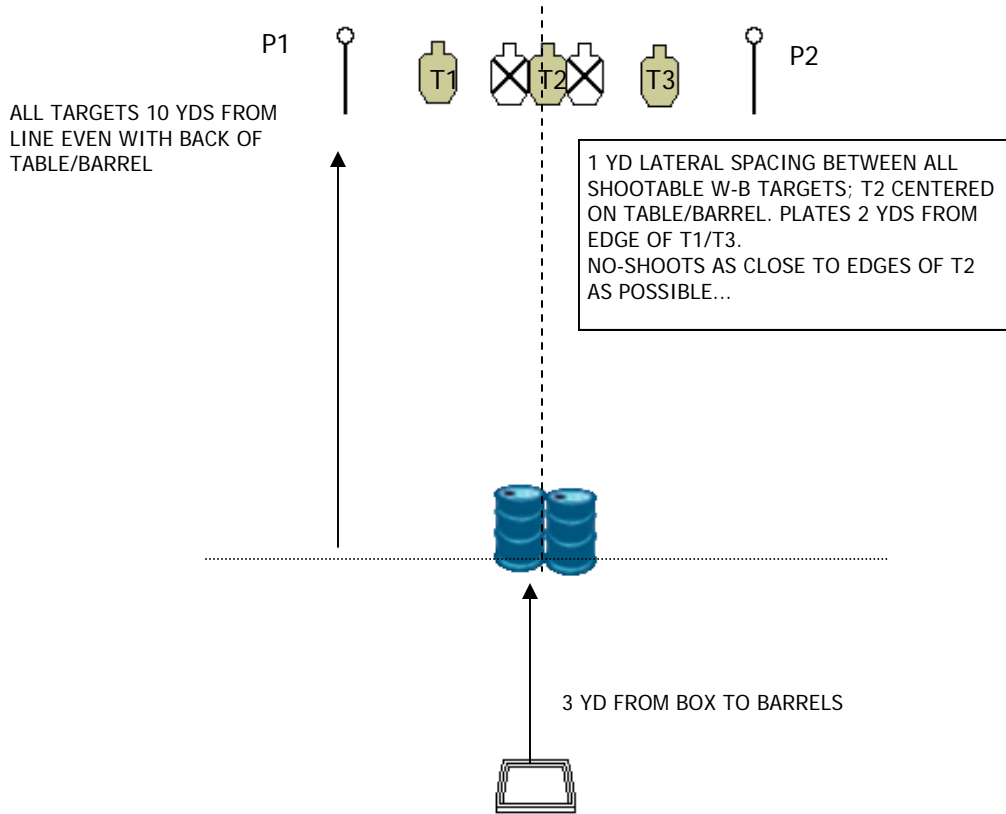
PENALTIES:

5 SEC PROCEDURAL, 5 SEC EXTRA SHOT.

OPTIONS, REMARKS: FOR TRAINING PURPOSES THIS MAY BE RUN WITH OR WITHOUT T-SHIRTS ON TARGETS.

RC=20

WE BE JAMMIN' 2



START: SHOOTER IS STANDING IN SHOOTERS BOX, FACING UPRANGE, HANDS AT SIDES. PISTOL STARTS ON BARREL(S), POINTED DOWNRANGE, FULL MAGAZINE INSERTED. RO WILL INDUCE A JAM (DOUBLE FEED) PRIOR TO PLACING PISTOL ON BARREL(S).

PROCEDURE: ON GO SHOOTER TURNS AND MOVES TO THE BARREL(S); RETRIEVES PISTOL AND *IMMEDIATELY SEEKS COVER OF BARREL(S)*; CLEARS JAM AND ENGAGES TARGETS IN THIS ORDER **AROUND LEFT SIDE OF BARREL(S)** — STOP PLATE P1, THEN T1 W/2 ROUNDS ONLY, THEN T2 W/2 ROUNDS ONLY, THEN T3 W/2 ROUNDS ONLY.

SHOOTER MUST CLEAR JAM BY LOCKING SLIDE BACK, EXTRACTING MAGAZINE, THEN CLEARING CHAMBER AND RELOADING WITH ANOTHER MAGAZINE FROM POUCH OR POCKET; **FAILURE TO DO SO RESULTS IN A PROCEDURAL PENALTY OF 10 SECONDS.**

SECOND STRING- SAME START POSITION,. RO WILL INDUCE A "SMOKESTACK" MALFUCTION WITH A FIRED CASING INSERTED RIM DOWN AND ORIENTED IN THE VERTICAL AXIS WHEN THE PISTOL IS HELD NORMALLY AND THEN INSERT A FULLY-LOADED MAGAZINE AND PLACE PISTOL ON BARRELS. ON "GO". SHOOTER RETRIEVES PISTOL AND IMMEDIATELY SEEKS COVER, CLEARS JAM AND ENGAGES TARGETS IN THIS MANNER: **AROUND RIGHT SIDE OF BARREL(S)**— STOP PLATE P2, THEN T3 W/2 ROUNDS ONLY, THEN T2 W/2 ROUNDS ONLY, THEN T1 W/2 ROUNDS ONLY.

SHOOTER MUST HAVE AT LEAST 14 POINTS ON EACH W-B TARGET; FAILURE TO NEUTRALIZE WILL BE ASSESSED WITH A MAXIMUM OF TWO (2) NON-NEUTRAL PENALTIES POSSIBLE FOR EACH W-B TARGET.

TARGET SETUP, BOM:

3 W-B TARGETS PLUS 2 NO-SHOOT TARGETS IN STANDS
2 STOP PLATES (6" OR SMALLER) ON REBAR STANDS
2 BARRELS (PLACED SIDE-BY-SIDE)
1 SHOOTERS BOX

SCORING: TIME ONLY

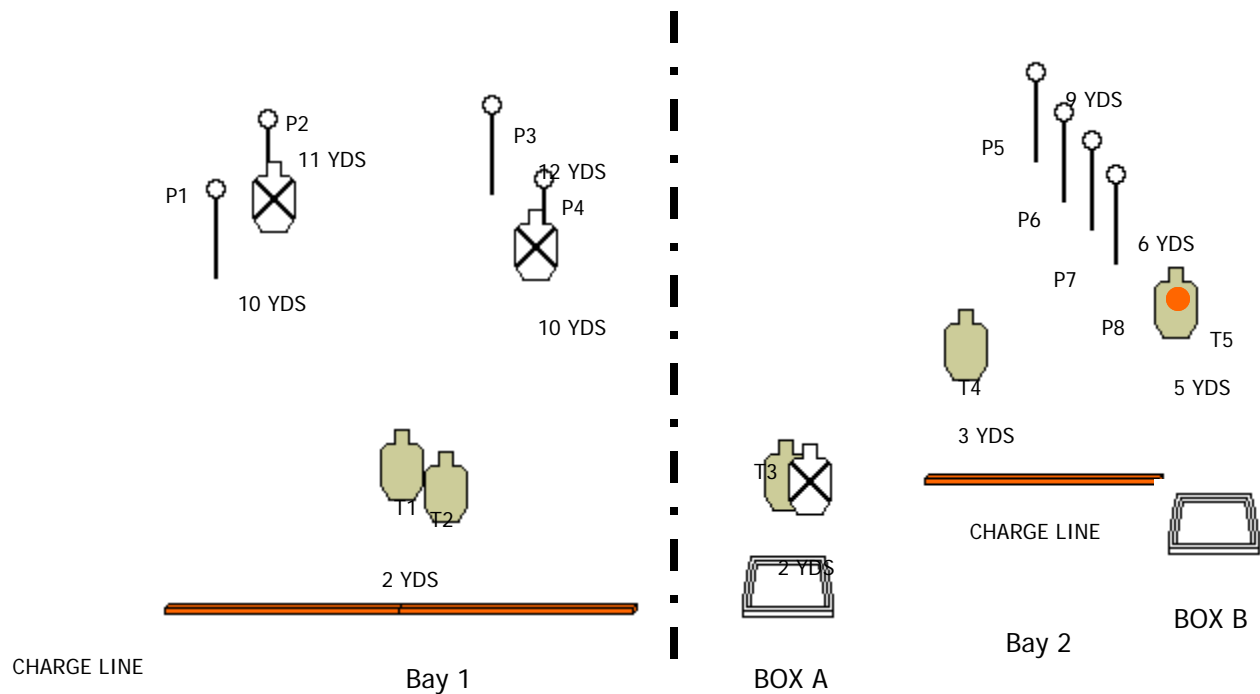
RC = 14 MINIMUM

NOTES: ALL AMMUNITION MUST BE CARRIED IN A MANNER CONSISTENT WITH RULE 7.8 (CONCEALED CARRY, CONTINUOUS WEAR). NO DOWNLOADING OF MAGAZINES ALLOWED. R/O WILL INDUCE A DOUBLE-FEED OR SMOKESTACK AS REQUIRED.

PENALTIES: 5 SEC PROCEDURAL, 5 SECOND EACH NON-NEUTRALIZATION, 10 SEC FOR FAILURE TO CLEAR DOUBLE-FEED IN PRSCRIBED MANNER.

OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK.

MONSTER



START: IN BAY 1, BEHIND CHARGE LINE, FACING DR, HANDS AT SIDES; SHOOTER IS CENTERED ON T2..

PROCEDURE: ON GO, DRAW AND NEUTRALIZE T2/T1, THEN NEUTRALIZE ALL STEEL (ANY ORDER); SHOOTER THEN MOVES TO BOX 'A' IN BAY 2 & NEUTRALIZES T3. SHOOTER THEN MOVES TO CHARGE LINE AND NEUTRALIZES T4, THEN NEUTRALIZES ALL STEEL (ANY ORDER). SHOOTER ENDS STAGE BY BREAKING CLAY PIGEON SET IN T5 FROM BOX 'B'. MANDATORY RELOAD BETWEEN FIRST AND LAST TARGET EN-GAGED. BALLOON HEAD MAY BE USED IN LIEU OF CLAY PIGEON, BUT TARGET MUST BE NEUTRALIZED IN THE BODY PLUS BALLOON POPPED.

TARGET SETUP, BOM:

- 2 SHOOTERS BOXES
- 7 PLATES W/STANDS
- 6 W-B TARGET STANDS
- 4 W-B TARGETS
- 3 NO-SHOOT/1 CLAY PIGEON OR BALLOON W-B PAINT FOR CHARGE LINES

SCORING: TIME + PENALTIES

PENALTIES: 5 SEC PROCEDURAL; 10 SEC ALL NON-NEUTRAL

OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK.

DP CALCS