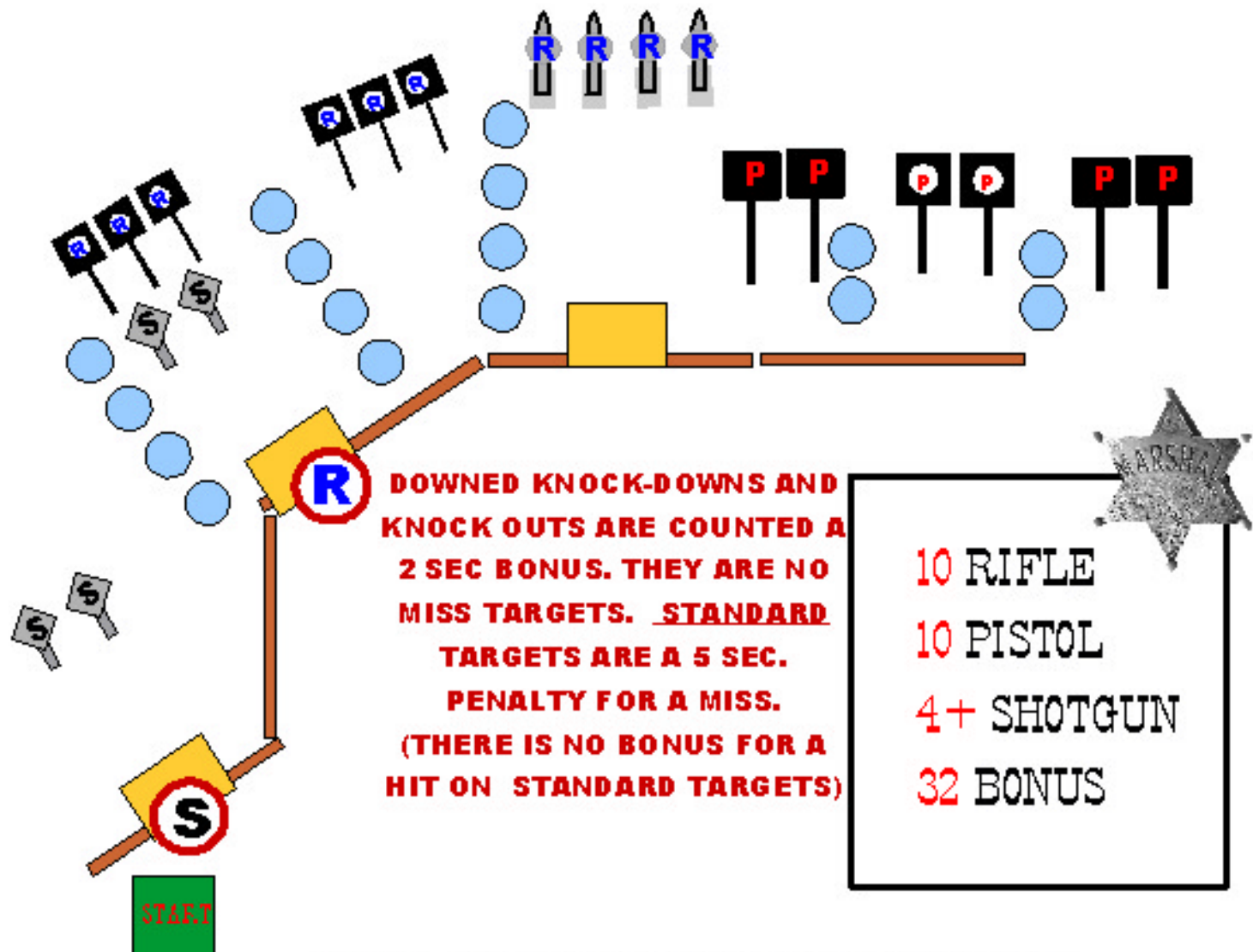


STAGE 1



DOWNED KNOCK-DOWNS AND KNOCK OUTS ARE COUNTED A 2 SEC BONUS. THEY ARE NO MISS TARGETS. STANDARD TARGETS ARE A 5 SEC. PENALTY FOR A MISS. (THERE IS NO BONUS FOR A HIT ON STANDARD TARGETS)

START: STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10. STAGED @ POSITION 2. SHOTGUN STAGED @ POSITION 1.

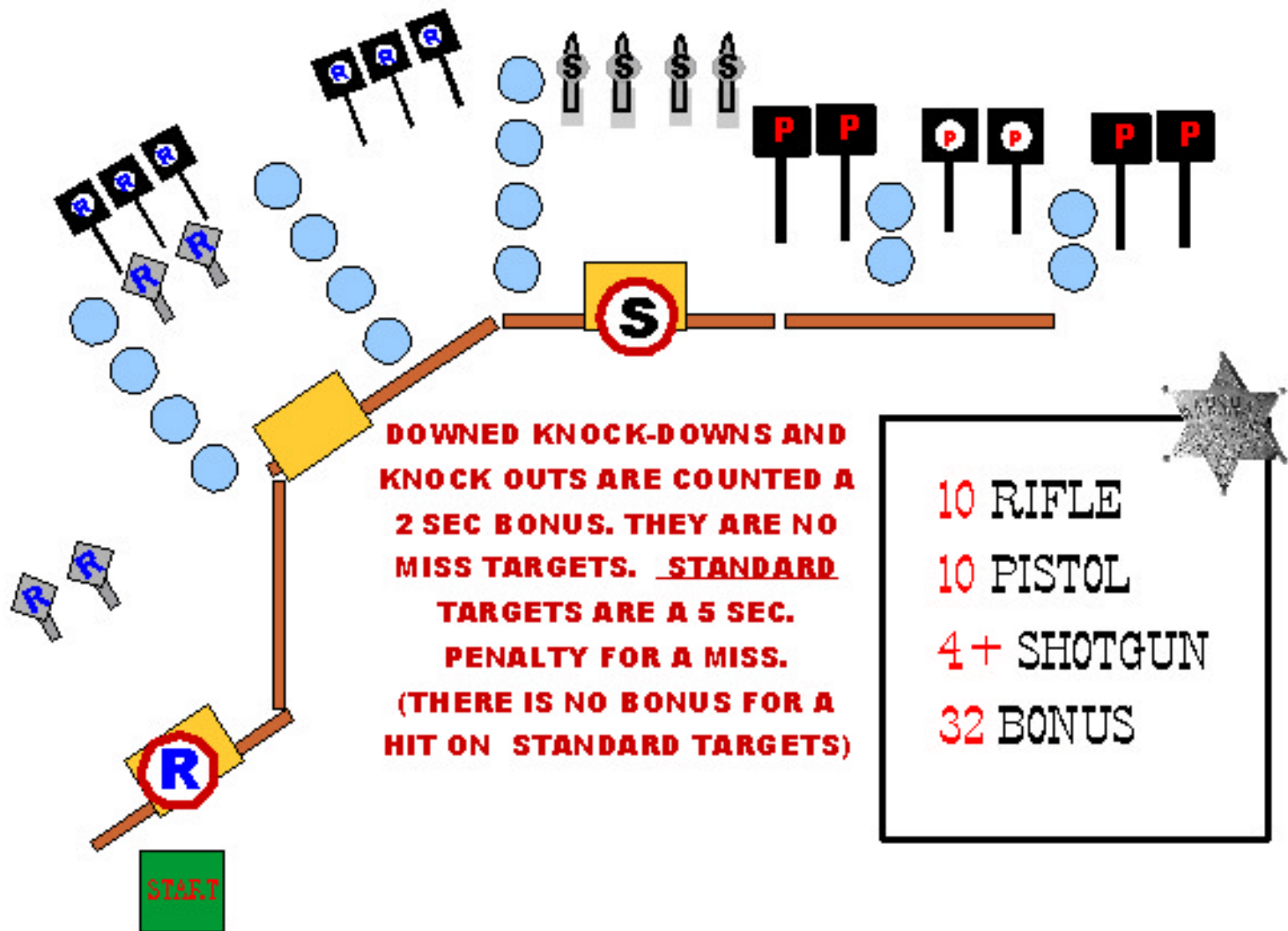
WHEN READY SAY: " WE COME FOR JUSTICE.. NOT VENGEANCE "

AT BEEP: WITH SHOTGUN: ENGAGE THE 4 KNOCK-DOWNS.

WITH RIFLE: ENGAGE THE 6 KNOCK OUTS AND 4 KNOCK-DOWNS.

WITH PISTOLS: PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE THE 2 KNOCK OUTS.

STAGE 2



START: STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10. STAGED @ POSITION 1. SHOTGUN STAGED @ POSITION 3.

WHEN READY SAY: " ANYTIME "

AT BEEP:

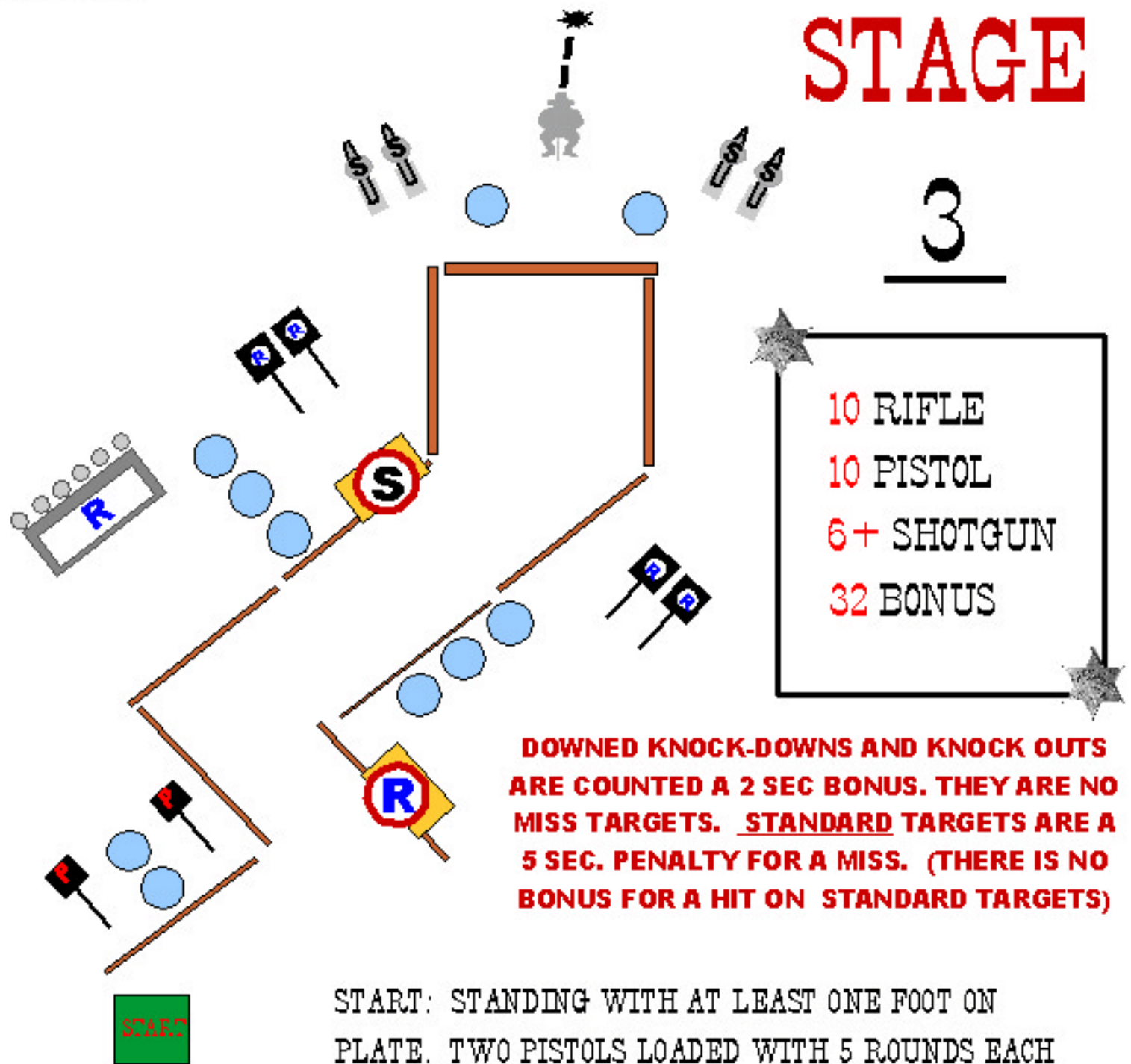
WITH RIFLE: ENGAGE THE 4 KNOCK-DOWNS AND THE 6 KNOCK OUTS.

WITH SHOTGUN: ENGAGE THE 4 KNOCK-DOWNS.

WITH PISTOLS: PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE THE 2 KNOCK OUTS.

STAGE

3

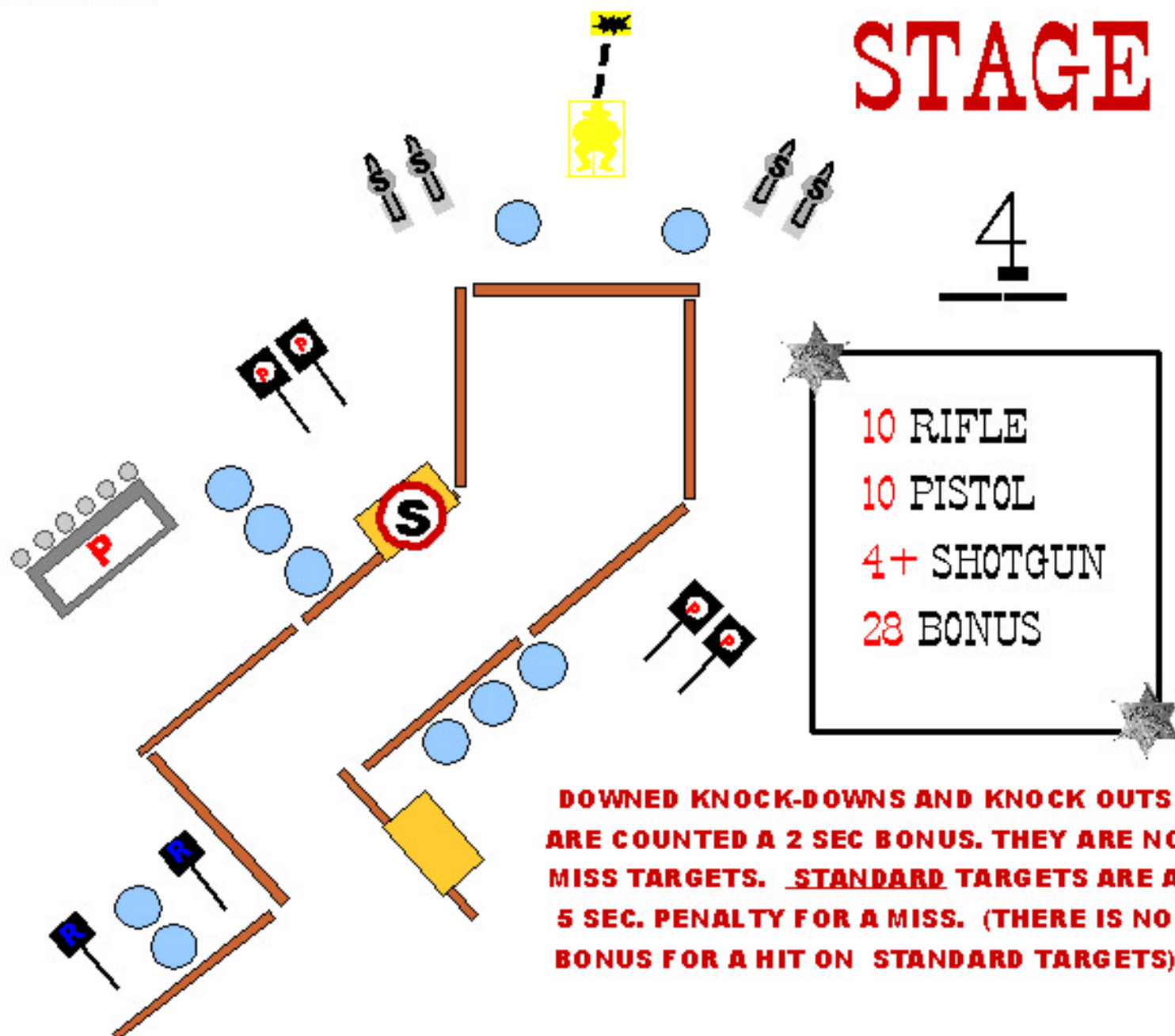


WHEN READY SAY: **” CLOCKS TICKING ... ”**

- AT BEEP:** WITH PISTOLS: PLACE 5 ROUNDS ON EACH STD. TARGET
- WITH RIFLE:** ENGAGE THE 4 KNOCK OUTS. ENGAGE THE PLATE RACK 6X.
- WITH SHOTGUN:** ENGAGE THE 4 KNOCK-DOWNS, THE ACTIVATOR AND BIRD.

STAGE

4



DOWNED KNOCK-DOWNS AND KNOCK OUTS ARE COUNTED A 2 SEC BONUS. THEY ARE NO MISS TARGETS. STANDARD TARGETS ARE A 5 SEC. PENALTY FOR A MISS. (THERE IS NO BONUS FOR A HIT ON STANDARD TARGETS)



START: STANDING WITH AT LEAST ONE FOOT ON PLATE. RIFLE LOADED WITH 10. HELD @ LOW PORT. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. SHOTGUN STAGED @ POSITION. 2.

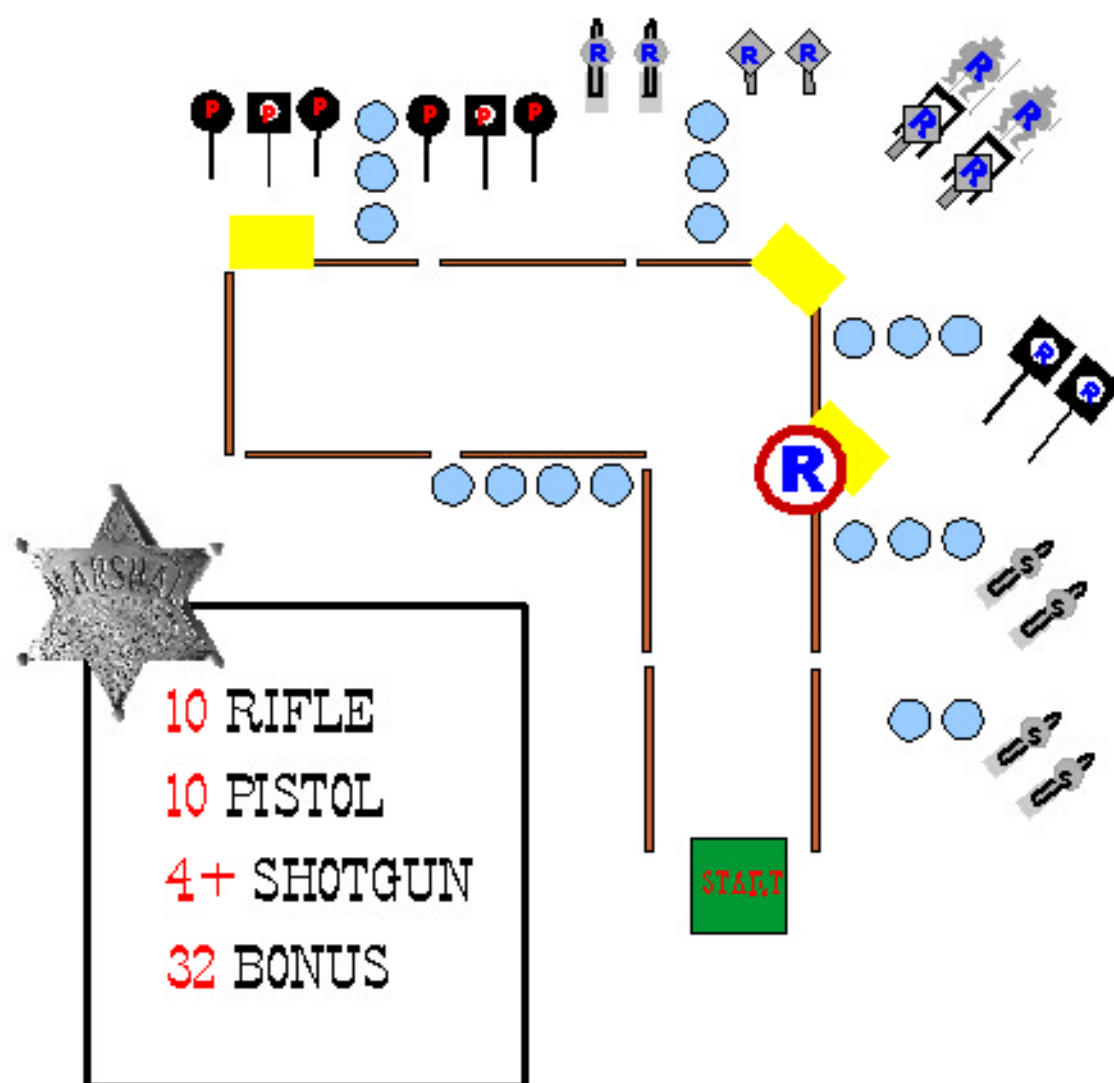
WHEN READY SAY:

” TAKE COVER ”

AT BEEP: WITH RIFLE: PLACE 5 ROUNDS ON EACH STD. TARGET
 WITH PISTOLS: ENGAGE THE 4 KNOCK OUTS. ENGAGE THE PLATE RACK 6X.
 WITH SHOTGUN: ENGAGE THE 4 KNOCK-DOWNS.

STAGE 5

**DOWNED
KNOCK-DOWNS
AND KNOCK OUTS
ARE COUNTED A 2
SEC BONUS. THEY
ARE NO MISS
TARGETS.
STANDARD
TARGETS ARE A 5
SEC. PENALTY FOR
A MISS. (THERE IS
NO BONUS FOR A
HIT ON STANDARD
TARGETS)**



START: STANDING WITH AT LEAST ONE FOOT ON PLATE. TWO PISTOLS LOADED WITH 5 ROUNDS EACH HOLSTERED. RIFLE LOADED WITH 10. STAGED @ POSITION 1 SHOTGUN HELD @ LOW PORT.

WHEN READY SAY: " REACH FOR IT "

AT BEEP:

WITH SHOTGUN: ENGAGE 4 KNOCK-DOWNS.

WITH RIFLE: ENGAGE THE 8 KNOCK-DOWNS AND 2 KNOCK OUTS.

WITH PISTOLS: PLACE 2 ROUNDS ON EACH STD. TARGET AND ENGAGE 2 KNOCK OUTS.