| Shooter | ST 1 | PD | ST 2 | PD | ST 3 | PD | ST 4 | PD | ST 5 | PD | TPD | TOTAL |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| Randy Richardson | 8.39 | 2 | $\mathbf{2 5 . 8 4}$ | 10 | $\mathbf{1 6 . 3 4}$ | 2 | $\mathbf{1 4 . 0 4}$ | 1 | $\mathbf{1 1 . 0 9}$ | 1 | 16 | 75.70 |
| Roger Saurage | 8.90 | 8 | 27.99 | 10 | 18.74 | 4 | 23.11 | 4 | 15.39 | 8 | 34 | 94.13 |
| Bill Baker | $\mathbf{7 . 6 9}$ | 2 | 29.97 | 11 | 19.55 | 6 | 22.52 | 4 | 18.10 | 2 | 25 | 97.83 |
| Matt Simmons | 11.62 | 7 | 29.71 | 10 | 19.62 | 2 | 21.67 | 3 | 15.26 | 5 | 27 | 97.88 |
| Mike Birdsong | 11.76 | 1 | 38.30 | 19 | 17.69 | 2 | 22.29 | 8 | 15.37 | 8 | 38 | 105.41 |
| John Richardson | 9.15 | 0 | 40.49 | 12 | 20.03 | 0 | 23.07 | 1 | 14.90 | 0 | $\mathbf{1 3}$ | 107.64 |
| Dwight Weaver | 7.80 | 1 | 34.54 | 15 | 17.25 | 2 | 37.47 | 22 | 15.10 | 0 | 40 | 112.16 |
| Jerry Culp | 22.51 | 2 | 33.11 | 19 | 20.52 | 5 | 20.55 | 8 | 23.75 | 15 | 49 | 120.44 |
| Mark Schwartz | 18.13 | 4 | 39.32 | 19 | 38.92 | 20 | 28.20 | 19 | 14.90 | 6 | 68 | 139.47 |

Our Customer Satisfaction Motto:
"Were Not Happy Until Your Not Happy"

## Stage 1:

Concealment, Not Limited, No light.
Your daughter has called to tell you that some uninvited guests have taken root at her friend's house and you need to come and get her. When you arrive you hear screaming and go in to see three bad guys roughing her up. One of them hits the light switch and turns the room to absolute darkness.
At signal lights go out, shoot T1 - T3 3 each avoid the NS.

## Stage 2:

Concealment , Not Limited
Start at right side of range, at signal move left to cover and engage T1 - T2 at 15 yards. Move left and engage T2-T3 on the move at 5 yards. Go left to low cover and engage $\mathrm{T} 4-\mathrm{T} 5$. T 1 and T 2 get 3 each, others get 2 each.

## Stage 3:

Concealment , Not Limited
While walking down the street a gang attacks you. The only cover is shopping cart full of shiny and metal objects collected by the local indigent.
At signal knock indigent out of the line of fire and while pushing the cart and using it as cover engage $\mathrm{T} 1-\mathrm{T} 7$ with 2 each.

## Stage 4:

Struck in traffic you bail out as a riot breaks out ad fight you way to safety. At signal get out of the car and take cover while engaging KD $1-\mathrm{KD} 2$, and T1-T7 with 2 each.

## Stage 5:

Same target configuration as Stage 4, but with cars removed. Blast the any way you like with 2 each.

