| Shooter | ST 1 | PD | ST 2 | PD | ST 3 | PD | ST 4 | PD | ST 5 | PD | ST 6 | PD | ST 7 | PD | TPD |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| TOTAL |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Rick Owens | 25.93 | 2 | $\mathbf{2 4 . 4 2}$ | 2 | 16.26 | 7 | $\mathbf{1 3 . 2 9}$ | 4 | 22.31 | 2 | 10.78 | 2 | 4.47 | 0 | $\mathbf{1 9}$ |
| Marc Schwartz | $\mathbf{2 3 . 0 2}$ | 7 | 38.25 | 26 | 12.35 | 5 | 17.85 | 11 | 19.32 | 3 | 7.57 | 0 | 5.15 | 4 | 56 |
| Steve Torelli | 31.15 | 7 | 35.03 | 13 | 13.43 | 3 | 19.34 | 6 | $\mathbf{1 7 . 9 0}$ | 2 | 13.35 | 1 | 4.41 | 0 | 32 |
| Sumner Buck | 34.24 | 2 | 37.97 | 6 | 14.78 | 7 | 19.51 | 4 | 27.74 | 7 | 19.35 | 0 | 4.92 | 0 | 26 |
| Sunn | 158.51 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Chris Hopkins | 23.55 | 2 | 36.22 | 15 | $\mathbf{1 0 . 3 8}$ | 6 | 20.07 | 12 | 34.01 | 7 | 37.31 | 7 | 3.90 | 0 | 49 |
| Anita Hopkins | 39.49 | 5 | 42.76 | 19 | 15.65 | 8 | 19.86 | 5 | 30.38 | 3 | 25.66 | 4 | 6.19 | 2 | 46 |
| A. |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Our Customer Satisfaction Motto:
"We're not happy, until you're not happy"
Stage 1: Standards
Start with gun loaded to division capacity and spare mag with only 7 rounds. At buzzer, draw and engage T1-T3 at 7 yds with 2 shots each from cover. Tac reload or reload with retention. Re-engage targets with 2 shots each then follow up each with a headshot. When gun goes to slide lock, reload with the original magazine and engage last target.

## Stage 2: El Prez Mod

No concealment, limited
Starting with 6 rounds in the gun. At the buzzer, draw and engage T1-T3 at 7 yds in tactical sequence strong hand only. Reload at slide lock and re-engage targets with 2 shots each weak hand only, then shoot 1 headshot each freestyle.

Stage 3: Kidnapped
While outside with your child, thugs decide to attempt to kidnap
them. At the buzzer, draw and engage T 1 , who is holding your child with 3 shots. Be careful as your child is not holding still. Then engage the two accomplices that are using trees as cover with 3 shots earh

## Stage 4: Fast

While eating at a fast food restaurant, thugs decide to wreak havoc.
Starting seated, at the buzzer, stand then draw and engage T1 in front of you then shoot T 2 while on the move to cover. When behind cover engage T3 then T4 and T5. T4 and 5 are using the counter as cover. Be careful not to hit the emplovees. All targets get 2 shots.

Stage 5: Hello, this is a Robbery
While chatting on your cell phone, a thug tries to rob
you from behind. After hearing gunfire, his buddies
take hostages. At the buzzer, drop the phone, turn, then
draw and engage T1. Move to cover and engage T2-T3
from the left side of cover. Switch to the right side of

Stage 6:
An overly aggressive panhandler decides to ask you for money. He gets too close and when you tell him to "BACK OFF," he begins to reach for something. You push him back and he pulls a knife. When you shoot him, his panhandling buddies also draw knives. Starting half an arms length from the panhandler, when ready, move your hands to a defensive position and challenge the panhandler to "BACK OFF." The buzzer will then sound signifying the panhandler reaching for something at which point you push him back. Then draw and engage T1 with 3 shots then T2 with 3 shots. Move to low cover and kneel behind it and engage T3-

Stage 7:
5 targets lined up side by side separated by a couple feet. At buzzer, draw and engage each target as you move to the other side with 2 shots

