Shooter	ST 1	PD	ST 2	PD	ST 3	PD	ST 4	PD	ST 5	PD	ST 6	PD	TPD	TOTAL
Jerry Culp	11.82	0	9.10	1	9.08	6	11.34	1	10.51	1	10.80	0	9	62.65
Marc Schwartz	16.03	1	11.25	0	11.35	9	14.61	12	14.91	2	12.12	2	26	80.27
Ladd Dilworth	18.91	11	18.67	8	8.91	8	13.31	13	10.83	3	10.06	0	43	80.69
Steve Torelli	16.11	0	11.92	0	14.01	12	14.45	5	13.01	0	15.17	1	18	84.67
Ed Lane	19.26	1	14.37	2	9.90	4	14.72	5	16.25	0	15.09	1	13	89.59
Ward Johnson	19.81	1	15.69	1	9.88	1	16.37	6	23.12	6	23.45	2	17	108.32
Tony Pierce	DNS	0	12.10	0	10.58	4	16.67	4	15.19	0	14.06	0	8	DNF
John Parker	18.58	7	15.72	5	7.74	1	14.20	3	14.54	3	DNF	0	19	DNF
Randy Richardson*	11.40	1	8.19	0	9.70	7	7.99	2	11.05	7	8.95	1	18	57.28
*Randy shot the mate	h from lo	w reac	dy due to	his inju	ury and is	score	d separa	tely.						

Our Customer Satisfaction Motto:

### Stage 1: Concealment, Not Limited

Start arms length from the NS, engage T1-T3 at 2 yards in tactical sequence with two to the body and then one to the head. Move left to end of cover and engage T4 at 7 yards with 2 and T5 at 3 yards with 2.

### Stage 2: Concealment, Not Limited

Start 2 yrds from T1-T2 and give each two to the body and one head. Do a tac-load on the way to cover and engage T4-T5 strong hand only on the move away from cover. Keep moving and engage T6 weak hand only either from cover or on the move.

# **Stage 3: "Staying Alive"**No Concealment, Not Limited You're security at a disco. A crazed patron grabs a bottle and charges you. By the light of the strobe, engage the targets far to near with one shot until the last which gets one body and one head. T1 is at 12 yards and T1 is at 1 yard, T2-T5 are staggered in between.

## **Stage 4: "Staying Alive part two"**No Concealment, Not Limited You're security at a disco. Gang member friends of the bottled wielding whacko come to even the score, you intend to make it six to nothing. By the light of the strobe, Start behind cover and move out to engage T1- T2 at 3 and 5 yards on the move. From the next cover position engage T3-T5 at 5-7 yards. 2 to each target.

### Stage 5: DR's Office Concealment, Not Limited While waiting at the DR's office with your ill child, two drug addicts enter and demand money and drugs. After taking care of them you take the child and head out the door only to run into three of their fellow gunned up addicts. Start seated, with child seated across from you. Two NS's are standing behind.

Start seated with child seated across from you. Two NS's are standing behind the child and behind them are T1-T2. Stand and engage T1-T2 pick up the child and move to the exit and engage T3-T5 strong hand only from cover. All targets get 2.

### **Stage 6: Pump up the round count!** Concealment, Limited Three targets at 2 yards, load 6-6-6. At signal enrage T1-T3 with 2 each, reload and repeat, reload and repeat.

<sup>&</sup>quot;We're not happy, until you're not happy"