

# Stage 1 Unknown Bomber

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Standing in shooters box rifle loaded held at low ready aimed at orange stick.

**PROCEDURE:**

At the buzzer move to the barricade and engage the steel target with one round from three different positions on the barricade then move down the alley and engage the threats as you see them. One threat at the end is a suicide bomber and must be eliminated first once you get to the end of the alley. Failure to eliminate the suicide bomber first will result in a 20 sec penalty.. There are 9 threats in the back and the bomber can be identified by a hat and bandolier. You can not use the same position twice on the barricade.

**SCORING:** Unlimited

**ROUND COUNT:** 35

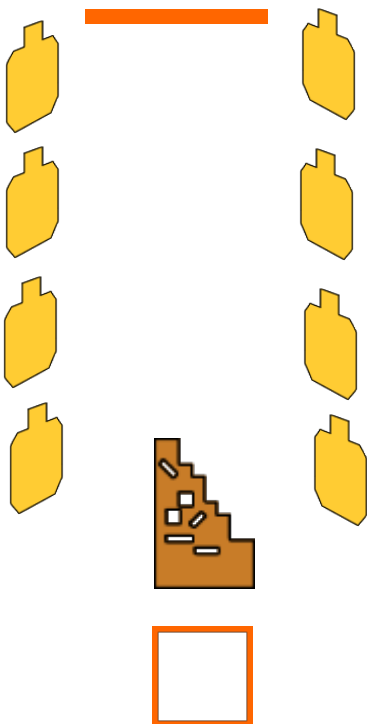
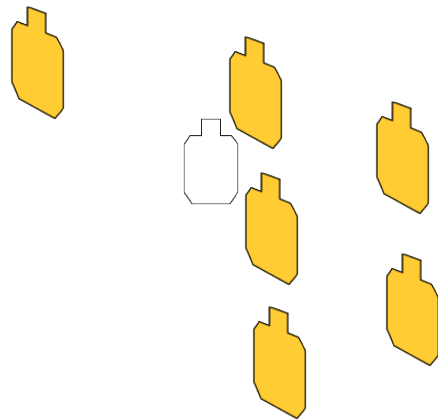
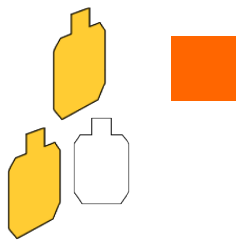
**TARGETS:** 17

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:** 20

**NOTES:**



# Stage 2 Tunnel Rat

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Standing in start box with stage gun loaded and aimed at orange stick. Your Rifle staged on table at end of barrel loaded on an empty chamber.

**PROCEDURE:**

At buzzer engage designated threat with 5 rounds only then dump stage gun in barrel and crawl thru the tunnel and retrieve your rifle then engage threats as they become available.

**SCORING:** Unlimited

**ROUND COUNT:** 25

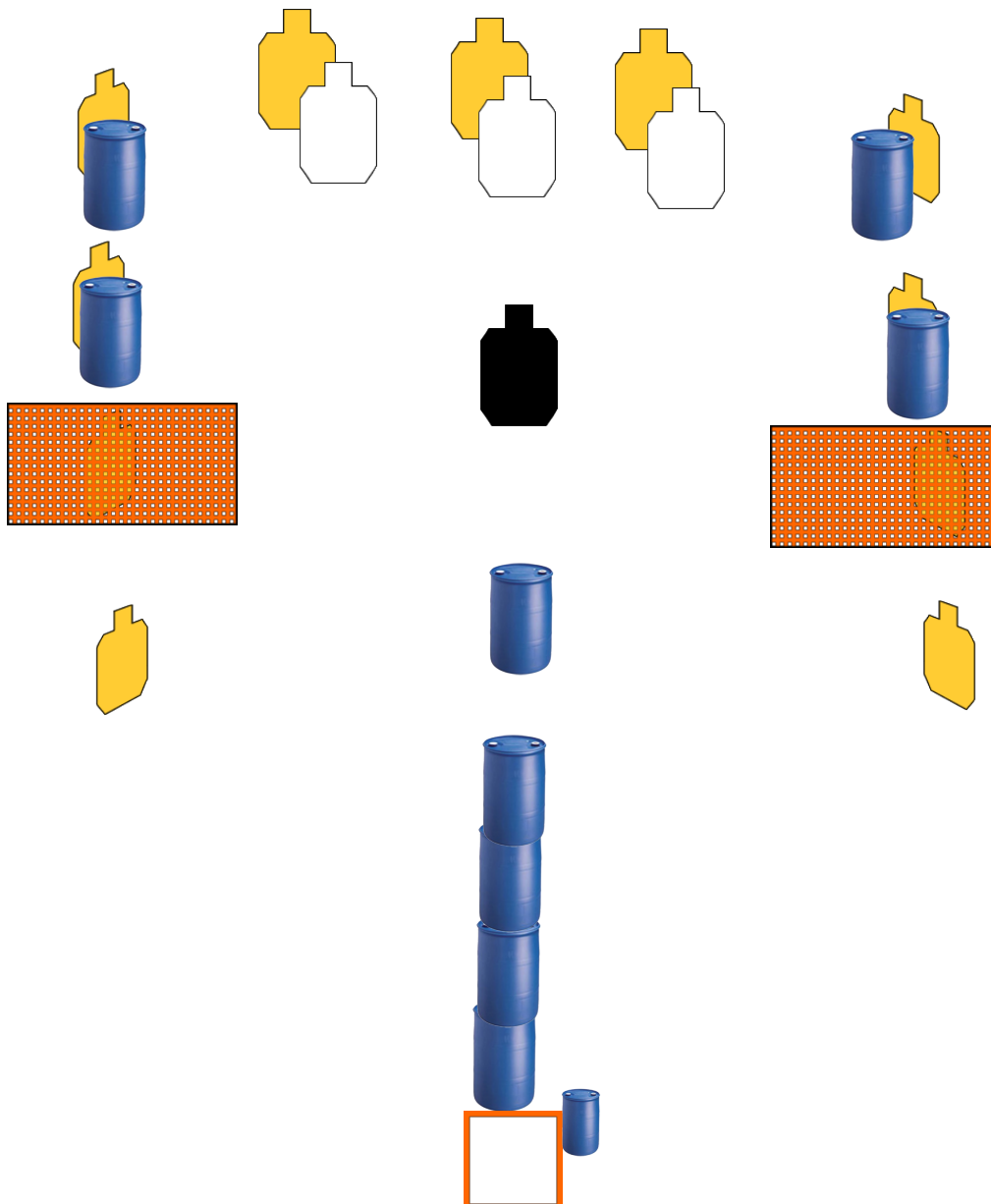
**TARGETS:** 12

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**



# Stage 3 Shoot Thru Something

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Start position rifle loaded and start either left or right aimed at orange stick at low ready.

**PROCEDURE:**

There is an invasion on a Ukrainian village and you must shoot threats through debris to eliminate threats.

Engage threats on or through available props, on barrel all rounds must pass through barrel, car, all rounds must be shot from within the shooting area, tank trap all rounds must be fired with rifle in contact with tank barricade.

All paper must be engaged from the shooting area around the car. No paper can be engaged from the barrel or tank trap

**SCORING:** Unlimited

**ROUND COUNT:** 24

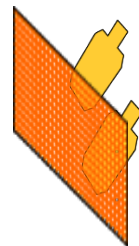
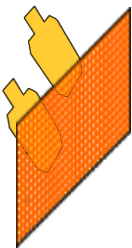
**TARGETS:** 15

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**



# Stage 4 Shoot em as you see em

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Start position rifle loaded standing anywhere in the shooting area aimed at orange stick at low ready.

**PROCEDURE:**

You are held up in an office building and you hear shots fired. It is up to you to save the day. You need to engage and eliminate all threats to save the day. Engage threats as you see them.

**SCORING:** Unlimited

**ROUND COUNT:** 34

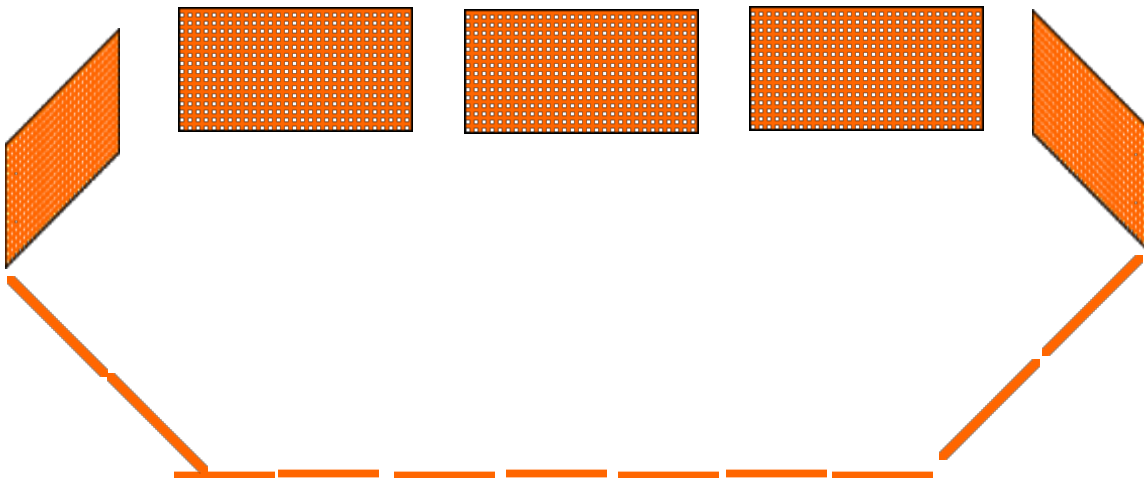
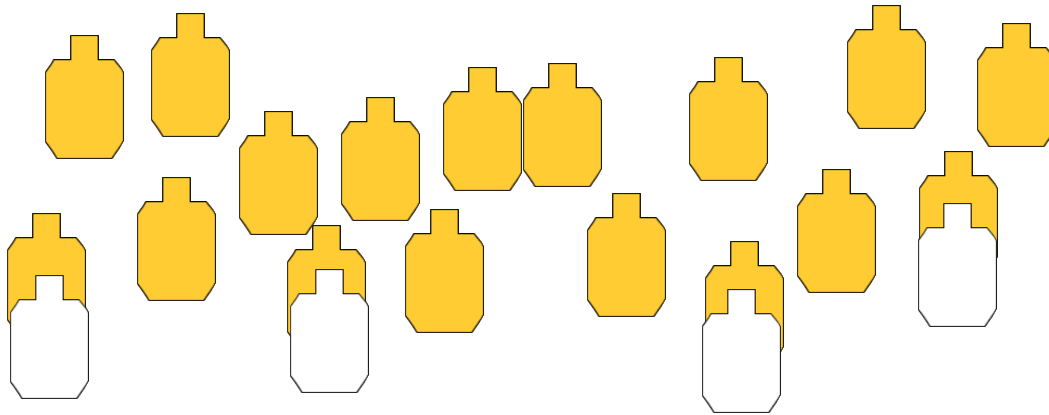
**TARGETS:** 17

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**



# Stage 5 Clean The House

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Start position both heels on start stick rifle loaded held at low ready aimed at orange stick.

**PROCEDURE:**

You are in the urban environment and you must go house to house and clear all threats before they invade your village.

Engage all left and right steel from the start stick with at least one foot touching stick, then move forward and engage threats as you see them, activator must be triggered to be able to see all threats. Shooting a wall in the house will incur a 5 second procedure.

**SCORING:** Unlimited

**ROUND COUNT:** 30

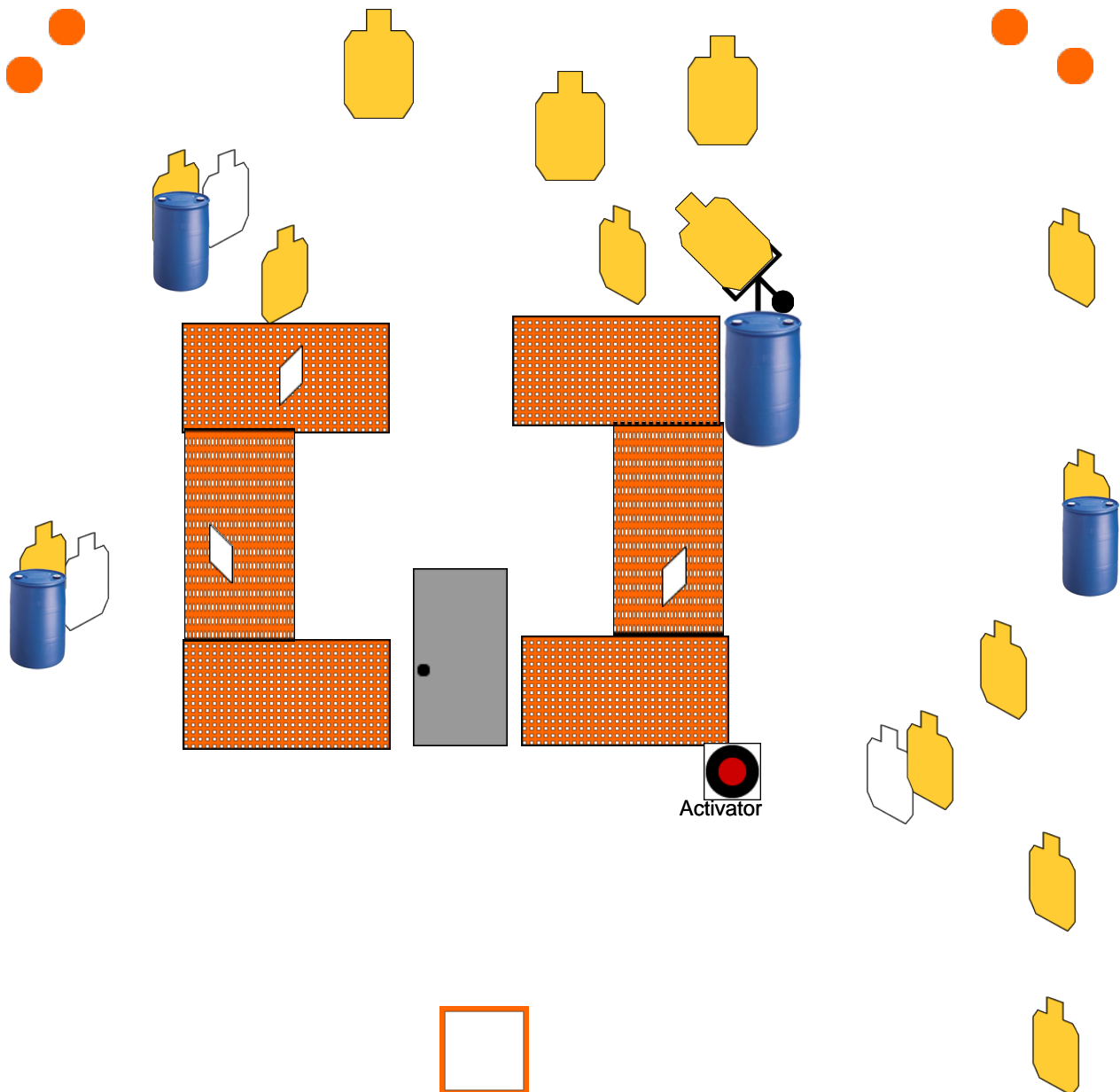
**TARGETS:** 17

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**



# Stage 6 Escape Escape Escape

**RULES:** Other

**Created By:** Clinton House

**START POSITION:**

Start position seated in chair with weak hand handcuffed to the table in right bay with keys on the table beside pistol. Rifle loaded on a empty chamber staged on Jet Ski. Stage pistol loaded with 5 rds on table in right bay.

**PROCEDURE:**

On Buzzer retrieve the pistol and engage the steel target with 5 rds strong hand only. Target requires three hits to neutralize then dump pistol on the table and retrieve the keys and unlock the handcuffs. Move to left bay and get on jet ski retrieve rifle and engage remaining targets from the jet ski. Shooter must remain on the jet ski while engaging targets.

**SCORING:** Unlimited

**ROUND COUNT:** 25

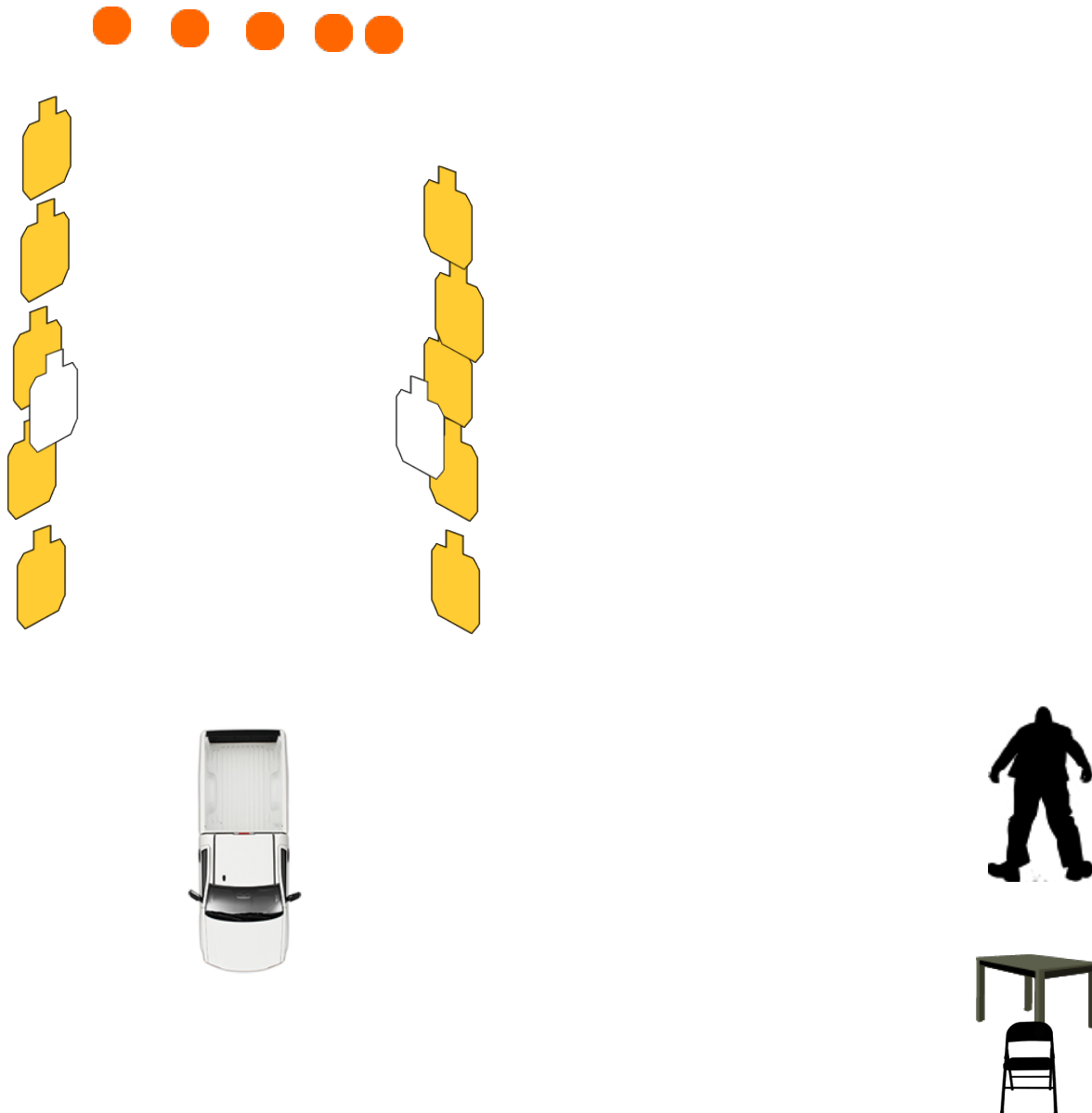
**TARGETS:** 15

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**



# Stage 7 Snipers Hide

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Standing outside snipers hide with feet on orange X's and grenade in hand, toss grenade to circle, then enter snipers hideaway and engage remaining threats. Rifle staged in hide pointing down range loaded on a empty chamber

**PROCEDURE:**

You have been seen by the bad guys and you need to stop them in a hurry so you throw the grenade into the circle. If the grenade stays in the circle then it will be a 3 sec bonus removed from your time. Then you move into the hide and engage the remaining threats with two rounds each. All steel gets two rounds each also

**SCORING:** Unlimited

**ROUND COUNT:** 30

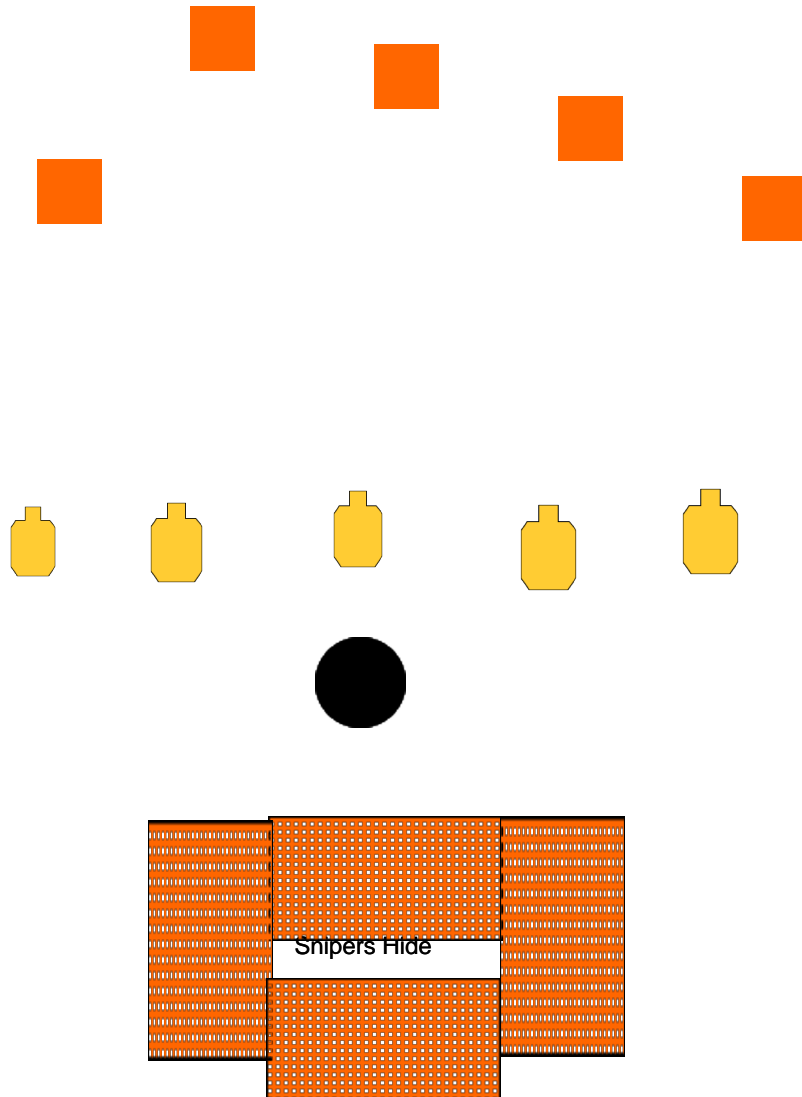
**TARGETS:** 10

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**



# Stage 8 From The Bus

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Start position rifle loaded held at low ready pointed at orange stick

**PROCEDURE:**

You have to get out of the city ASAP. You see a transit bus so you board to help them escape the city. Engage the 3 100 yard targets with 2 rounds each from the tire then drop mag and shoot the yellow target with the remaining round, if you miss, you can reload and reengage the yellow but you must drop the mag first.

**The rifle must be empty to move to the bus.** Then move to the bus and go prone in rear and load and engage remaining targets with 2 rounds each to include mover and engage all paper

**SCORING:** Unlimited

**ROUND COUNT:** 24

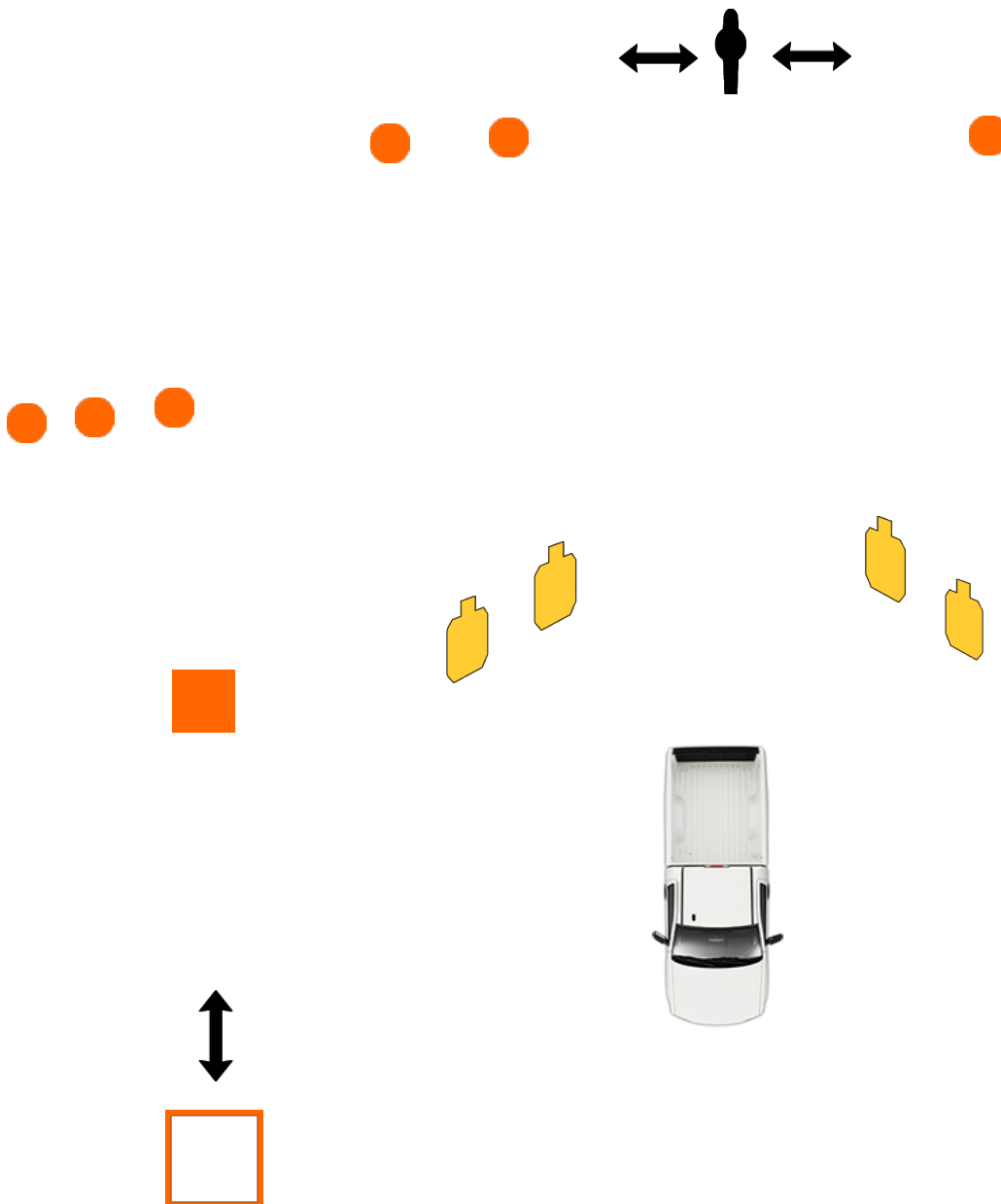
**TARGETS:** 12

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**





# Stage 9 Along The River

**RULES:** Other

**Created By:** Clinton House Plantation

**START POSITION:**

Start position rifle loaded held low ready aimed at orange stick

**PROCEDURE:**

You are walking along the side of the river and the threats keep attacking from all directions so you must eliminate the threats as you walk along the river to reach your objective.

**SCORING:** Unlimited

**ROUND COUNT:** 26

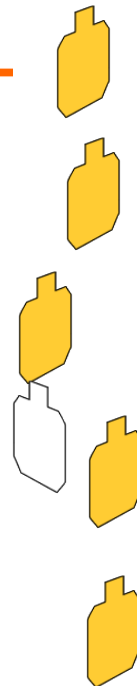
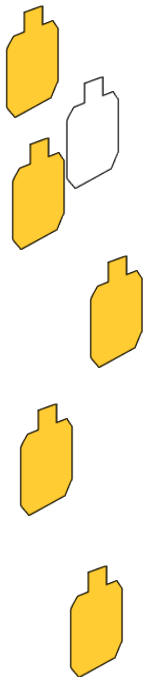
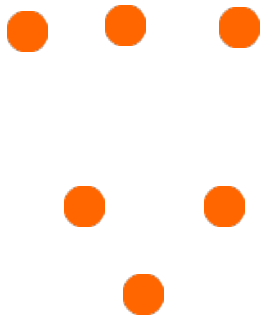
**TARGETS:** 16

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**



# Stage 10 Beware Of The Jungle

**RULES:** Other

**Created By:** Clinton House

**START POSITION:**

Start position rifle loaded low ready aimed at orange stick

**PROCEDURE:**

You are caught in the jungle and you have to fight your way out. Move along the trail and engage the threats as you see them. Steel can be engaged anywhere with in the shooting area

**SCORING:** Unlimited

**ROUND COUNT:** 35

**TARGETS:** 20

**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

**NOTES:**

