

Stage 1: One In Need

Rifle: 4

Pistol: 11



Pistol: 2 hits on red and green chest plates from inside the green area. Move to the Downed Officer.

Upon arriving at the Downed Officer, you will observe a circular disc lying on the ground with either red or green painted on it. This simulates an immediate threat of the corresponding color chest plate. Hit that color plate 2 times and then drag the DO back behind the blue barrels.

After getting the DO behind the barrels, hit the red and green chest plate 2 times each.

The DO will be treated as a real person and pointing your gun at the DO will be a 20 second penalty.

Total pistol hits needed: 1 at the wall, 8 at the blue barrels and 2 at the DO.

Through one of the 3 designated openings in the wall, make one hit on the black chest plate. Move to blue barrels.





100yd line

NOT TO SCALE: Start at 150yd line and hit make 2 hits on the black chest plate. Run to 100yd line and make 2 hits on black chest plate. Dump rifle on safe and move to the wall.



150yd line