



Stage 1: 007



Round Count: 1

Target Distance: 5 yards

Targets Required: 1 Threat Target

Props Required: None

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of berm at rear of bay.

Starting Position: Standing at P1, facing left for left-handed Shooters and facing right for right-handed Shooters, hands relaxed at sides.

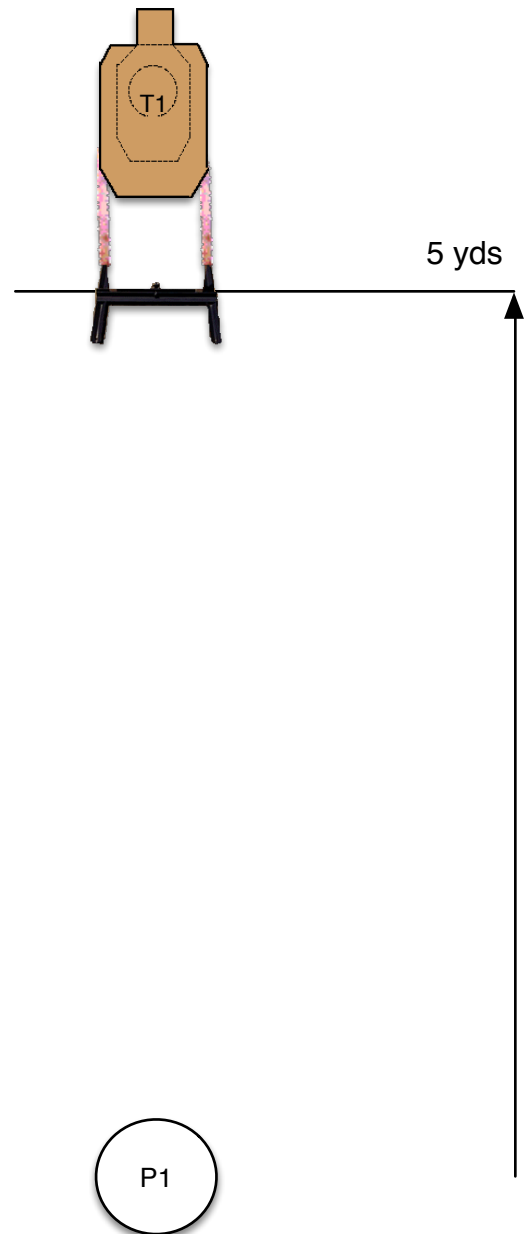
Start Signal: Audible

Concealment: Required

Scenario: You are outside your Universal Exports office when you notice a SPECTRE assassin lining up his sights on you. You turn and engage the assassin with your trademark move.

Procedure: On the start signal, the Shooter will turn to face downrange, draw, and engage T1.

Scoring: T1 must have one hit in the center down zero area of the target. All other hits will be scored as misses.



P1



Stage 2: Dr. No



Round Count: 11

Target Distance: 3-10 yards

Targets Required: 4x Threat Targets

Props Required: 1x Barricade, 1x Wall, 2x Non-Threats

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of berm at rear of bay.

Starting Position: Standing at P1, facing downrange, hands relaxed at sides.

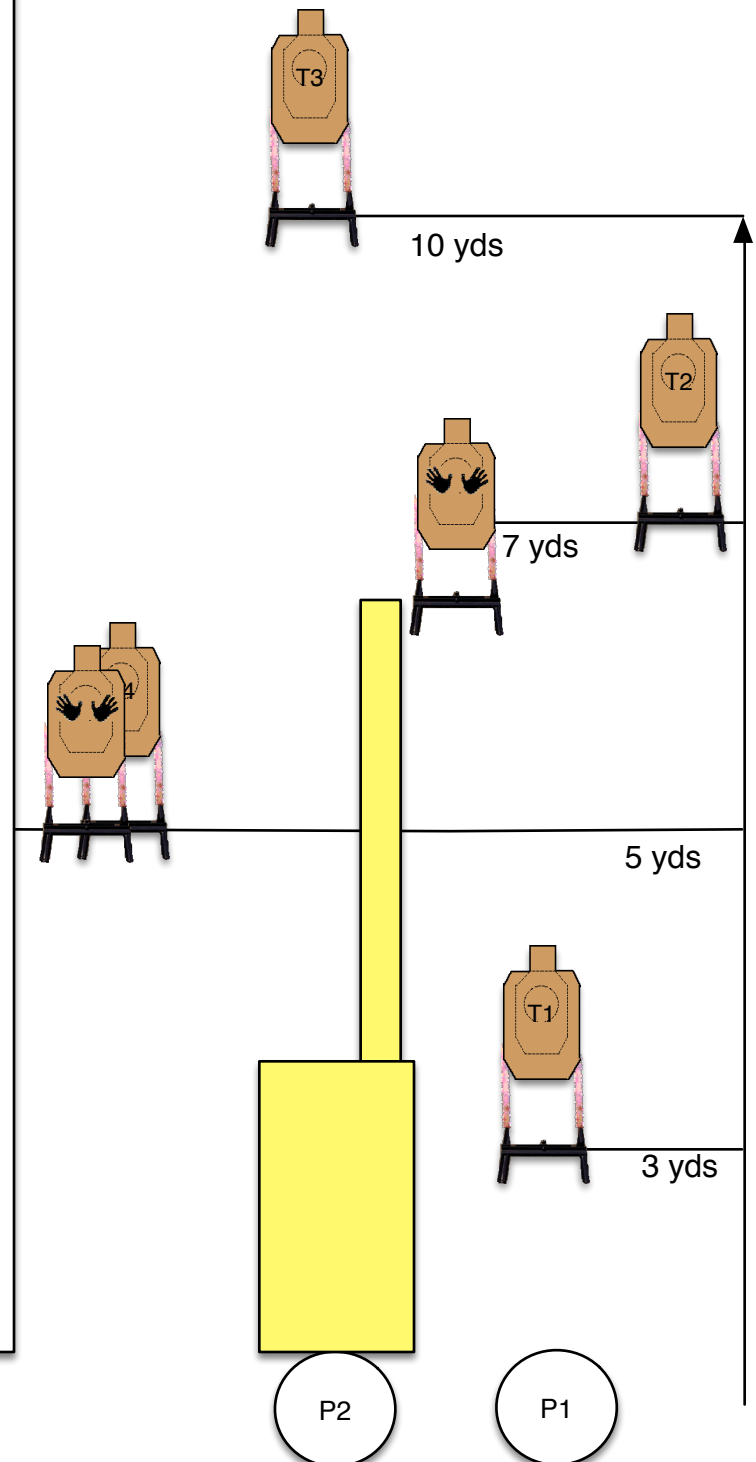
Start Signal: Audible

Concealment: Required

Scenario: You are by M to investigate the disappearance of John Strangeways, the British SIS Chief of Station in Jamaica. You team up with Felix Leiter from the CIA and Jamaican native Quarrel, and investigate Crab Key. You discover that the island is owned by Dr. No and SPECTRE, and confront the "Three Blind Mice" (the assassins who killed John Strangeways, and Dr. No.

Procedure: On the start signal, draw and engage T1 through T3 while moving to cover at P2. At P2, engage T4.

Scoring: T1 through T3 must have 3 hits. T4 must have 2 head hits.



Notes: T1 through T3 must each be engaged with at least one round **while moving** to P2. Make up shots may be made from P2 if necessary.



Stage 3: From Russia With Love



Round Count: 13

Target Distance: 1-10 yards

Targets Required: 4x Threat Targets, 1x Swinger, 1x Poppers

Props Required: 1x Brief Case w/ Knife

Scoring Method: Vickers Count

Muzzle Safe Points: Orange Cones

Starting Position: Standing at P1, facing downrange, holding briefcase in support hand.

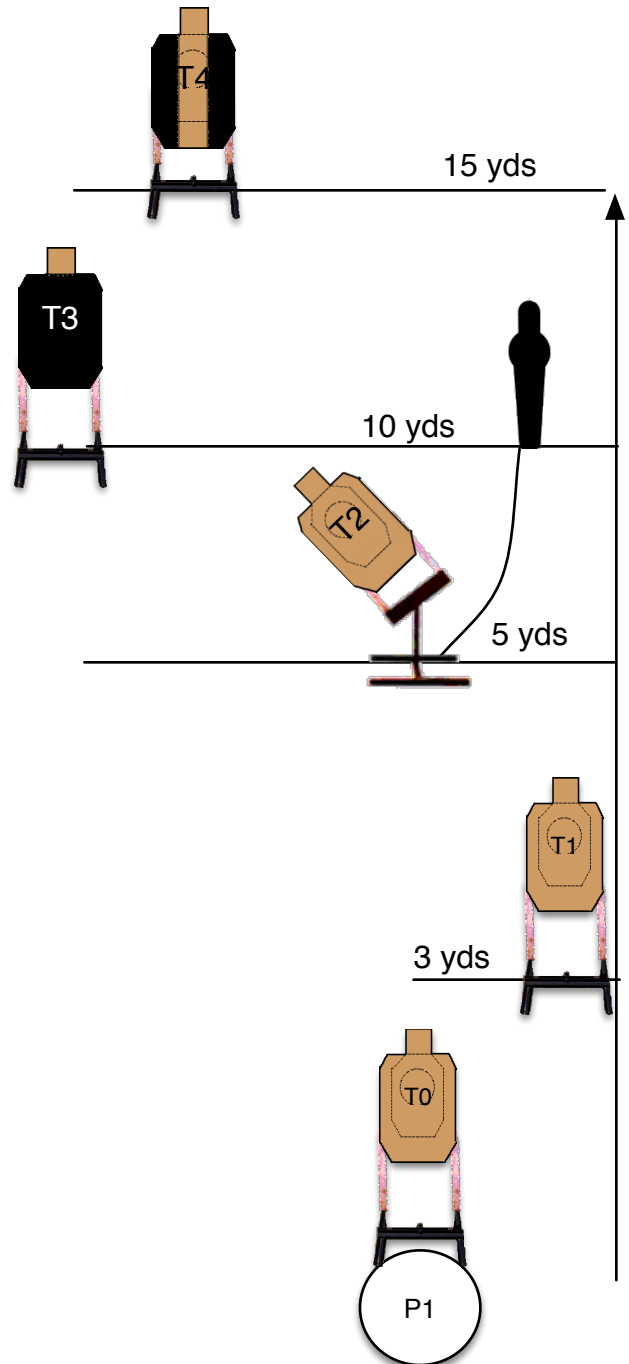
Start Signal: Audible

Concealment: Required

Scenario: You are sneaking around Istanbul, Turkey with a Russian girl named Tatiana Romanova, looking for a Russian decoding machine known as the Lektor. SPECTRE #1 has assigned SPECTRE #2, Kronsteen, and SPECTRE #3, Rosa Klebb, to steal the Lektor and kill you in revenge for the death of Dr. No. Rosa Klebb has recruited a SPECTRE assassin, Donald "Red" Grant, and three henchmen to eliminate you. Q Branch has outfitted you with a briefcase that contains a hidden knife.

Procedure: On the start signal, retrieve the hidden knife from the briefcase and stab T0. Draw your handgun and engage T1 through T4 and PP1, all from position P1.

Scoring: T1 through T4 must have three hits. All steel must fall.





Stage 4: Man With The Golden Gun

Round Count: 12

Target Distance: 3-10 yards

Targets Required: 4x Threat Targets

Props Required: 2x Barricade, 2x Non-Threats, 1x table, 1x chair, 1x Martini shaker, 1x glass

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of berm at rear of bay

Starting Position: Seated at table, holding Martini glass in support hand with elbow on table.

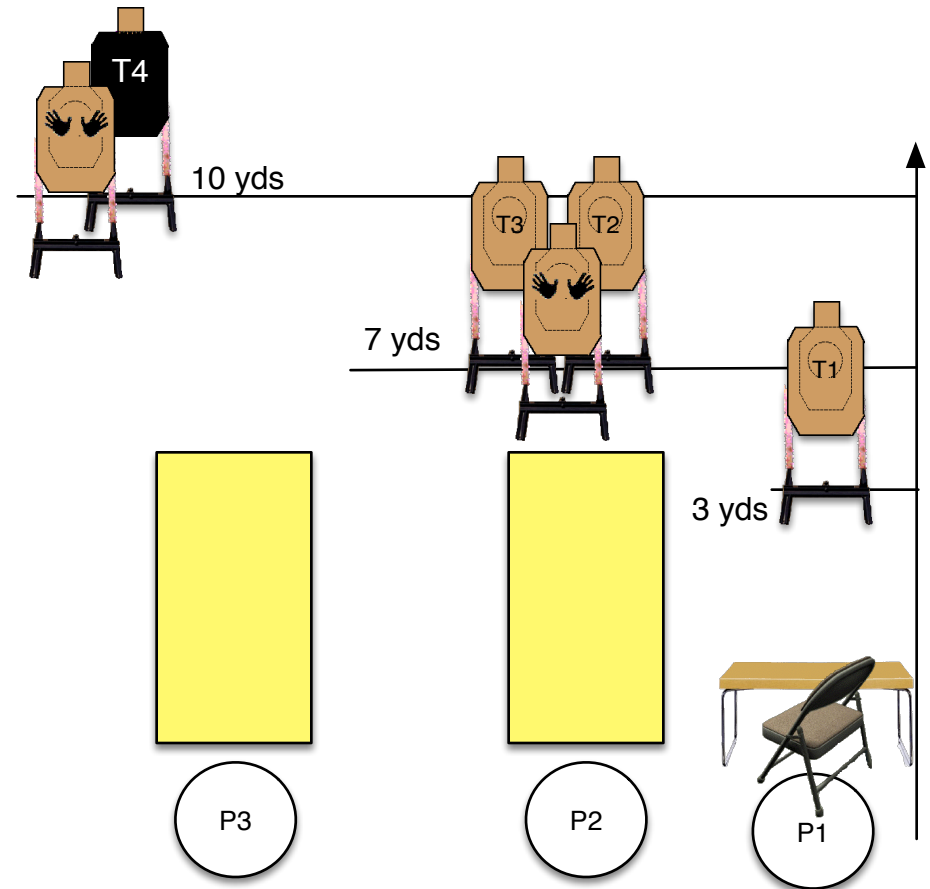
Start Signal: Audible

Concealment: Required

Scenario: Scaramanga's mistress, Andrea Anders, has lured you and Agent Goodnight to Scaramanga's (The Man With The Golden Gun) private island off the coast of China. Nick-Nack, Scaramanga's servant, has served you with a Martini, shaken not stirred of course, to distract you from an ambush Scaramanga and his bodyguards.

Procedure: On the start signal, draw and engage T1 while seated, stand up and move to P2 and engage T2 and T3 from either side of the barricade. Finally, move to P3 and engage T4.

Scoring: T1 through T3 require 3 hits each, T4 requires 3 head hits.





Stage 5: Casino Royale



Round Count: 15

Target Distance: 5-15 yards

Targets Required: 6x Threat Targets, 1x Popper, 1x Drop-Turner

Props Required: 1x Barrel

Scoring Method: Vickers Count

Muzzle Safe Points: Orange Cones

Starting Position: Standing at P1, facing downrange, hands in surrender position.

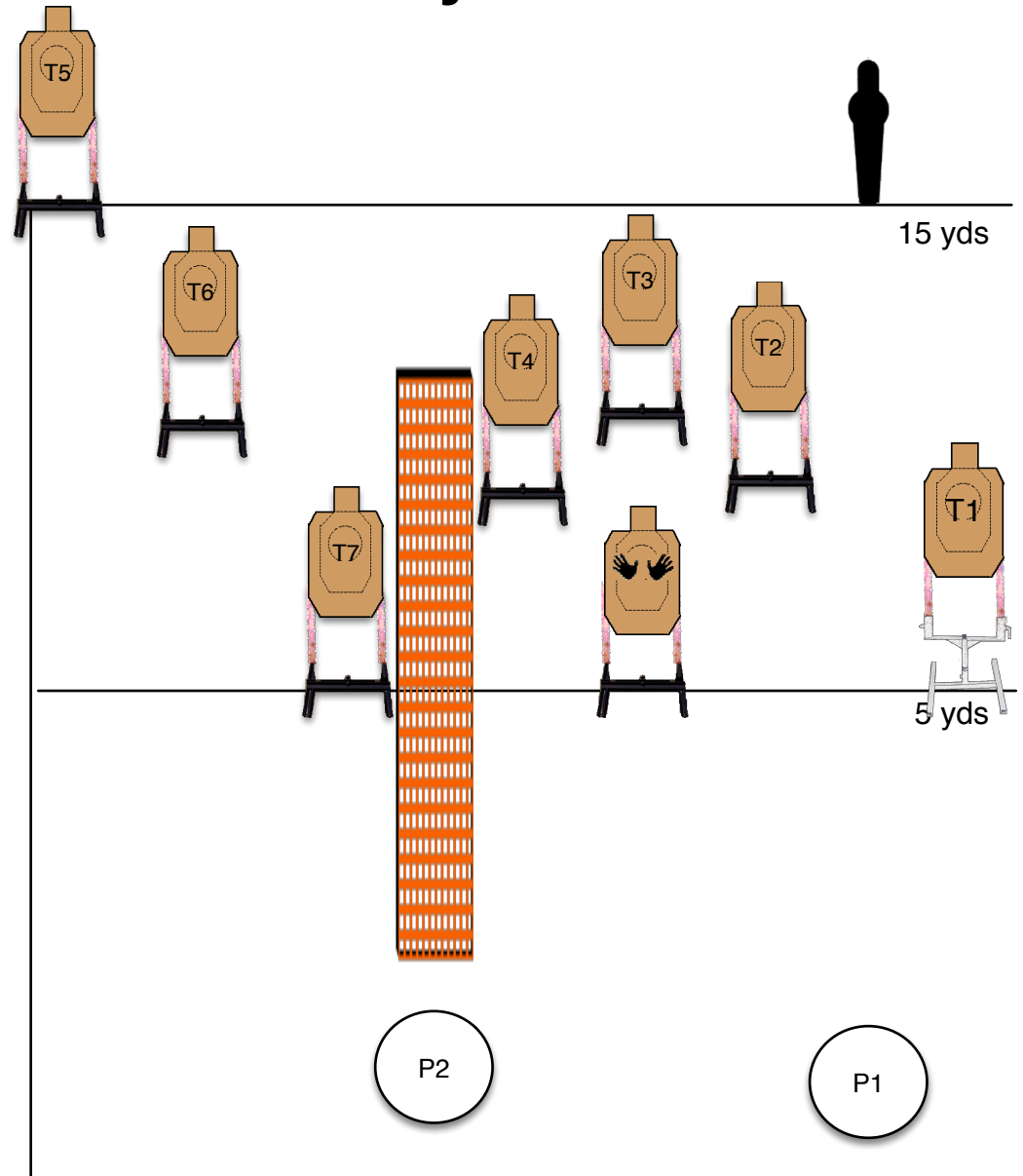
Start Signal: Audible

Concealment: Required

Scenario: You've been monitoring a terrorist, Mollaka, in Madagascar. He spots you and takes off. You catch up to him in the compound of the Nambutu Embassy, where you end up surrounded by armed guards. The Ambassador demands your surrender, but you must escape and make sure that the terrorist does not escape. You create a diversion by shooting at and exploding a fuel tank, and then take care of the terrorist and armed guards.

Procedure: On the start signal, draw and engage PP1 (the gas tank). Engage T1 from close retention, and then move to P2 and engage the remaining targets from low cover.

Scoring: T1 through T7 must have 2 hits. All steel must fall.





Stage 6: Goldfinger



Round Count: 18

Target Distance: 3-15 yards

Targets Required: 8x Threat Targets

Props Required: 3x Non-Threat, Barrels as shown, handcuffs & “nuclear bomb”

Scoring Method: Vickers Count

Muzzle Safe Points: Orange Cones

Starting Position: Standing at P1, facing downrange, support hand handcuffed to “bomb” with strong hand holding key in keyhole.

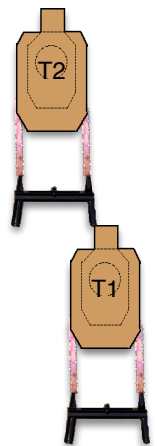
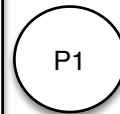
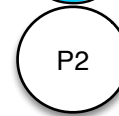
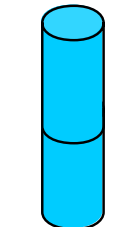
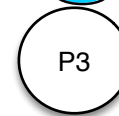
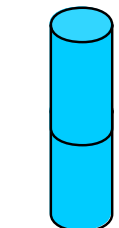
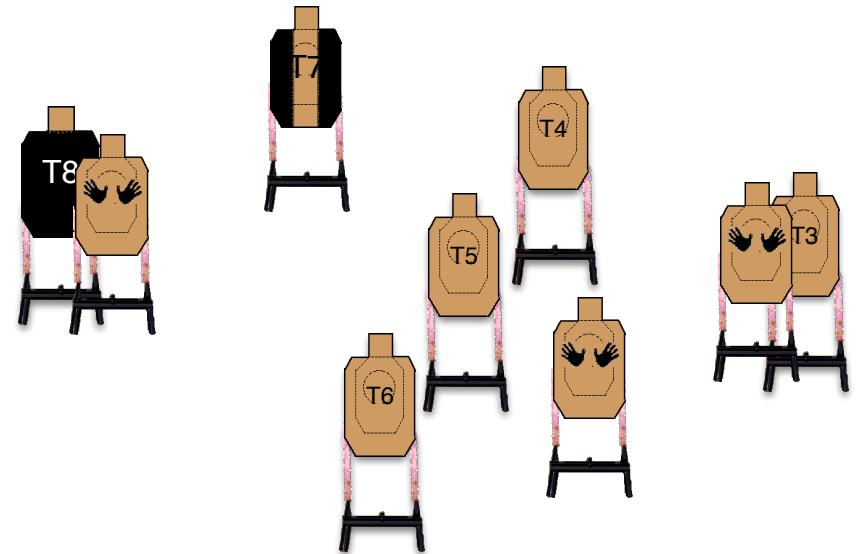
Start Signal: Audible

Concealment: Required

Scenario: You’ve discovered that Auric Goldfinger has initiated “Operation Grand Slam”, which is a cataclysmic scheme to irradiate the US Gold Reserves at Fort Knox. Goldfinger has discovered that you’re a secret agent for MI6 and doesn’t expect you to talk, but expects you to die. Goldfinger’s bodyguard, Odd Job has handcuffed you to a nuclear bomb set to explode in a few minutes. You must free yourself, stop the timer on the bomb, and stop Goldfinger, Odd Job and Goldfinger’s henchmen while protecting Pussy Galore and two US Army soldiers trapped with you.

Procedure: On the start signal, unlock the handcuffs, flip the switch on the bomb’s timer, and then draw and engage T1 and T2 from P1. Move to P2 and engage T3-T7. Move to P3 and engage T8.

Scoring: T1 to T6 must have 2 hits each. T7 and T8 must have 3 hits each.





Stage 7: Skyfall



Round Count: 18

Target Distance: 3-15 yards

Targets Required: 9x Threat Targets

Props Required: 2x Non-Threats, Barricades/Walls as shown, Barrels as shown, door

Scoring Method: Vickers Count

Muzzle Safe Points: Orange Cones

Starting Position: Standing at P1, facing downrange, hands relaxed at sides.

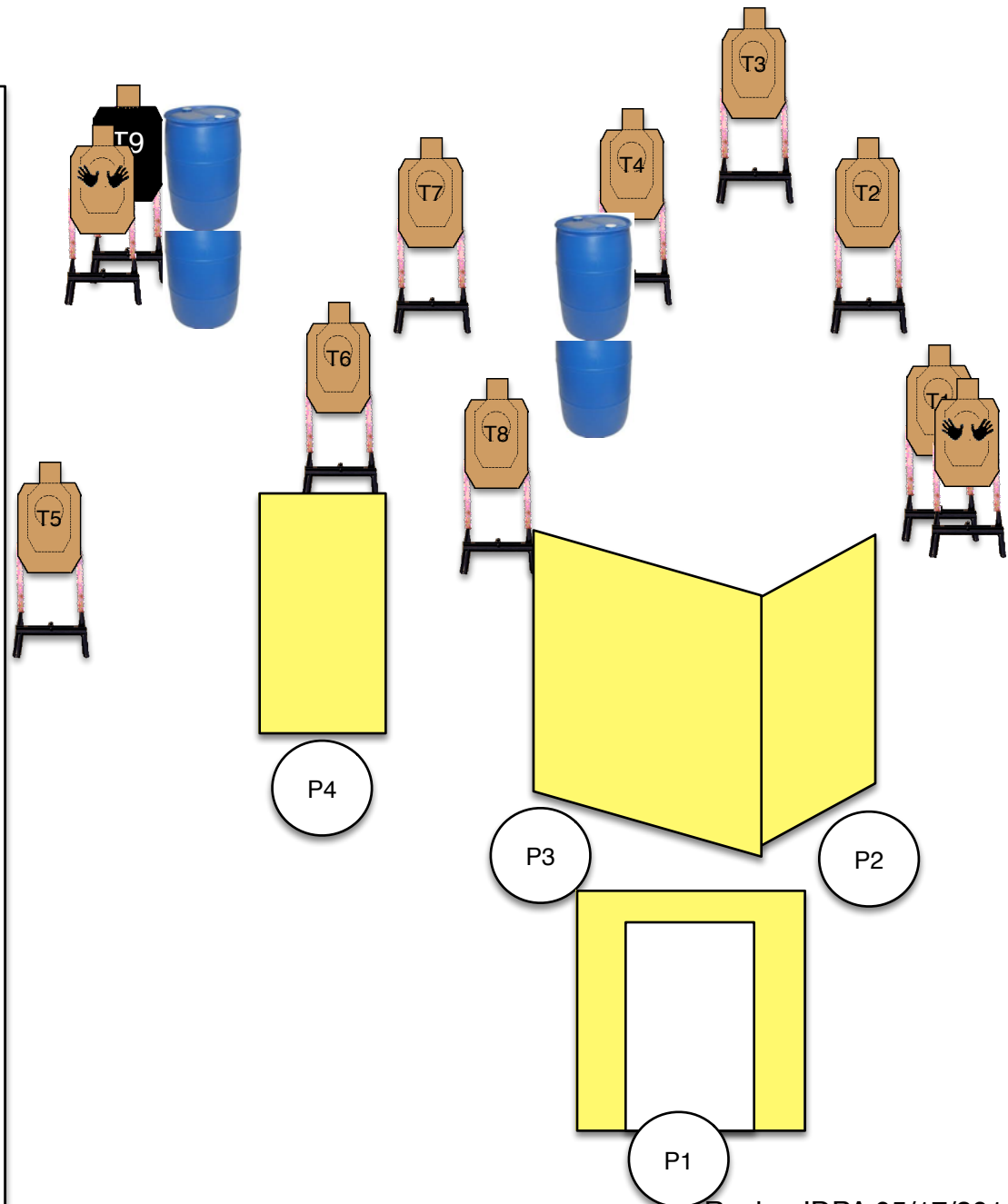
Start Signal: Audible

Concealment: Required

Scenario: Your last assignment went badly, and now MI6 agents around the world have been exposed. MI6 headquarters has been attacked. M has been attacked, and you helped her escape to the Bond family estate, Skyfall. It's now up to you to defend M and the estate's caretaker, Kincade, from rogue former-MI6 agent Raoul Silva and his henchmen.

Procedure: On the start signal, open the door, advance to P2, and engage T1 through T4. Move to P3 and engage T5 through T8. Finally, move to P4 and engage T9.

Scoring: T1 through T9 must have two hits each.





Stage 8: On Her Majesty's Secret Service



Round Count: 16

Target Distance: 3-10 yards

Targets Required: 8x Threat Targets

Props Required: 1x Dummy, 1x Chair, Barrels as shown

Scoring Method: Vickers Count

Muzzle Safe Points: Orange Cones

Starting Position: Standing at P1, facing downrange, holding dummy with both hands.

Start Signal: Audible

Concealment: Required

Scenario: After a short and eventful romance, you've finally found the right woman in Teresa "Tracy" di Vincenzo. As your driving off to your honeymoon, you stop to remove the flowers chains from your car. Suddenly, a couple of cars, one driven by Ernst Blofeld, whom you believed to be dead, drive by and a passenger in the first car, Irma Bunt, opens fire with an assault rifle. You survive by dodging behind your car, but Tracy has been killed. The cars pull over to finish you off, but you are James Bond, 007, and won't be killed off so easily.

Procedure: On the start signal, place the dummy in the chair, draw, and engage T1 and T2 while moving to P2. At P2, engage T3 through T5. Finally, move to P3 and engage T6 through T8.

Scoring: All Threats must have two hits.

