



Stage 1: Armored Bill

Round Count: 18

Target Distance: 8 yards

Targets Required: 3 Threat Targets

Props Required: 1 barricade

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

Stop Signal: Last Shot Fired

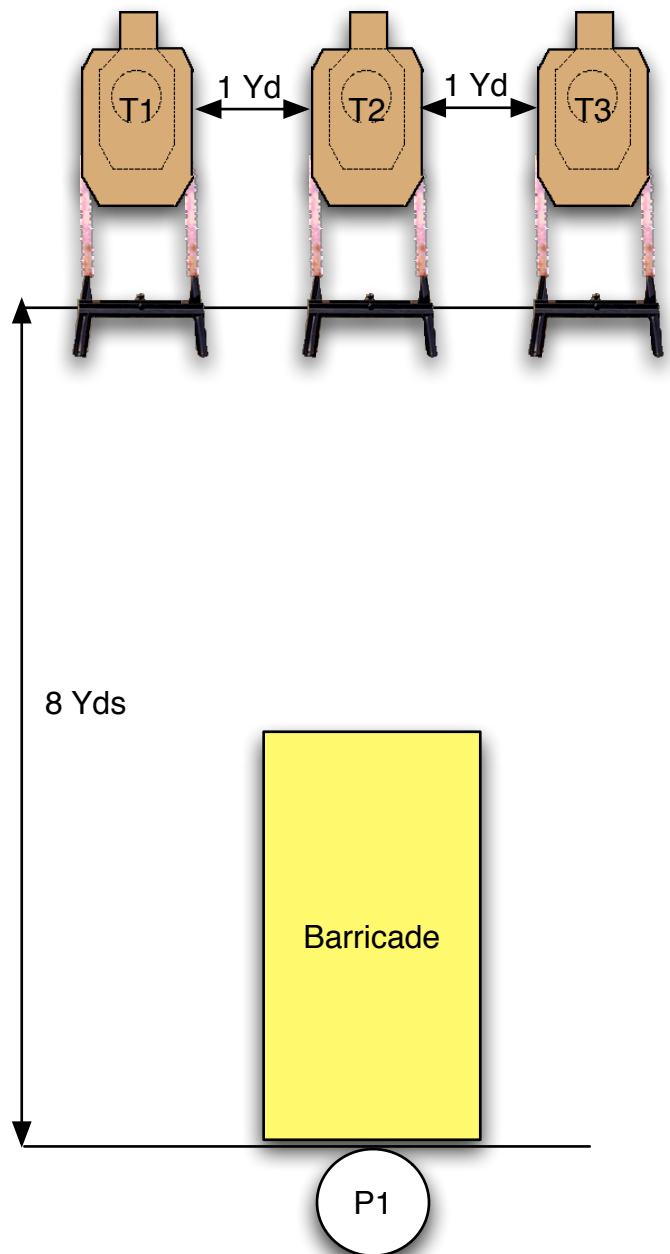
Scenario: None. This is a skills test stage.

Procedure: Load all magazines to 6 rounds only.

String #1: Shooter begins at position P1. On the start signal, shooter will draw and engage T1 or T3 from either the left or right side of the barricade, respectively, with a total of six (6) rounds- four (4) to the body and two (2) to the head. Shooter will then reload behind cover and alternate which side of the barricade targets are engaged from. Targets should be engaged in one of these orders: T1 from the left side of barricade, T3 from the right side, and T2 from the left side, *OR* T3 from the right side, T1 from the left side, and T2 from the right side. All reloads must be done behind cover, and the shooter must use the barricade for cover when engaging the threats.

Scoring: T1 through T3 should each have 6 hits consisting of 4 body hits and 2 head hits.

Notes: Barricade and position P1 are centered on target T2. Target heights should vary somewhat.





Stage 2: Soft Cover

Round Count: 10

Target Distance: 2-10 yards

Targets Required: 3 Threat Targets, 2 Non-Threat Targets

Props Required: 1 barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

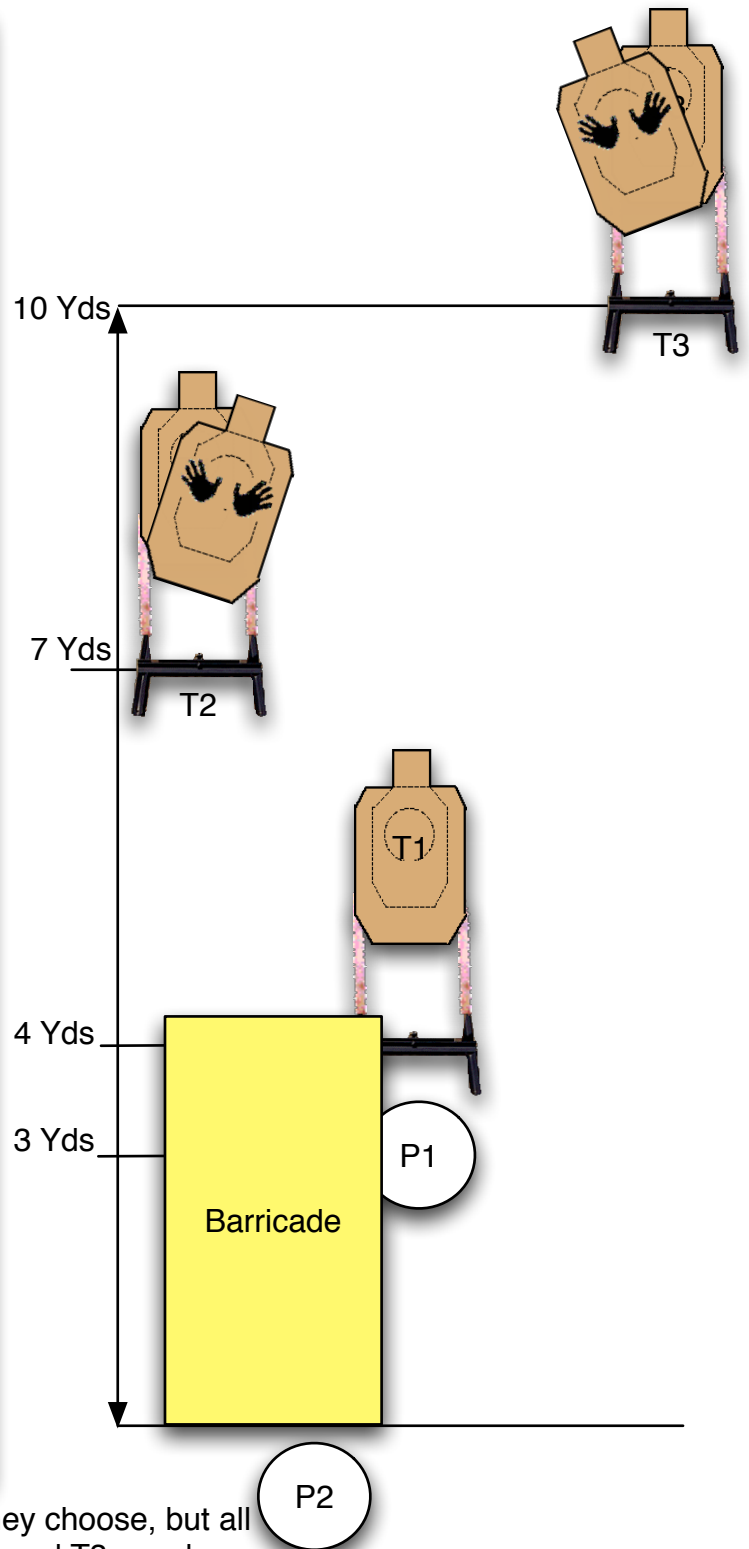
Stop Signal: Last Shot Fired

Scenario: You are confronted by a number of gunmen who are holding members of your family hostage. Neutralize the closest target and then save your family.

Procedure: Load all magazines to the division maximum and top off.

String #1: Shooter begins at position P1. On the start signal, shooter will draw from concealment and engage T1 with six (6) rounds from close retention. Shooter will then move to the barricade at position P2 and engage targets T2 and T3 from cover with two (2) rounds each in Tactical Priority (near to far). Reload as necessary using any IDPA-legal reload.

Scoring: T1 should have six (6) hits and T2 through T3 should have two (2) hits. Failure to Neutralize penalties apply to all targets.



Notes: Shooter *may* engage T1 while moving if they choose, but all shots must be fired from close retention. Targets T2 and T3 may be engaged from either side of the barricade. Position P1 is 1 yard away from and centered on T1. Target T3 should have approximately half of the "down zero" area on the torso visible. Target T2 should have almost none of its "down zero" torso area visible. Care should be taken to make sure that target T1 is not in the line of fire from the barricade to targets T2 and T3.



Stage 3: Bus Stop

Round Count: 15

Target Distance: 2-15 yards

Targets Required: 4 threat targets, 1 popper, 1 drop-turner

Props Required: 1 barrel

Scoring Method: Vickers Count

Starting Position: Sitting on the chair facing down range at position P1

Start Signal: Audible

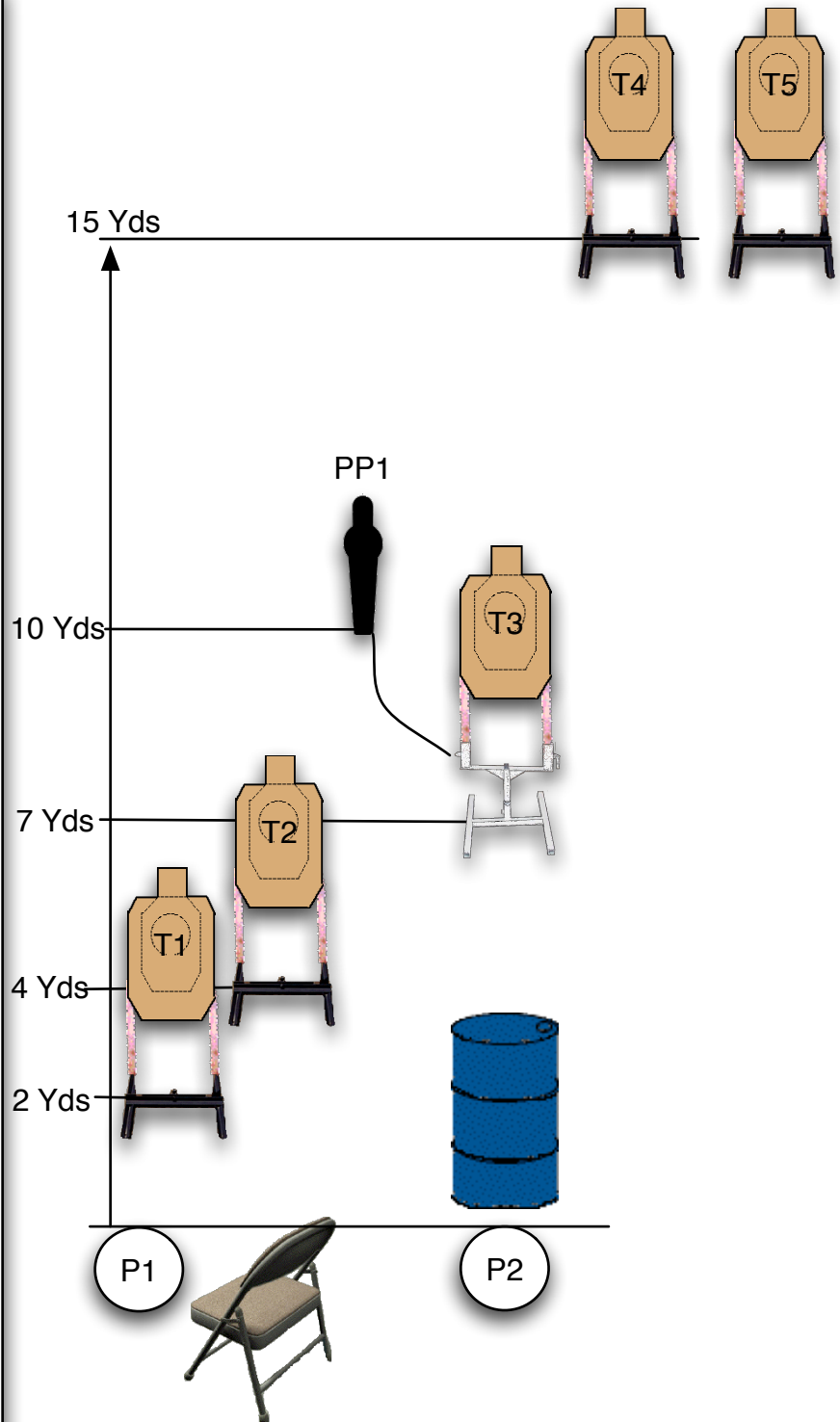
Stop Signal: Last Shot Fired

Scenario: You're waiting for a bus when a group of armed, rabidly violent thugs declares that "You're dead meat!". You must defend yourself.

Procedure: Load all magazines to division maximum and top off.

String #1: On the start signal, shooter stands up, draws from concealment, and engages targets T1 and T2 with three (3) rounds each while moving to position P2. At position P2, shooter will engage popper PP1 and then target T3 with two (2) rounds, and then targets T4 and T5 with three (3) rounds each. PP1 and T3 through T5 should be engaged while using the barrel for cover.

Scoring: All targets except T3 should have three (3) hits. Target T3 should have two (2) hits. All steel must fall.



Notes: Shooters may shoot over the barrel, but they must use it for cover. Take care when setting up the stage so that PP1 is not at risk for a shoot-through when the shooter is engaging targets T1 and T2.



Side Match: Keeping Track

Round Count: 15

Target Distance: 4 to 10 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at position P1 with BUG gun held at a low ready position.

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a skills test stage.

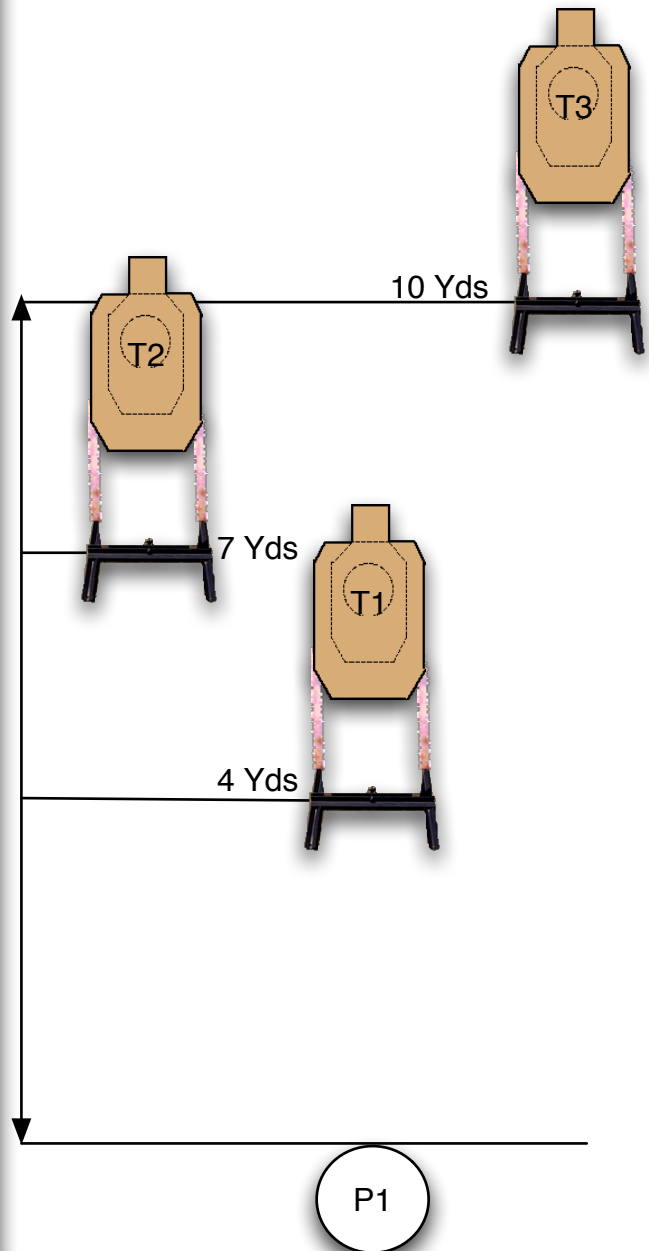
Procedure: Load to division maximum of five (5) rounds. Shooter should be told at the beginning of the stage that all targets will be scored for five (5) hits at the end of the stage.

String #1: Shooter begins at position P1. On the start signal, shooter will engage targets T1 through T3 freestyle. All targets must be engaged with at least one (1) round before any target is engaged with a subsequent round, and should be engaged near to far.

String #2: Same as String #1, except strong hand only.

String #3: Same as string #1, except weak hand only.

Scoring: T1 through T3 should each have 5 hits. A procedural should be given if the shooter does not engage each target with 1 round before engaging any target with a subsequent round.



Notes: Position P1 is centered on target T1. Target heights should vary somewhat, and targets should be offset by 1 yard. The idea is that each target is engaged with at least one round in each string. The shooter can decide which target(s) to engage with the remaining 2 rounds in each string, keeping in mind that each target requires a total of 5 hits.