



# Stage 1: Hostage Situation

**Round Count:** 9

**Target Distance:** 8 to 12 yards

**Targets Required:** 3 Threat Targets, 1 Popper, 1 Drop-Turner

**Props Required:** 1 Barricade, 2 Non-Threat Targets

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, hands relaxed at sides

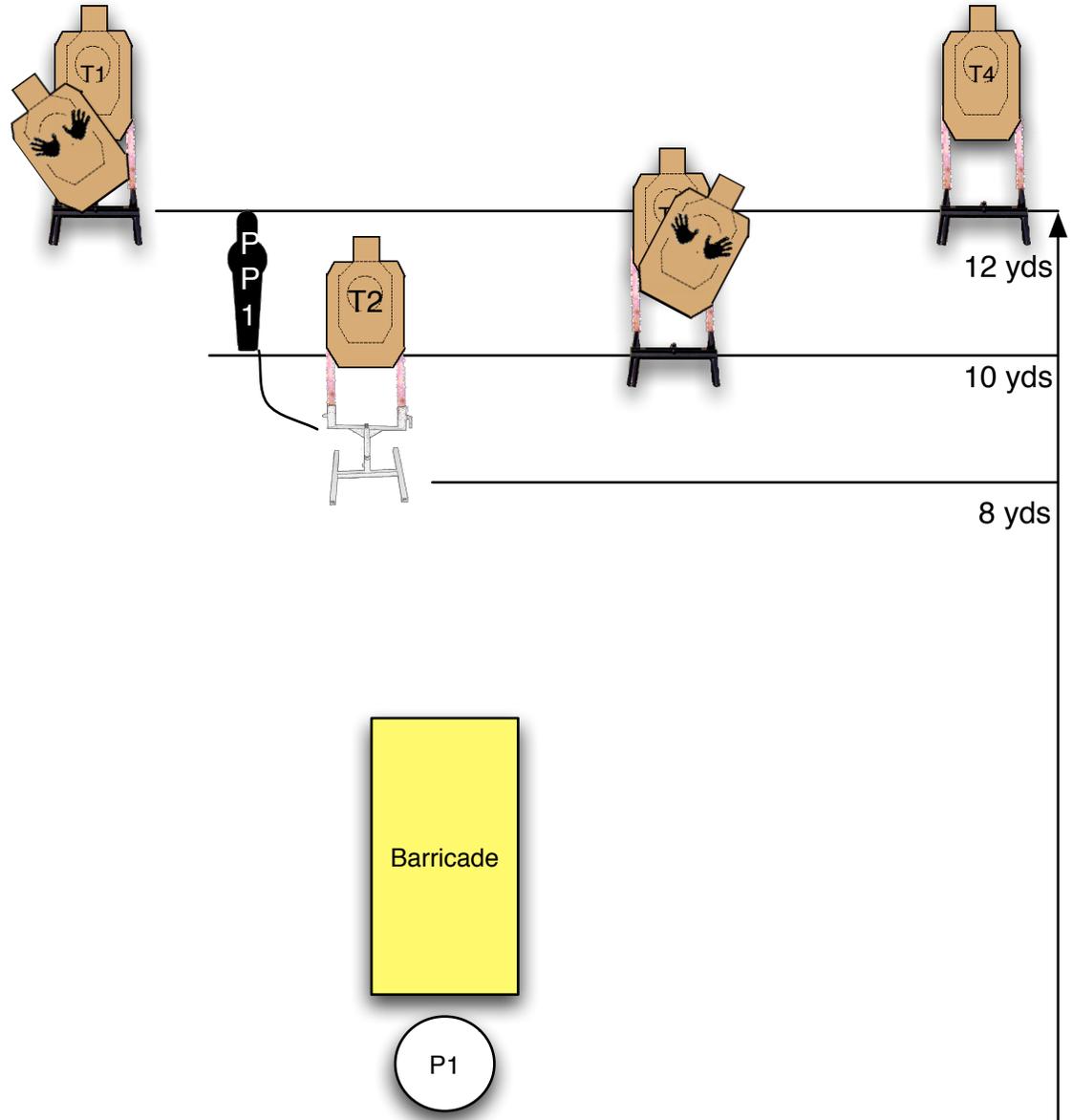
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You come home from work to discover your spouse and child being held hostage by a group of armed men. They are demanding \$1,000,000, or they will kill your family. Since you're not a millionaire, and can see that the men are very serious, you decide to take matters into your own hands and save your family.

**Procedure:** Starting at position P1, on the start signal, draw and engage targets from either side of the barricade. Once all the targets on one side of the barricade have been engaged, engage the targets on the other side of the barricade.

**Scoring:** T1 through T4 should have 2 hits each. All steel must fall. Shoot-throughs of Non-Threat Targets do count, but a Hit On A Non-Threat Penalty will be applied for each Non-Threat Target that is hit.



**Notes:** Target heights should vary. Lateral distance shall be whatever fits best in the bay. Barricade should be set in the center of the bay left-to-right. A cover garment IS required for this stage. Shooter can begin engaging targets from either side of the barricade, but must engage targets "slicing the pie".



# Stage 2- Standards

**Round Count:** 18

**Target Distance:** 7 to 10 yards

**Targets Required:** 3 Threat Targets

**Props Required:** None

**Scoring Method:** Limited Vickers

**Starting Position:** See String Descriptions

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None- this is a standards stage

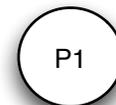
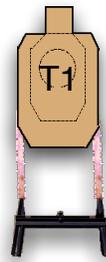
**Procedure:** The firearm should be loaded with 6 rounds only for each string.

**String 1:** Starting with the firearm in the weak hand held at a low ready position at Position P1, on the start signal engage Targets T1 through T3 with 2 rounds each, weak hand only.

**String 2:** Starting with the firearm in the holster at position P2, on the start signal draw and engage Targets T1 through T3 with 2 rounds each, strong hand only.

**String 3:** Starting with the firearm in the holster at Position P2, on the start signal, draw and engage Targets T1 through T3 with 2 rounds each to the head.

**Scoring:** Each Target should have 4 hits to the body, and two hits to the head.



7 yds



10 yds

**Notes:** Target heights should vary. Lateral distance shall be whatever fits best in the bay, but should be at least 2 yards apart. Shooter can engage the targets in any order they choose.



# Stage 3: Forest Preserve Problem

**Round Count:** 12

**Target Distance:** 8 to 15 yards

**Targets Required:** 3 Threat Targets, 2 Poppers, 2 Drop-Turners

**Props Required:** 3 Barricades

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1 or P3 (Shooter's choice), hands relaxed at sides

**Start Signal:** Audible

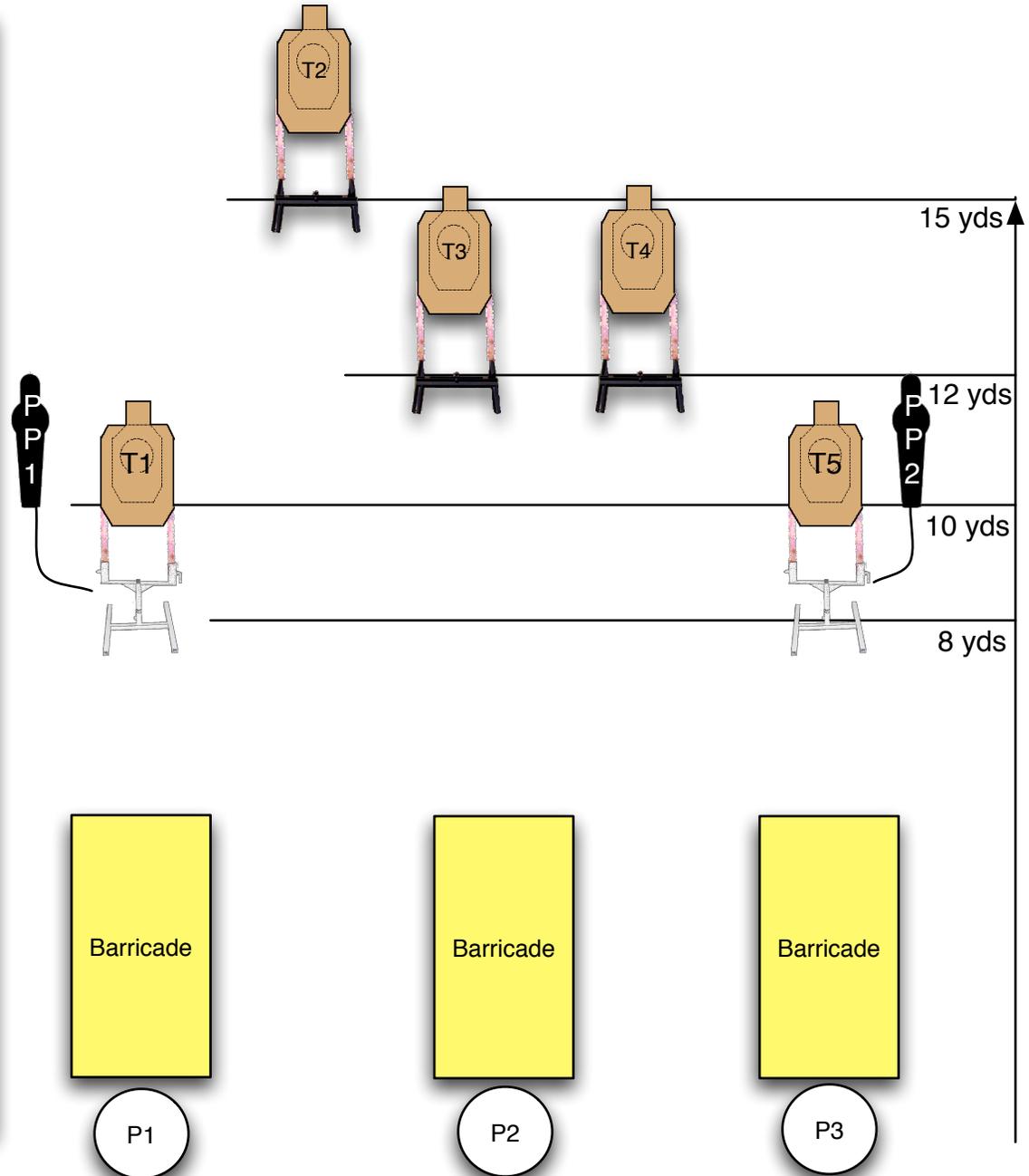
**Stop Signal:** Last Shot Fired

**Scenario:** You're hiking through the forest preserve when you come across a group of Hell's Angels. They see you, draw weapons, yell out "Get 'em!!!" and come after you. Using the trees for cover, you must defend yourself.

**Procedure:** On the start signal, draw and engage the Popper and Drop Turner from the outside of the barricade. Move to the center barricade and engage targets T2 through T4. Finally, move to the last barricade and engage the Popper and Drop-Turner from the outside of the barricade.

**Scoring:** T1 through T5 should have 2 hits each. All steel must fall.

**Notes:** Target heights should vary. Lateral distance shall be whatever fits best in the bay. Targets T2 through T4 can be engaged on the move between barricades, or from the middle barricade.





# Side Match: Plinking

**Round Count:** 11

**Target Distance:** 8 to 20 yards

**Targets Required:** 4 Threat Targets

**Props Required:** 1 Table, 1 Non-Threat

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, loaded handgun in holster, .22 rifle in hands pointed down range

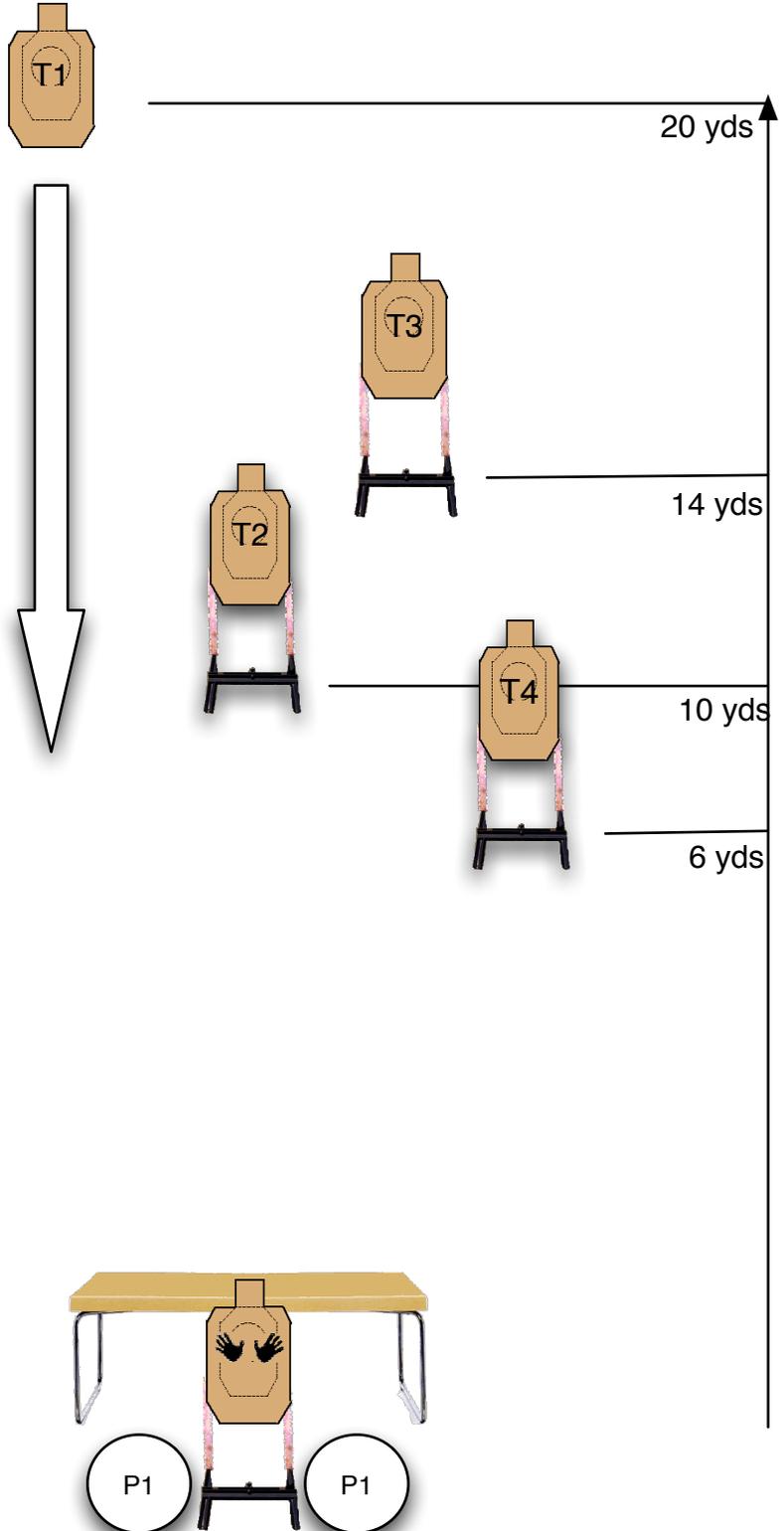
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You're out at your uncle's farm with your son, teaching him how to shoot, when a bunch of guys running a meth lab attack believing you to be encroaching on their turf.

**Procedure:** Starting at position P1, on the start signal, step in front of your son and engage target T1 with the rifle. Then put the empty rifle down on the table, draw your handgun, and engage targets T2 through T4 in Tactical Priority.

**Scoring:** T1 must have at least 3 hits in the "Down 0" or "Down 1" body zones, or 2 head hits, or a Failure To Neutralize penalty will be assessed. This target will be scored as either Down 10 with a Failure to Neutralize (if no hits are made), Down 0 with a Failure to Neutralize (if fewer than the necessary hits are made, or Down 0 if enough hits are made. T2 through T4 should have 2 hits each, and are scored as normal.



**Notes:** Target heights should vary. Lateral distance shall be whatever fits best in the bay. Target T1 can only be engaged with the rifle, and shots must be made so that the rounds impact the backstop, not the walls. Shooter can begin on either side of the Non-Threat Target, but MUST step in front of the Non-Threat before firing. On the start signal, target T1 should begin advancing towards the shooter via the range's target holder A concealment garment IS required for this stage. The table is NOT cover- it is only there so that the empty rifle can be put down safely.