



Stage 1: Unhappy Hour

Round Count: 15

Target Distance: 5-20 yards

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

Props Required: 2 Barricades

Scoring Method: Vickers Count

Starting Position: Standing facing down range at either position P1 or P2, hands relaxed at sides

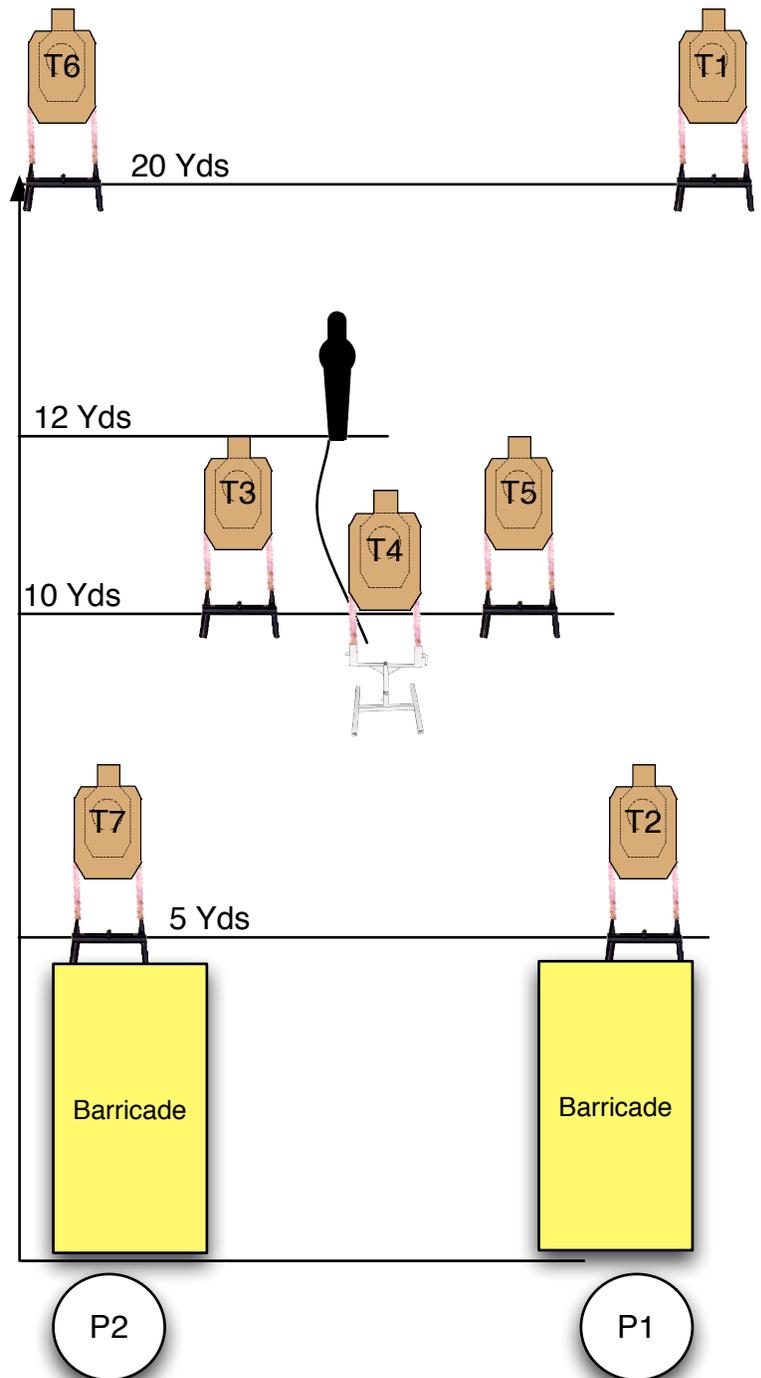
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You are packing up for the day at your office, looking forward to having a few drinks at the local tavern's Happy Hour, when you hear a window shatter. As you look out into the hall, you discover a group of armed men headed your way. They catch a glimpse of you and yell out "Get him!". Defend yourself.

Procedure: On the start signal, draw and engage the two targets to the outside of the barricade. Then move to the other side of the barricade and engage targets T3 through T5 and the Popper. Lastly, move to the other barricade and engage the final two targets.

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



Note: Set up the center targets so that shoot-throughs are not likely. Target heights should vary. Make sure that the Shooter uses available cover, and engages threats in the proper order. A concealment garment is required for this stage.



Stage 2: Incoming

Round Count: 18

Target Distance: 2 to 10 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at positions P1, P2, and P3

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a skills test stage.

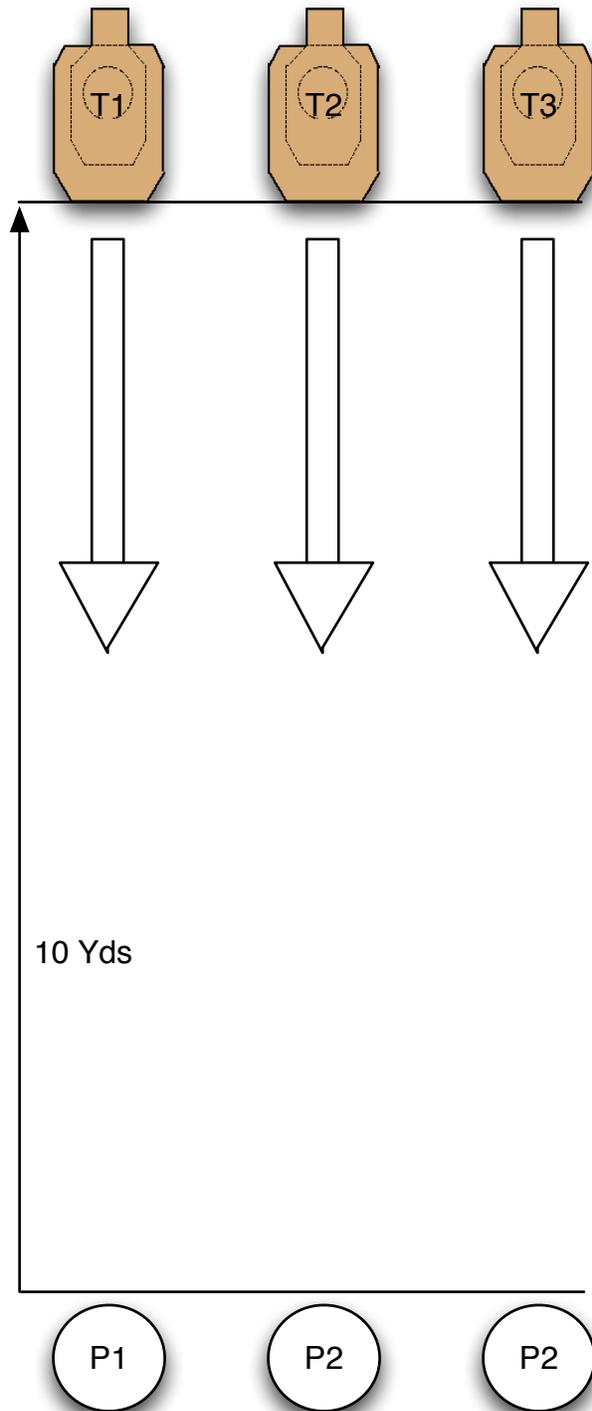
Procedure: Load all magazines to 6 rounds only.

String #1: Shooter begins at position P1. On the start signal, shooter will draw and engage the advancing target T1 with 6 (six) rounds freestyle.

String #2: Shooter begins at position P2. On the start signal, shooter will draw and engage the advancing target T2 with 6 (six) rounds, strong hand only.

String #3: Shooter begins at position P3, with the gun in the weak hand at a low ready position. On The start signal, shooter will engage the advancing target T3 with 6 (six) rounds, weak hand only.

Scoring: T1 through T3 should each have 6 hits.



Note: Targets are attached to the moving target holders overhead. Some one will be needed to start and stop the target holders. Targets should start moving on the start signal, and stop moving when they are within 2 yards of the shooter. Care must be taken to stop the targets before they reach the shooter. Shooting positions are centered on their respective targets.



Stage 3: In The Woods

Round Count: 15

Target Distance: 8-15 yards

Targets Required: 6 Threat Targets, 1 Max Trap, 1 Popper

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides

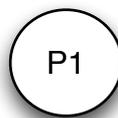
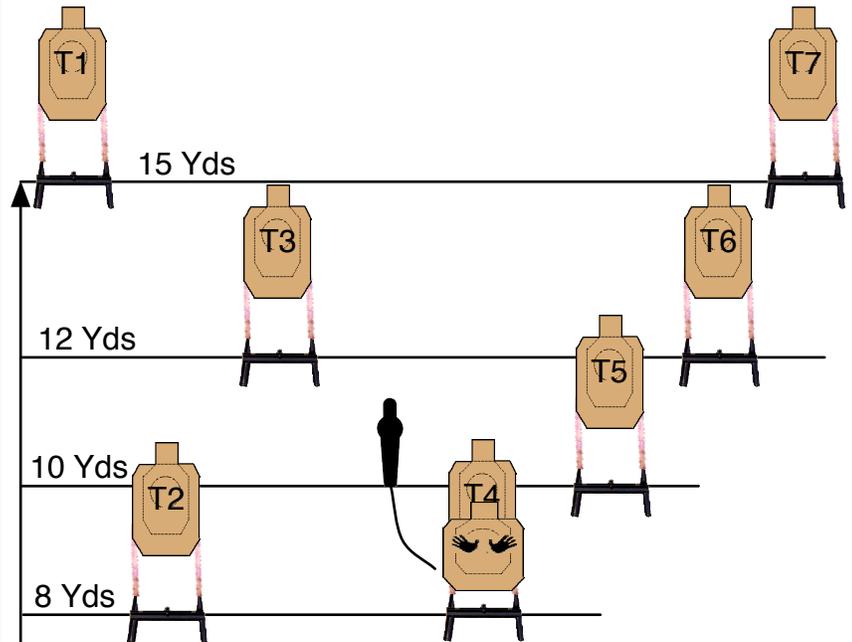
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're walking through a forest preserve when you come to an open field. In the field, you see a group of armed men chasing and threatening a young woman. They see you and yell out "Get him!". Defend yourself and young woman.

Procedure: On the start signal, draw your handgun and engage all threats while moving from P1 to P2. All shots have to be taken while moving.

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



Note: Target heights should vary somewhat. When setting up the stage, make sure that shoot-throughs are not likely. Remind the Shooter that all rounds must impact the backstop- any rounds impacting the side walls of the bay will result in a match DQ. A concealment garment IS required.



Side Match: Cleaning Up

Round Count: 14 rounds

Target Distance: 3 to 12 yards

Targets Required: 7 Threat Targets

Props Required: 1 table, 2 barricades

Scoring Method: Vickers Count

Starting Position: Standing with hands at sides facing up range at P1

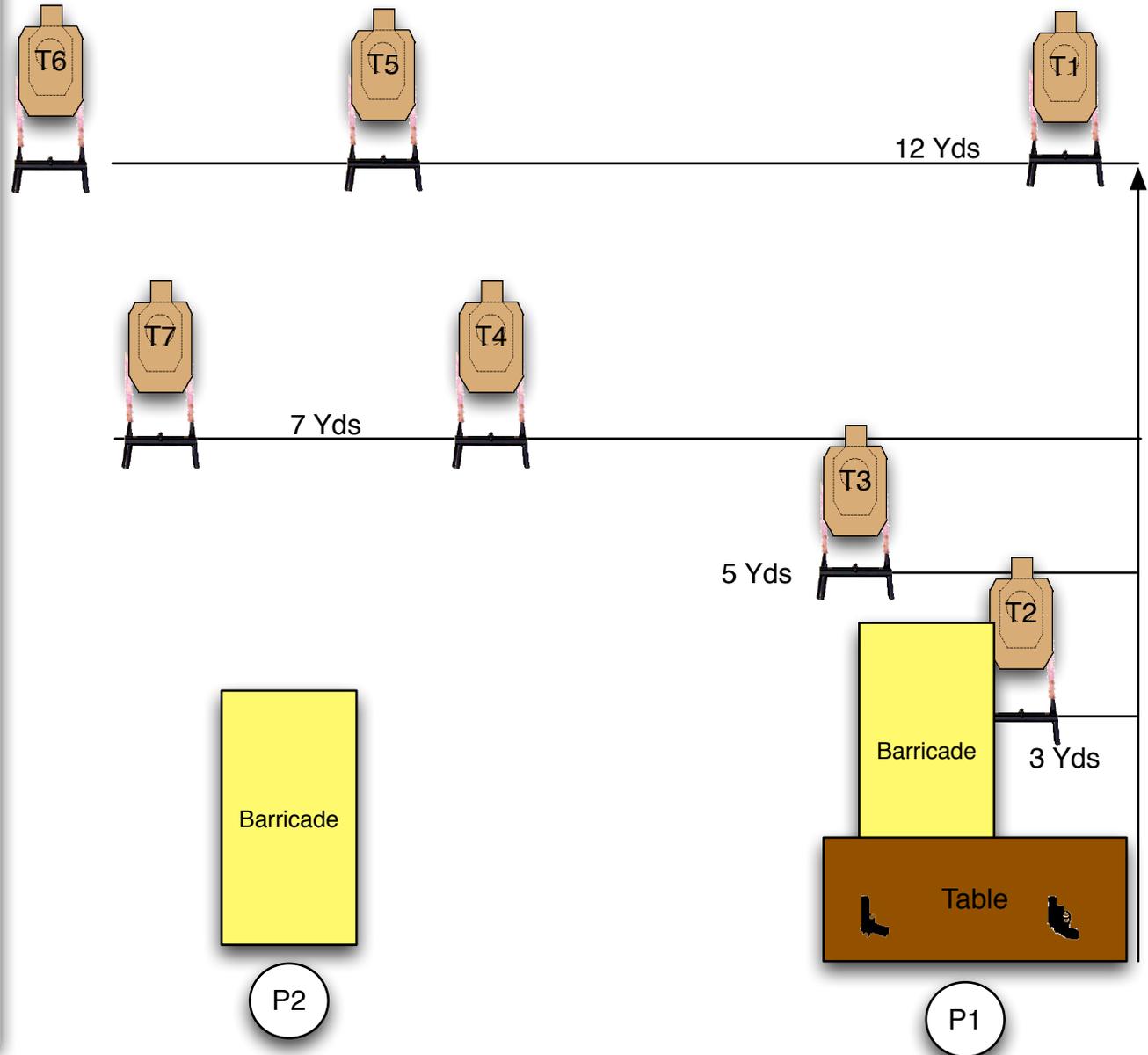
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're taking some time to clean your primary carry gun, when a group of armed thugs break in and try to rob you. You have your back-up gun handy, to you grab it and engage the immediate threats. You then reload your primary carry handgun and engage any remaining threats.

Procedure: On the start signal, pick up your BUG gun and engage targets T1 through T3. when your BUG gun is empty, put it down, pick up and load your primary handgun, and continue engaging threats. When targets T1 through T3 have been engaged, move to position P2 and engage the remaining threats.

Scoring: T1 through T7 should each have 2 hits each.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. Make sure that shooters do not engage T4 through T5 until they are at P2. They should place their BUG gun on the table when it's empty, with the muzzle facing down range. A concealment garment is NOT required.