



# Stage 1: Poor Judgement

**Round Count:** 15 rounds

**Target Distance:** 3 to 15 yards

**Targets Required:** 7 Threat Targets, 1 Popper

**Props Required:** 1 barricade, 2 tarps

**Scoring Method:** Vickers Count

**Starting Position:** Standing with hands at sides facing up range at P1 or P2

**Start Signal:** Audible

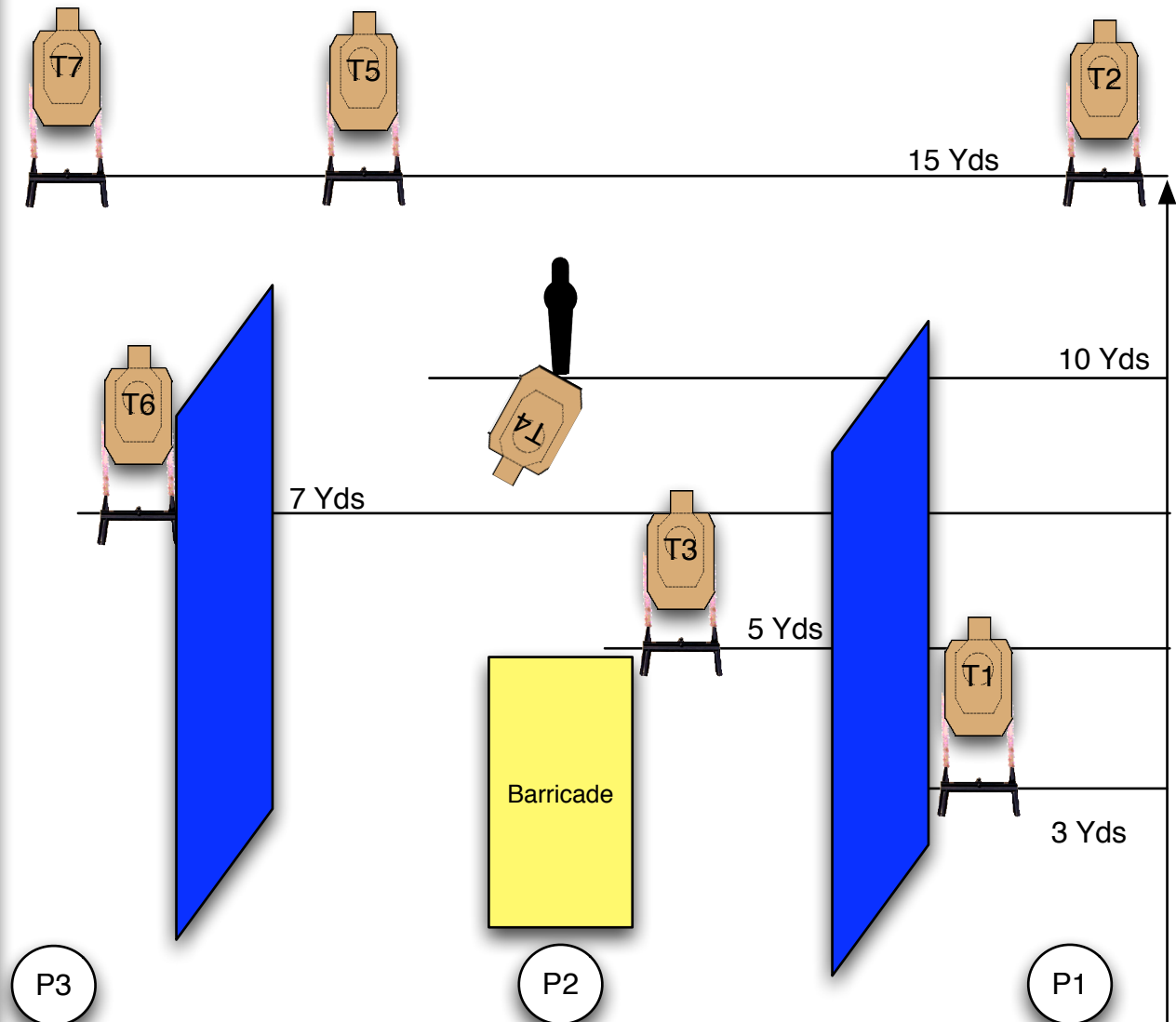
**Stop Signal:** Last Shot Fired

**Scenario:** You thought you'd save some time by taking a short-cut through an abandoned building, and stumble upon a gang's headquarters. They see you and decide that you have to be taken out, and you are forced to defend yourself.

**Procedure:** On the start signal, draw and engage the targets in front of you (either T1 and T2, or T6 and T7). Then move to the barricade and engage the center targets, using the barricade for cover. Finally, move to either P1 or P3, depending on where you started, and engage the final two targets.

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

**\*Note-** All Threat Targets except T4 should have a t-shirt.



**Note:** Target heights should vary, and targets should be set up so that shoot-throughs are not likely. Targets T1 and T2 can only be engaged from P1, targets T3 through T5 and the Popper can only be engaged from the barricade, and Targets T6 and T7 can only be engaged from P3. A concealment garment IS required.



# Stage 2: Eating Disorder

**Round Count:** 14 rounds

**Target Distance:** 3 to 10 yards

**Targets Required:** 5 threat targets

**Props Required:** 1 table, 1 chair, 1 barricade, 1 "counter", 2 non-threats

**Scoring Method:** Vickers Count

**Starting Position:** Sitting on chair at P1, facing uprange, with hands on table.

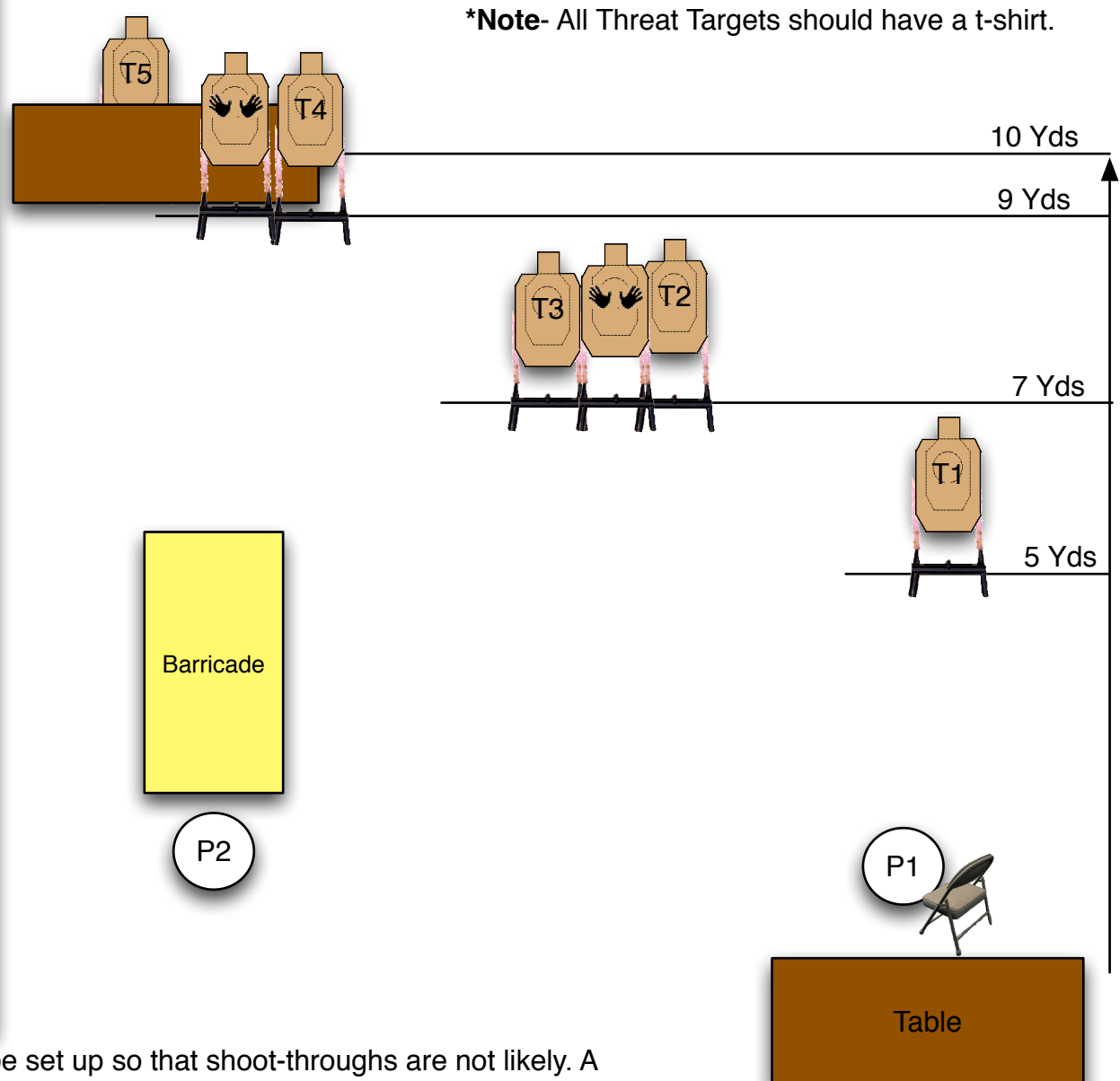
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You're having a quick meal at the local burger joint, when you hear a gunshot ring out by the counter. Yu turn to see what's going on and see a man with a knife charging you. Defend yourself and save the people in the restaurant!

**Procedure:** On the start signal, stand up, turn to face downrange, and engage Target T1. Then start moving to cover at P2. While on the move, engage Targets T2 and T3. Once at P2, engage targets T4 and T5 from one side of the barricade, and then again from the other side of the barricade.

**Scoring:** T1 through T3 should have 2 hits each. T4 and T5 should have 4 hits each.



**Note:** Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS required. Make sure that the shooter engages T2 and T3 while moving. T1 cannot be fired upon once the shooter leaves P1. T2 and T3 cannot be fired upon once the shooter arrives at P2.



# Stage 3: Bad Tidings

**Round Count:** 13 rounds

**Target Distance:** 5 to 20 yards

**Targets Required:** 5 threat targets, 1 popper, 1 drop-turner

**Props Required:** 2 tarps, 1 barricade

**Scoring Method:** Vickers Count

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

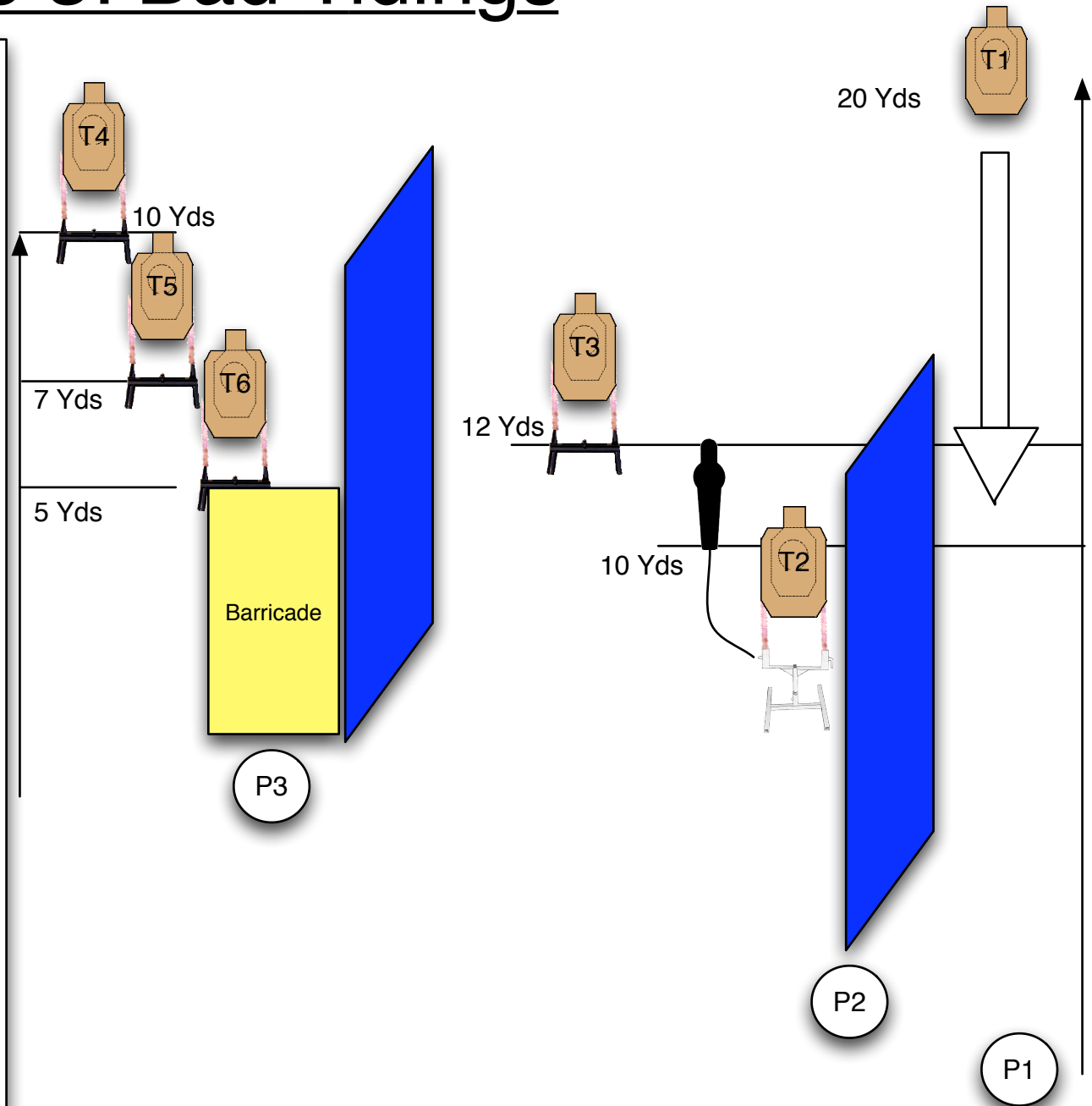
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You're walking through the woods on your way to meet some friends at a local tavern for some holiday cheer, when all of a sudden an armed man comes charging at you screaming "KILL HIM!" at the top of his lungs. You are forced to defend yourself, and as you start moving to cover, you encounter more armed men.

**Procedure:** On the start signal, draw and engage T1, which will be charging you. Move to P2 and engage targets as you see them. Then move to P3 and engage the remaining targets as you see them.

**Scoring:** T1 through T6 should have 2 hits each. All steel must fall.



**Note:** Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS required. Tarps should be set up so that targets are not visible until the shooter is at the corresponding shooting position. Target T1 should start moving as soon as the buzzer sounds.



# Side Match: Too Many Bills

**Round Count:** 22 rounds

**Target Distance:** 5 to 15 yards

**Targets Required:** 4 Threat Targets

**Props Required:** 1 table

**Scoring Method:** Limited Vickers Count

**Starting Position:** Position P1, Per String Instructions

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a skills stage.

**Procedure:**

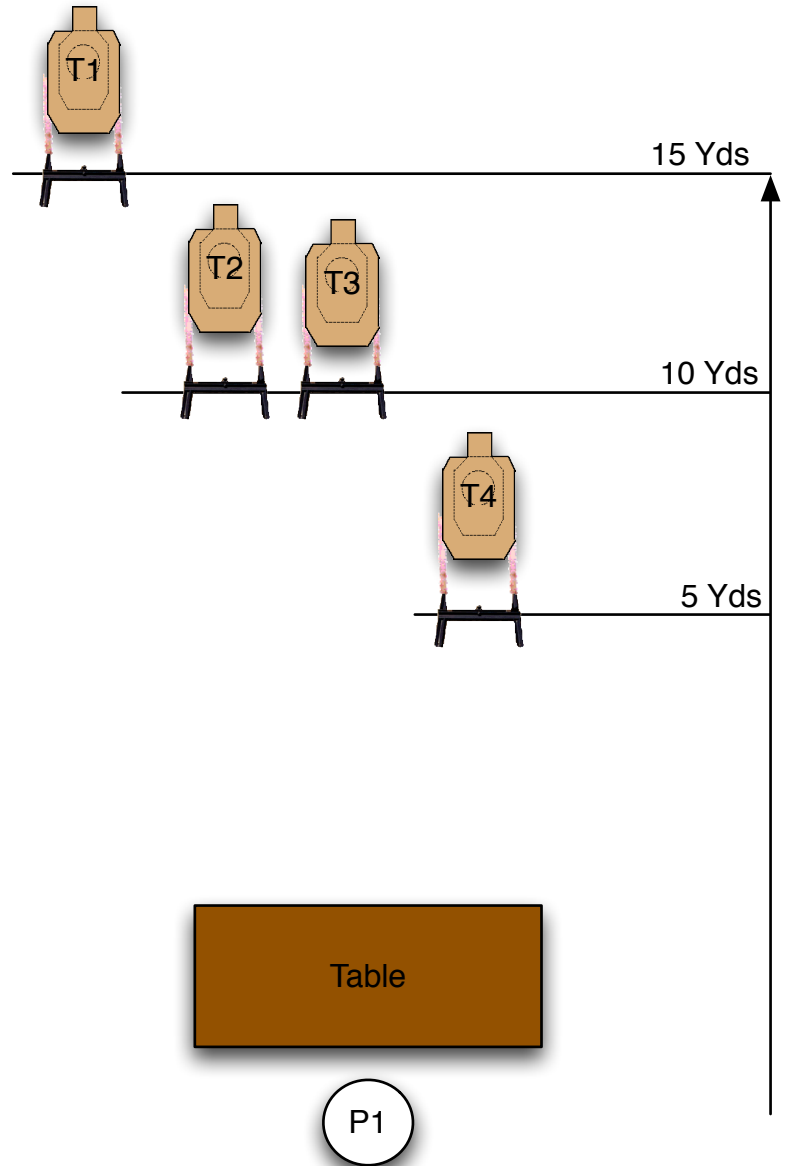
**String 1:** Starting with hands relaxed at sides, draw and fire 6 rounds at T1 with your primary handgun.

**String 2:** Starting with hands relaxed at sides, draw and fire 6 rounds at T2 with your primary handgun.

**String 3:** Starting from a low ready position, fire 5 rounds at T3 with your BUG gun.

**String 4:** Starting from a low ready position, fire 5 rounds at T4 with your BUG gun.

**Scoring:** T1 and T2 should have 6 hits each.  
T3 and T4 should have 5 hits each.



**Note:** Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment is NOT required.