



Stage 1: Bad Parking Karma

Round Count: 18

Target Distance: 5-15 yds

Targets Required: 1 Popper, 3 Threat Targets, 1 Max Trap

Props Required: 2 No-Shoot, 1 Barricade, 1 "Car", 1 mobile phone, 1 set of keys, 1 rug

Scoring Method: Vickers Count

Starting Position: See String Instructions

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You stayed late at work, and are on the phone as you're walking to your car in the parking garage. As you near your car, you are attacked by group of armed men.

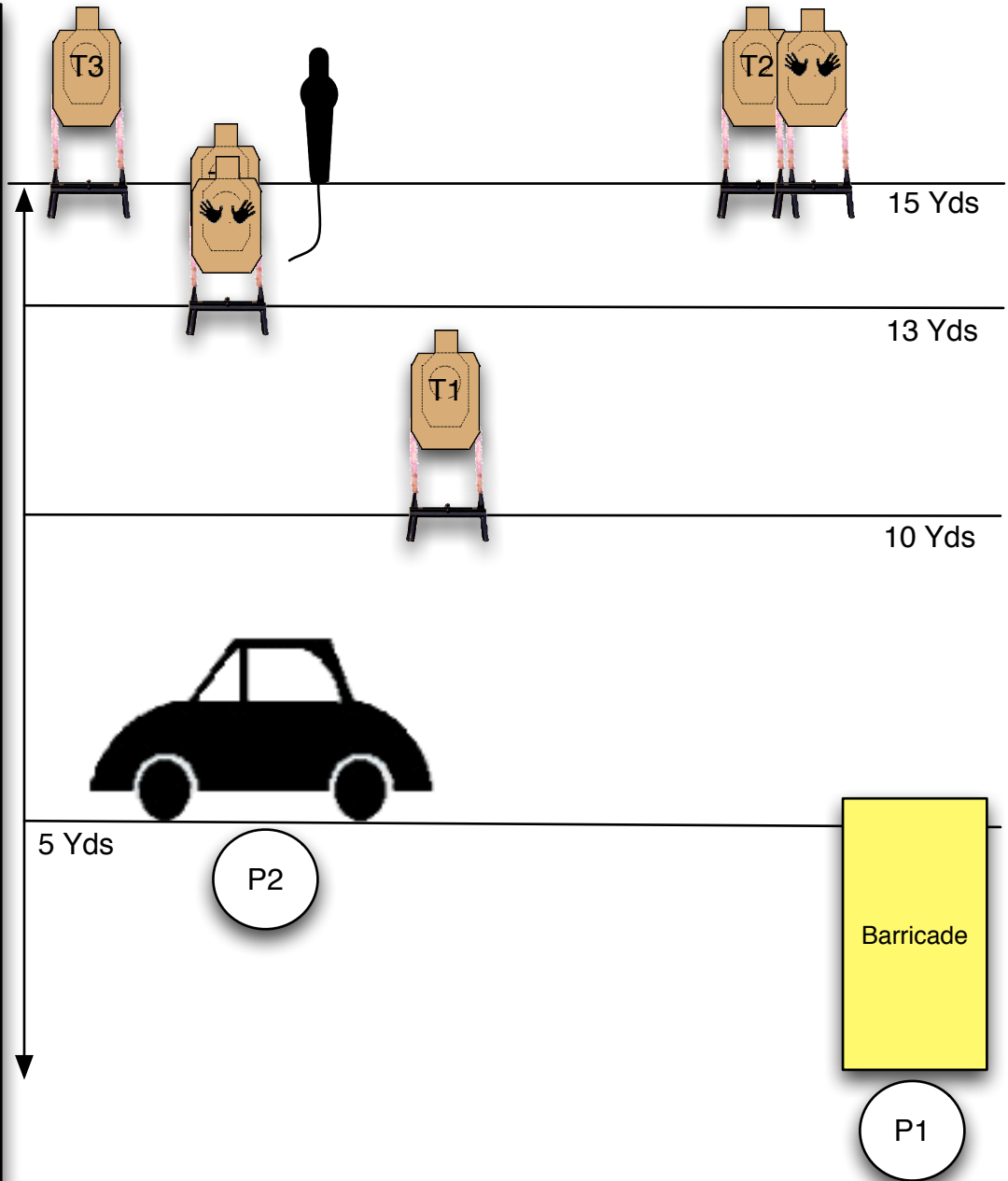
Concealment Garment: Required

Procedure:

String 1: Start at P1 facing left. On the start signal, walk out from behind the barricade with the phone held to head in your strong hand, turn towards your car, drop the phone and engage the threats T1 & T2 while moving to your car at P2. Once at your car, engage any remaining threats.

String 2: Start at P2 with keys in strong hand. On the start signal, drop your keys and engage the threats, using your car as cover.

Scoring: T1 through T4 should have 4 hits each. All steel must fall.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely.



Stage 2: Sorta-Kinda-Classifier

Round Count: 18

Target Distance: 5-10 yds

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Vickers Count

Starting Position: See String Description

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

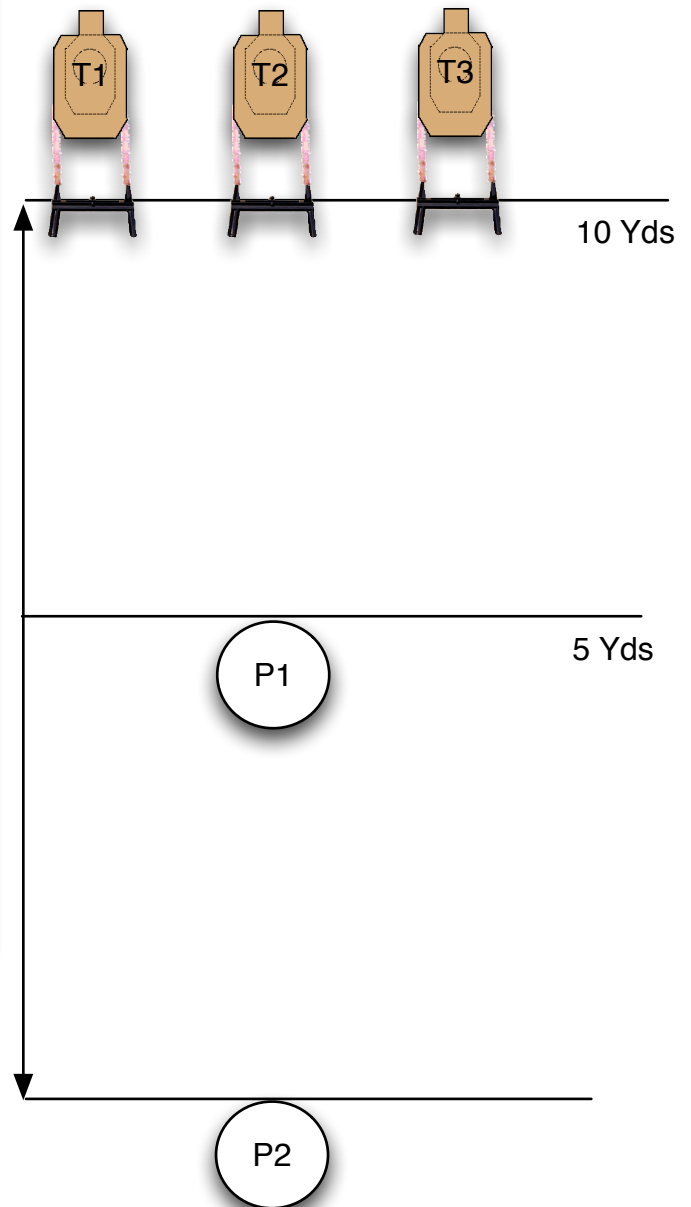
Concealment Garment: Not Required

Procedure:

String 1: Starting at P1, on the start signal draw and engage targets T1 through T3 with 2 to the body and 1 to head in Tactical Sequence.

String 2: Same as String 1, except start at position P2.

Scoring: T1 through T3 should have 6 hits each, at least 2 of which must be head shots.



Notes: Target heights should vary somewhat. Targets should be placed 1 yard apart from each other. Make sure that the Shooter uses Tactical Sequence (one shot at EACH target before a second shot at ANY target).



Stage 3: Extended Range

Round Count: 16

Target Distance: 5-50 yds

Targets Required: 8 Threat Targets

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

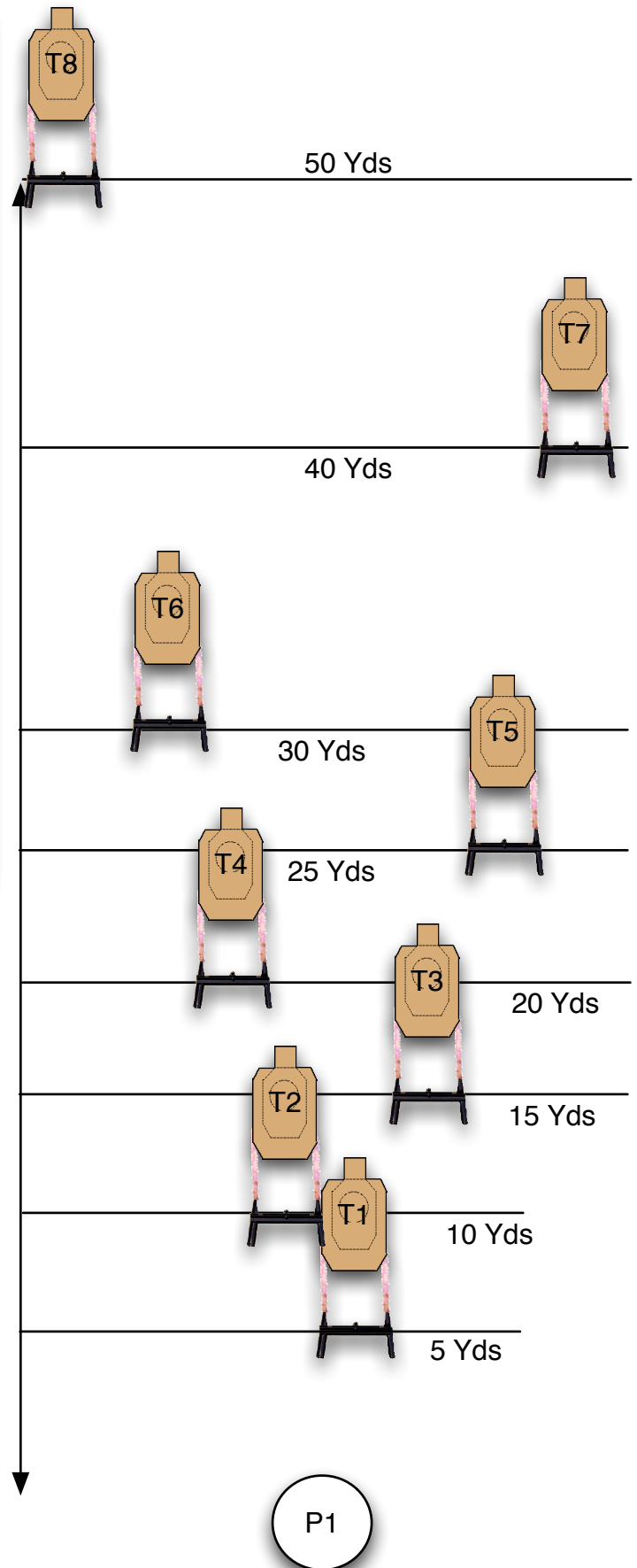
Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage all Targets, near to far, with 2 rounds each.

Scoring: T1 through T8 should have 2 hits each.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Shooters may drop to one knee or use any other technique to engage the targets, but must stay at P1.



Stage 4: A Bad Day Gets Worse

Round Count: 16

Target Distance: 5-15 yds

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

Props Required: 2 No-Shoots, 1 Barrel, 3 Car Silhouettes, 1 chair

Scoring Method: Vickers Count

Starting Position: Standing facing down range at P1

Start Signal: Audible

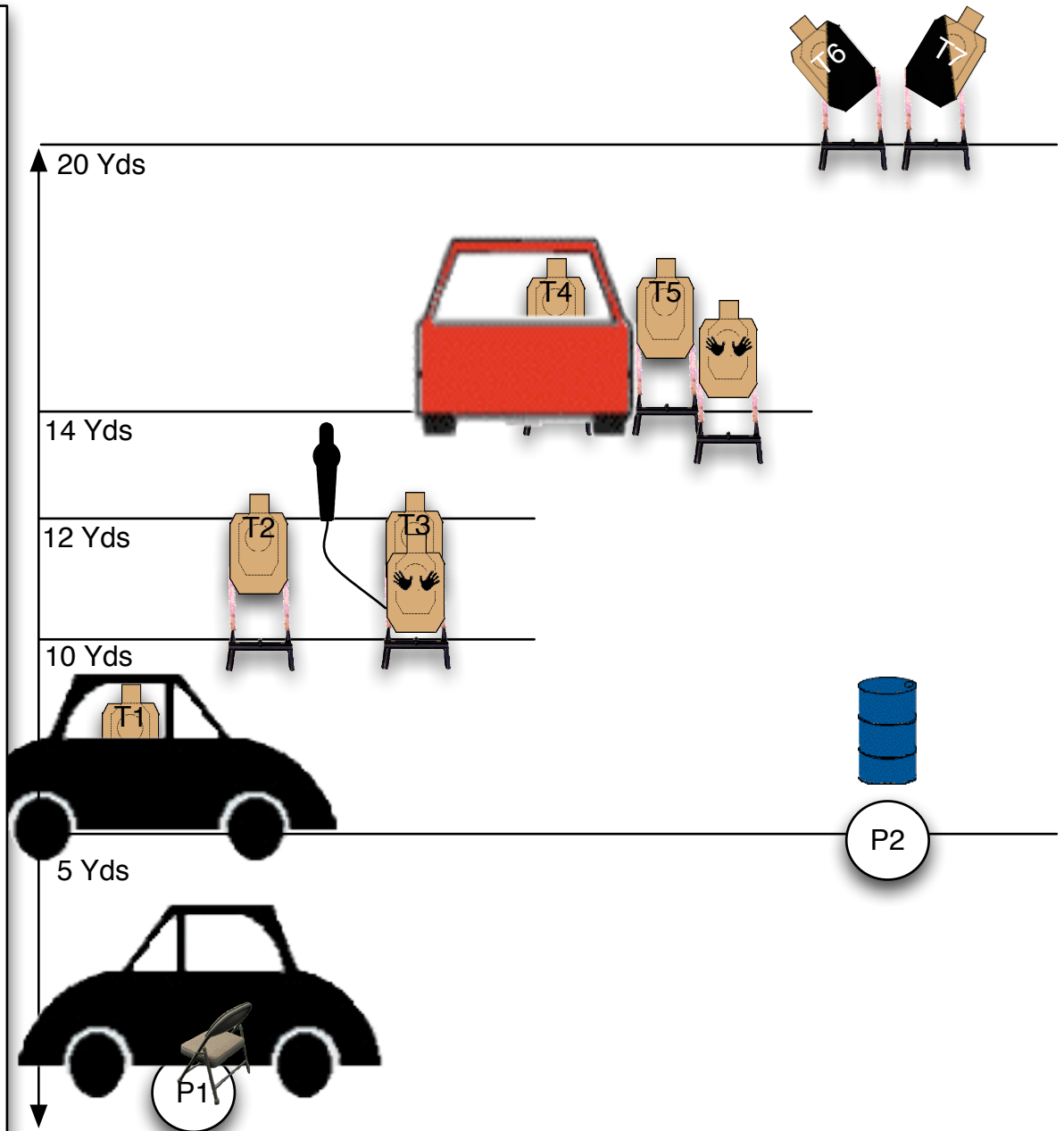
Stop Signal: Last Shot Fired

Scenario: Your car died in a bad part of town, and you get the sense that you are unwelcome as a gun is pointed at you from a passing car. You engage that threat and abandon your car, only to realize that the gunfire has drawn the attention of a local drug dealer and his posse. Now you really feel unwelcome.

Concealment Garment: Not Required

Procedure: On the start signal, engage T1 through the window while seated at P1, then move, using your car as cover, and engage T2, PP1, and T3. Finally, move to P2 and engage T4 through T7.

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



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Shooter MAY engage T4 and T5 while moving.



Side: Security Threat

Round Count: 16

Target Distance: 5-50 yds

Targets Required: 8 Threat Targets

Props Required: 1 Barrel, 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, with the rifle at a low ready position.

Start Signal: Audible

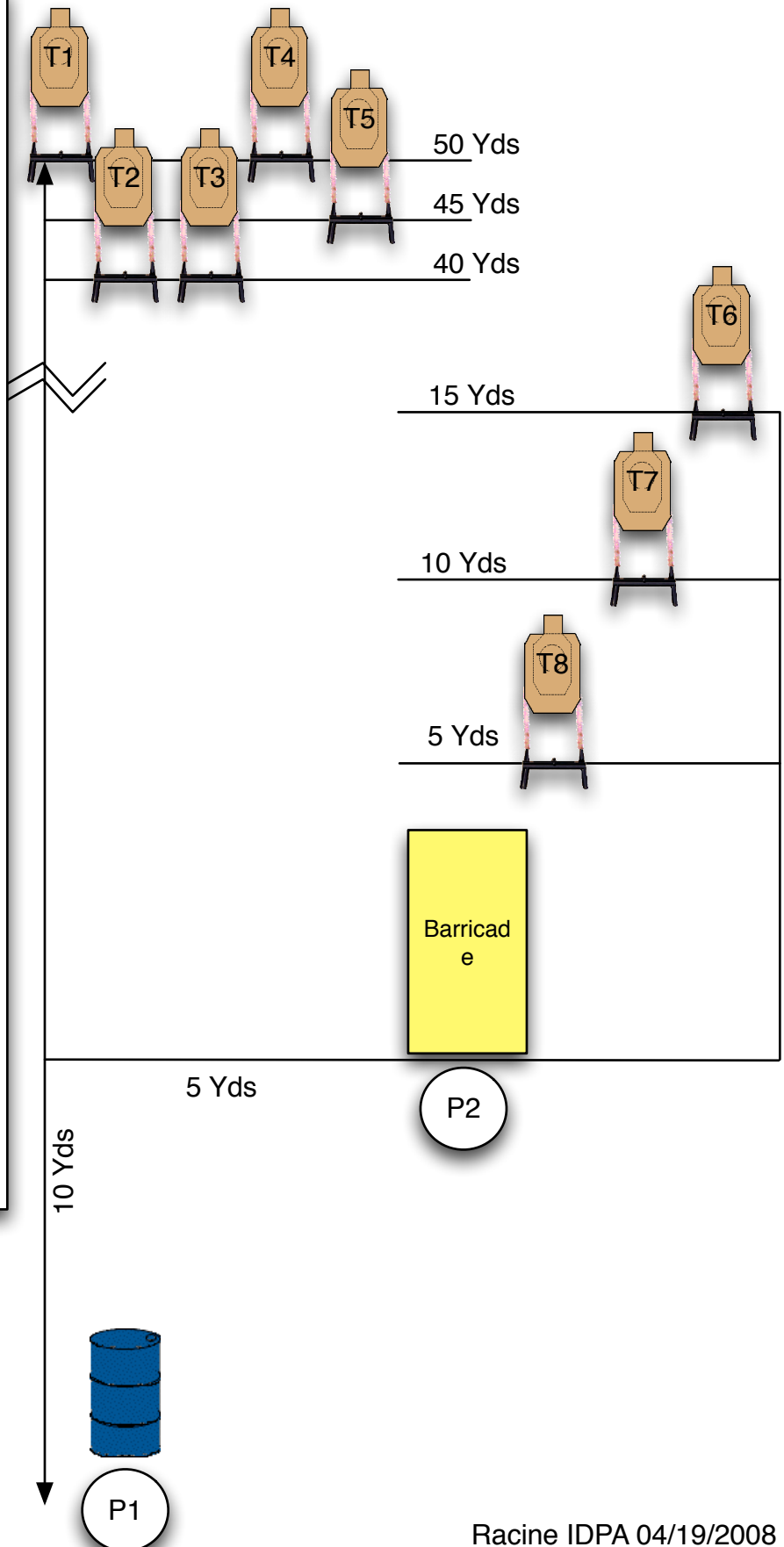
Stop Signal: Last Shot Fired

Scenario: You are an armed security guard working at a nuclear power plant. You are on your rounds, when a terrorist team attacks. You take cover and engage them with your rifle, but it jams and you must transition to your sidearm.

Concealment Garment: Not Required

Procedure: On the start signal, kneel behind the barrel and engage targets T1 through T5 with the rifle. Then put the EMPTY rifle on the barrel and move to P2, and engage targets T6 through T8 using the barricade for cover.

Scoring: T1 through T8 should each have 2 hits each.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. If the shooter wishes, they can make additional shots on targets T1 through T5 with their handgun, but they must do so from P1. The empty rifle should have the action open, magazine out when placed on the barrel.