



Stage 1: One-Handed

Round Count: 12

Target Distance: 7 yds

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 Standards stage.

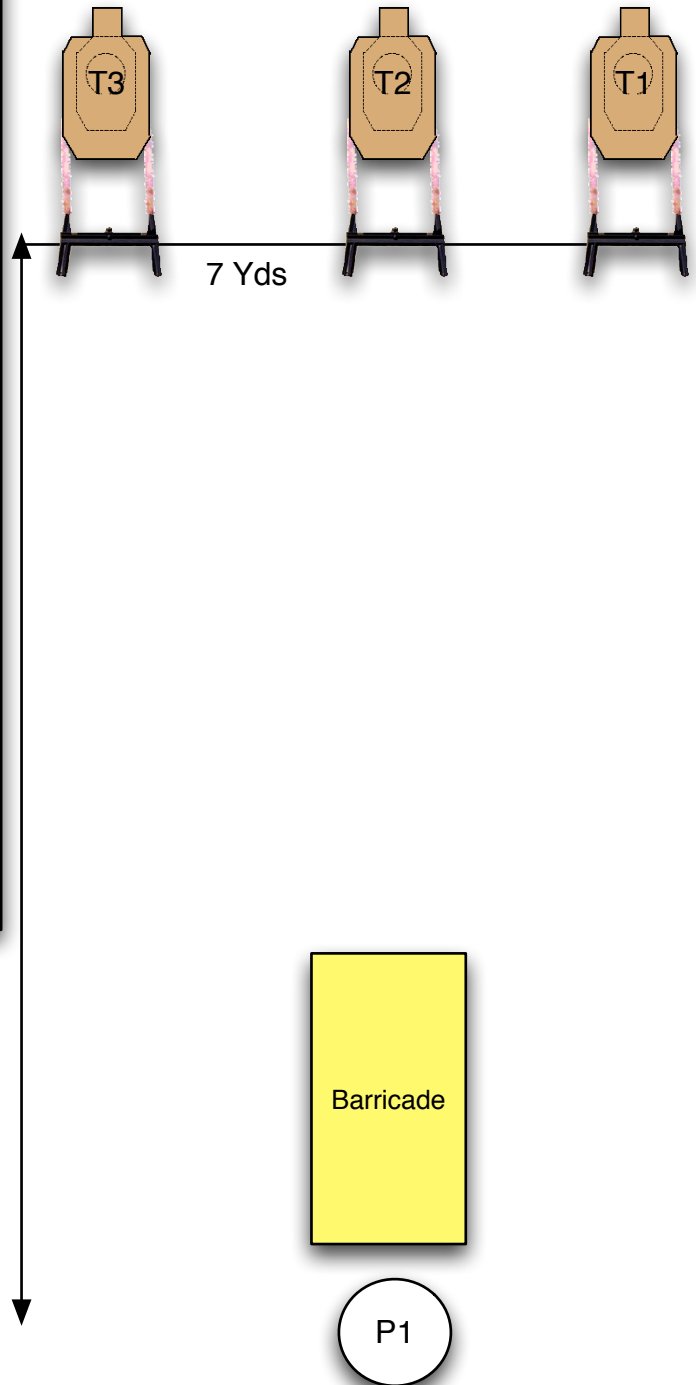
Concealment Garment: Not Required

Procedure:

String 1: On the start signal, draw and engage all of the targets, using your strong hand only, from the strong-hand side of the barricade.

String 2: Starting with your handgun in a low ready position, on the start signal, engage all targets using your weak hand only from the weak-hand side of the barricade.

Scoring: T1 through T3 should have 4 hits each.



Notes: Target heights should vary somewhat.



Stage 2: Inventory Control

Round Count: 7

Target Distance: 6-10 yds

Targets Required: 1 Popper, 1 Drop-Turner, 2 Threat Targets

Props Required: 1 No-Shoot

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

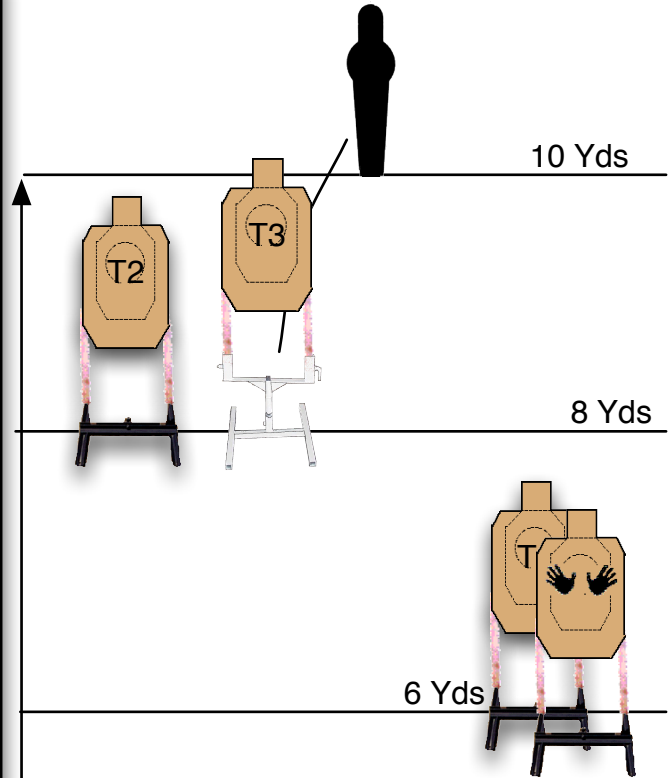
Stop Signal: Last Shot Fired

Scenario: You walk into the stockroom at the retail store you work in, only to discover that there are a few armed men bent on robbing the place. On top of that, they have taken one of your coworkers hostage and are threatening to harm him if you both don't cooperate. You must protect yourself and your coworker!

Concealment Garment: Required

Procedure: On the start signal, draw and engage all of the targets in Tactical Priority.

Scoring: T1 through T3 should have 2 hits each. All steel must fall.



P1

Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. At least half of T1's Down 0 zone should be visible.



Stage 3: Stop And Robbed

Round Count: 17

Target Distance: 4-12 yds

Targets Required: 3 Poppers (1 that presents a threat), 1 Drop-Turner, 6 Threat Targets

Props Required: 2 No-Shoots

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

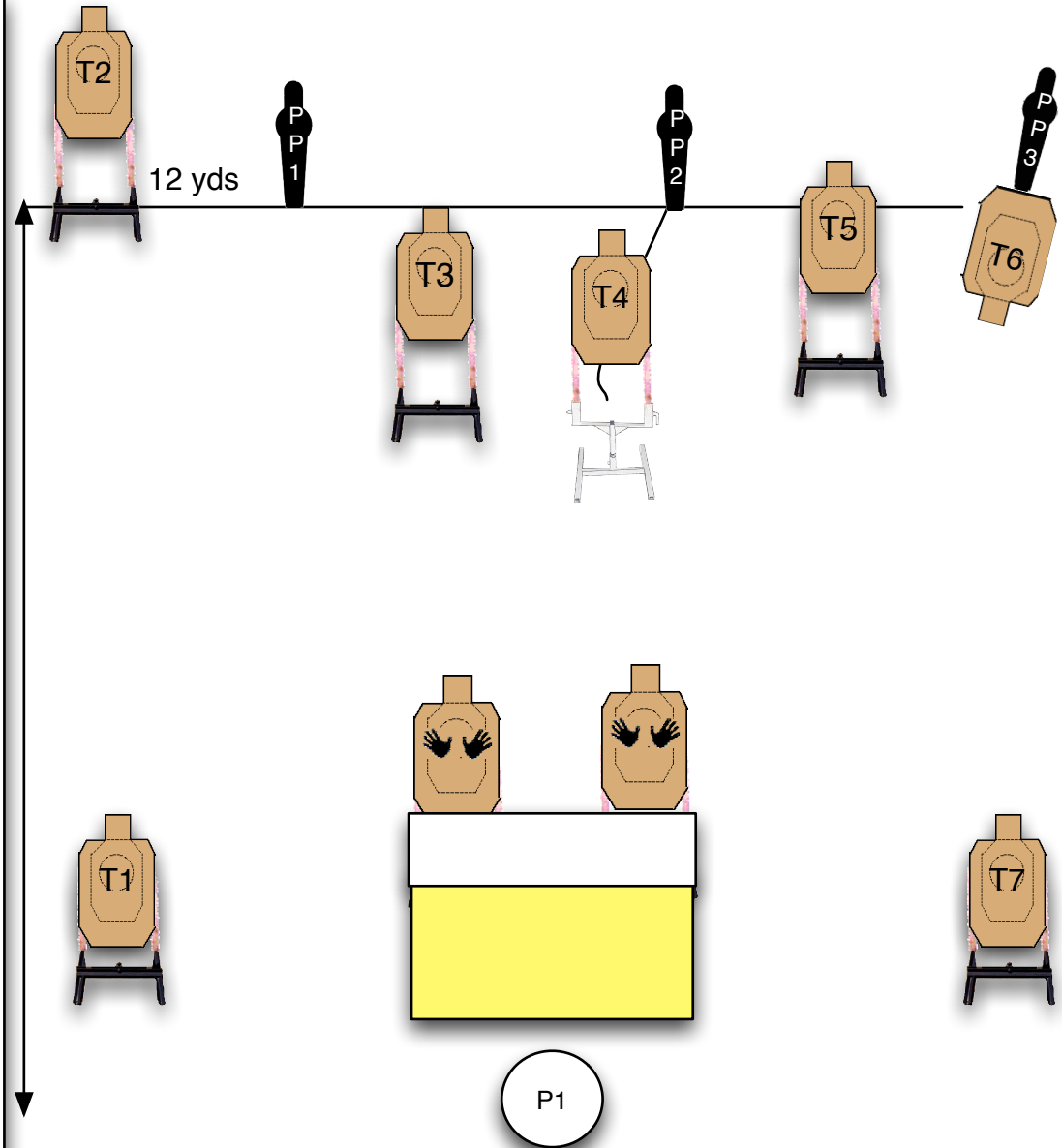
Stop Signal: Last Shot Fired

Scenario: You walk into the local convenience store only to discover that a gang of hoodlums has taken it over. They yell out "NO WITNESSES!", and you are forced to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all of the targets, using the counter as low cover.

Scoring: T1 through T6 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. Shooters *must* shoot around the counter, not over the top.



Stage 4: V

Round Count: 17

Target Distance: 6-10 yds

Targets Required: 1 Plate, 8 threats

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

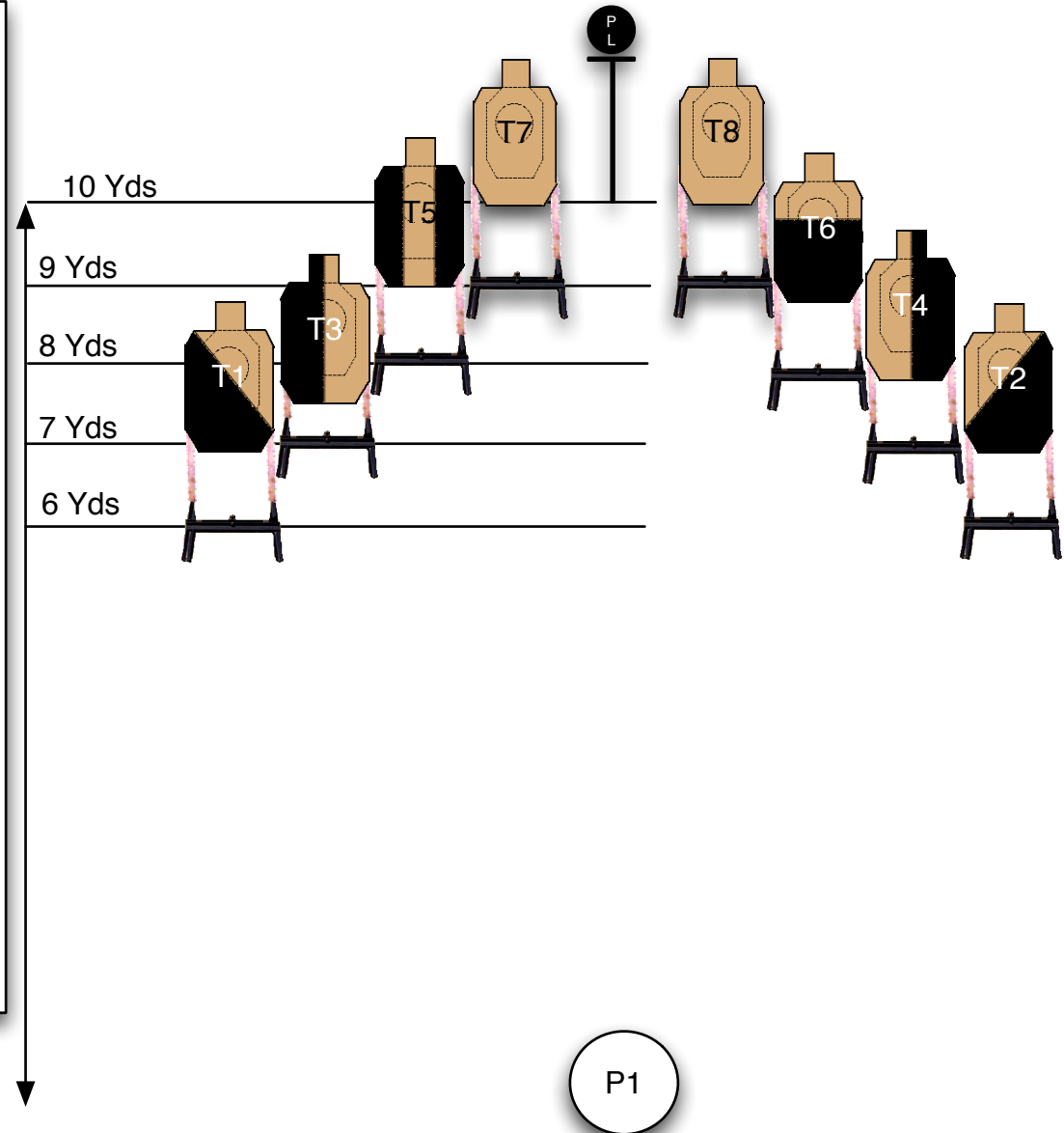
Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage all of the targets in Tactical Sequence.

Scoring: T1 through T8 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.



Stage 5: Unwelcome Surprise

Round Count: 17

Target Distance: 8-15 yds

Targets Required: 7 threats, 1 drop-turner, 1 popper

Props Required: 2 non-threats, 4 wall sections (2 with windows, 2 solid)

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

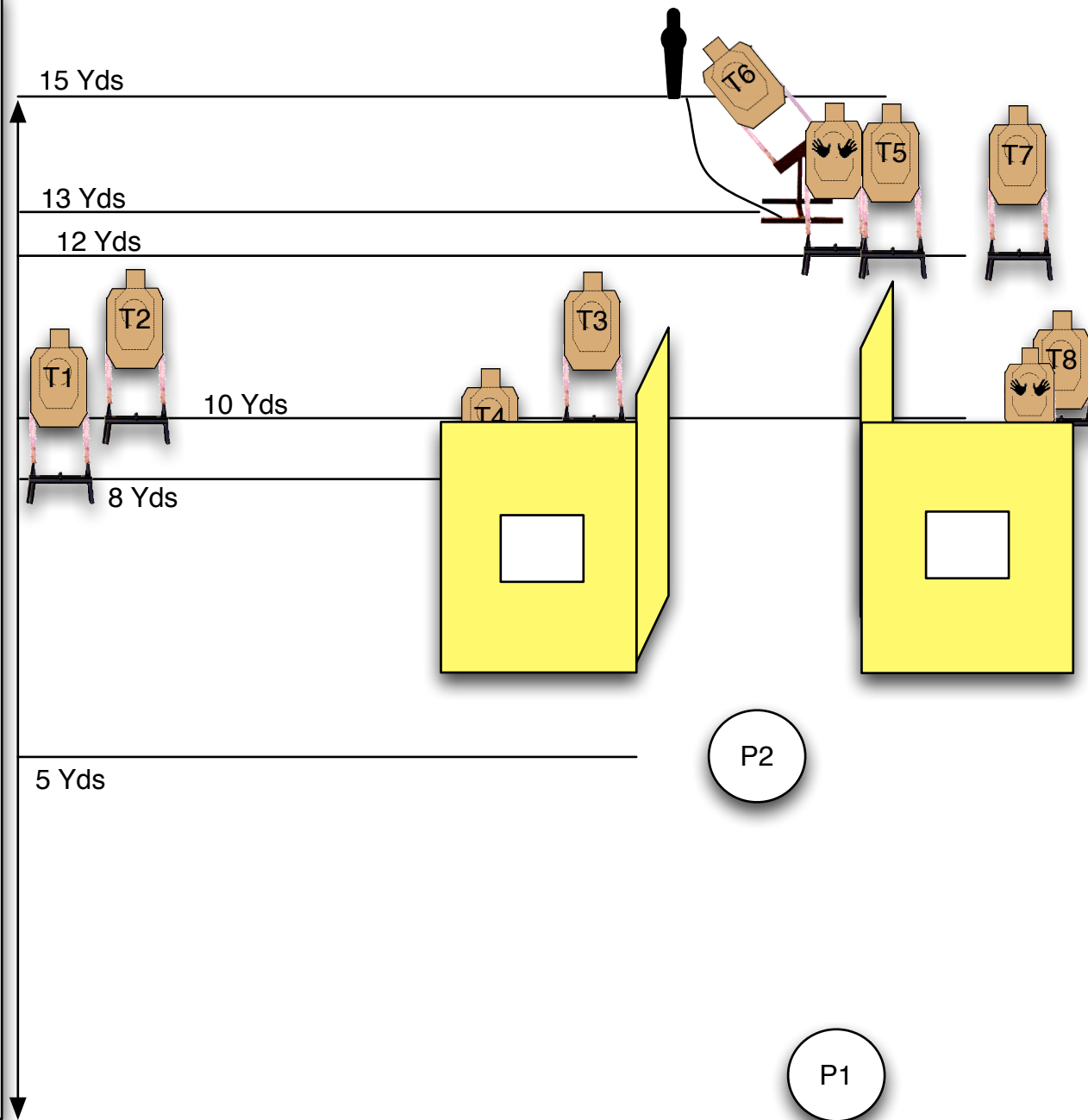
Stop Signal: Last Shot Fired

Scenario: You come home from work to discover your home overrun by gangbangers and your family taken hostage. You have to save them!

Concealment Garment: Required

Procedure: On the start signal, draw and engage targets T1 and T2 while moving to position P2. Once at P2, engage targets T5, T6, and the popper using cover. Then move to the windows and engage any remaining targets,

Scoring: T1 through T8 should have 2 hits each. All steel must fall.



Notes: Target heights should vary somewhat. T8 should be roughly 1/4 concealed by the non-threat. T6 should be about 1/2 concealed by the non-threat when it stops swinging. Shooter can use either side at P2 for cover when engaging T5, T6 and the popper.



Stage 6: Steel Your Face

Round Count: 12

Target Distance: 7-10 yds

Targets Required: 6 Plates, 3 threats

Props Required: 3 Double-stacks of Barrels

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

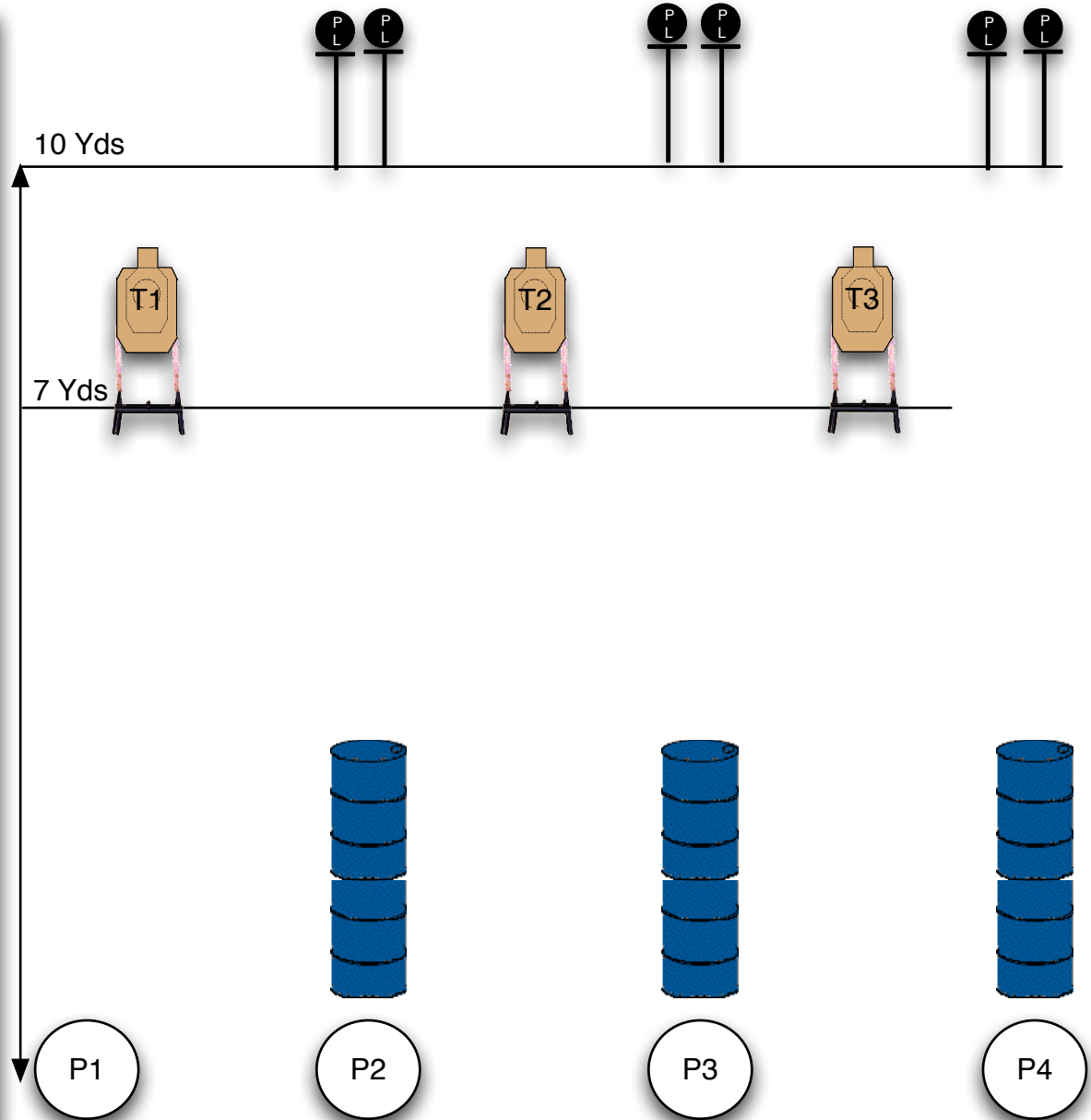
Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage T1, strong hand only. Then move to P2 and engage the first set of plates, using the barrels as cover. Next, move to P3, engaging T2 while moving, and then engaging the second set of plates using the barrels as cover. Finally, move to P4, engaging T3 while moving, and engaging the last set of plates, again using the barrels for cover.

Scoring: T1 through T3 should have 2 hits each. All steel must fall.



Notes: Target heights should vary somewhat. Shooters may engage the plates from either side of the respective stacks of barrels. Targets T2 and T3 can *ONLY* be engaged while moving between positions. Once the Shooter arrives at the new position, they may no longer engage targets T1 through T3. Shooter may engage T1 while moving to P2, but may no longer engage it once they arrive at P2.



Stage 7: Rock, Paper, Scissors

Round Count: 18

Target Distance: 7 yds

Targets Required: 3 Threat Targets

Props Required: 1 Barricade, 1 Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing facing up range at position P1

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a Standards stage.

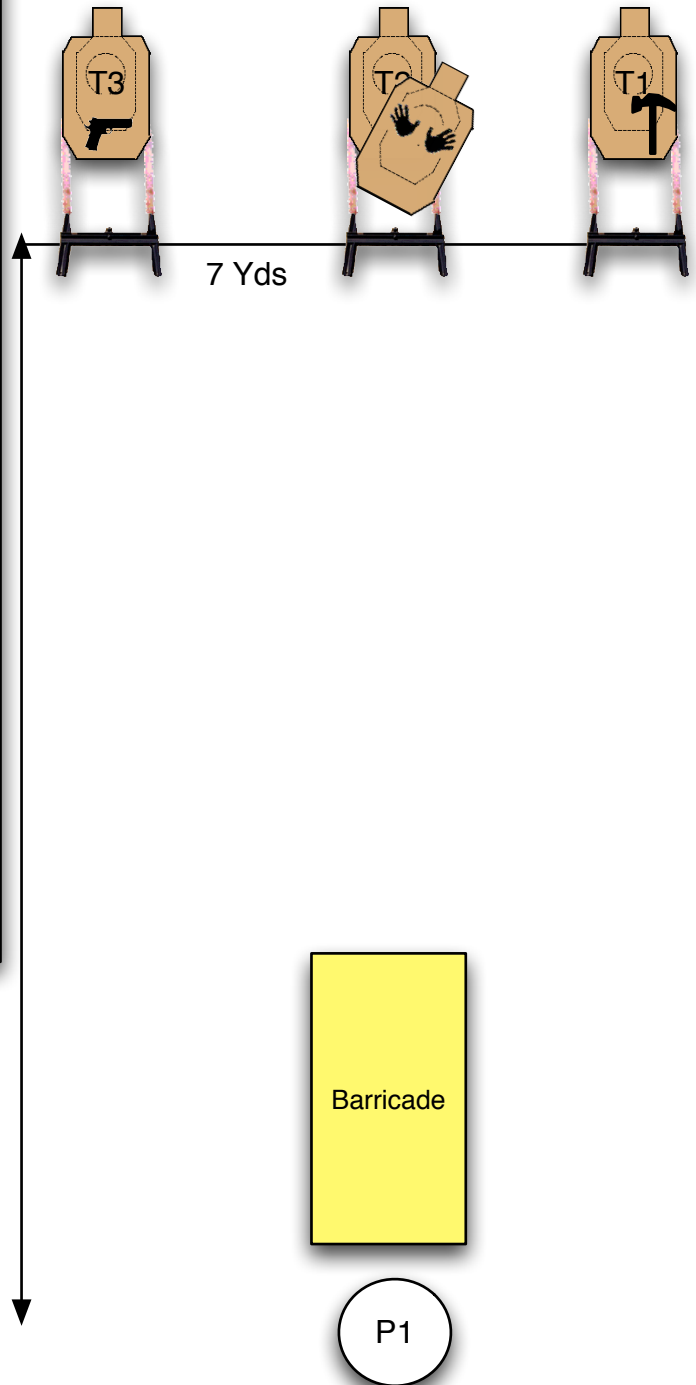
Concealment Garment: Not Required

Procedure:

String 1: On the start signal, turn, draw and engage the targets in the order of Pistol, Hammer, Hostage Taker with two rounds to the body. Follow up with 1 round to each target's head in any order.

String 2: Same as String 1- do NOT rearrange targets between strings.

Scoring: T1 through T3 should have 6 hits each, with at least two head hits.



Notes: Target heights should vary somewhat. Target order should be randomly changed between shooters.



Stage 8: Beight

Round Count: 15

Target Distance: 5-18 yds

Targets Required: 5 Threat Targets

Props Required: 4 Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing facing up range at position P1

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, turn, draw and engage Target T1 with 2 rounds to the body and one to the head, then advance to position P2. Once at P2, engage target T2 with 2 rounds to the body and 1 to the head, and advance to P3. While advancing to P3, engage target T3 with 2 rounds to the body and 1 to the head. Then advance to P5, and engage target T4 while advancing with 2 rounds to the body and 1 to the head. Finally, advance to P5 and engage target T5 while advancing with 2 rounds to the body and 1 to the head.

Scoring: T1 through T5 should have 3 hits each, with at least 1 head hit.

Notes: Target heights should vary somewhat. and targets should be set so that shoot-throughs are not likely. Shooters *must* move to each position before engaging the next target (IE: they cannot engage T5 while between positions P3 and P4). T3 and T4 should have no more than the "-3" zone covered by the non-threat, and T5 should have all of it's "-0" zone visible.

