



# Stage 1: Low Down

**Round Count:** 18

**Target Distance:** 10 yds

**Targets Required:** 3 Threat Targets

**Props Required:** None

**Scoring Method:** Limited Vickers Count

**Starting Position:** P1 per String Instructions

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

**Procedure:**

**String 1:** Sitting at P1 facing down range, with your handgun held at a low ready position. On the start signal, engage all of the targets with two rounds each.

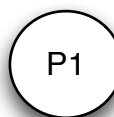
**String 2:** Laying on your weak side at P1 facing down range, with your handgun held at a ready position. On the start signal, engage all of the targets with two rounds each.

**String 3:** Laying on your strong side at P1 facing down range, with your handgun held at a ready position. On the start signal, engage all of the targets with two rounds each.

**Scoring:** T1 through T3 should have 6 hits each.



**Notes:** Targets must be mounted low on the stands to ensure that all rounds impact the berm..





# Stage 2: Run For Cover

**Round Count:** 18

**Target Distance:** 1-11 yards

**Targets Required:** 6 Threat Targets, 2 Poppers, 1 Max-Trap, 1 Drop-Truner

**Props Required:** 2 Barricades, 2 Vision Barriers, 2 No-Shoots

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1

**Start Signal:** Audible

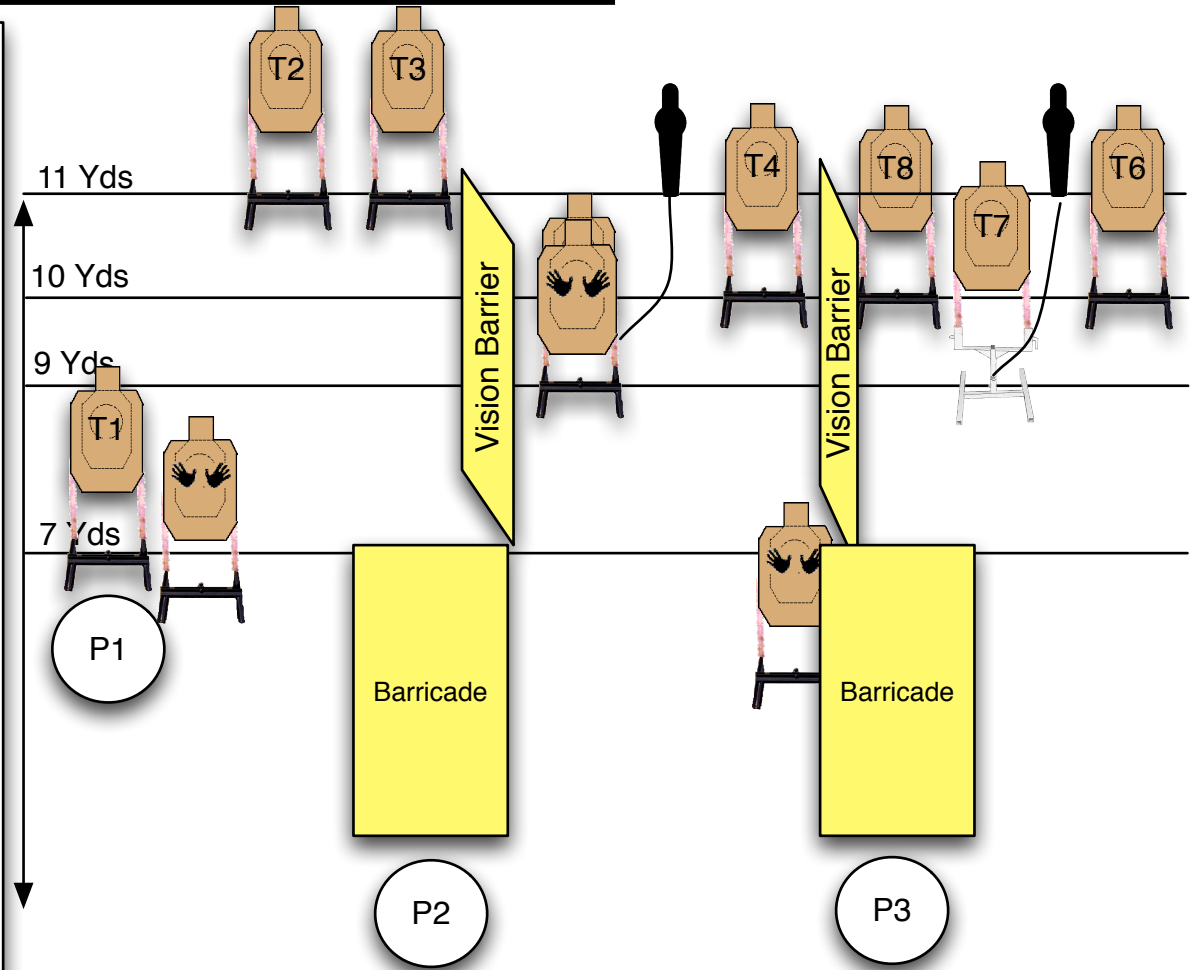
**Stop Signal:** Last Shot Fired

**Scenario:** You're walking through a park with a friend when you encounter a group of people. One of them walks right up to you and then they all draw weapons and threaten you and your friend's lives.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 from Close Retention. Engage T2 and T3 while moving to cover at P2. At P2, engage T4, PP1, and T5, and then move to cover at P3. At P3, engage threats T6, PP2, T7, and T8.

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



**Notes:** Target heights should vary somewhat. Only T1 through T3 should be visible from P1 and while moving to P2. Only T4, PP1, and T5 should be visible from the right side of P2. Only T6, PP2, T7, and T8 should be visible from the right side of P3.



# Stage 3: Inspection Surprise

**Round Count:** 12

**Target Distance:** 3-20 yds

**Targets Required:** 6 Threat Targets

**Props Required:** 1 Barricade

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

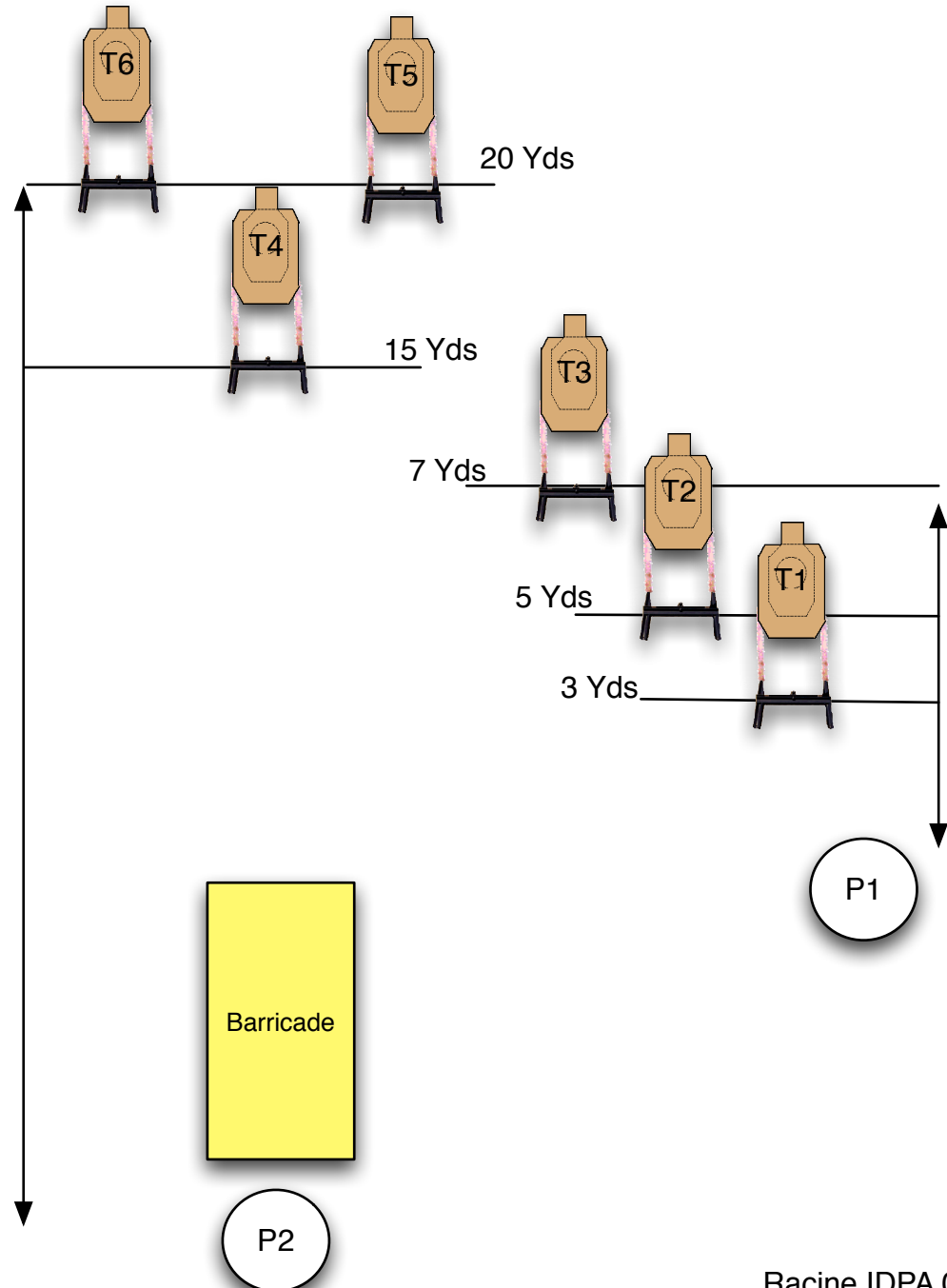
**Scenario:** You are inspecting a warehouse that you own, when you are attacked by a gang that has set up shop inside. You are forced to defend yourself as you retreat. You **knew** you shouldn't have waited so long before inspecting your warehouse....

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage targets T1 through T3 while moving to cover at P2. Once at P2, engage targets T4 through T6.

**Scoring:** T1 through T6 should have 2 hits each.

**Notes:** Target heights should vary somewhat. Shooter may only engage T1 through T3 while moving to P2. All targets should have t-shirts.





# Stage 4: Out Of Luck

**Round Count:** 18

**Target Distance:** 8-10 yards

**Targets Required:** 5 Threat Targets, 1 Popper, 1 Max-Trap

**Props Required:** 2 Barricades, 2 Vision Barriers, 1 No-Shoot

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1

**Start Signal:** Audible

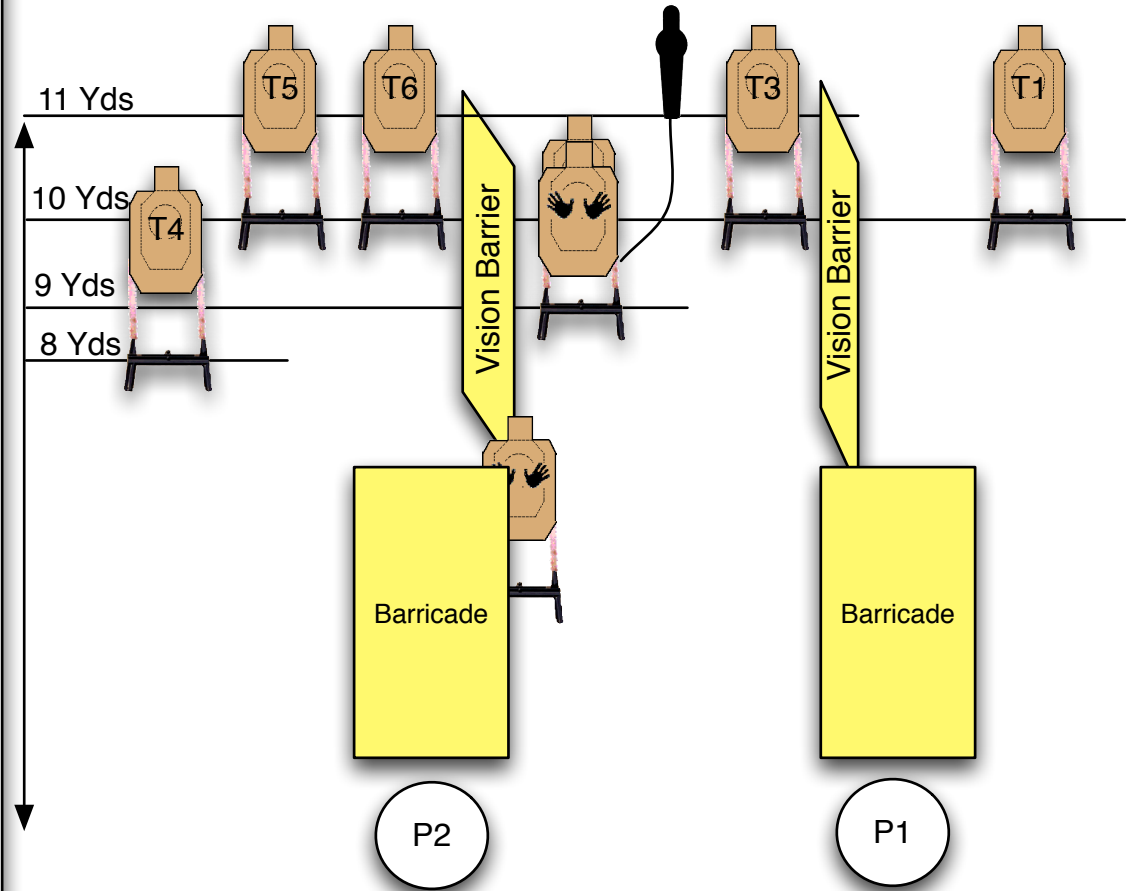
**Stop Signal:** Last Shot Fired

**Scenario:** You've been trying to get away from a group of what appear to be Triad members in Chinatown, when you find yourself in a dead-end alley. Now that you're apparently cornered, the Triad members all pull weapons and start advancing, even though there are witnesses around. You reluctantly draw your sidearm and defend yourself, using what cover you can find.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 from the right side of the barricade. Then engage PP1, T2, and T3 from the left side of the barricade. Move to P2 and engage T4 through T6.

**Scoring:** T1 and T3 through T5 should have 2 body hits and 1 head hit each. T2 should have 2 hits. All steel must fall.



**Notes:** Target heights should vary somewhat. Only T1 should be visible from the right side of the barricade at P1. Only T2, PP1, and T3 should be visible from the left side of the barricade at P1. All threat targets should have t-shirts.



# Side: Border Disorder

**Round Count:** 16

**Target Distance:** 8-50 yds

**Targets Required:** 6 Threat Targets, 2 Poppers, 1 Drop-Turner

**Props Required:** 1 Car Silhouette, 1 Barrel, 1 Table

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, carbine at a low ready position.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You are checking out your ranch on the border, when you see a group of drug smugglers come out of a tunnel. They all draw weapons and start firing in your direction. You engage that group and move to your truck to get out of there, when you find another group nearby. They also start shooting, so you have to defend yourself before you can get away.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage T1 through T5 with the carbine. Then place the EMPTY carbine on the table, muzzle downrange, and move to P2. At P2, engage all remaining threats from the left side of the barricade.

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

**Notes:** Target heights should vary somewhat. Shooter may make make-up shots on T1 through T5 from P2 with their handgun. Arrange targets so that shoot-throughs are not likely. All distances are measured from P1.

