



Stage 1 - Standards

Round Count: 18

Target Distance: 7 yards

Targets Required: 3 Silhouettes

Props Required: 1 Barricade

Scoring Method: Limited Vickers Count

Starting Position: Standing at P1, hands relaxed at sides.

Start Signal: Audible

Concealment Garment: Not Required

Scenario: None. This is a standards stage.

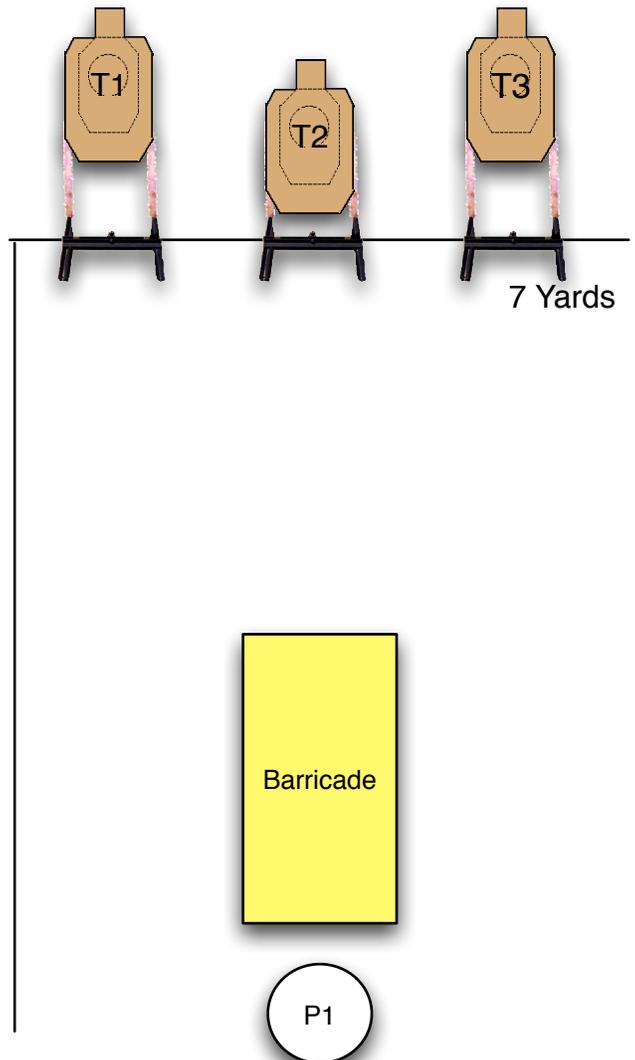
Procedure: Shooter will need three (3) magazines/speedloaders loaded with six (6) rounds only.

String 1: On the start signal, draw and engage targets T1 through T3 with two (2) rounds each, strong hand only, from the shooter's strong side of the barricade, using the barricade for cover.

String 2: Start with the firearm in the weak hand, held at a low ready position. On the start signal, engage targets T1 through T3 with two (2) rounds each from the shooter's weak side of the barricade, using the barricade for cover.

String 3: On the start signal, draw and engage targets T1 through T3 with two (2) rounds each to the head, using the barricade for cover.

Scoring: T1 through T3 shall have six (6) hits each, at least two (2) of which must be head shots.



Notes: Target heights should vary. For String 3, Shooter may shoot from either side of the barricade



Stage 2 - Muggery

Round Count: 8

Target Distance: 1-10 yards

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

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides.

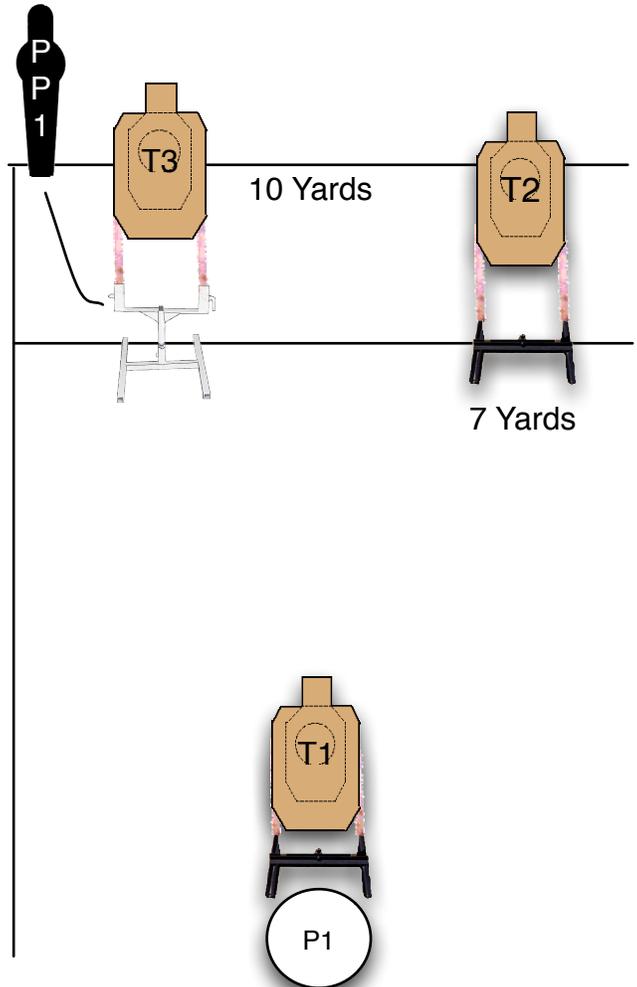
Start Signal: Audible

Concealment Garment: Required

Scenario: You're walking down an alley on the way home from work, and are accosted by a bunch of armed men. They tell you to hand over your wallet, and MAYBE they won't hurt you. Then again, maybe not...

Procedure: On the start signal, draw and engage T1 from close retention. Then engage T2 with two rounds to the body and one round to the head. Lastly, engage PP1 and T3.

Scoring: T1 and T3 shall have two (2) hits each, T2 shall have two (2) body hits and one (1) head hit. All steel must fall.



Notes: Target heights should vary, but T1 should be somewhat low to make sure that all fired rounds impact the berm. Do NOT give a FTDR penalty if the Shooter takes 1 extra shot at T2 and is shooting a revolver.



Stage 3 - Office Trouble

Round Count: 12

Target Distance: 5 to 8 yards

Targets Required: 3 Silhouettes, 1 Popper, 1 Swinger

Props Required: 1 Table, 1 Chair, 1 Barrel, 2 Non-Threats

Scoring Method: Vickers Count

Starting Position: Sitting at desk at P1, hands on top of the desk holding the notepad.

Start Signal: Audible

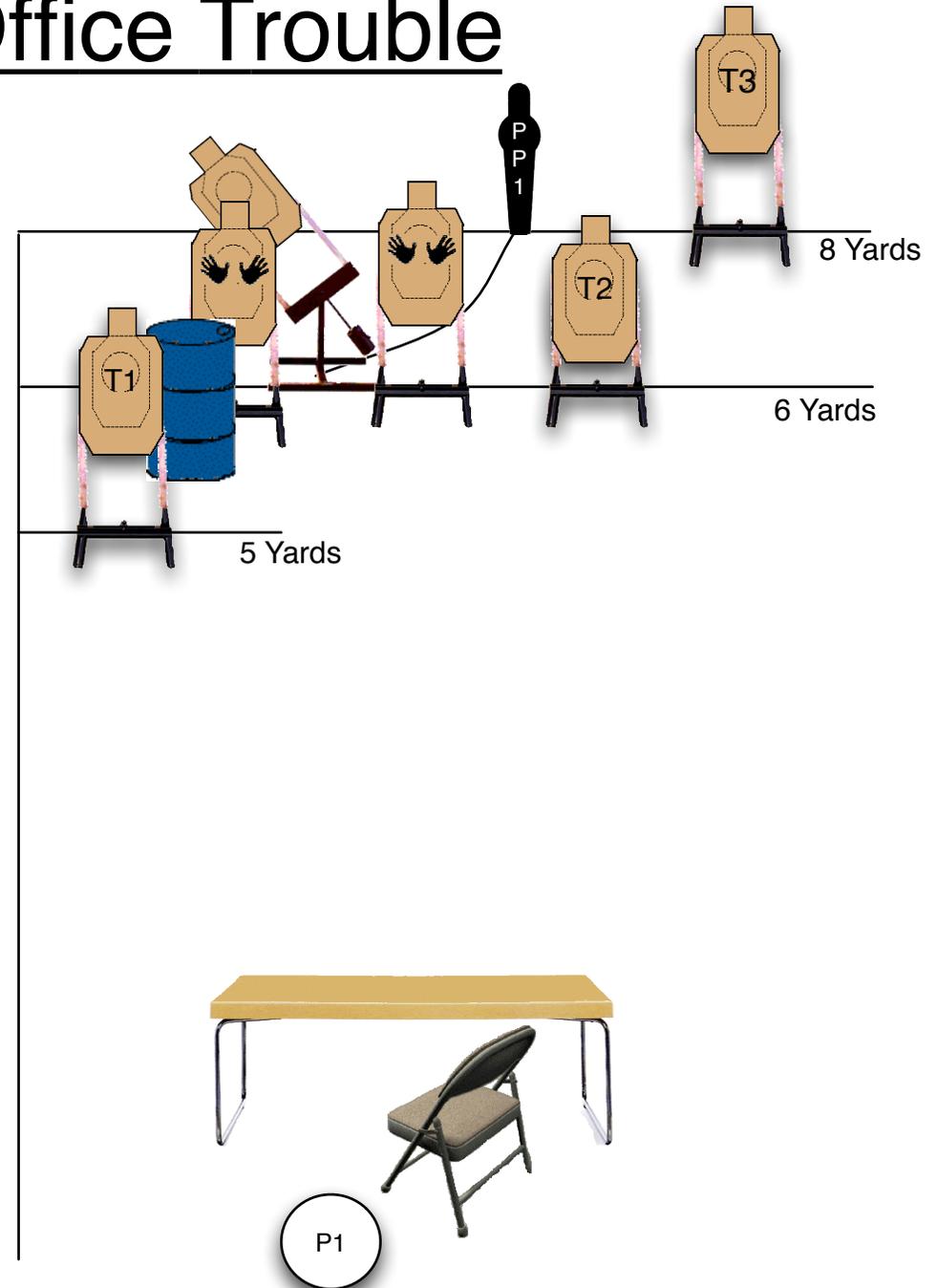
Concealment Garment: Required

Scenario: You are wrapping up some business at your office with some coworkers, when a group of armed men break in and threaten your lives.

Procedure: On the start signal, draw your handgun and engage all threats. It appears that three of the threats are wearing body armor, so they must be engaged with at least two (2) rounds to the body and one (1) to the head. The moving target is not wearing body armor.

Scoring: T1 through T3 shall each have two (2) hits to the body and one (1) hit to the head each. T4 shall have two (2) hits. Steel must fall.

Notes: Target heights should vary. The "desk" is *not* considered cover. The Swinger should only be fully visible when it is upright between the two Non-Threats.





Stage 4 - Bar None

Round Count: 18

Target Distance: 1 to 10 yards

Targets Required: 9 Silhouettes

Props Required: 1 Bar, 2 Non-Threats, 1 Bottle

Scoring Method: Vickers Count

Starting Position: Standing at bar at P1, hands above the bar holding a bottle.

Start Signal: Audible

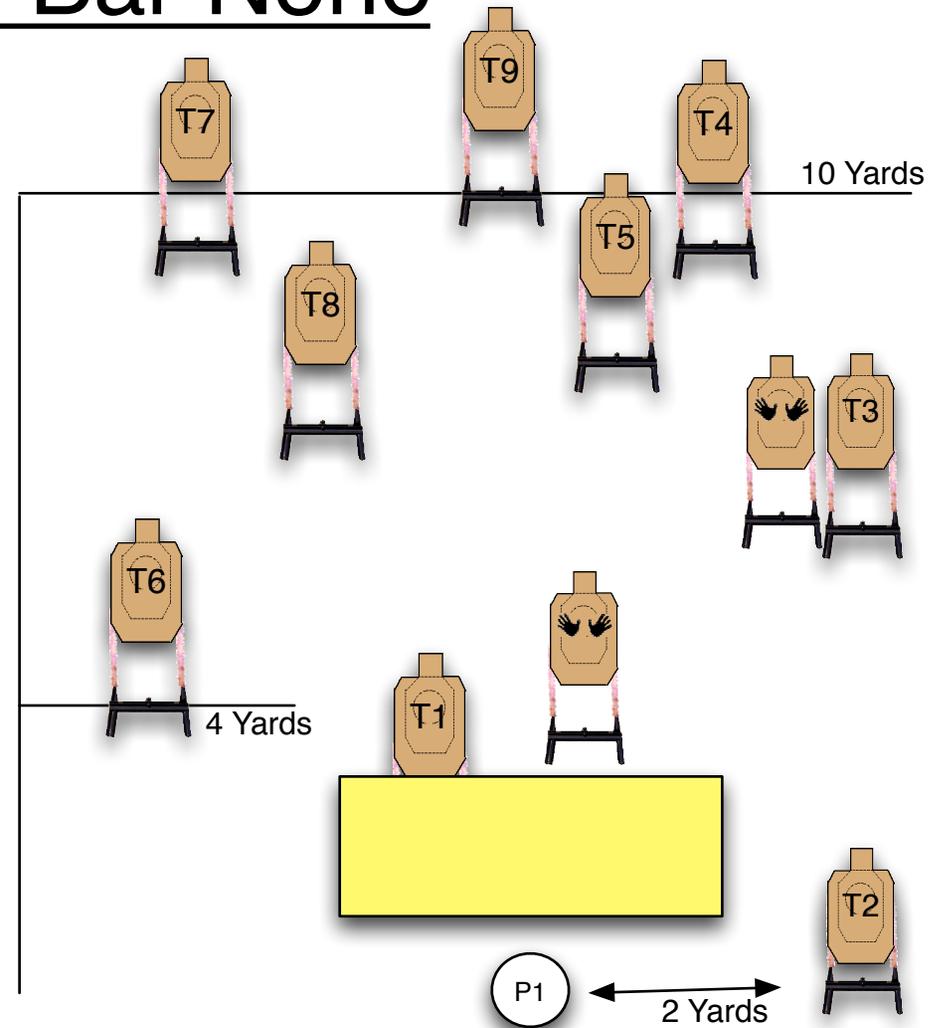
Concealment Garment: Required

Scenario: You are tending bar at the local watering hole where you work, when a group of customers start brawling. You don't think it's too bad at first- you're just planning on calling the Police, but a bunch of the customers draw weapons and start shooting randomly, so you are forced to defend yourself.

Procedure: On the start signal, draw your handgun and engage all threats, using the bar as cover.

Scoring: T1 through T9 shall have two (2) hits each.

Notes: Target heights should vary. The bar is considered cover, so all cover rules apply. Targets should be placed so that shoot-throughs are not likely. Shooters should start with T1, then T2, and then engage threats from either side (or both sides) of the bar, using the bar as cover.





Stage 5: V2

Round Count: 17

Target Distance: 6-10 yds

Targets Required: 1 Popper, 8 threats

Props Required: 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

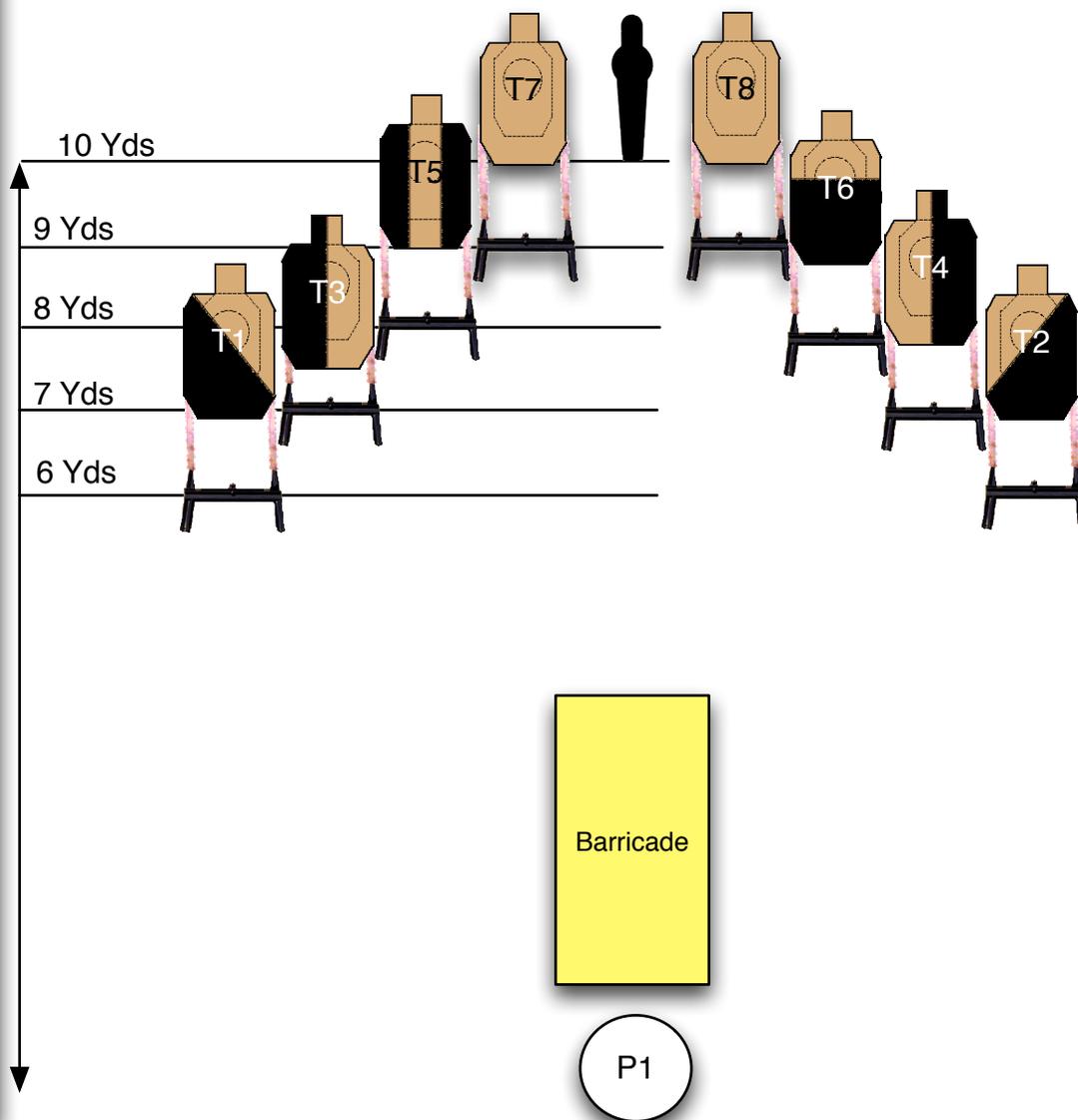
Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage all of the targets in Tactical Priority, starting from one side of the barricade for the four targets on that side, and then switching to the other side of the barricade for the four targets on that side. PP1 can be engaged from either side of the barricade.

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.