



Stage 1: Return Fire

Round Count: 13 rounds

Target Distance: 8 to 15 yards

Targets Required: 5 Threat Targets, 1 Popper, 1 Drop-Turner

Props Required: 3 No-Shoots

Scoring Method: Vickers Count

Starting Position: Standing with hands at sides at P1

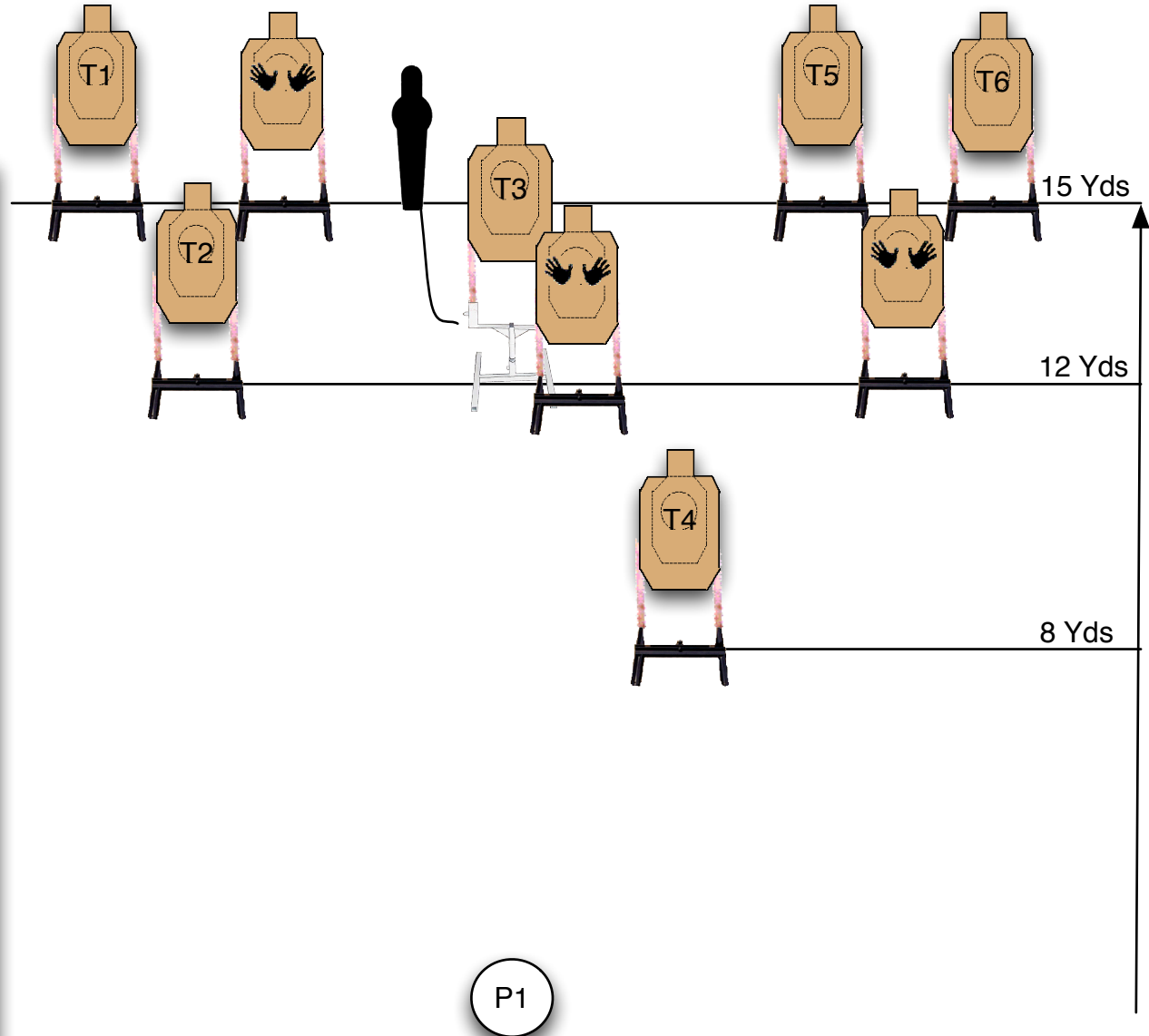
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're at the store returning some holiday gifts, when a group in front yells out "This is a stick up! Everybody get face down!" and draw weapons.

Procedure: On the start signal, draw and engage all threats.

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. Make sure the Shooter engages targets in Tactical Priority.



Stage 2: Gas Stop

Round Count: 14 rounds

Target Distance: 3 to 13 yards

Targets Required: 7 Threat Targets

Props Required: 1 No-Shoot, 2 Barricades, 1 Car Silhouette

Scoring Method: Vickers Count

Starting Position: Standing at P1, bent over with hands on barricade.

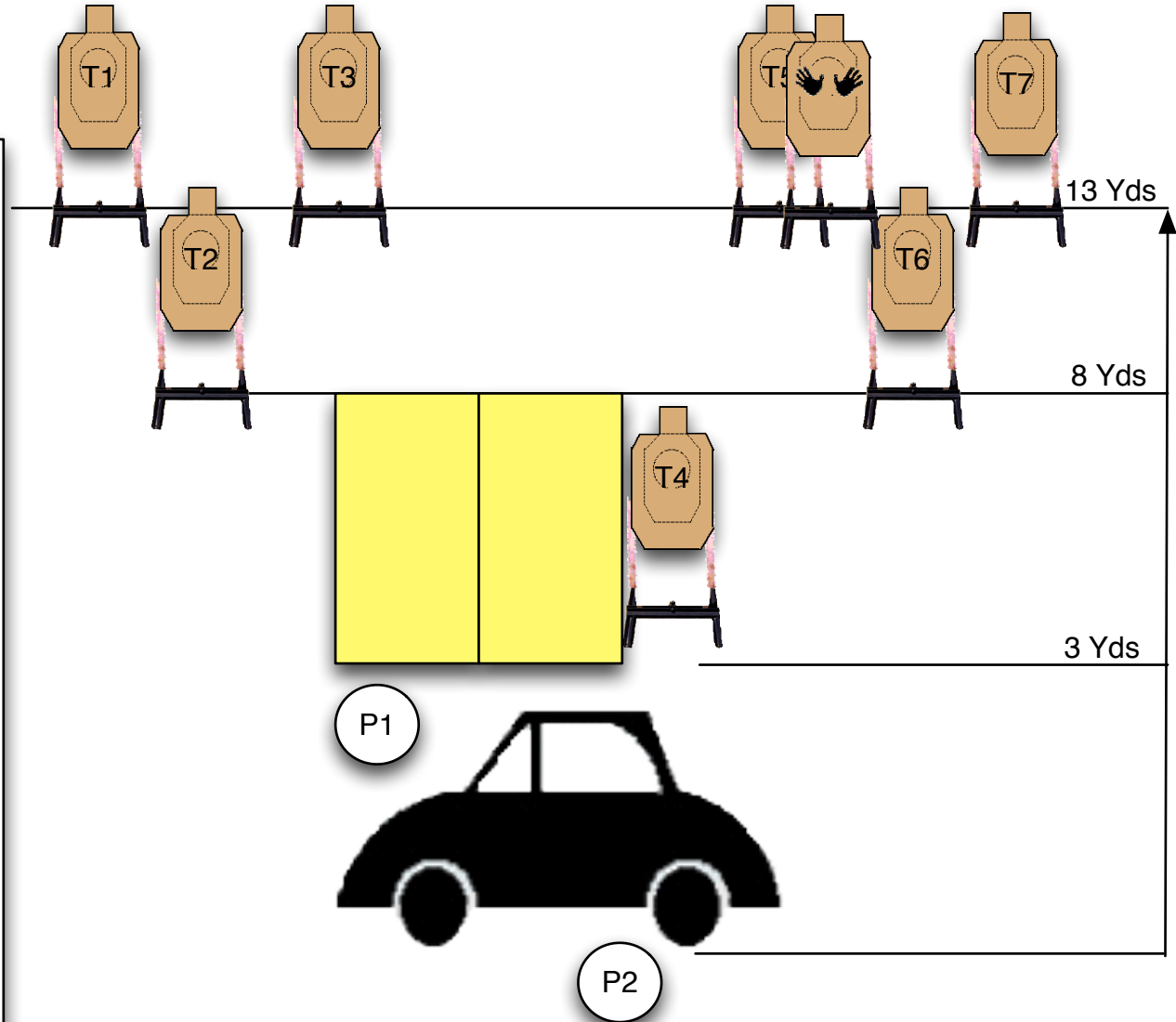
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're at the gas station getting gas for your snowblower, when a group of armed miscreants decides that now is a good time to commit armed robbery. They pull the attendant out of the office and are threatening his life as well as yours, so you are forced to defend yourself.

Procedure: On the start signal, draw and engage targets T1 through T3 from the left side of the "gas pump". Move to P2, and engage the remaining threats using your car as cover.

Scoring: T1 through T7 should have 2 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 Shooters keeps their firearm pointed in a safe direction when moving from P1 to P2.



Stage 3: Dancing With The Wha?!?

Round Count: 14 rounds

Target Distance: 7 to 12 yards

Targets Required: 4 Threat Targets, 2 Poppers, 2 Drop-Turners

Props Required: 3 No-Shoots

Scoring Method: Vickers Count

Starting Position: Standing with hands on your partner's shoulders, facing the side of the range with the strong side towards the targets, at P1.

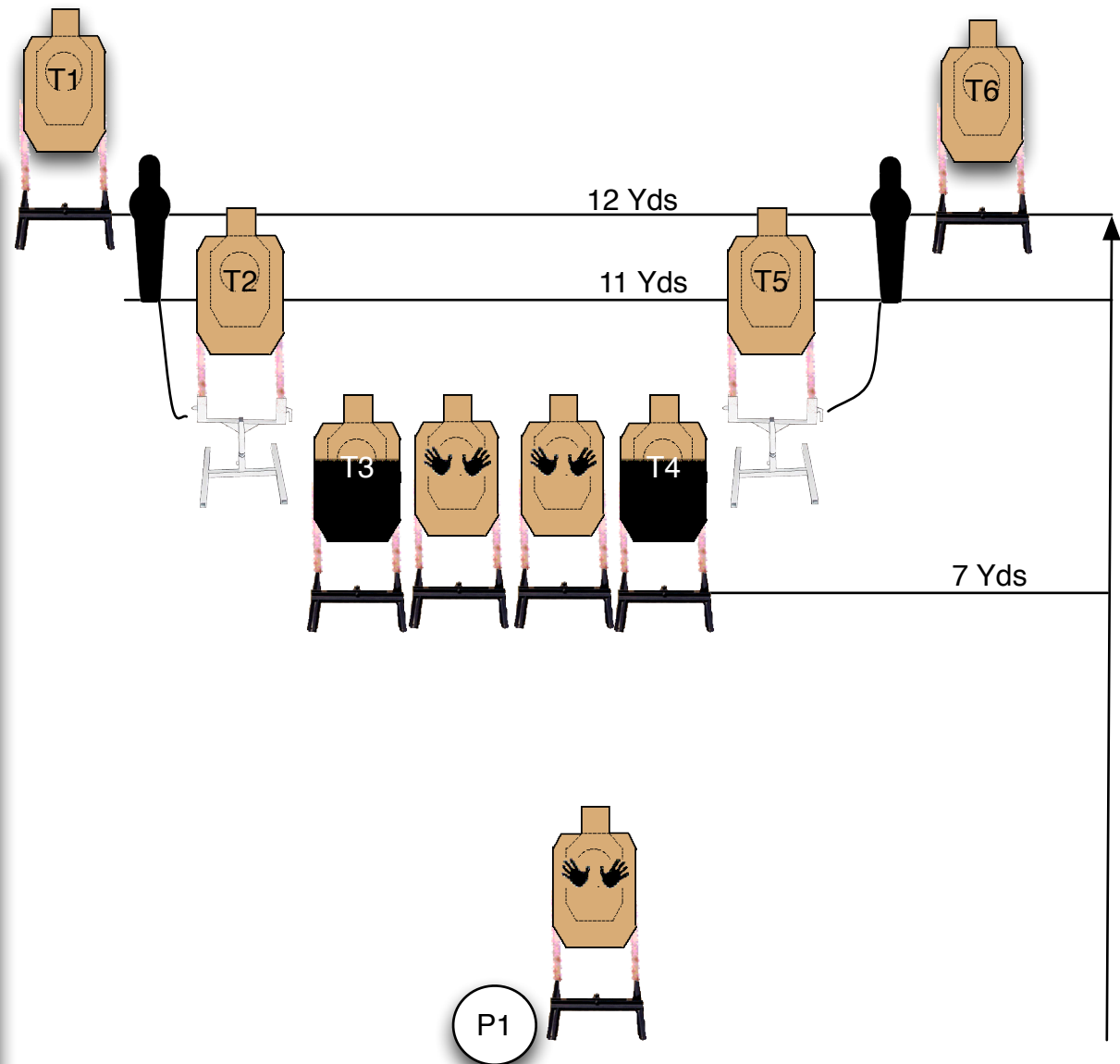
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're in the middle of a dance competition when some uncultured brutes decide it's a good time to commit armed robbery. You're out on the dance floor with your partner when they strike. Thankfully, you are armed even here, and are able to defend the judges, your partner, and yourself.

Procedure: On the start signal, draw and engage all threats.

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. Move the Shooter's "Partner" so that the Shooter has their strong-side towards the targets. Also ensure that the SHooter engages the threats in Tactical Priority.



Stage 4: Drunken Mess

Round Count: 14 rounds

Target Distance: 8 to 13 yards

Targets Required: 7 Threat Targets

Props Required: 1 Car Silhouette, 1 Chair, 3 Tarps

Scoring Method: Vickers Count

Starting Position: Seated at P1, facing to the left of the range.

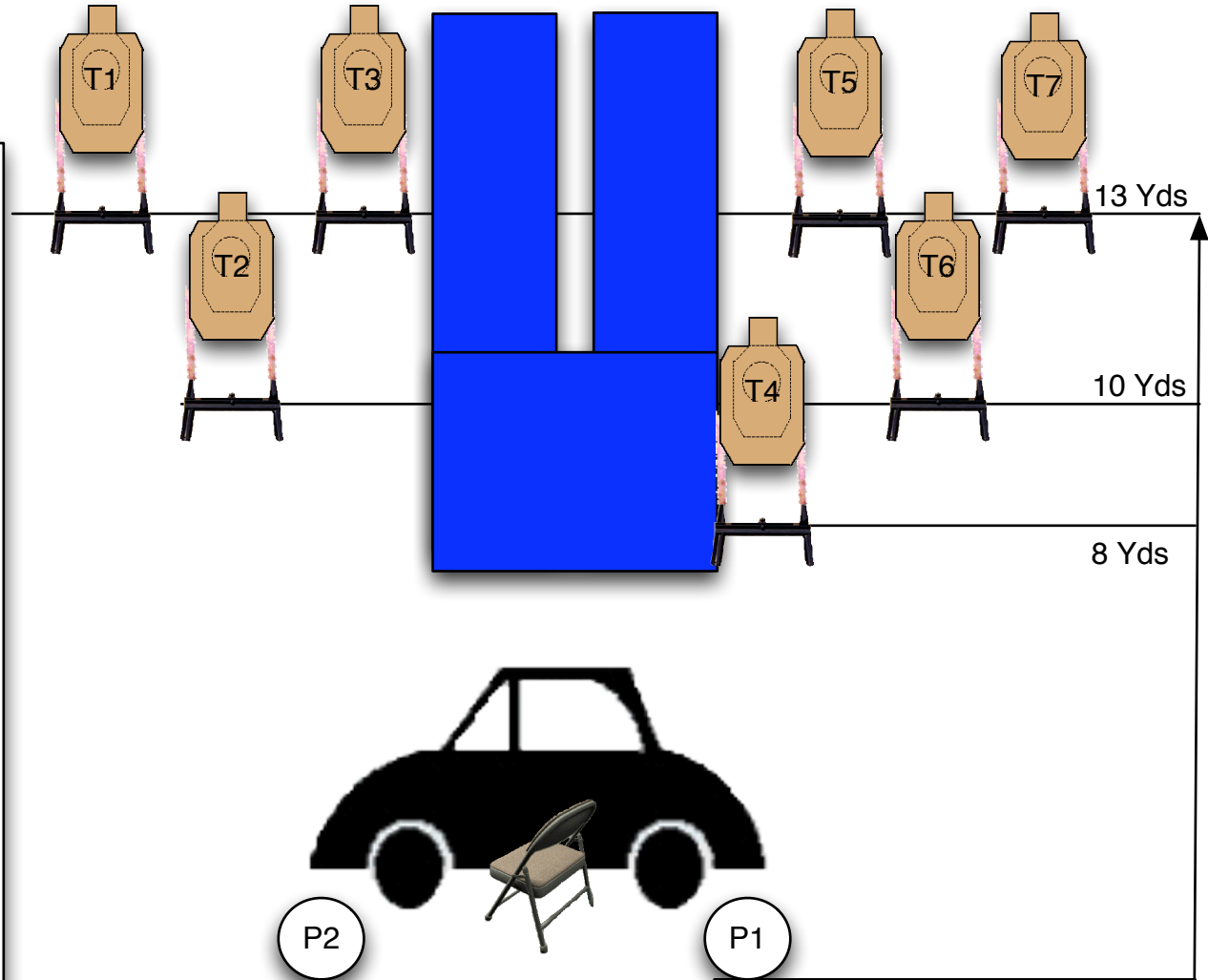
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're on your way home from a New Year's Eve gathering, when an apparent drunk driver runs into your car. The damage doesn't seem too bad, other than the flat tire you now have, but as you pull over, a group of armed, angry men jump out of their truck and advance towards you. You are forced to defend yourself.

Procedure: On the start signal, stand up and move to either the front or rear of your car. Engage the visible threats and then move to the other side of your car and engage the remaining threats.

Scoring: T1 through T7 should have 2 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 Shooters keeps their firearm pointed in a safe direction when moving from one side of the car to the other.



Side Match: Security Issue

Round Count: 15 rounds

Target Distance: 7 to 20 yards

Targets Required: 6 Threat Targets, 1 Popper, 1 Pop-Up

Props Required: 1 Table, 1 Barricade, 1 Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing with carbine at low ready at P1

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're working as a security guard at a Customs Warehouse. You're getting towards the end of your shift when the alarm sounds, and you discover a group of armed intruders. They attack, and you defend yourself. You notice that one of your coworkers is missing, and go look for him.

Procedure: On the start signal, engage the visible targets with the carbine. Put the empty carbine down on the table, and move to P2. At P2 engage the remaining targets with your handgun.

Scoring: T1 through T7 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 NOT required. Make up shots on T1 through T5 may be made with the Shooter's handgun, but ONLY from P1. Once the Shooter leaves P1, no more rounds may be fired at T1 through T5.

