



Stage 1- Drug Problem

Round Count: 12 rounds

Target Distance: 5 to 20 yards

Targets Required: 3 Threat Targets
w/ shirts

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1

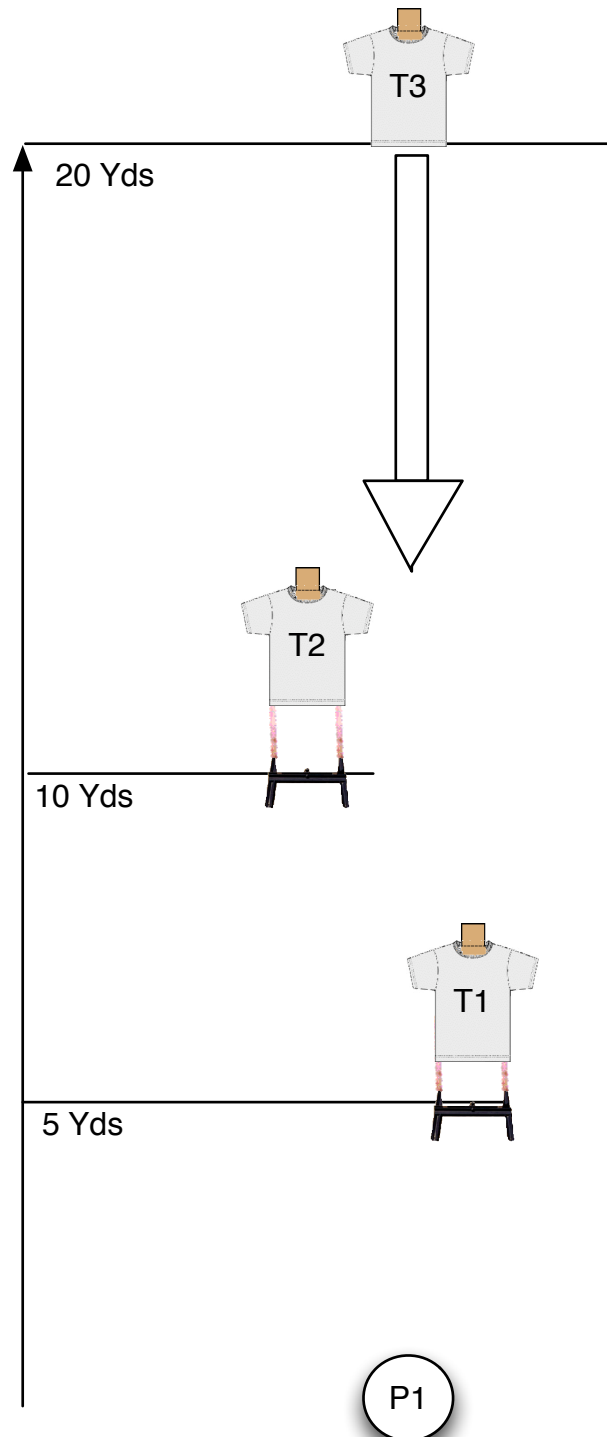
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're working at your gun store when a group of local drug addicts breaks in looking for an easy robbery. Obviously, they didn't think things through since you are always armed while at the store.

Procedure: On the start signal, draw and engage T1 through T3 in Tactical Priority from position P1.

Scoring: T1 and T2 should have 2 hits to the body and 1 to the head. T3 should have 6 hits.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. Targets should be set up so that T3 has just enough room to move past T1 and T2, and all targets should be centered in the range. A concealment garment IS required. **T3 should not start moving until the Shooter has fired their first shot.**



Stage 2- Responsibilities

Round Count: 12 rounds

Target Distance: 4 to 12 yards

Targets Required: 4 Threat Targets, 2 Poppers, 1 Max Trap

Props Required: 2x Tarps, 2x Barricades

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides

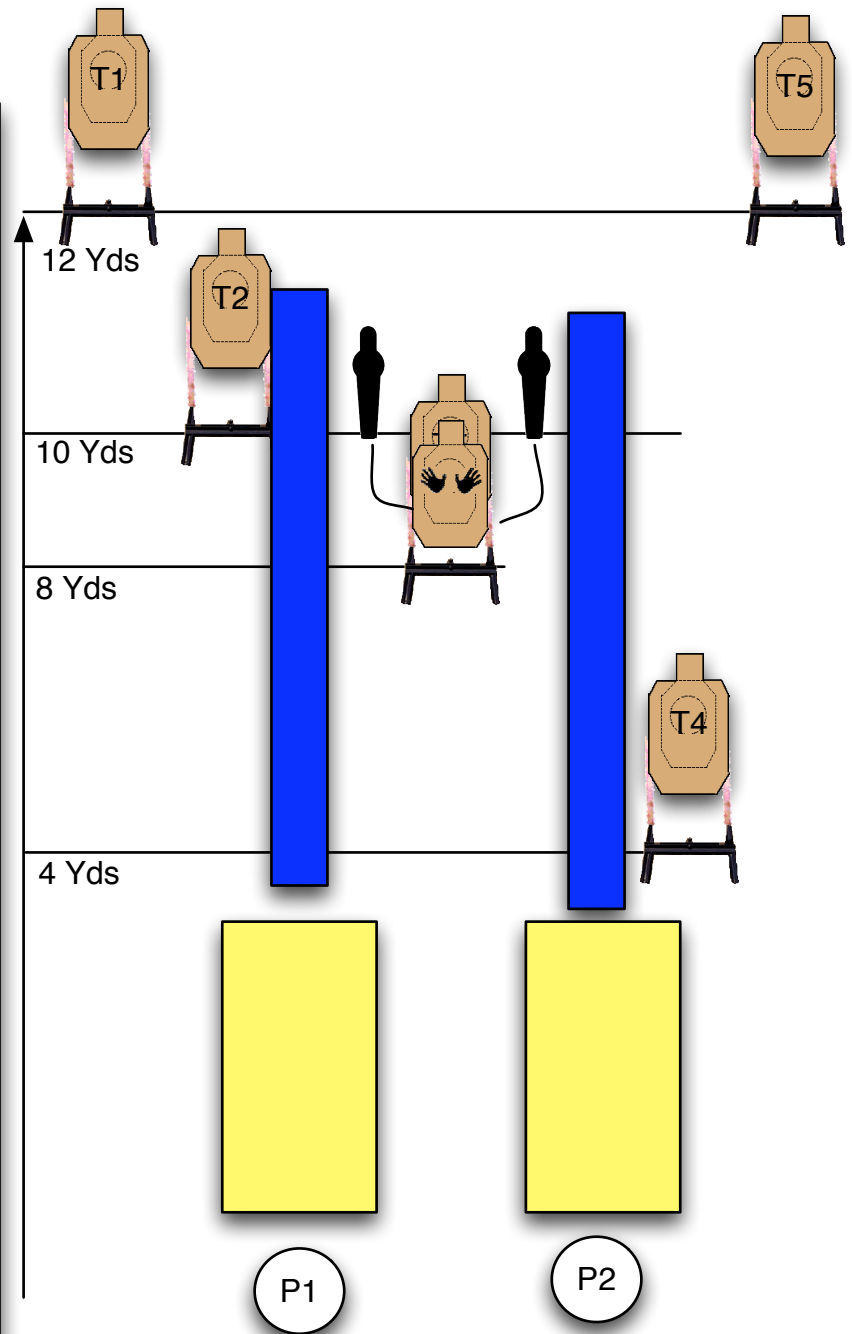
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're wrapping up a busy day at your business, when you hear what sounds like a door being kicked in followed shortly by what sounds like a fight. Fearing for one of your employees who are still there, you decide to see what's going on, and discover that a group of armed men has broken in. They attack before you have a chance to call 911, so you are forced to defend yourself.

Procedure: On the start signal, draw and engage T1 and T2 from the left side of the barricade at P1. Then engage PP1, PP2, and T3 from the right side of the barricade at P1. Finally, move to P2 and engage T4 and T5.

Scoring: T1 through T5 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. Make sure T4 is located so that the nearest tarp is not likely to be hit by shoot-throughs. A concealment garment IS required. Randomly change which Popper activates the Max Trap between shooters. T1 and T2 should only be visible from P1, and T4 and T5 should only be visible from P2.



Stage 3- Wrong Colors

Round Count: 12 rounds

Target Distance: 4-15 Yds

Targets Required: 6 Threat Targets

Props Required: 2x Barricades, 2x Tarps

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides

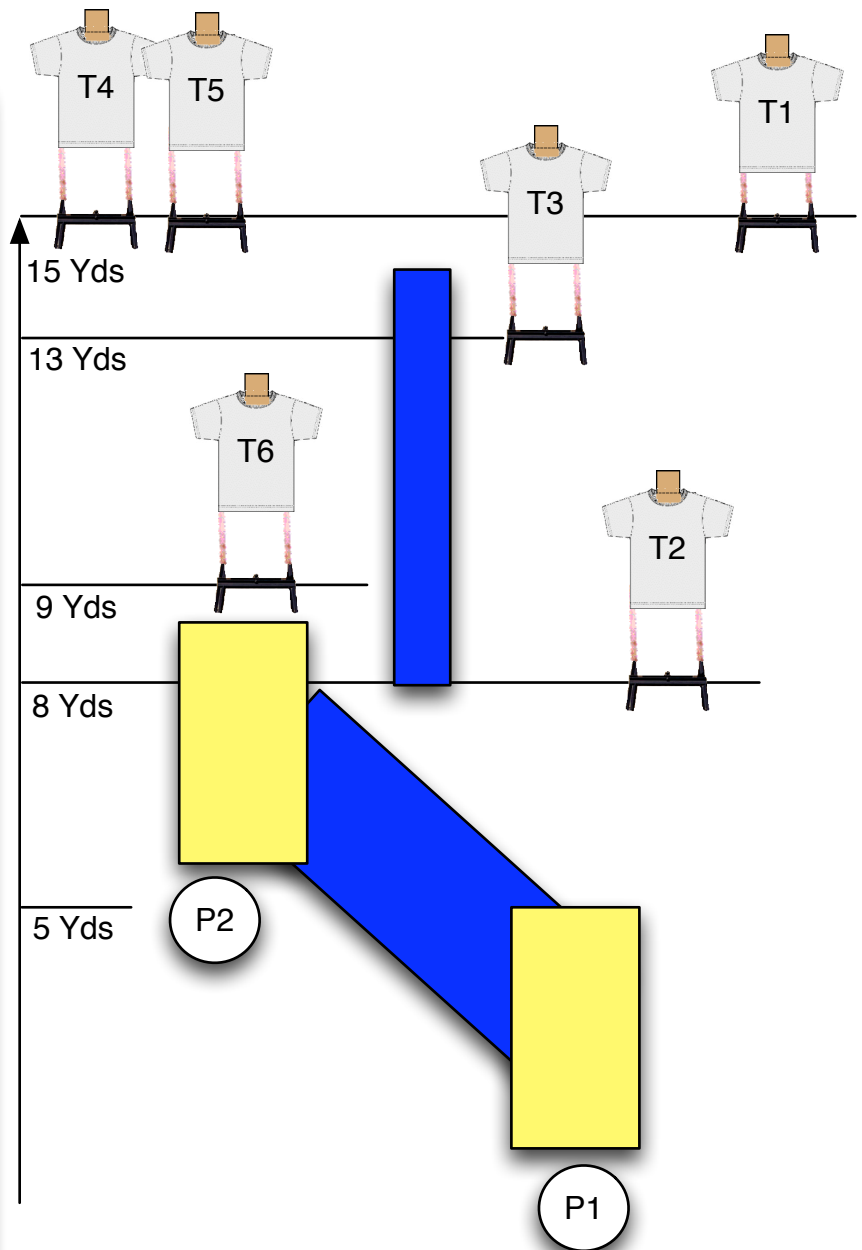
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: Some people hold grudges way too long. You're on a business trip in Phoenix, and are walking back to your hotel from a night out. Apparently you don't know your way around the city very well, and end up in a seedier side of town. Unfortunately, you're wearing your Pittsburgh Steelers sweatshirt, which the local gang finds objectionable. They didn't need much reason to attack, and the Steelers logo just put them over the edge.

Procedure: On the start signal, draw and engage targets T1 through T3 from position P1. Then move to P2 and engage targets T4 through T6.

Scoring: All targets should have 2 hits.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS required. The barricades should be set up so that they are centered on the 2nd and 4th firing lanes in the range.



Stage 4- Standards

Round Count: 18 rounds

Target Distance: 3 to 10 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: Standing at P1

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

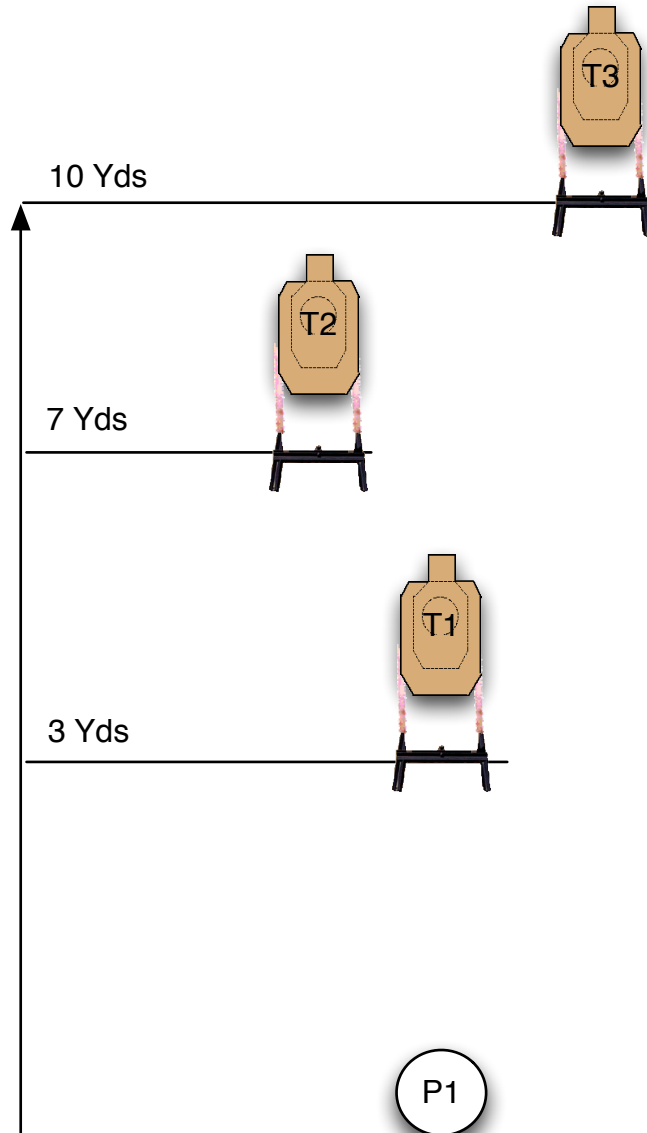
Procedure:

String 1: Draw and fire two rounds at each target's head.

String 2: Draw and fire two rounds at each target, strong hand only.

String 3: With handgun held at low ready, fire two rounds at each target, weak-hand only.

Scoring: T1 through T3 should have 2 head hits and 4 body hits each.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS NOT required.



Side Match: Better Than Nothing

Round Count: 14 rounds

Target Distance: 5 to 10 yards

Targets Required: 7 Threat Targets

Props Required: 2 barricades, 2 tarps

Scoring Method: Vickers Count

Starting Position: Standing with hands at sides at P1

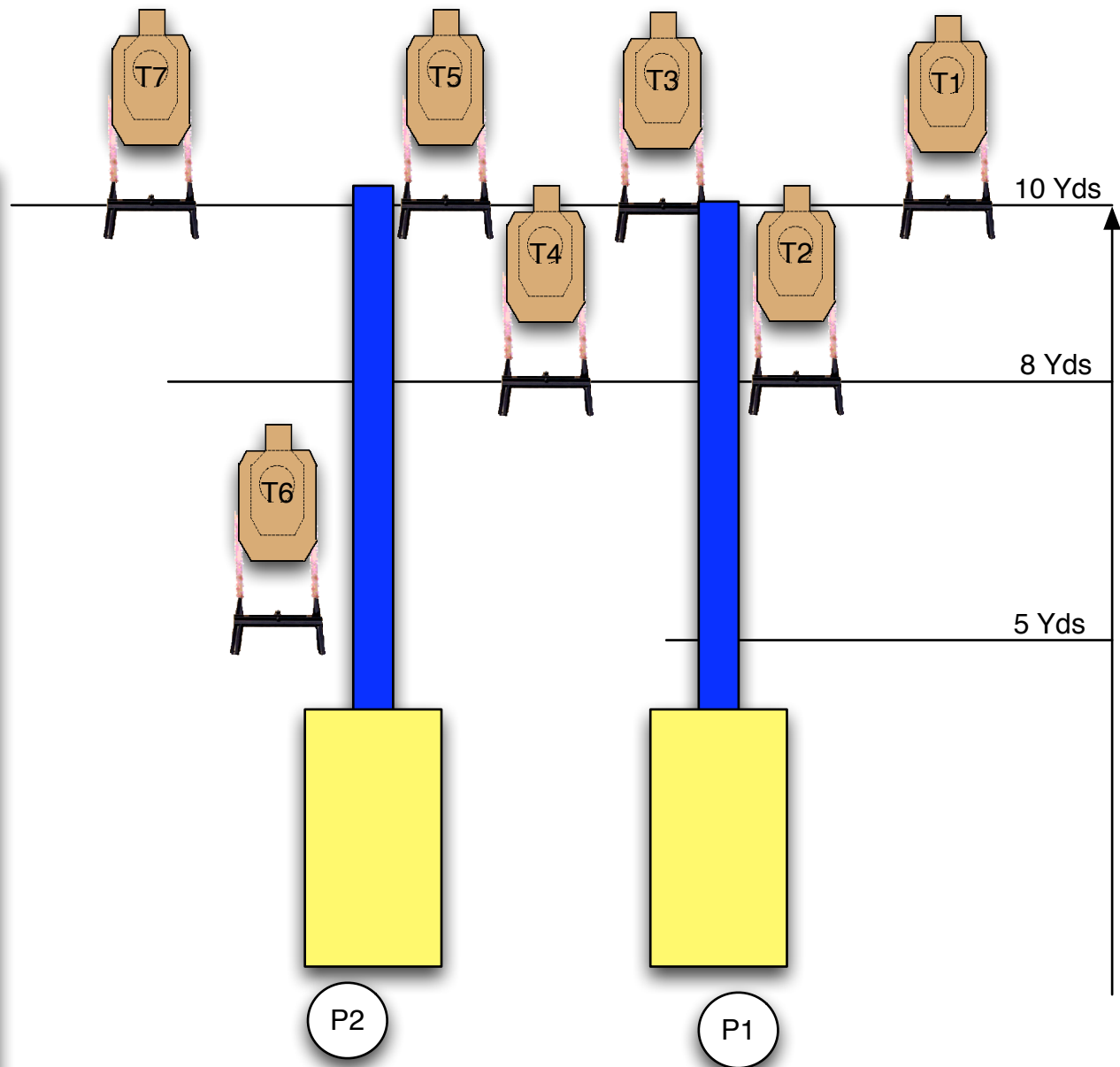
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: Your usual carry gun is at the gunsmith's getting an action job, and all you have available is your trusty rimfire. Good thing you have that, as the local gang thought that now was a good time to break in and rob you.

Procedure: On the start signal, draw and engage T1 through T5 from position P1. Then move to position P2 and engage T6 through T7.

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 NOT required. Make sure the Shooter engages targets in Tactical Priority.