



Stage 1- Ambush!

Round Count: 12 rounds

Target Distance: 5 to 12 yards

Targets Required: 6 Threat Targets

Props Required: 1x Barricade, 1x Tarp

Scoring Method: Vickers Count

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

Start Signal: Audible

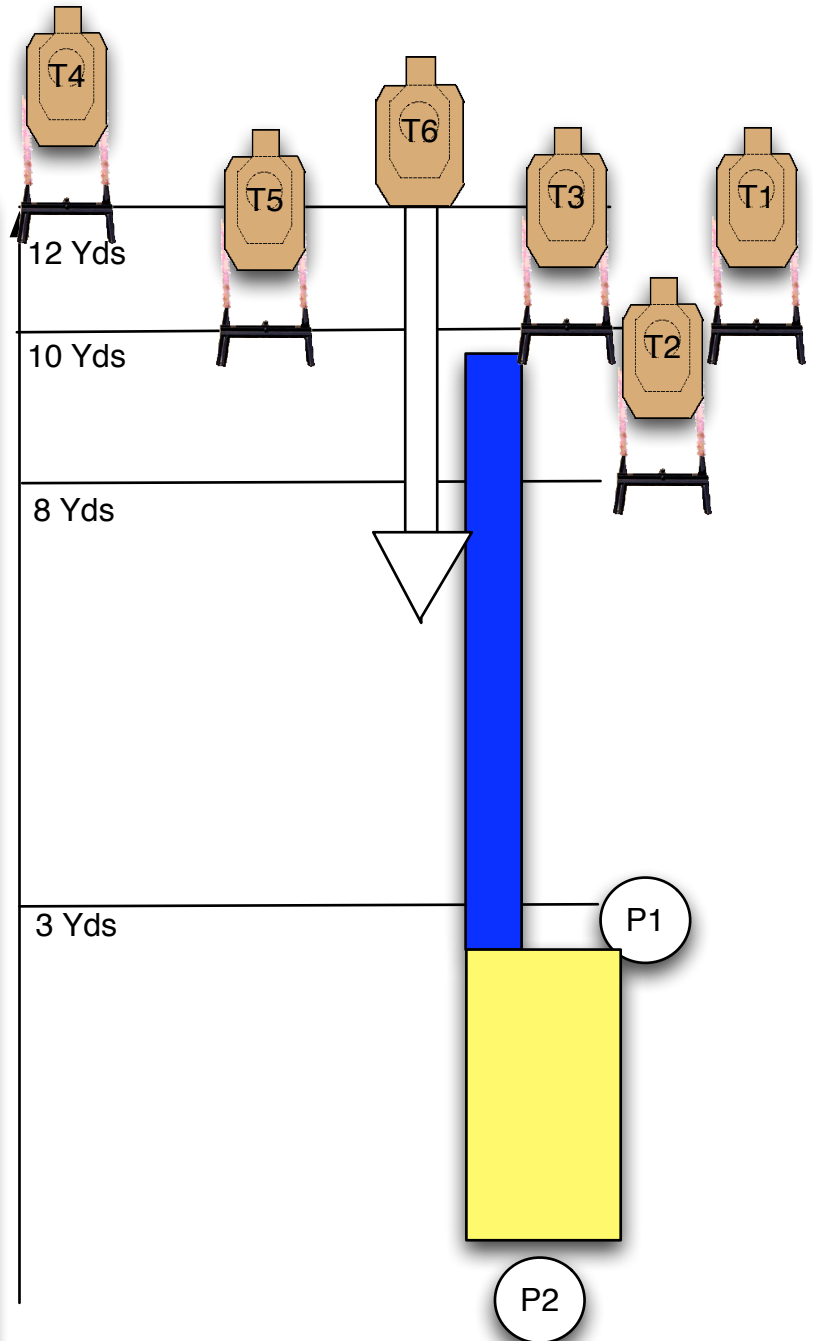
Stop Signal: Last Shot Fired

Scenario: You're locking up your store at the end of the day, when a group of armed men break in. It's very clear that they intend to rob the store, and probably not leave any witnesses. You draw your sidearm and engage the bad guys that came through the front door, only to discover more have come in another entrance.

Procedure: On the start signal, draw and engage targets T1 through T3. Move to Position P2, and engage targets T4 through T6.

Concealment Garment: Required

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. Shooter may engage T1 through T3 while moving to P2, as long as any rounds fired do not hit the walls of the range. T6 should not start moving until the Shooter has engaged T4, and Shooters should be told that all rounds fired at T6 MUST impact the backstop, not the wall. T6 should stop moving when it reaches the Shooter, at which point the Shooter should cease firing. Any additional rounds fired once T6 stops will be treated as a Procedural Penalty.



Stage 2- Bank Deposit

Round Count: 12 rounds

Target Distance: 6 to 12 yards

Targets Required: 6 Threat Targets

Props Required: 2 Non-Threats, 2 Barrels

Scoring Method: Vickers Count

Starting Position: Standing at P1

Start Signal: Audible

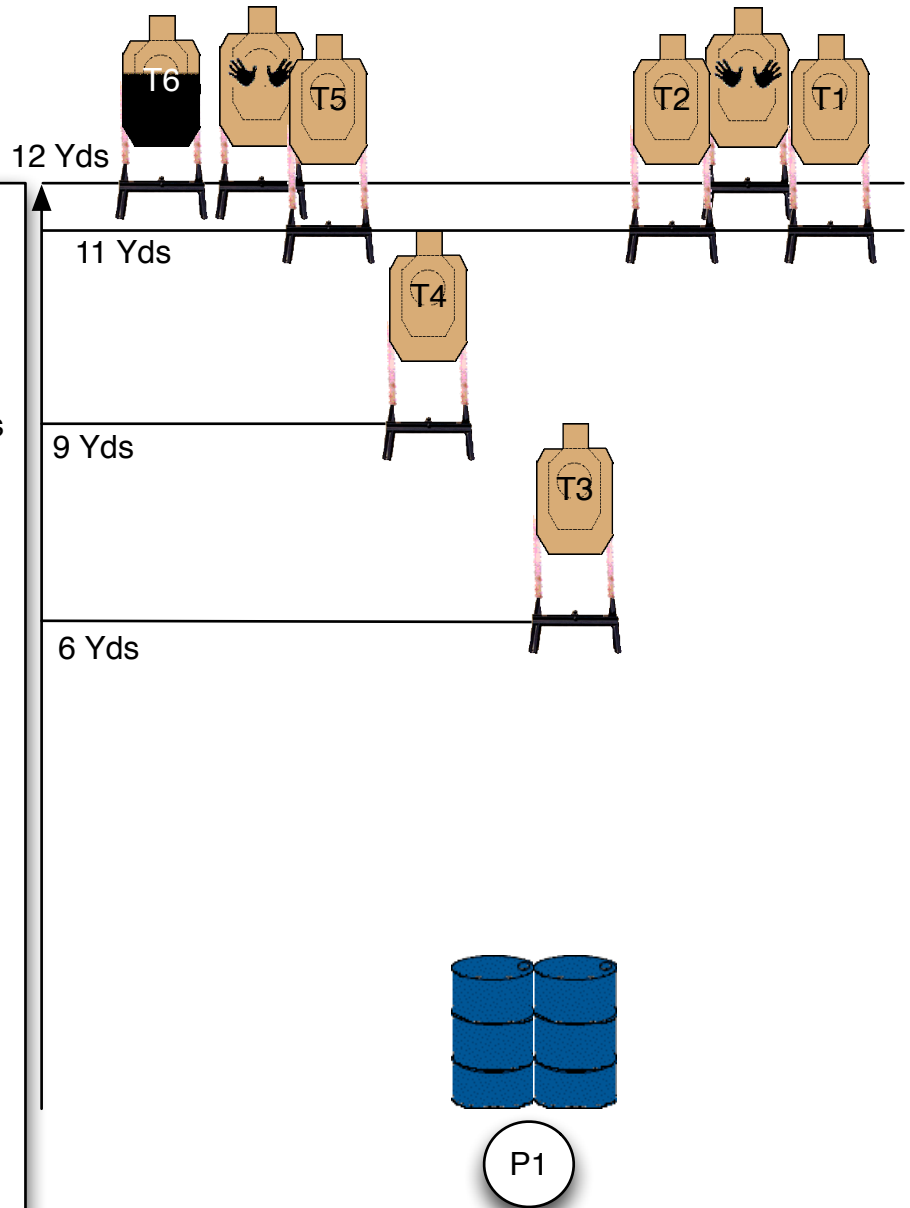
Stop Signal: Last Shot Fired

Scenario: You're at the bank filling out a deposit slip when a group of armed men declare a bank robbery. They all draw weapons, and one gets into the teller's booth. One of them turns towards you and aims his gun at you.

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

Concealment Garment: Required

Scoring: T1 through T6 should have two hits each.



Note: Target heights should vary. The Two No-Shoots should have approximately 50% of their bodies covered by black paint. Hits fully in the black portion of the Non-Threats and T6 are considered misses due to hard cover. Shooter may shoot over top of barrels, but must maintain good cover.



Stage 3- In The Woods

Round Count: 12 rounds

Target Distance: 5 to 12 yards

Targets Required: 6 Threat Targets

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1

Start Signal: Audible

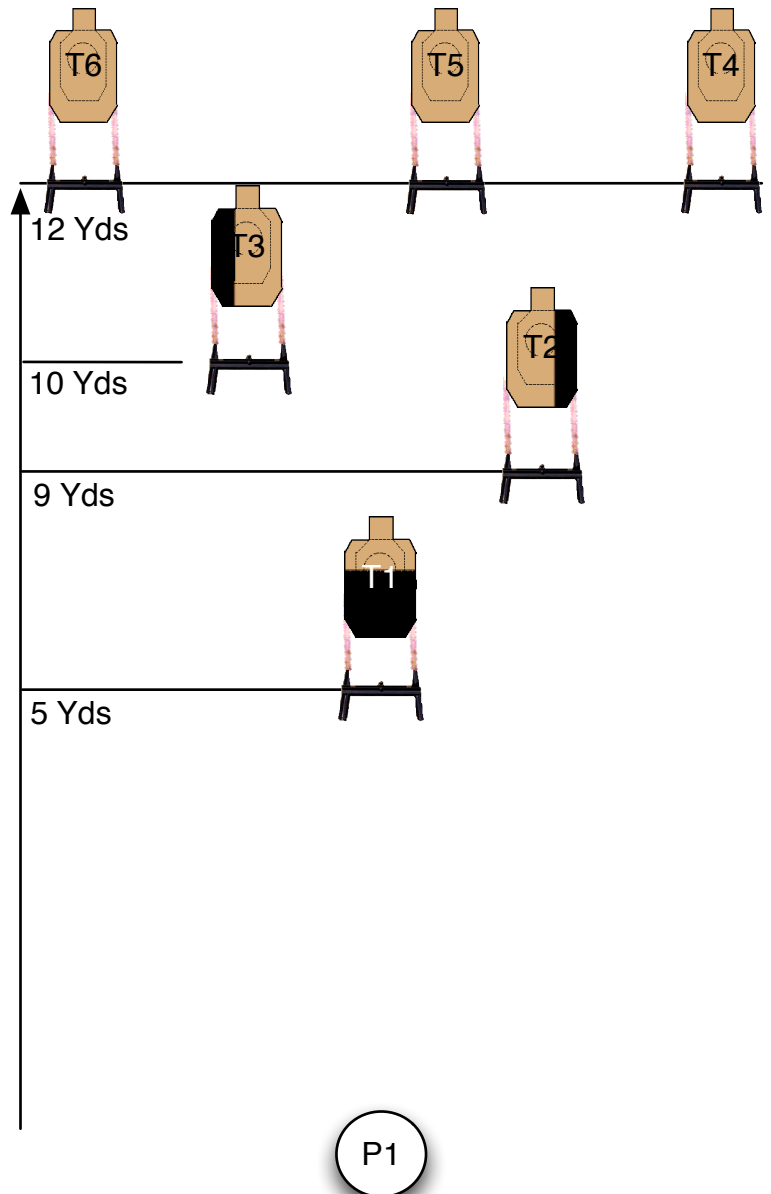
Stop Signal: Last Shot Fired

Scenario: You're out hiking one evening as the sun is setting, and are accosted by a group of gang-bangers who've decided that this area of the woods is perfect for a meth lab. They don't take kindly to your intrusion, and draw weapons to eliminate you as a witness to their drug lab.

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

Concealment Garment: Required

Scoring: All targets should have two (2) hits.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. Hits fully in the black painted sections of Targets T1 through T3 shall be scored as misses. Targets should be engaged in Tactical Priority (near to far) order. Only the front (nearest the standard shooting position) lights should be turned on in the bay. No weapon-mounted lights or lasers, or handheld lights, may be used.



Stage 4- Day In The Park

Round Count: 12 rounds

Target Distance: 7 to 14 yards

Targets Required: 6 Threat Targets

Props Required: 1 Chair, 2 Barrels, 2 Non-Threats

Scoring Method: Vickers Count

Starting Position: Sitting on Chair at P1

Start Signal: Audible

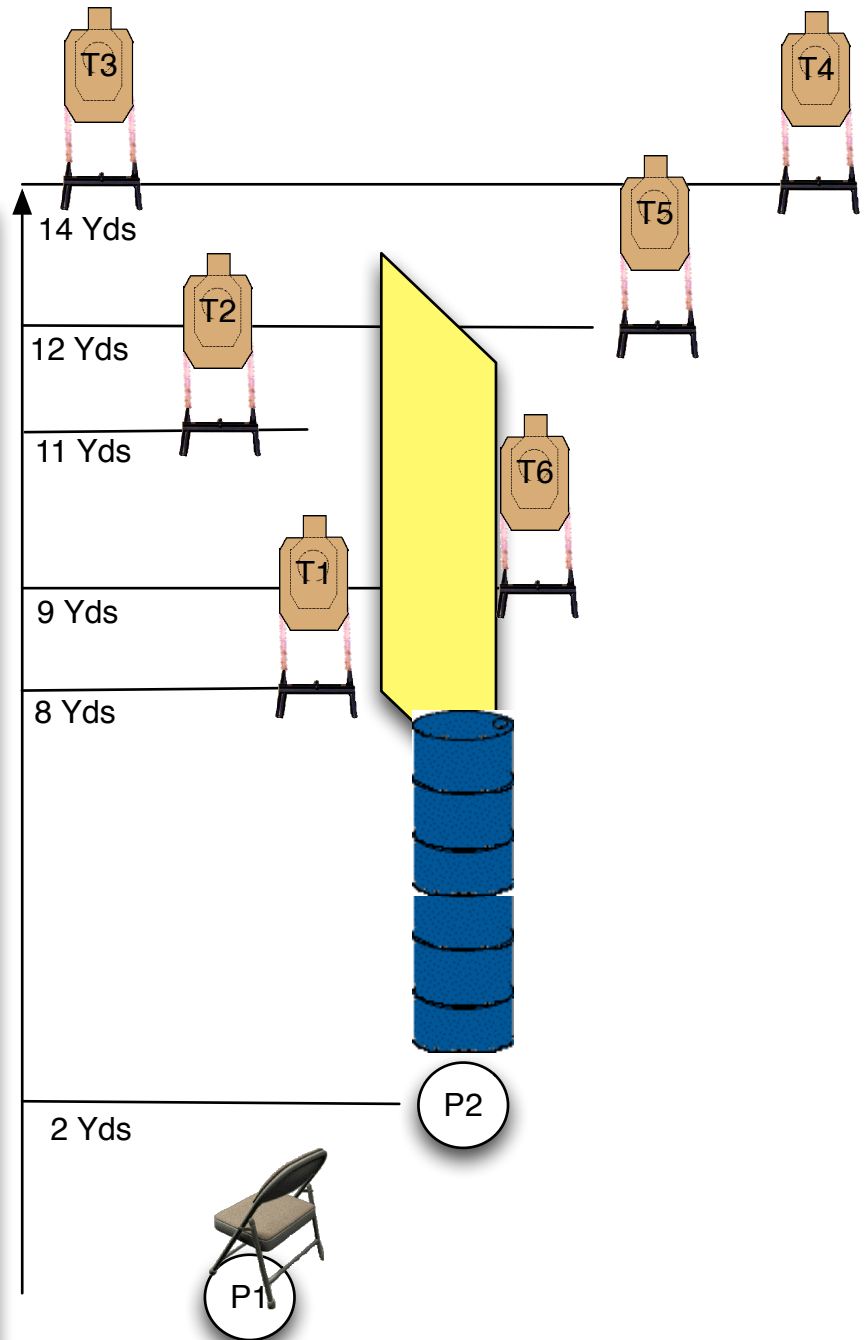
Stop Signal: Last Shot Fired

Scenario: You're relaxing on a bench in the park when a gang of thugs decides to cause some problems. They've decided that everyone in the park must pay them a tribute or face the consequences. When they start brandishing weapons, you decide it's time to defend yourself.

Procedure: On the start signal, stand up, draw and engage Targets T1 through T3. Move to Position P2, and while using the "tree" for cover, engage Targets T4 through T6.

Concealment Garment: Required

Scoring: Targets T1 through T6 should have two (2) hits each.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. Shoot must engage T1 through T3 from P1 only, and T4 through T6 from P2 only.



Side- Cleaning Up

Round Count: 14 rounds

Target Distance: 3 to 12 yards

Targets Required: 7 Threat Targets

Props Required: 2 Barricades, 2 Tarps,
1 Table

Scoring Method: Vickers Count

Starting Position: Standing at P1

Start Signal: Audible

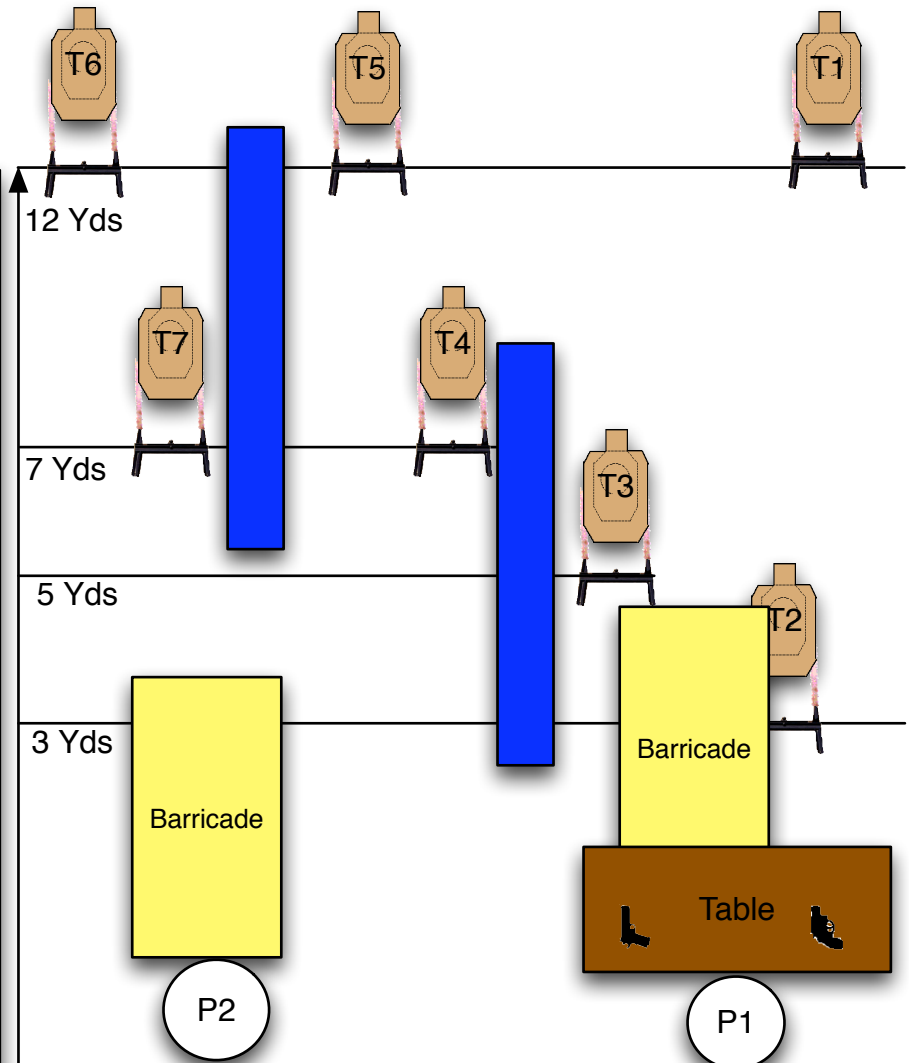
Stop Signal: Last Shot Fired

Scenario: You're taking some time to clean your primary carry gun, when a group of armed thugs break in and try to rob you. You have your back-up gun handy, so you grab it and engage the immediate threats. You then reload your primary carry handgun and engage any remaining threats.

Procedure: On the start signal, pick up your BUG gun and engage targets T1 through T3. when your BUG gun is empty, put it down, pick up and load your primary handgun, and continue engaging threats. When finished engaging targets T1 through T3, move to position P2 and engage the remaining threats.

Concealment Garment: Required

Scoring: Targets 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. Make sure that Shooter does not engage Targets T4 through T7 until after leaving Position P1. Once the Shooter is done with their BUG, they should place it on the table with the muzzle pointed down range.