



Stage 1: Mini Mart Madness

Round Count: 13

Target Distance: 1 to 10 yds

Targets Required: 5x Standard Threats,
1x Popper, 1x Max Trap

Props Required: 1x Table, 2x Barricade,
2x Tarp, 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing facing down
range at position P1,
hands on the table.

Start Signal: Audible

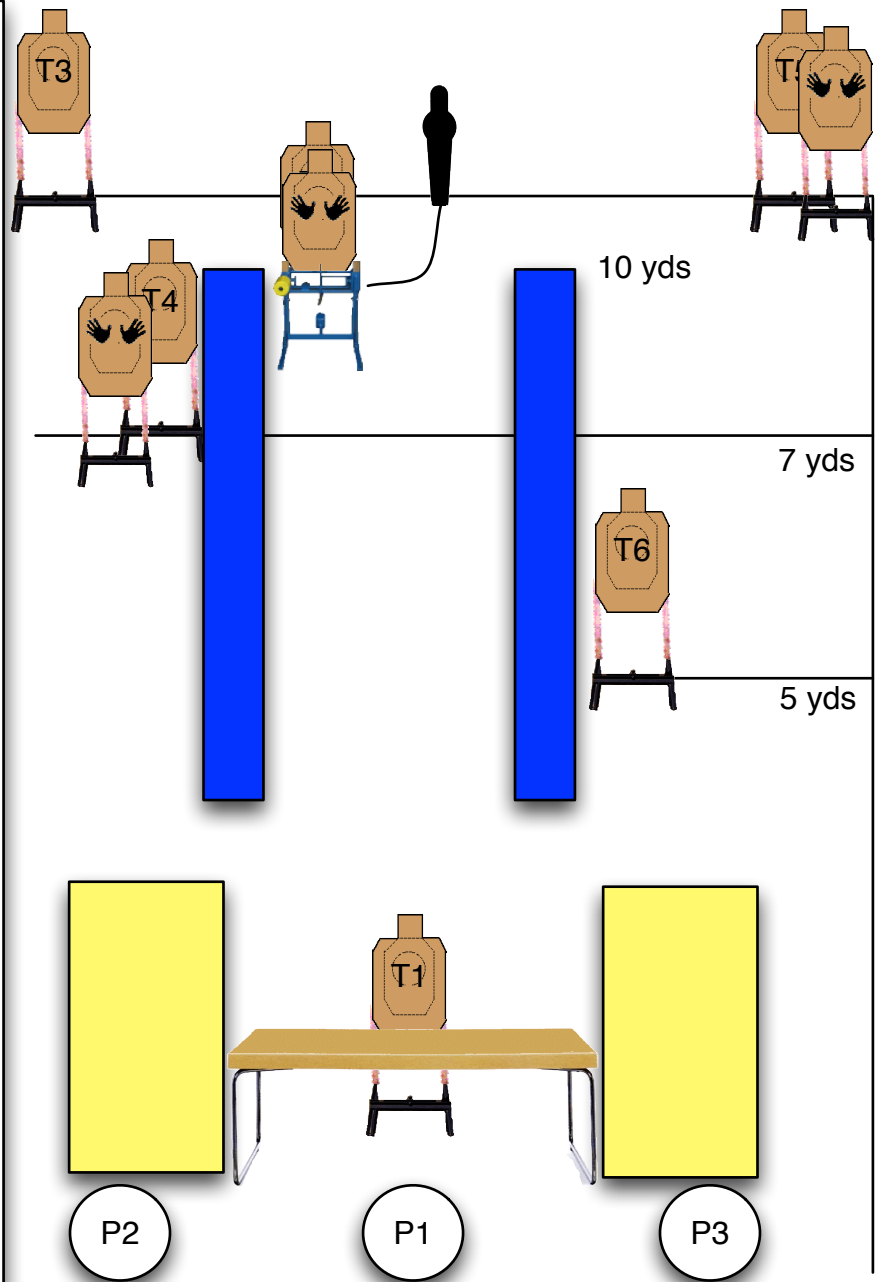
Stop Signal: Last Shot Fired

Scenario: You're working at your Mini Mart
when a group of "customers"
draw weapons and threaten you and your
customers. Thankfully, you're armed and
are able to defend yourself and the
innocent bystanders.

Concealment Garment: Required

Procedure: On the start signal, engage
T1, PP1, and T2 from P1.
Then move to one side to engage the
threats on that side. Finally, move to the
opposite side and engage the final threats.

Scoring: T1 through T6 should have 2 hits
each. All steel must fall.



Notes: Non-Threats should not cover more than a third of the threat target they are in front of. Shooter may move to either P2 or P3 after finished engaging T1, PP1, and T2 from P1. T3 and T4 may only be engaged from P2, and T5 and T6 may only be engaged from P3. Shooter does NOT need to use the table as cover. When at positions P2 and P3, Shooter must engage from the "outside" of the barricades.



Stage 2: Gone Flat

Round Count: 13

Target Distance: 3 to 10 yds

Targets Required: 5x Standard Threats, 1x Popper, 1x Drop-Turner

Props Required: 1x Car Silhouette

Scoring Method: Vickers Count

Starting Position: On knees at P1, hands on "tire".

Start Signal: Audible

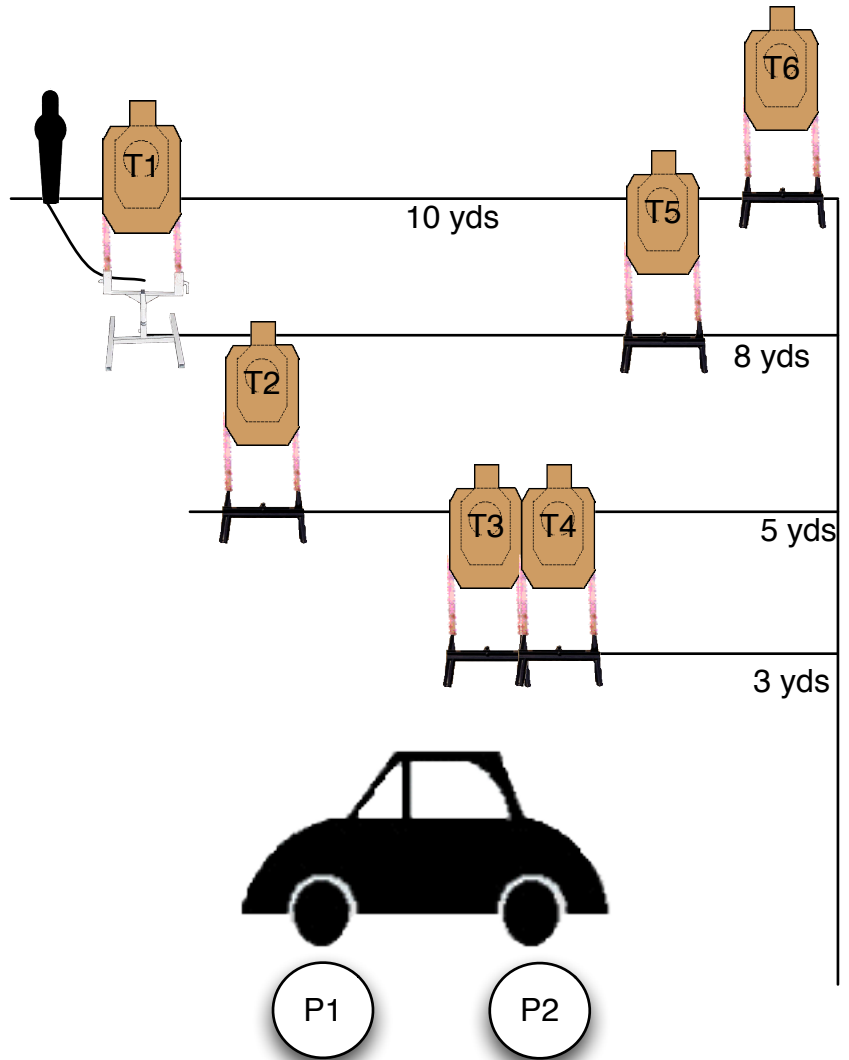
Stop Signal: Last Shot Fired

Scenario: Just your luck- you get a flat in a less-than-stellar part of town. While you're trying to rush through a tire change, you've attracted the attention of the local thugs. They figure that you don't really need your car, and they plan on taking it off your hands. While they're at it, they plan on leaving you in a dumpster in some part of town. Thankfully, you're armed and are able to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, draw your handgun and engage PP1, T1, and T2 from the front of the car. Then move to the rear of the car and engage T3 through T6.

Scoring: T1 through T6 should have 2 hits each. All steel must fall.



Notes: Shooter may engage from low cover (shooting around the car) or may shoot over the hood and trunk. Shooters may engage PP1, T1, and T2 only from the "front" of the car, and T3 through T6 only from the "rear" of the car. No shooting through the windows is allowed. Engagement order will depend on how the Shooter uses cover. All threats must be engaged either near to far, if shooting over the car, or via slicing the pie.



Stage 3: Nightmare

Round Count: 12

Target Distance: 1 to 10 yds

Targets Required: 6x Standard Threats

Props Required: 1x Table, 2x Barricades, 3x Tarps, 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Laying on cot at P1, loaded handgun and extra magazines/speedloaders on "nightstand".

Start Signal: Audible

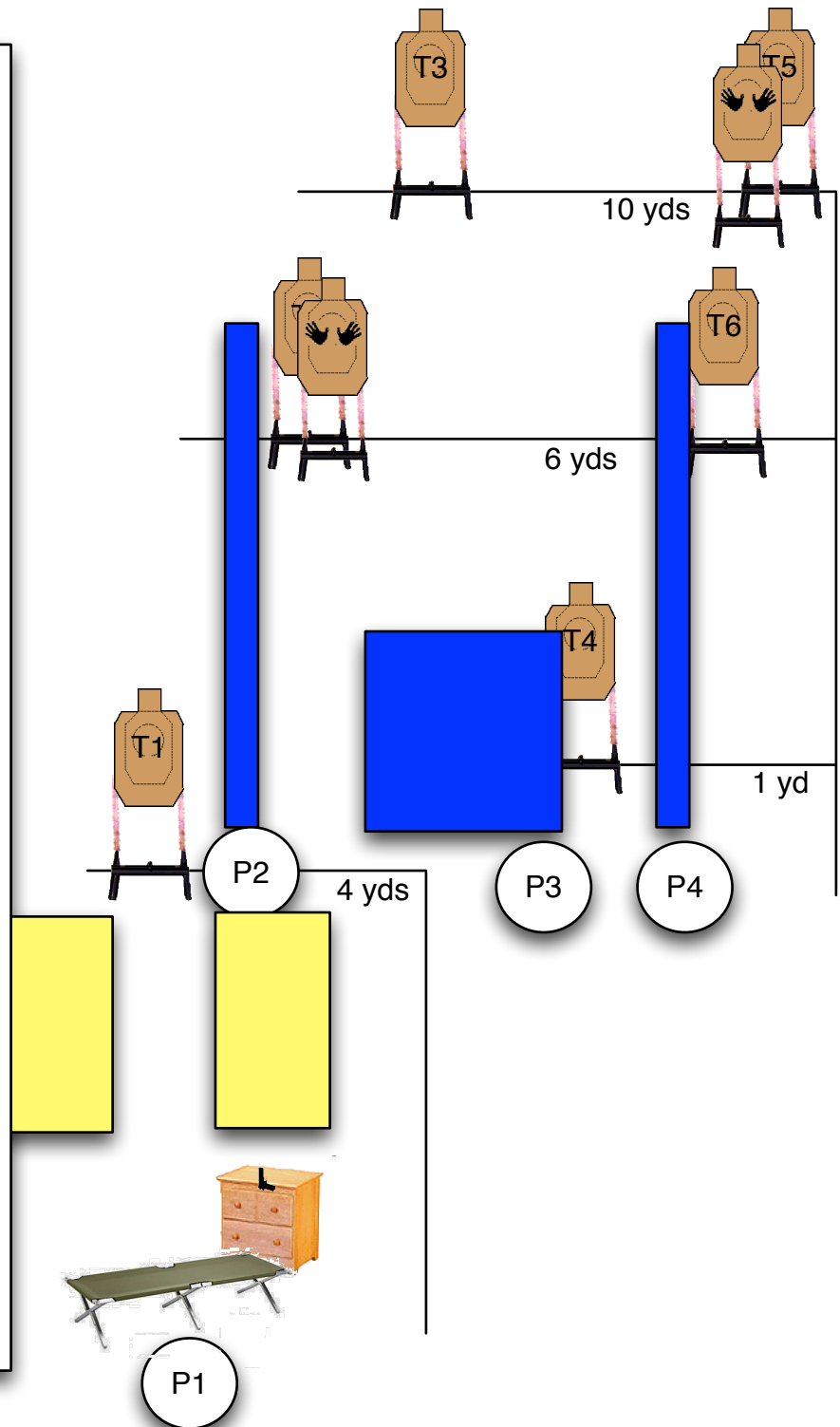
Stop Signal: Last Shot Fired

Scenario: You're taking a nap in bed when you hear the door get kicked in and a loud commotion in your house. You get up and arm yourself only to discover a group of armed intruders has broken in and is threatening your family. Take action to save their lives!

Concealment Garment: Not Required

Procedure: On the start signal, get up from the cot and retrieve your handgun and engage T1, then grab any extra magazines or speedloaders from the table and engage the remaining threats as you see them.

Scoring: T1 through T6 should have 2 hits each.



Notes: Shooter can *NOT* use magazine or speedloader holders- they must either carry them in hands or stuff them into a pocket or waistband. Shooter must engage T1 immediately, before grabbing any extra ammunition. Shooter does not need to use cover while engaging T1. Shooter can engage T2 and T3 from position P2 only. T4 can be engaged from P3 only. T5 and T6 can be engaged from P4 only. T5 should be no more than 1/3 obscured by the non-threat, and T2 should be 1/2 obscured.



Stage 4: Standards #2

Round Count: 12

Target Distance: 10 to 20 yds

Targets Required: 6x Standard Threats

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Standing at Position P1, hands at side.

Start Signal: Audible

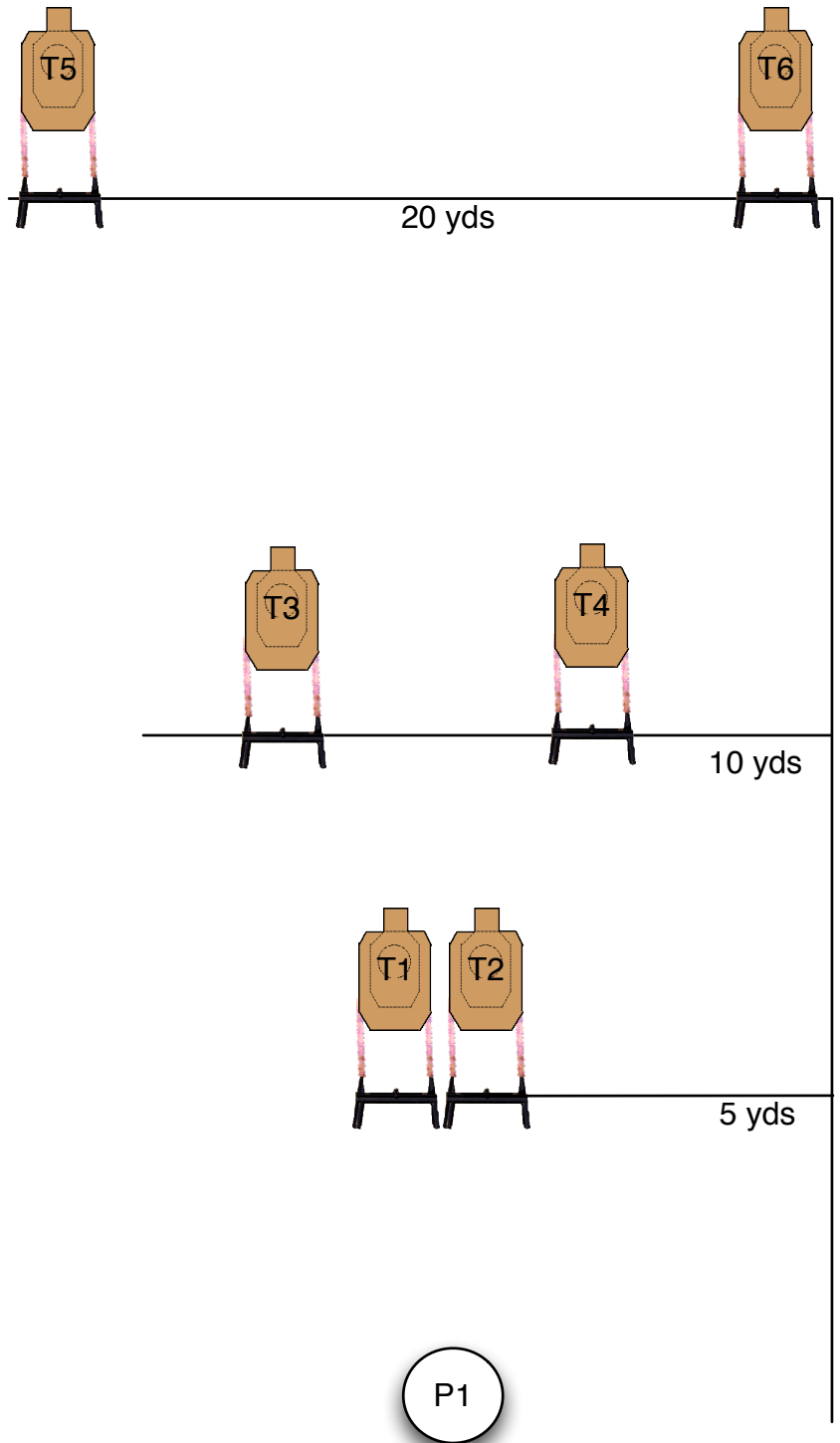
Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, engage all threats with 2 rounds each in Tactical Sequence.

Scoring: T1 through T6 should have 2 hits each.



Notes: Target heights should vary. Shooter must engage threats near-to-far as well as in Tactical Sequence. Shooter must load magazines to division maximum.



Side Match: Armed Response

Round Count: 16

Target Distance: 7 to 20 yds

Targets Required: 8 Standard Threats

Props Required: 1x Table, 1x Barricade, 1x Tarp, 2x Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

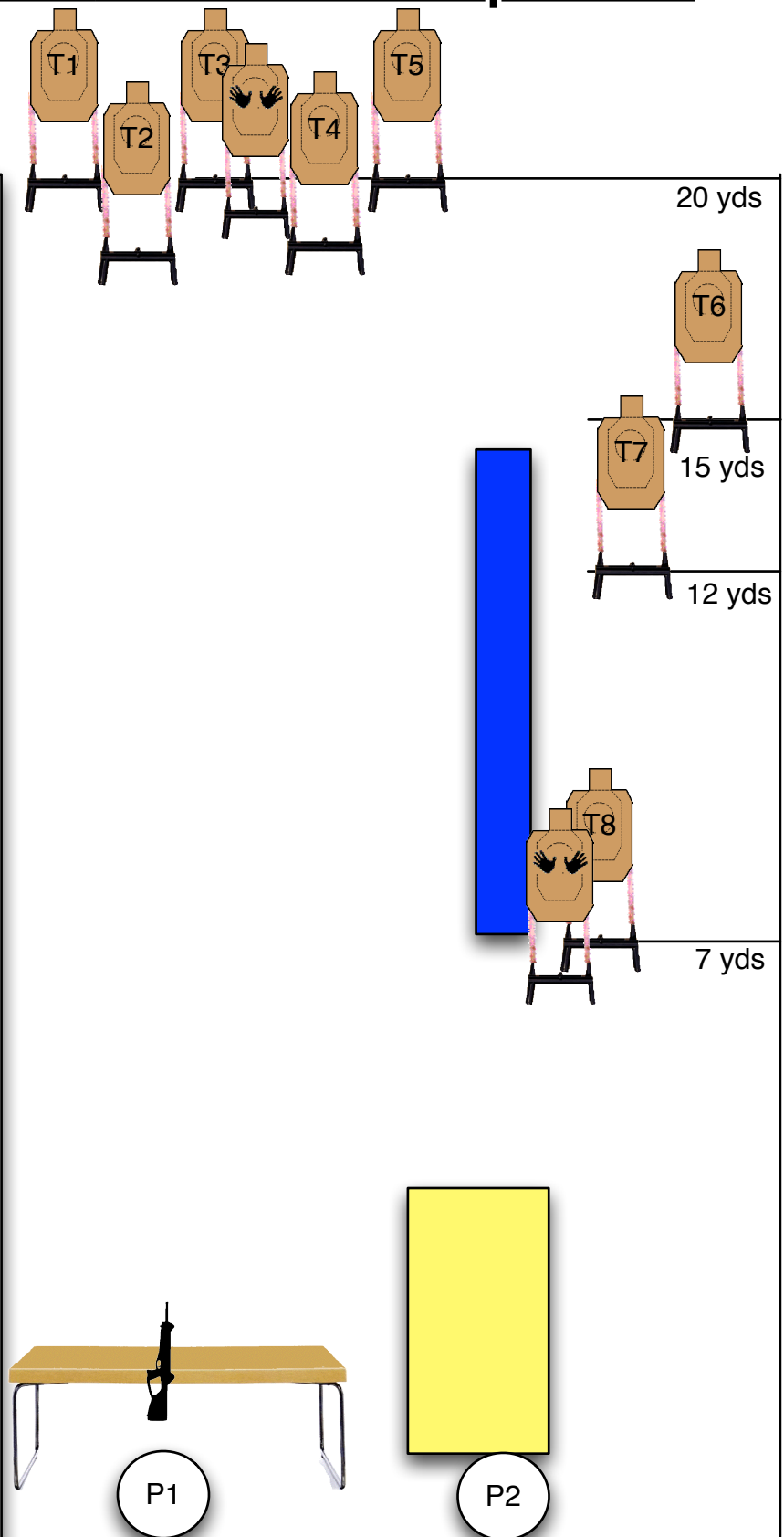
Stop Signal: Last Shot Fired

Scenario: You're a security Guard responding to a silent alarm in a warehouse at the plant you work at. Nothing seems out of place until you enter the main storage area, where you discover a group of armed intruders holding one of your coworkers hostage. You neutralize those threats and then move to a hallway where you hear a scuffle. You discover some more armed intruders there, fighting with another employee.

Concealment Garment: Not Required

Procedure: On the start signal, engage T1 through T5 from P1. When finished engaging T1 through T5, put the empty carbine down on the table and move to P2 to engage T6 through T8.

Scoring: T1 through T8 should have 2 hits each.



Notes: Non-Threats should not cover more than a third of the threat target they are in front of. Rear most targets should be staggered between 18 and 20 yards, but are all considered an equal threat. Carbine must be empty before the Shooter moves from P1. Shooter may engage T1 through T5 with handgun, but only from P1.