



Stage 1- Mall Walkers

Round Count: 13

Target Distance: 5 to 12 yds

Targets Required: 5x Standard Threats,
1x Popper, 1x
Double Swinger

Props Required: 1x Barricade, 1x Tarp

Scoring Method: Vickers Count

Starting Position: Standing facing down
range at position P1,
hands relaxed at sides.

Start Signal: Audible

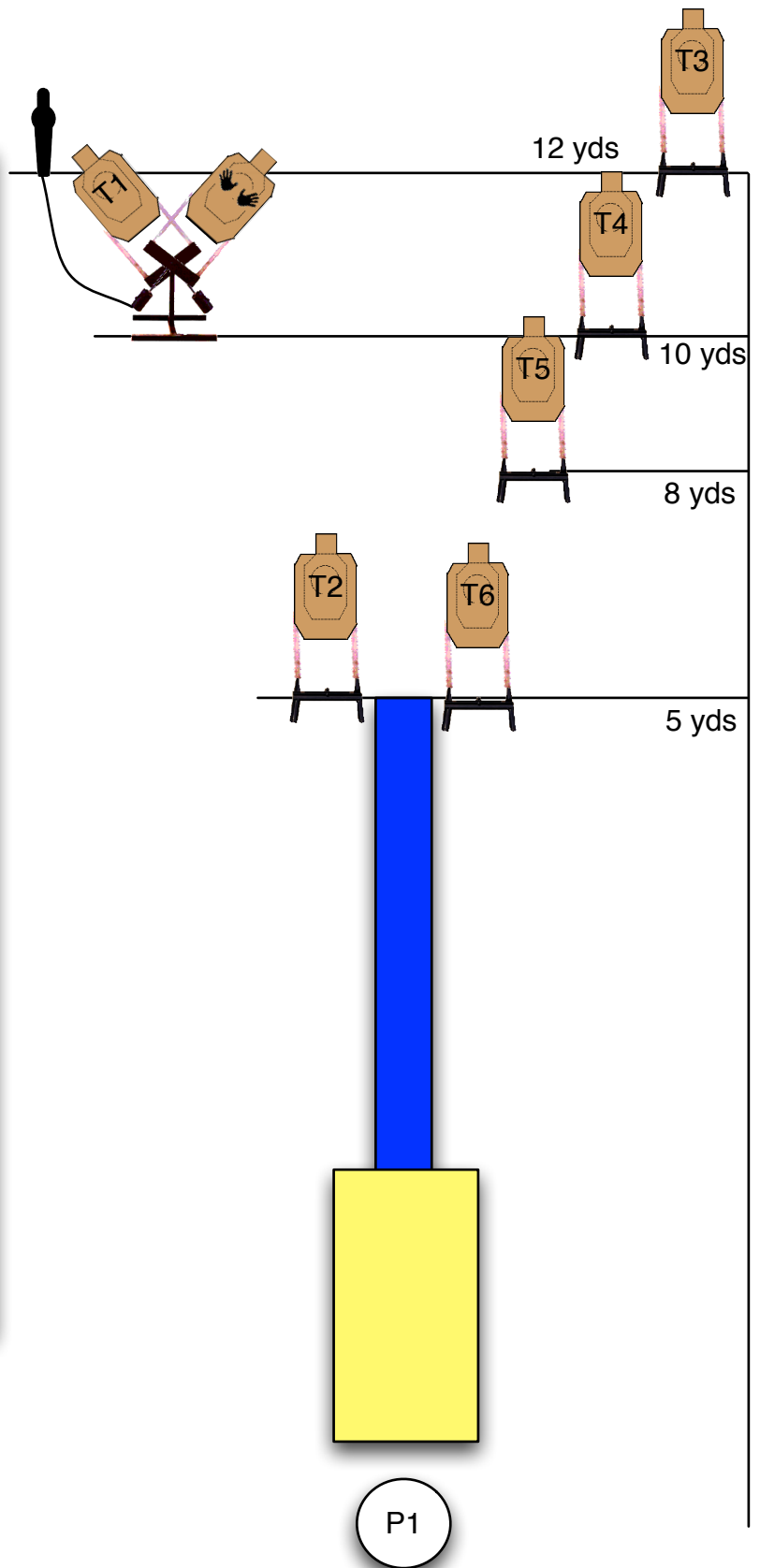
Stop Signal: Last Shot Fired

Scenario: You're working as a security guard
at the local mall, when a group of
armed gangbangers decides to cause a
ruckus. They're in the mall shooting at
random, and you have to stop them before an
innocent bystander gets hurt.

Concealment Garment: Not Required

Procedure: On the start signal,

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



Notes: Shooter may engage PP1, T1, and T2 only from the left side of the barricade, and T3 through T6 only from the right side of the barricade. Shooter may begin on either the left or right side of the barricade.



Stage 2: Bad Commute

Round Count: 18

Target Distance: 3-12 yds

Targets Required: 6x Standard Threats,
1x Popper

Props Required: 2x No Shoots

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides..

Start Signal: Audible

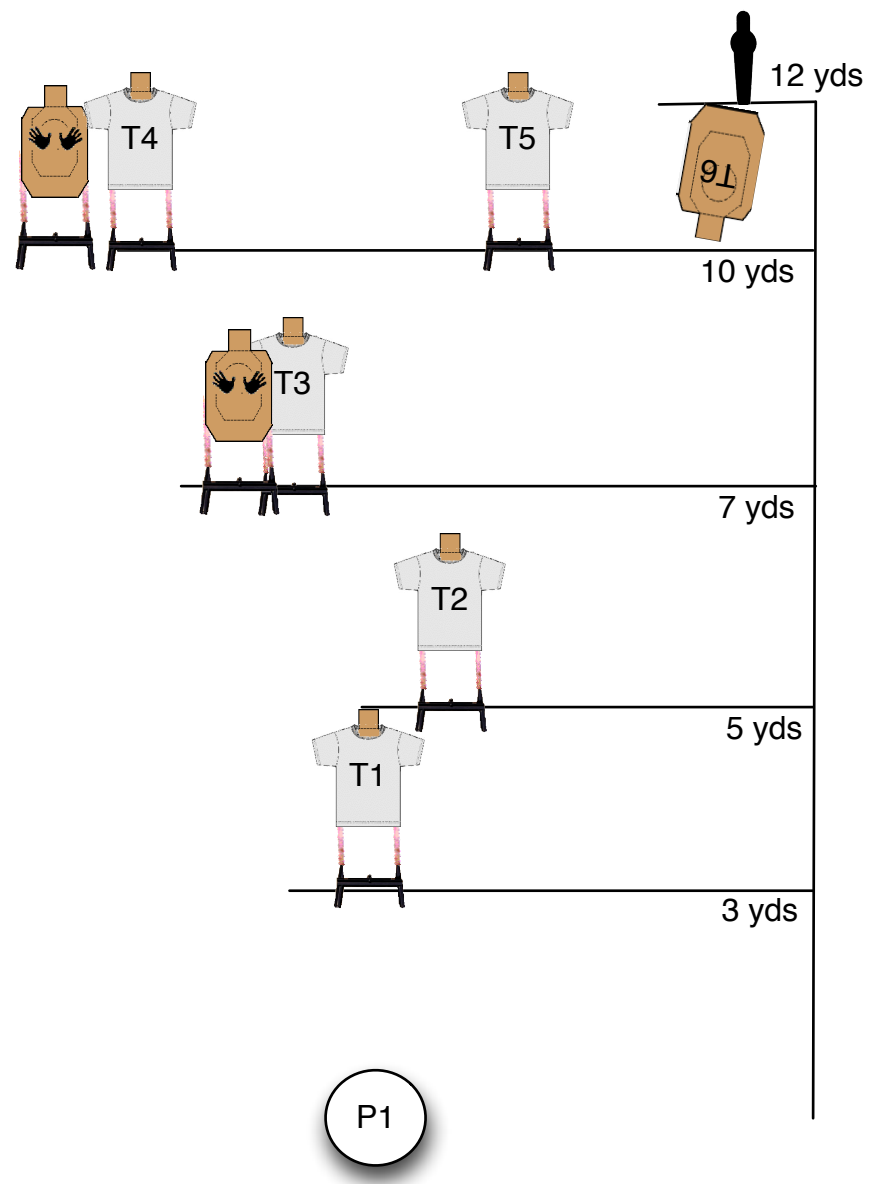
Stop Signal: Last Shot Fired

Scenario: Their you are minding your own business at the train station, when a group of terrorists attacks. Thankfully, you're armed and can fight back. Some of the terrorists seem to be wearing body armor, so failure drills are in order.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats. Threats with t-shirts require two hits to the body and one to the head. Threats without t-shirts require 2 hits.

Scoring: T1 through T5 should have 2 hits to the body and 1 hit to the head each. T6 requires 2 hits to the body. All steel must fall.



Notes: Target T6 is attached to the Popper. Targets must be engaged near to far. Target heights should vary, and should be set up so that shoot-throughs are not likely.



Stage 3- Deposit Defense

Round Count: 13

Target Distance: <1 to 10 yds

Targets Required: 1x Popper, 1x Swinger,
5x Standard Threats

Props Required: 1x No Shoot, 1x Barrel,
1x Briefcase

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides, holding the briefcase in weak hand.

Start Signal: Audible

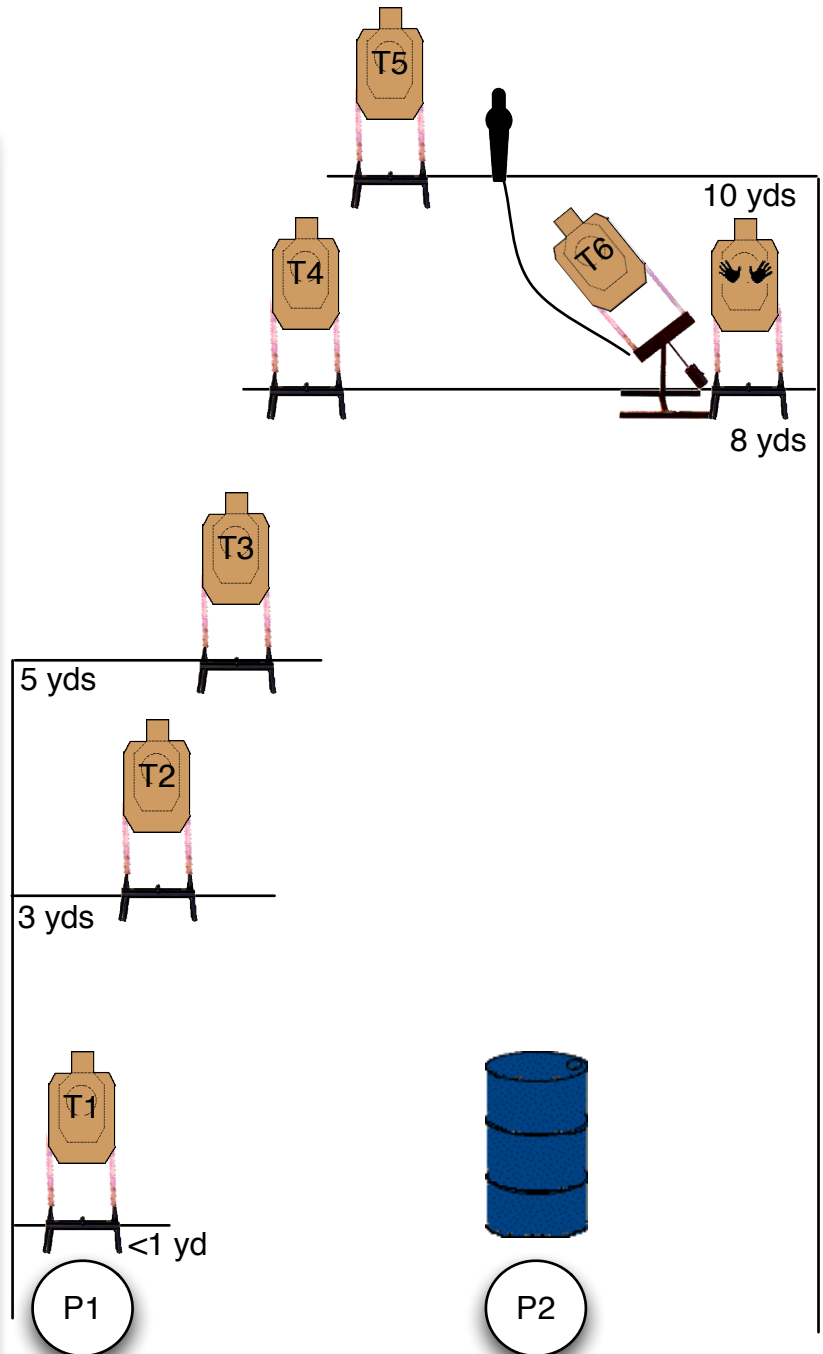
Stop Signal: Last Shot Fired

Scenario: You're on your way to bank to deposit your store's income for the day, when you're accosted by a group of armed robbers. In fear of your life, you drawn your weapon and engage the bad guys while moving to escape the situation.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 from close retention. Engage T2 and T3 while moving to cover at P2. T4 and T5 may be engaged while moving or from cover at P2. You cannot put down the briefcase until you arrive at P2. Finally, engage PP1 and T6 from cover at P2.

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



Notes: T1 must be engaged from close retention before moving, and cannot be re-engaged once the Shooter has left P1. T2 and T3 **must** be engaged on the move, and cannot be re-engaged once the Shooter has arrived at P2. T4 and T5 may be engaged while moving to P2, or may be engaged from cover at P2. Shooter may put down the briefcase at P2 and engage remaining targets freestyle. At P2, Shooter must shoot around the barrel, not over the top.



Stage 4- Incoming

Round Count: 18

Target Distance: 2 to 10 yds

Targets Required: 3x Standard Threats,

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Standing facing down range at positions P1, P2, and P3.

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

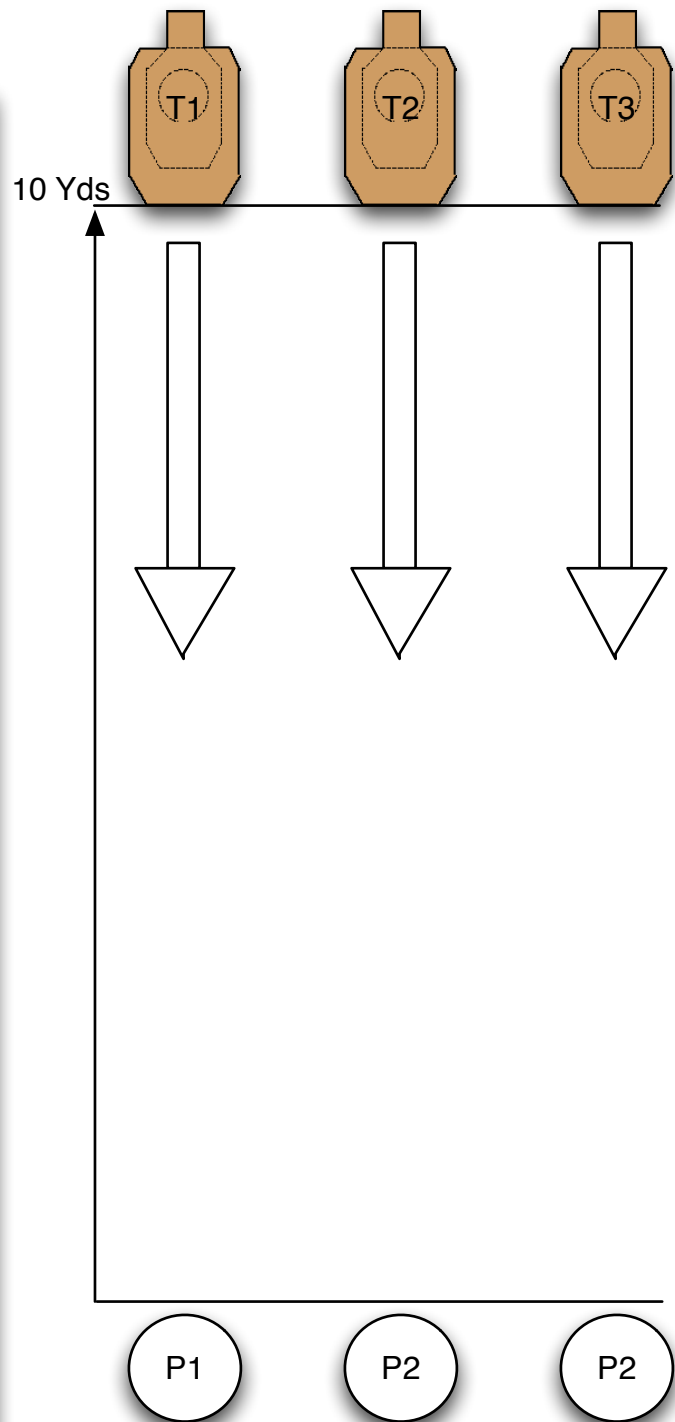
Procedure: Load all magazines to 6 rounds only.

String #1: Shooter begins at position P1. On the start signal, shooter will draw and engage the advancing target T1 with 6 (six) rounds freestyle.

String #2: Shooter begins at position P2. On the start signal, shooter will draw and engage the advancing target T2 with 6 (six) rounds, strong hand only.

String #3: Shooter begins at position P3, with the gun in the weak hand at a low ready position. On The start signal, shooter will engage the advancing target T3 with 6 (six) rounds, weak hand only.

Scoring: T1 through T3 should have 6 hits each.



Note: Targets are attached to the moving target holders overhead. Some one will be needed to start and stop the target holders. Targets should start moving on the start signal, and stop moving when they are within 2 yards of the shooter. Care must be taken to stop the targets before they reach the shooter. Shooting positions are centered on their respective targets. Shooter must cease fire when the targets stop moving.



Side Match: Stealing Christmas

Round Count: 9

Target Distance: 5 to 15 yds

Targets Required: 3x Standard Threats,
3x Poppers

Props Required: 2x Tables, 1x Barricade,
1x Tarp

Scoring Method: Vickers Count

Starting Position: Standing facing down
range at position P1,
shotgun and 3 shotgun shells on the table.

Start Signal: Audible

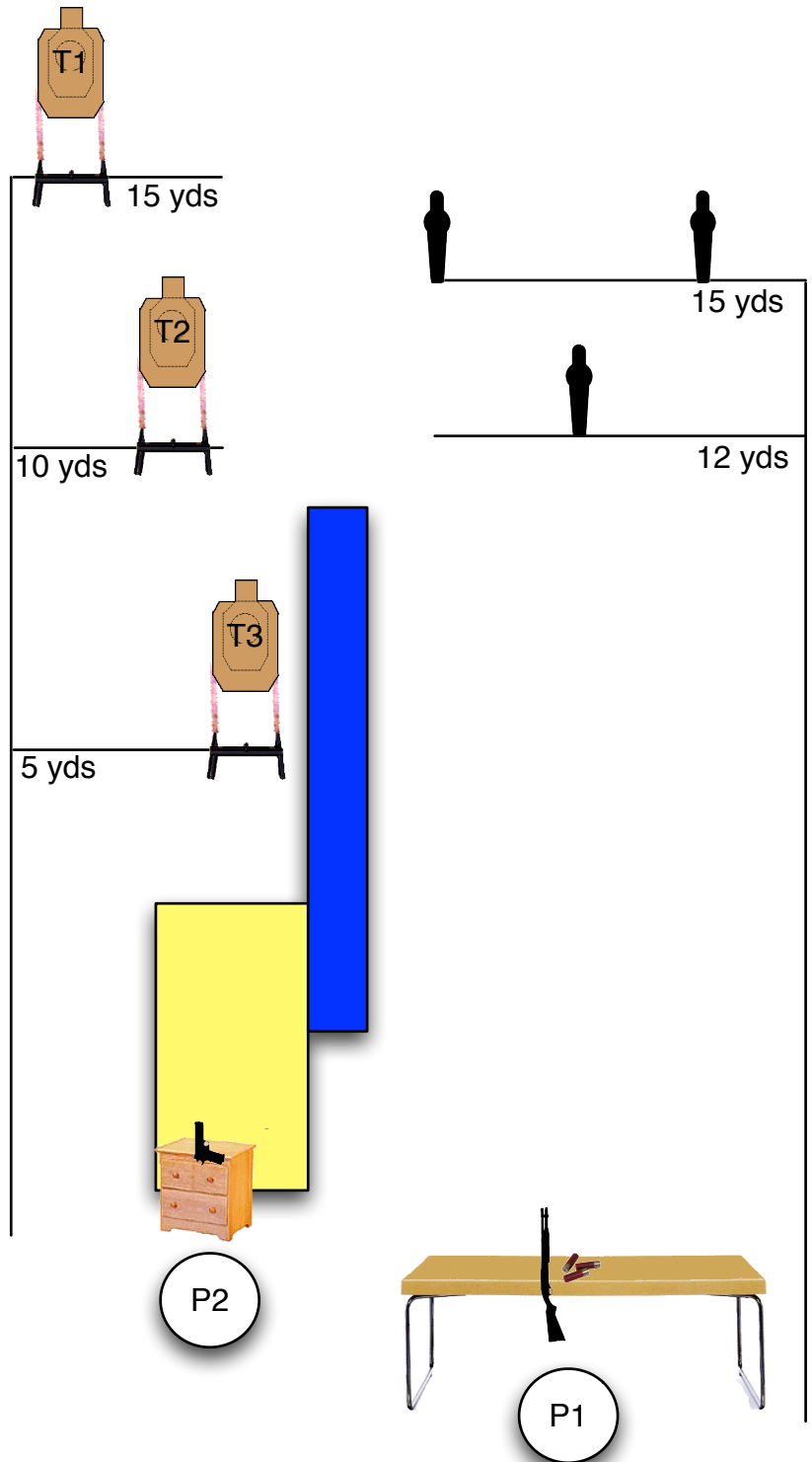
Stop Signal: Last Shot Fired

Scenario: So you're at home admiring the
new shotgun you received for
Christmas, when a bunch of thugs breaks
in to take it away. You quickly load up with
the few shells you have handy and fight
your way to your handgun in the other
room.

Concealment Garment: Not Required

Procedure: On the start signal, engage
PP1 through PP3 from P1
with the shotgun. Once done, put the
empty shotgun down on the table, move to
P2, retrieve your handgun, and engage T1
through T3.

Scoring: T1 through T3 should have 2 hits
each. All steel must fall.



Notes: PP1 through PP3 MUST be engaged from P1. If the Shooter fails to knock them over with the shotgun, they must engage them with their handgun AFTER retrieving their handgun and engaging T1 through T3.