



Stage 1: Watch, Wallet, Gun



Round Count: 13

Target Distance: 1-12 yards

Targets Required: 5 Threat Targets, 1x Popper, 1x Max Trap

Props Required: 2x Barricades, 1x Tarp, 1x Swinger No-Shoot

Scoring Method: Vickers Count

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

Start Signal: Audible

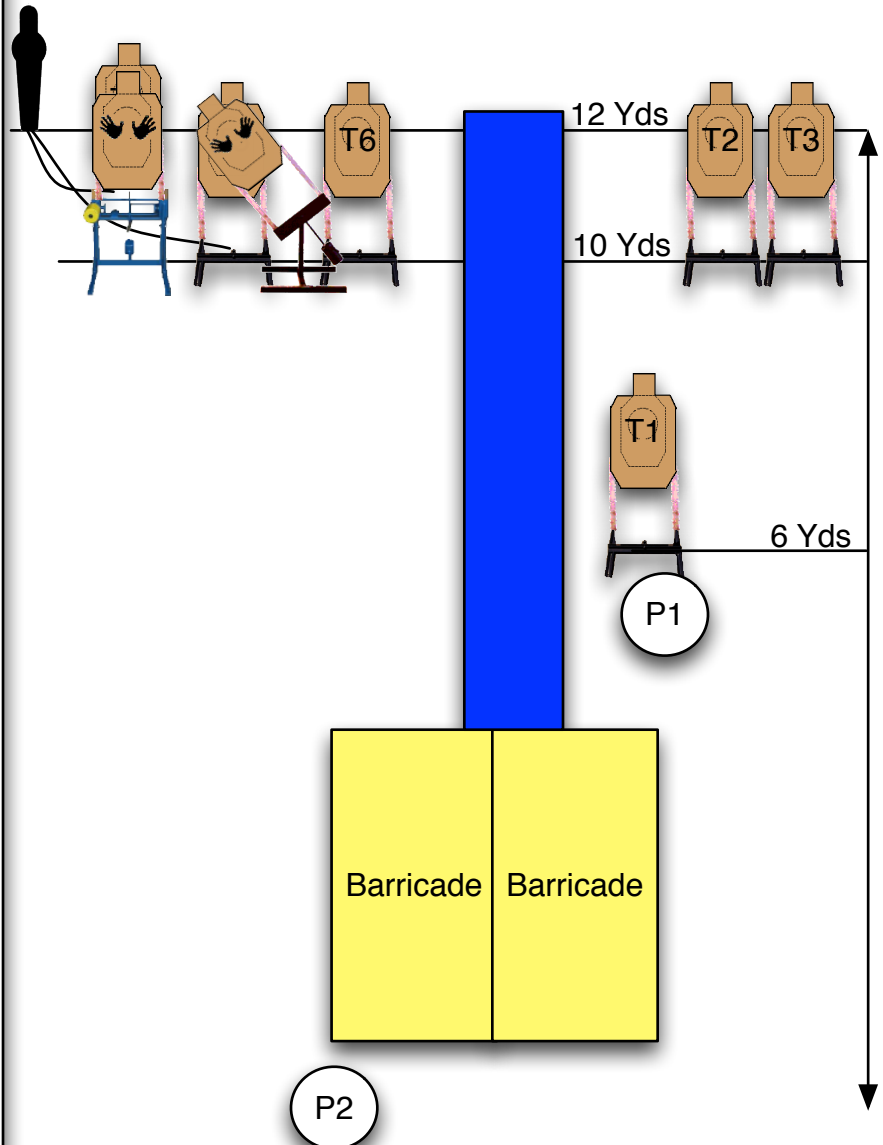
Stop Signal: Last Shot Fired

Scenario: You're walking in town when you're confronted by a group of armed gangbangers. They demand your wallet and watch. Thankfully, you're armed and are able to defend yourself. You engage the immediate threats and move to cover, only to discover more armed gangbangers threatening some other citizens, so you engage them as well when they see you.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 from close retention. Then retreat to the barricades, engaging T2 and T3 while retreating. At P2, engage PP1 and T4 through T6.

Scoring: All threats must have two hits.
All steel must fall.



Notes: Target heights should vary. Max Trap should be set so that threat is a disappearing target. Popper activates both Max Trap and Swinger. T5 and T6 should remain visible if Swinger stops moving.



Stage 2: Armored Bill



Round Count: 18

Target Distance: 8 yards

Targets Required: 3 Threat Targets

Props Required: 1 barricade

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

Stop Signal: Last Shot Fired

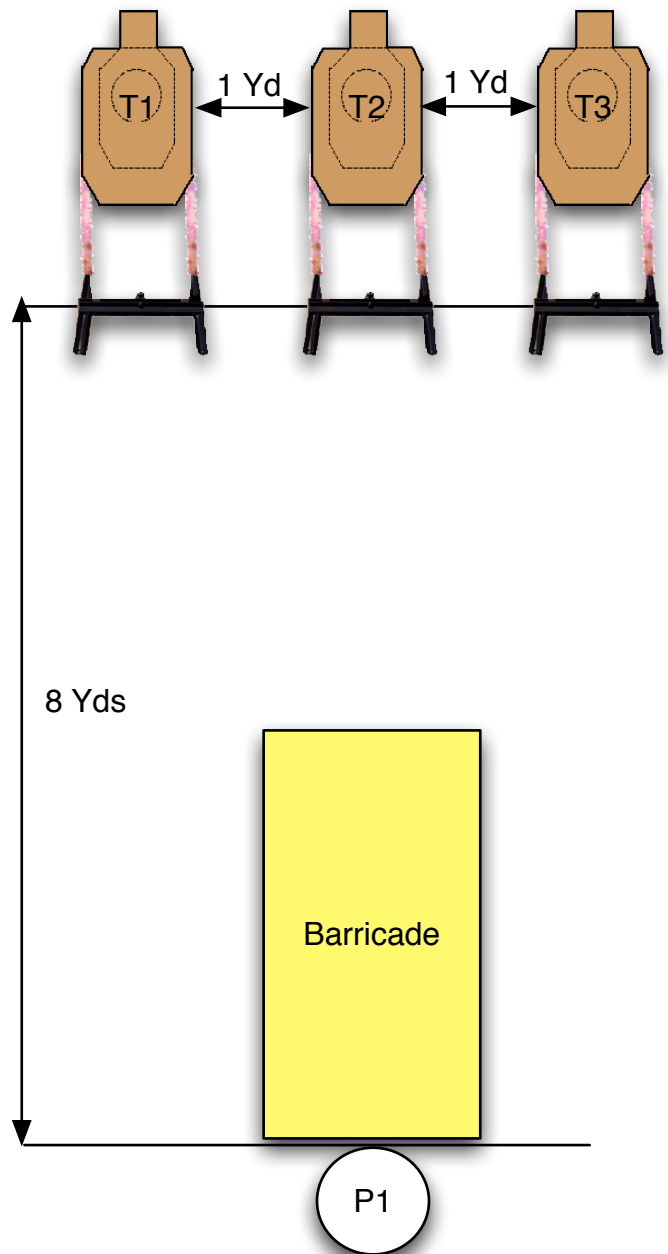
Scenario: None. This is a standards stage.

Concealment Garment: NOT Required

Procedure: Load all magazines to 6 rounds only.

Shooter begins at position P1. On the start signal, shooter will draw and engage T1 or T3 from either the left or right side of the barricade, respectively, with a total of six (6) rounds- four (4) to the body and two (2) to the head. Shooter will then reload behind cover and alternate which side of the barricade targets are engaged from. Targets should be engaged in one of these orders: T1 from the left side of barricade, T3 from the right side, and T2 from the left side, *OR* T3 from the right side, T1 from the left side, and T2 from the right side. All reloads must be done behind cover, and the shooter must use the barricade for cover when engaging the threats.

Scoring: T1 through T3 should each have 6 hits consisting of 4 body hits and 2 head hits.



Notes: Barricade and position P1 are centered on target T2. Target heights should vary somewhat.



Stage 3: Protection



Round Count: 13

Target Distance: 5-12 yards

Targets Required: 5 Threat Targets,
1x Popper, 1x Double Swinger

Props Required: 1x No-Shoot, 1x Tarp,
2x Barricades

Scoring Method: Vickers Count

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

Start Signal: Audible

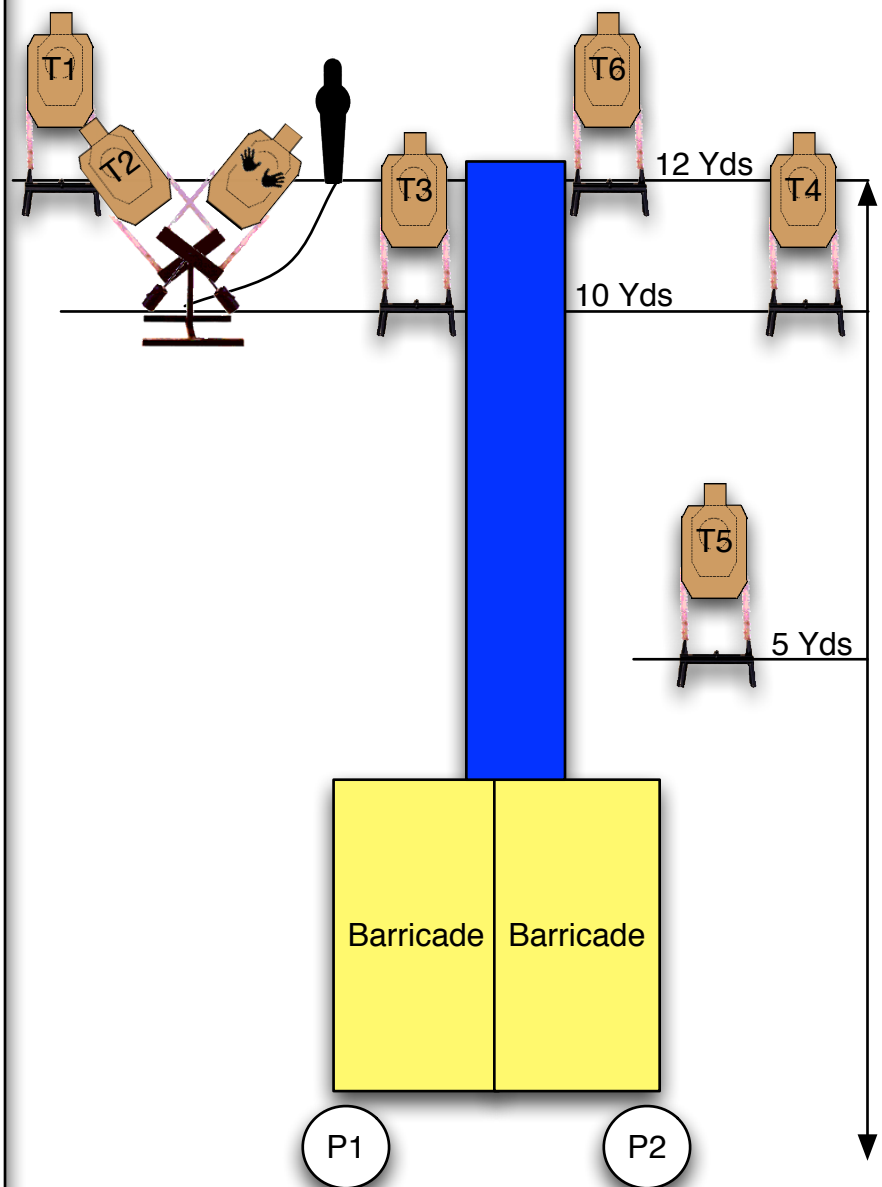
Stop Signal: Last Shot Fired

Scenario: You come back from lunch to your small office, only to discover the local gangbangers are demanding protection money and threatening your partner. Being armed and realizing that time is short, you engage them to save your partner's life.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats visible from position P1. Move to Position P2 and engage any remaining threats.

Scoring: All threats must have two hits.
All steel must fall.



Notes: Target heights should vary. Double swinger should be set so that threat target swings faster than non-threat, and non-threat is in front of the threat.



Stage 4: Interception



Round Count: 18

Target Distance: 5-10 yards

Targets Required: 6x Threat Targets, all with t-shirts

Props Required: 1x Barricade

Scoring Method: Vickers Count

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

Start Signal: Audible

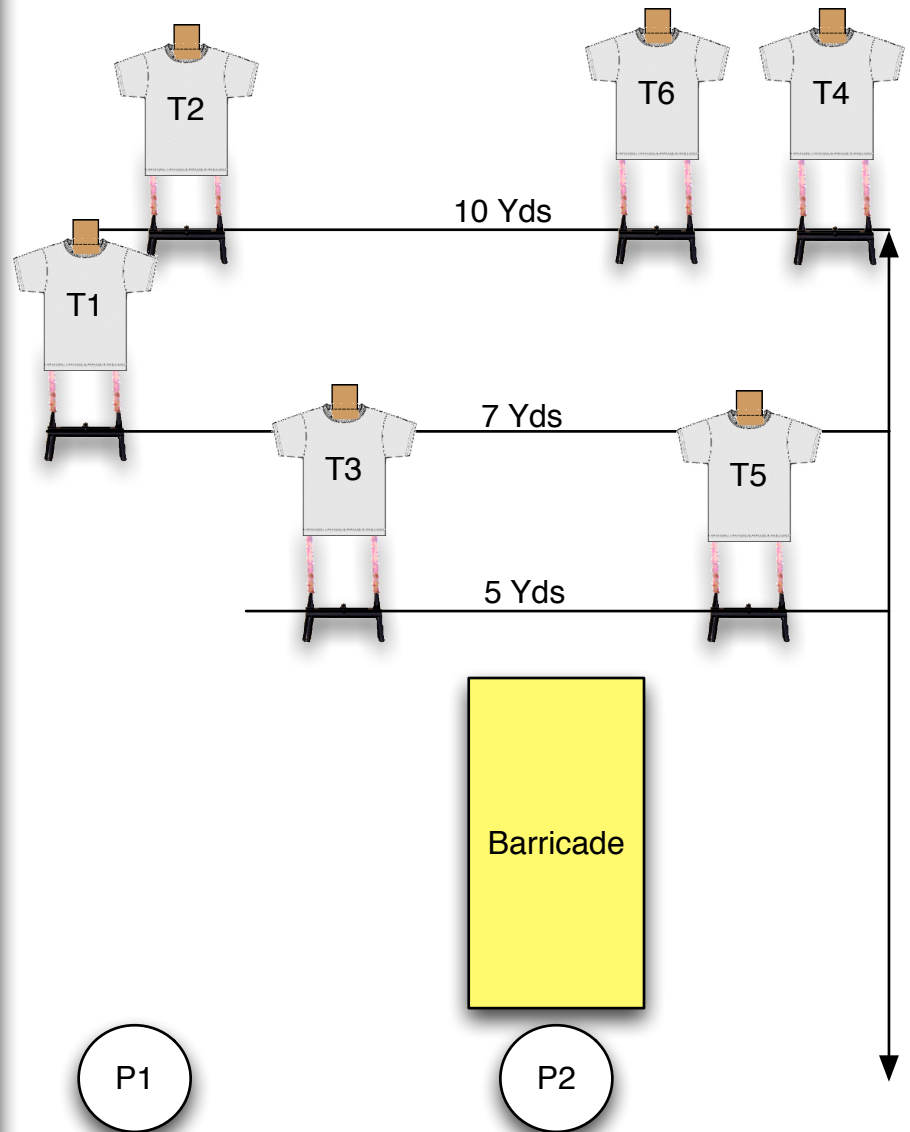
Stop Signal: Last Shot Fired

Scenario: You're a high-value data courier, and are carrying some critical information for a major corporation. They need to get this data to one of their branches in a low key manner. Unfortunately, a foreign competitor gained access to your schedule and hired some local thugs to rob you. Fortunately, you're armed and are able to defend yourself. The bad guys appear to be wearing body armor, so you have to go for head shots to make sure to end the threats.

Concealment Garment: Required

Procedure: On the start signal, engage T1 and T2 from position P1. When finished engaging T1 and T2, engage T3 while moving to position P2. At position P2, engage T4 through T6 while using cover.

Scoring: All threats must have two hits to the body and one to the head.



Notes: T1 and T2 can *only* be engaged from P1. T3 *must* be engaged while moving to P2. T4 through T6 must be engaged from the right side of the barricade at P2. Target heights should vary.



Side - BUG Spray



Round Count: 15

Target Distance: 1 to 12 yards

Targets Required: 5 Silhouettes

Props Required: 1 Table, 1 Chair, 1 Non-Threat, 1 IDPA Box

Scoring Method: Limited Vickers Count

Starting Position: Sitting at desk at P1, hands flat on the desk.

Start Signal: Audible

Concealment Garment: Not Required

Scenario: You cleaned house pretty well at a card game that your friend discovered, and as the other players are leaving, they decide that they want their money, plus a little extra, back. They pull out weapons and threaten you and your friend's life. You stall for time and agree to give them their loses back, but pull out your BUG instead.

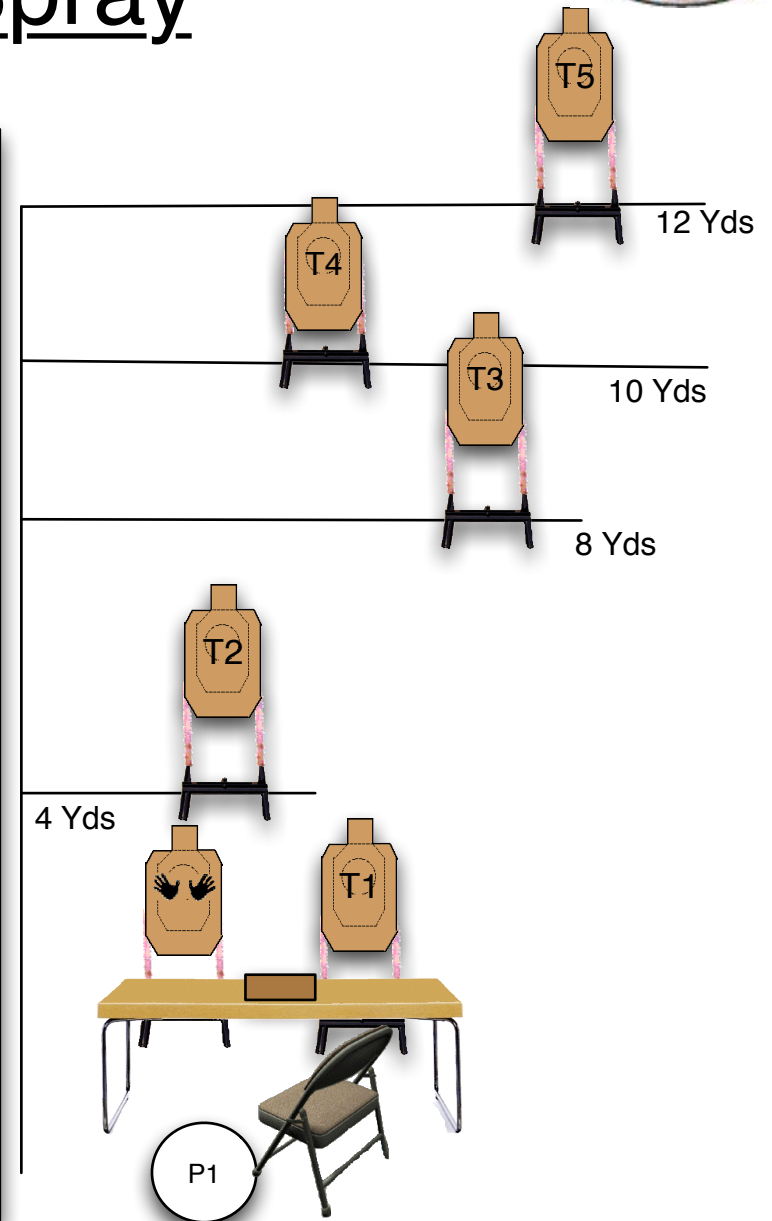
Procedure:

String 1: On the start signal, take your handgun out of the box and engage all threats with one (1) round each, strong hand only.

String 2: The same as String 1, except weak hand only.

String 3: The same as String 1, except free style.

Scoring: T1 through T5 shall each have three (3) hits each.



Notes: Target heights should vary. The "desk" is *not* considered cover. Make sure the Shooter does not muzzle themselves when taking their handgun out of the box.