



# Stage 1: Standards



**Round Count:** 18

**Target Distance:** 7 Yards

**Targets Required:** 3x standard threats w/ hard cover

**Props Required:** None

**Scoring Method:** Limited Vickers

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

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a Standards stage.

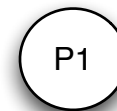
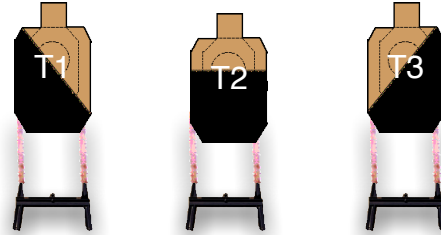
**Concealment Garment:** Not Required

**Procedure:**

**String 1:** On the start signal, draw and engage T1 through T3 with 2 head shots each in Tactical Sequence.

**String 2:** On the start signal, draw and engage T1 through T3 with 2 shots each in Tactical Sequence, strong-hand only. Reload, and re-engage T1 through T3 with 2 shots each in Tactical Sequence, weak hand only. Malfunction clearing and reloads may be performed with either hand.

**Scoring:** All threats must have six hits, two of which must be head shots.



**Notes:** Paste any non-head hits after String 1.



# Stage 2: Legal Trouble



**Round Count:** 12

**Target Distance:** 7-12 yards

**Targets Required:** 3x standard threats, 1x popper, 1x double-swinger

**Props Required:** 2x non-threats, 1x barrel, 1x table, 1x chair

**Scoring Method:** Vickers Count

**Starting Position:** Seated in chair at position P1, hands on table.

**Start Signal:** Audible

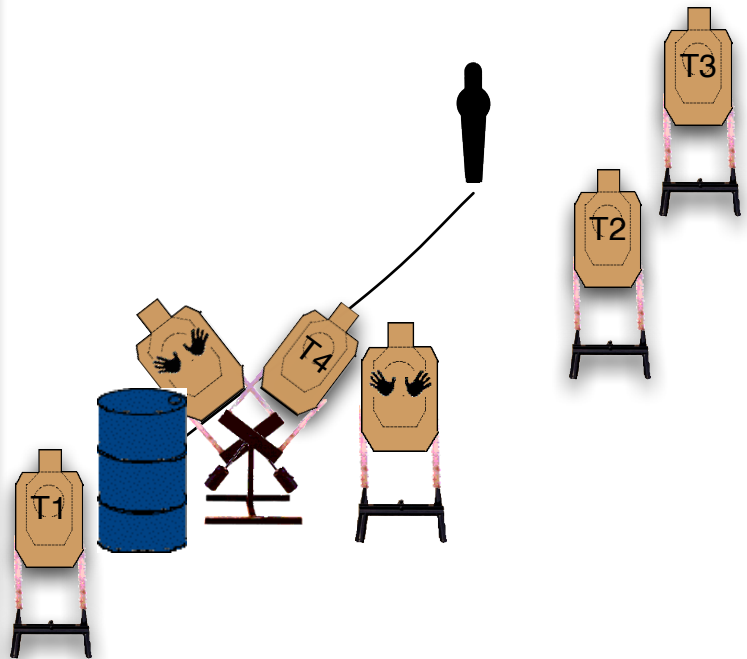
**Stop Signal:** Last Shot Fired

**Scenario:** You're a lawyer wrapping up some business at the end of the day, when a group of armed men break in and threaten you and your coworkers' lives. One of the armed men is struggling with one of your coworkers and is attempting to stab him. The others all have handguns and are yelling "You're dead!". Three of the thugs seem to be wearing body armor, so failure drills are required.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage all threats, using the desk as cover. T4 may be engaged at any time once activated.

**Scoring:** T1 through T3 must have 3 hits, at least one of which must be a head hit. T4 must have 2 hits. All steel must fall to score.



**Notes:** The table is not considered cover. Shooter may remain seated or may stand up to engage threats. T4 may be engaged at any time once activated.



# Stage 3: Carjacking



**Round Count:** 15

**Target Distance:** 3-12 yards

**Targets Required:** 6x standard threats, 1x popper, 1x drop-turner

**Props Required:** 1x chair, 1x window, 1x barrel

**Scoring Method:** Vickers Count

**Starting Position:** Sitting at position P1, hands in lap.

**Start Signal:** Audible

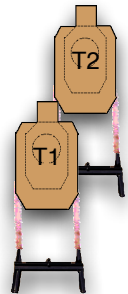
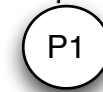
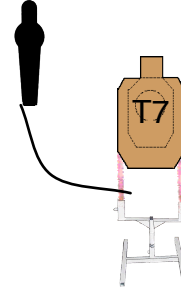
**Stop Signal:** Last Shot Fired

**Scenario:** You're in your car taking a shortcut through a bad part of town, when another car cuts in front of you and stops. All of a sudden, a bunch of Bad Guys pile out and rush you. You retrieve your handgun from the glove compartment and defend yourself!

**Concealment Garment:** Not Required

**Procedure:** On the start signal, retrieve your loaded handgun from the glove compartment of your car, then engage all threats.

**Scoring:** All threats must have two hits. All steel must fall to score.



**Notes:** T1, T2, and T6 must be engaged from the right side of the barricade. Remaining targets must be engaged from the left side of the barricade. All targets must be engaged in Tactical Priority, near to far. The barricade is \*not\* considered cover.



# Stage 4: Camp Attack



**Round Count:** 14

**Target Distance:** 3-10 yards

**Targets Required:** 2x standard threats, 4x dogs

**Props Required:** 1x barricade, 4x barrels

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

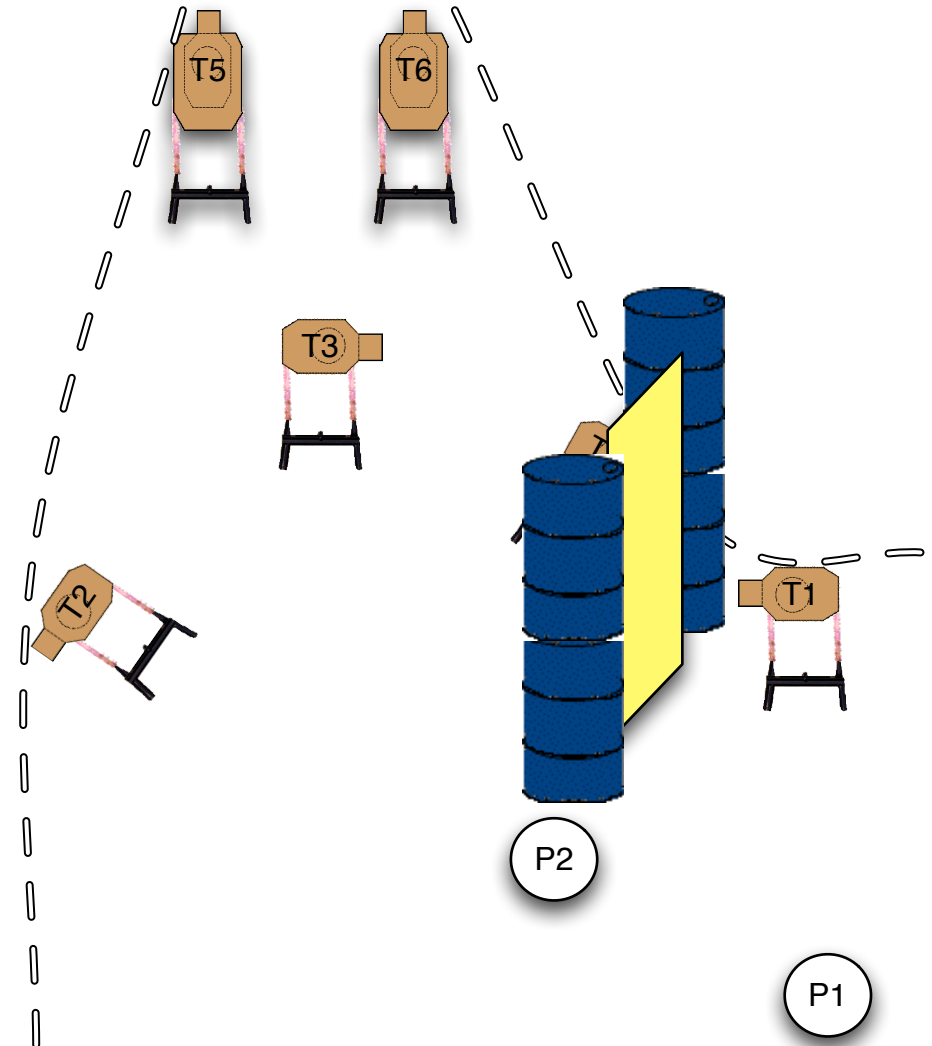
**Stop Signal:** Last shot fired.

**Scenario:** You're on your way back to your campground after a day of hiking, when you're attacked by a couple of armed men and their dogs. They think you're encroaching on their marijuana growing operation and have decided to eliminate you as a witness.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1. Engage T2 while moving to P2. From P2, engage all remaining threats.

**Scoring:** T1 through T4 must have two hits. T5 and T6 must have 3 hits, at least one of which must be a head shot.



**Notes:** T1 may be engaged on the move, but all rounds must be fired prior to the Shooter arriving at P2.



# Stage 5: Triple Threat



**Round Count:** 18

**Target Distance:** 5-12 yards

**Targets Required:** 1x popper, 2x drop-turners, 6x standard threats

**Props Required:** 2x non-threats, 1x door, 2x windows, walls as needed

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

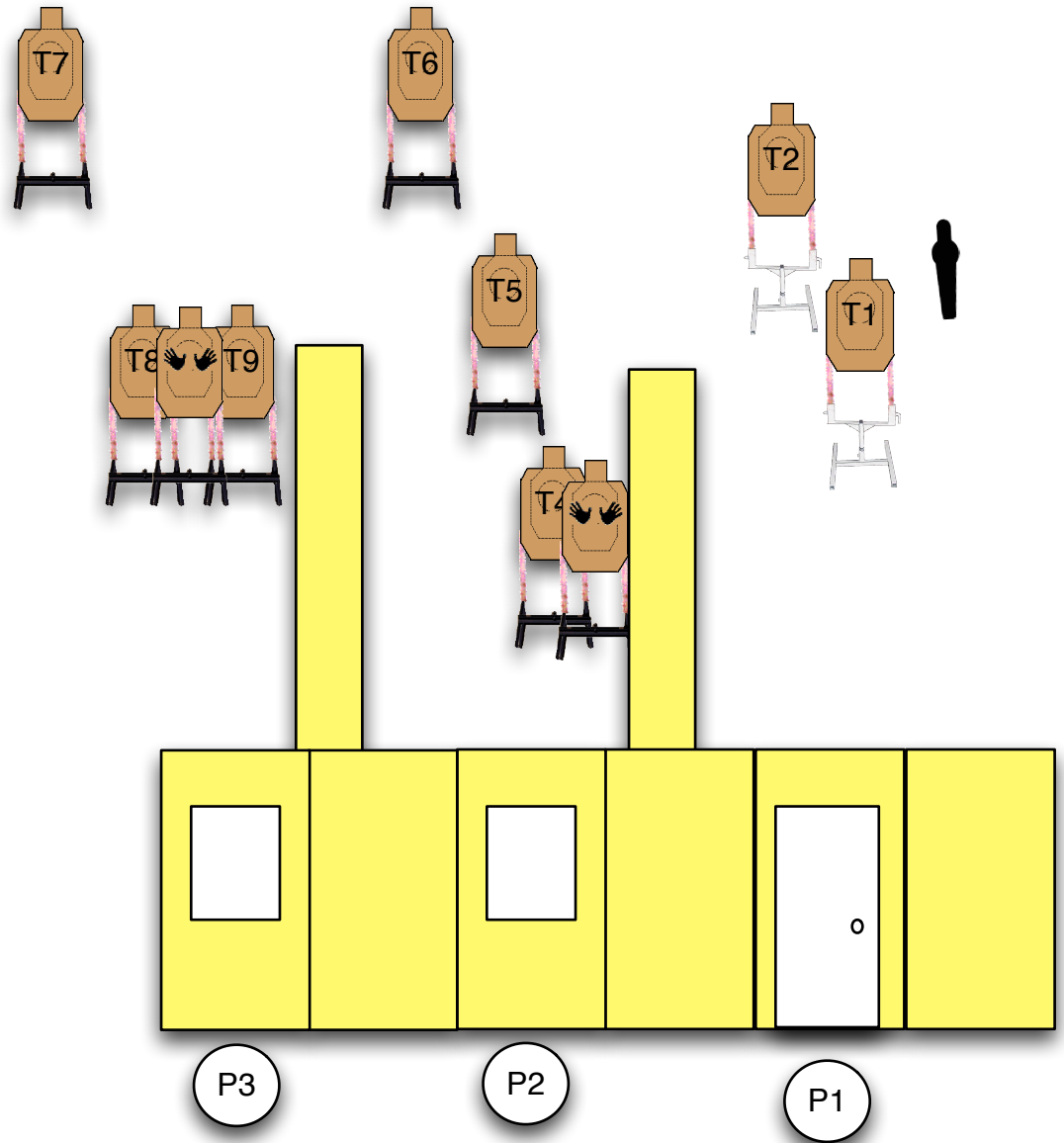
**Stop Signal:** Last Shot Fired

**Scenario:** A Local gang has decided to take over your apartment complex. You're inside, and must defend yourself and some of your tenants.

**Concealment Garment:** Required

**Procedure:** On the start signal, open the door and engage T1 through T3. Move to P2 and engage T4 through T6. Finally, move to P3 and engage T7 through T9.

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





# Stage 6: Rest (In Peace) Stop



**Round Count:** 16

**Target Distance:** 7-12 yards

**Targets Required:** 8x standard threats

**Props Required:** 2x barricades, 2x barrels, 1x car silhouette, 1 x chair

**Scoring Method:** Vickers Count

**Starting Position:** Sitting facing down range at position P1, holding magazine in both hands.

**Start Signal:** Audible

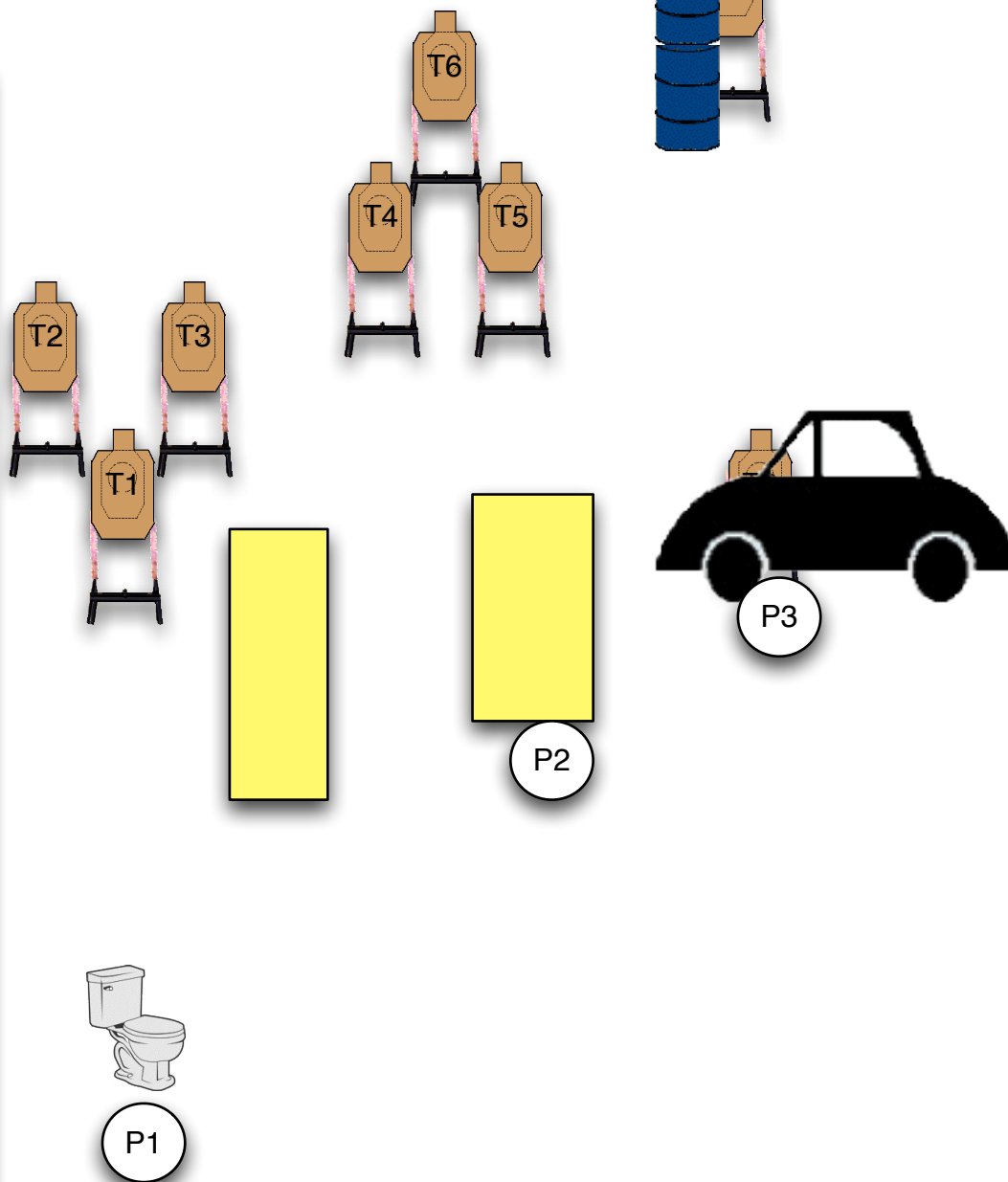
**Stop Signal:** Last Shot Fired

**Scenario:** You just finished your business at a rest stop on the interstate, when you are attacked by a group of armed gang-bangers. You engage the first three and then start moving towards your car to get out of there, encountering more as you go.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T3 from position P1 while seated. Stand up, and engage T4 through T6 while moving to P2. Once at P2, engage T7. Finally, move to your car at P3 and engage T8.

**Scoring:** All threats must have two hits.



Notes: Only T1 through T3 are visible from P1. T4-T6 must be engaged while moving. Make-up shots on T4 through T6 can be made from P2.



# Stage 7: Inconvenience Store



**Round Count:** 15

**Target Distance:** 3-15 yards

**Targets Required:** 5x standard threats, 1x popper, 1x Max-Trap

**Props Required:** 1x barricade, 2x shelves, 2x non-threats, 1x counter

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, hands on counter. Loaded gun and extra ammunition under counter.

**Start Signal:** Audible

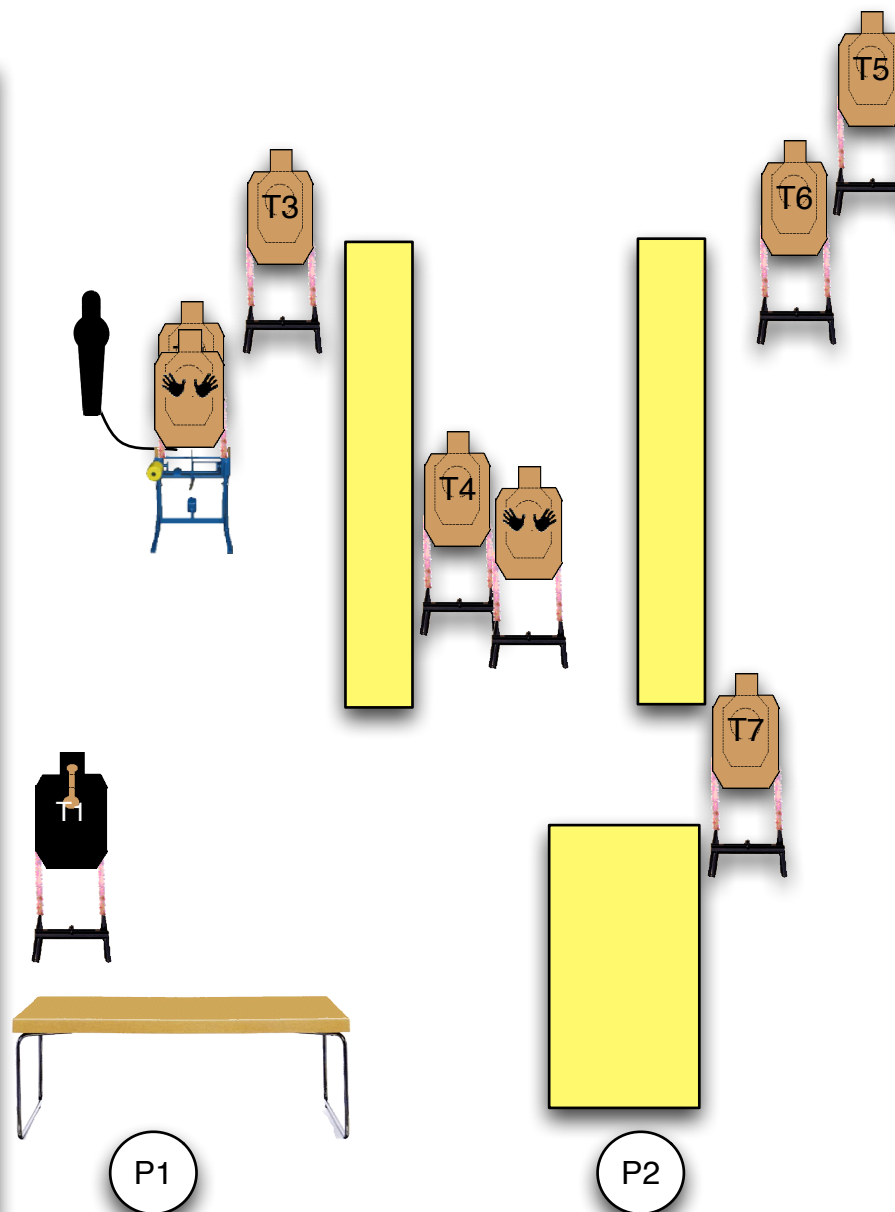
**Stop Signal:** Last Shot Fired

**Scenario:** You're working as a clerk at a convenience store, when a group of armed robbers barge in and brandish weapons. The attacker closest to you is apparently \*very\* high on cocaine, and can only be stopped with immediately incapacitating hits.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, grab your handgun and any spare ammunition from under the counter and engage T1 through T3 and Popper PP1 from position P1. Move to P2, engaging T4 while you move. At P2, engage T5 through T7.

**Scoring:** All threats must have two hits. All steel must fall to score.



**Notes:** T1 through T3 and the Popper can only be engaged from P1. The counter is not considered cover. If the Shooter chooses to reload at P1, the reload must be complete before the Shooter leaves P1

