



# Stage 1: Coffee House Roast



**Round Count:** 16

**Target Distance:** 6-15 yards

**Targets Required:** 1x Poppers, 5x Standard Threats

**Props Required:** 1x chair, 1x tarp, 1x newspaper, 2x Non-Threats, 1x barricade

**Scoring Method:** Vickers Count

**Starting Position:** Sitting in chair at P1, hands holding newspaper.

**Start Signal:** Audible

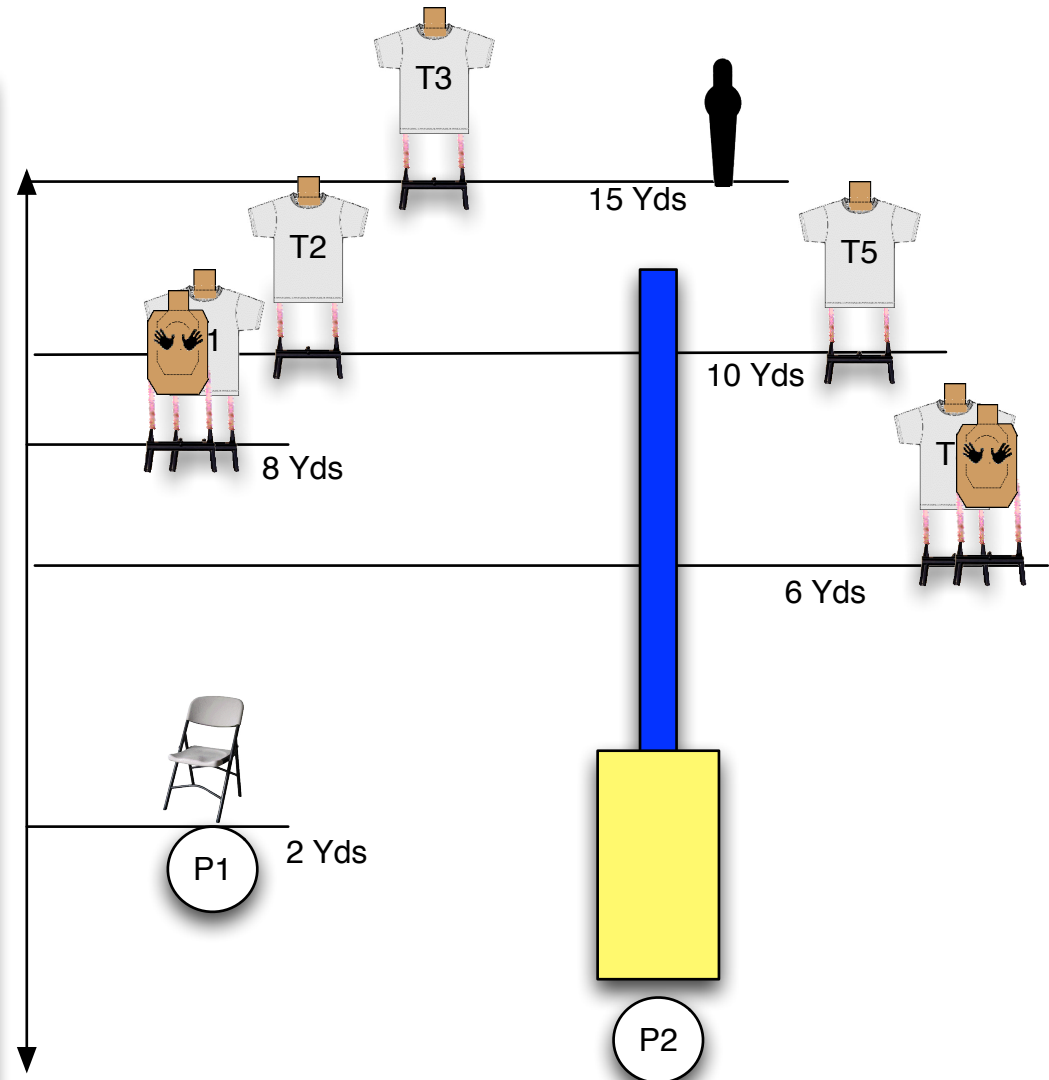
**Stop Signal:** Last Shot Fired

**Scenario:** You are enjoying a relaxing cup of coffee at the local coffee house, when an armed group bursts in and starts shooting up the place. You engage a few of the Bad Guys as you move to cover, and then engage the rest that stand between you and the door.

**Concealment Garment:** Required

**Procedure:** On the start signal, stand up and engage T1 through T3 while moving to P2. At P2, engage T4 through T5 and PP1.

**Scoring:** All threats must have three hits, one of which must be a head hit. All steel must fall.



**Notes:** Target heights should vary. T1 and T4 should be roughly 50% covered by the Non-Threats.



# Stage 2: Rude Awakening



**Round Count:** 15

**Target Distance:** 6-15 yards

**Targets Required:** 1x Popper, 1x Drop-Turners, 6x Standard Threats

**Props Required:** 1x cot, 1x table, 1x Non-Threat

**Scoring Method:** Vickers Count

**Starting Position:** Laying face down on the cot at position P1, loaded handgun and extra ammo on the table.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

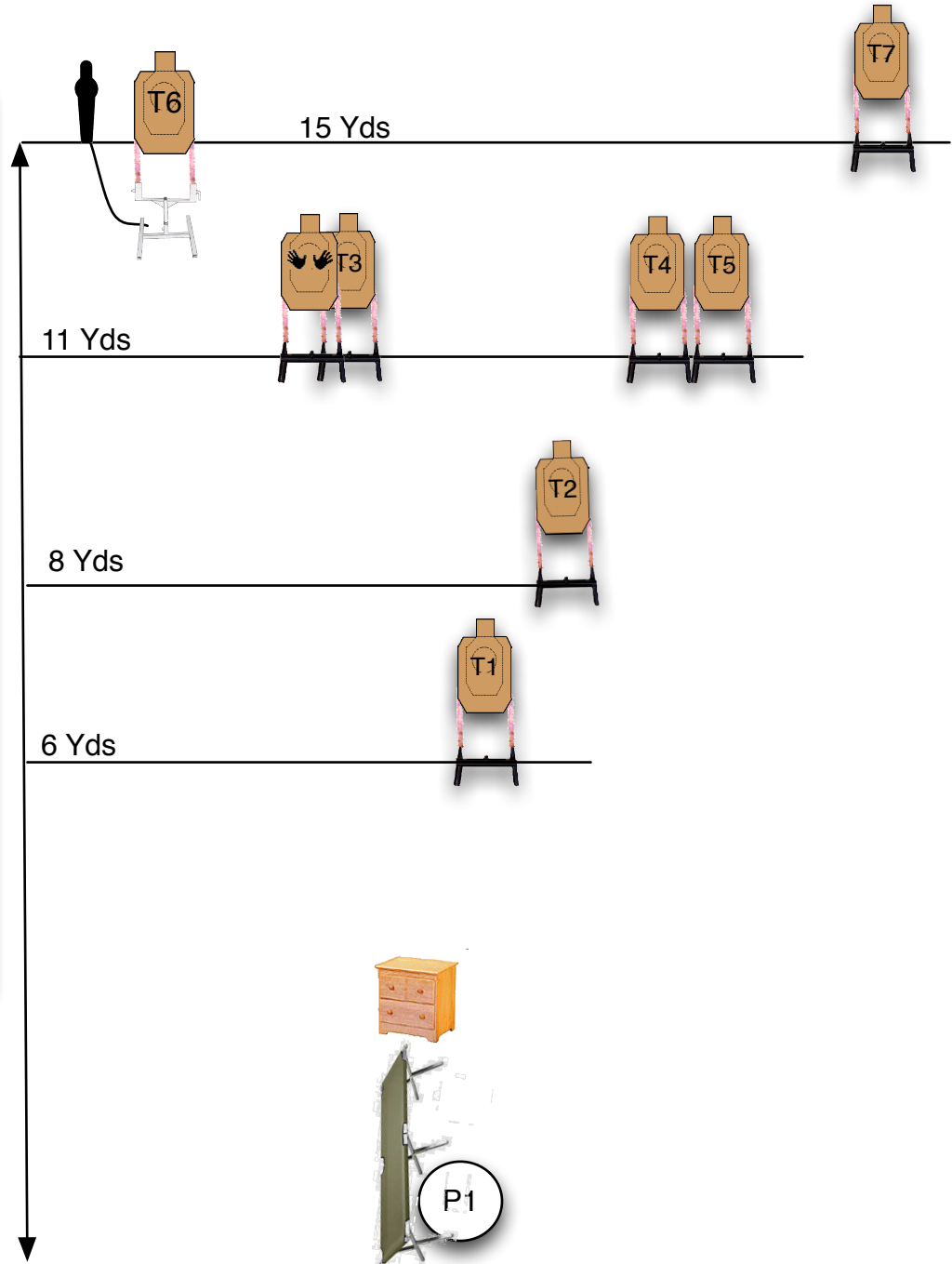
**Scenario:** You are out camping with your spouse. You've had a busy morning, so you're taking a nap when your campsite is overrun by a group of armed men. Apparently, you set up your campsite too close to their drug operation, so they've decided to take you out. Grab your handgun and defend yourself and your spouse from these ruthless thugs.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage PP1 and T1 through T7.

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

**Notes:** Target heights should vary, but should be low enough so that rounds fired from the cot do not impact the ceiling. Cot is oriented in line with the range. T4 should be 33% covered by the Non-Threat.





# Stage 3: Hard Knock Life



**Round Count:** 15

**Target Distance:** 3-7 yards

**Targets Required:** 5x Standard Threats w/ Hard Cover painted on

**Props Required:** 1x chair

**Scoring Method:** Limited Vickers Count

**Starting Position:** See String Description..

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None, this is a Standards Stage.

**Concealment Garment:** Not Required

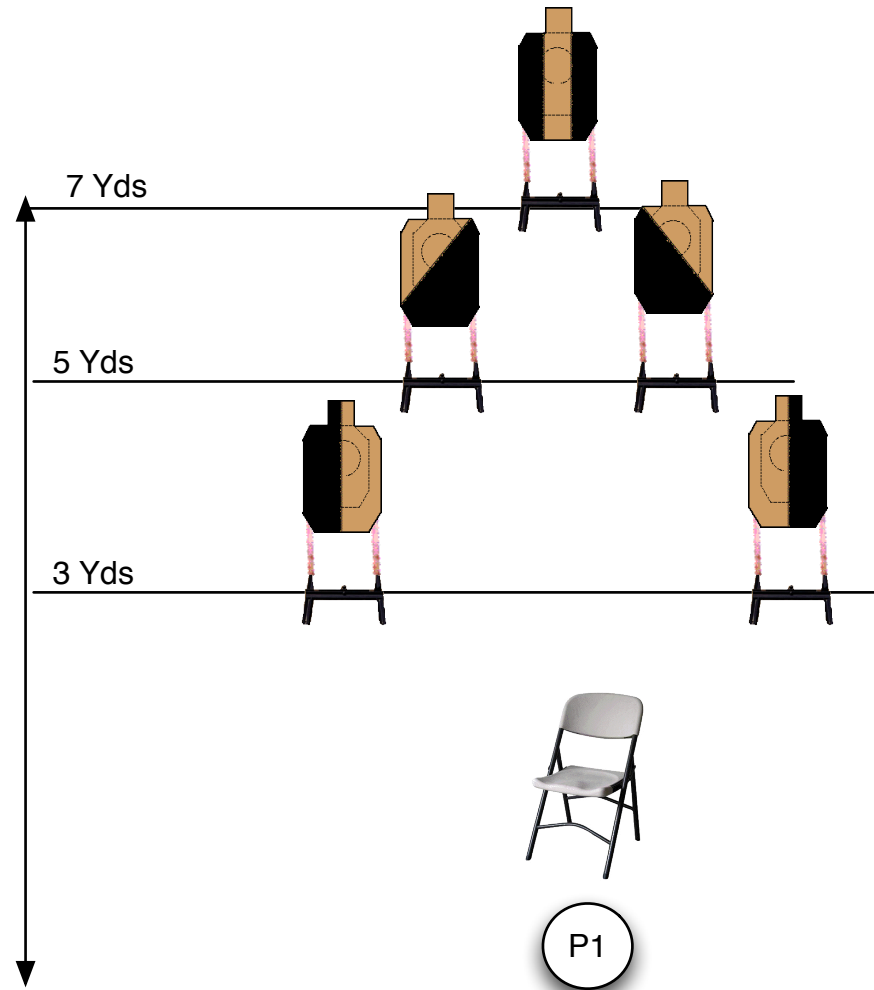
**Procedure:**

**String 1:** Begin sitting on chair with hands on knees, loaded handgun in holster. On Start Signal, draw and engage each threat with one round, freestyle.

**String 2:** Begin sitting on chair with hands on knees, loaded handgun in holster. On Start Signal, draw and engage each threat with one round, strong hand only.

**String 3:** Begin sitting on chair with loaded handgun held at low ready in weak hand. On Start Signal, engage each threat with one round, weak hand only.

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



**Notes:** Target heights should vary, but low enough so that all rounds impact backstop from a seated position at P1.



# Stage 4: Limited Drill



**Round Count:** 15

**Target Distance:** 10-20 yards

**Targets Required:** 6x Standard Threats

**Props Required:** 3x barrels

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing facing down range at position P1, empty handgun on barrel. One magazine/speedloader/moon clip of six rounds on each barrel.

**Start Signal:** Audible

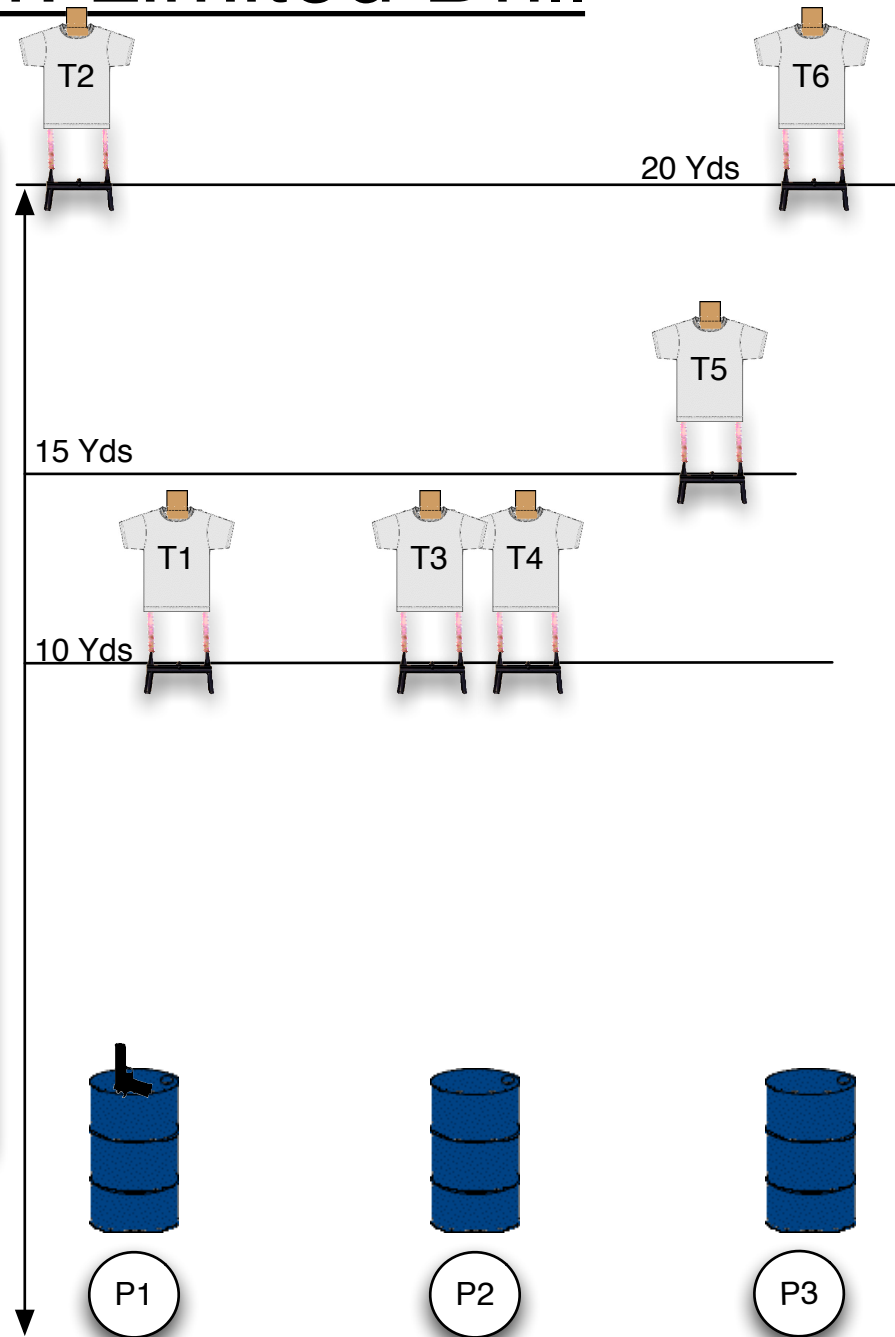
**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

**Procedure:** On the start signal, pick up and load your handgun.  
Engage targets T1 with 3 rounds, 2 to the body and 1 to the head, and T2 with 2 rounds. Move to P2, perform a reload, and engage targets T3 and T4 with 3 rounds each, 2 to the body and 1 to the head. Finally, move to P3, reload your handgun, and engage targets T5 and T6 with 2 rounds each.

**Scoring:** T1, T3, and T4 must have 3 hits, one of which must be a head hit. T2, T5, and T6 must have 2 hits.



**Notes:** Target heights should vary. Handgun must begin empty with slide or cylinder closed, and cannot be propped up.



# Side: Long & Short Of It



**Round Count:** 15

**Target Distance:** 7-20 yards

**Targets Required:** 1x Popper, 1x Drop-Turner, 6x Standard Threats

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

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing facing down range at position P1, carbine held at low ready, loaded BUG on table.

**Start Signal:** Audible

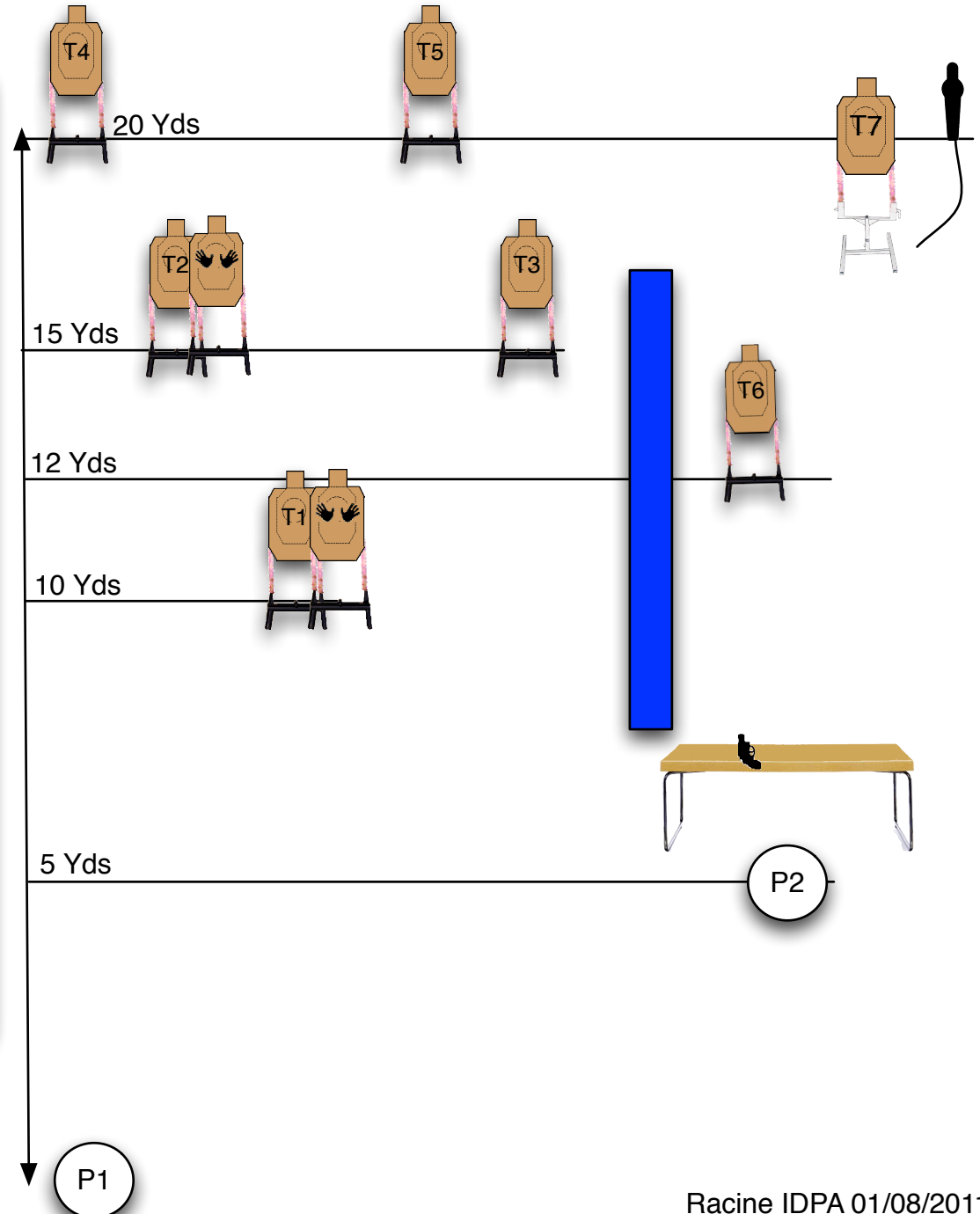
**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage T1 through T5 with your carbine, while moving towards P2. Once at P2, put down the empty carbine, pick up your BUG, and engage T6, P1, and T7.

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



**Notes:** Target heights should vary. Carbine begins loaded with 10 rounds. T1 should be 33% covered by the non-threat, and T2 should be 25% covered by the non-threat.