



Stage 1: Unexpected Encounter



Round Count: 12

Target Distance: 8-12 yards

Targets Required: 3x Standard Threats, 2x Poppers, 1x Drop-Turner, 1x Cheddar Charger

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

Scoring Method: Vickers Count

Starting Position: Standing facing downrange, hands relaxed at sides.

Start Signal: Audible

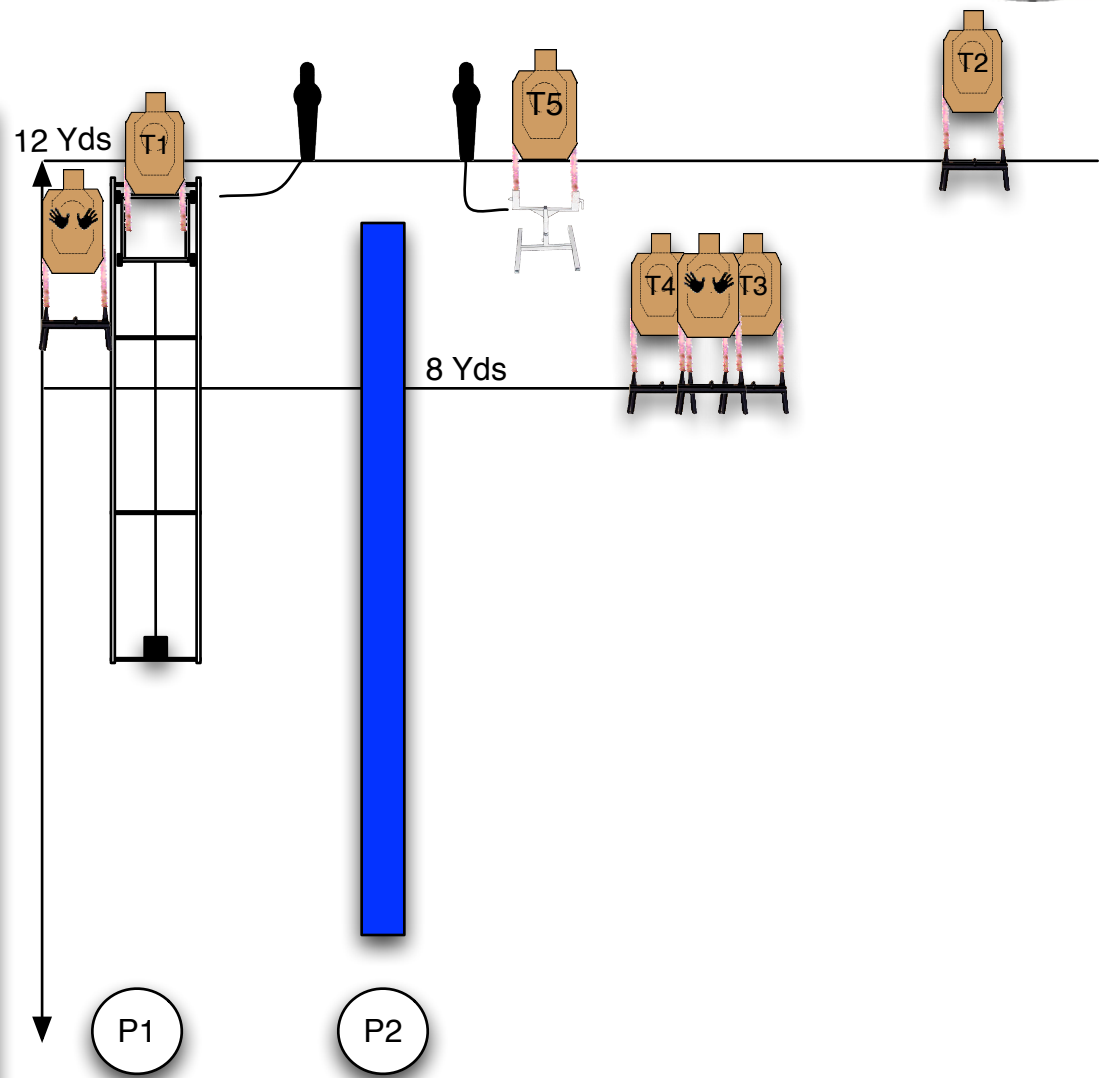
Stop Signal: Last Shot Fired

Scenario: You're minding your own business walking through the city when you're suddenly attacked. You take care of the immediate threat and start to leave the area when you encounter more thugs that need to be dealt with.

Concealment Garment: Required

Procedure: On the start signal, engage PP1 and T1 from position P1. Move to P2 and engage T2 through T5 and PP2.

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



Notes: Target heights should vary. T3 and T4 should be 33% covered by the non-threat.



Stage 2: Bump In The Night



Round Count: 12

Target Distance: 4-10 yards

Targets Required: 6x Standard Threats

Props Required: 1x Tarp, 1x Non-threat, 1x Barricade

Scoring Method: Limited Vickers

Starting Position: Per String Description

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're working late when the power goes out and you hear a commotion outside your office. When you go to investigate, you discover a group of armed men ransacking the place. You engage the first group as you make your way to the door, only to find more of them holding one of your coworkers hostage.

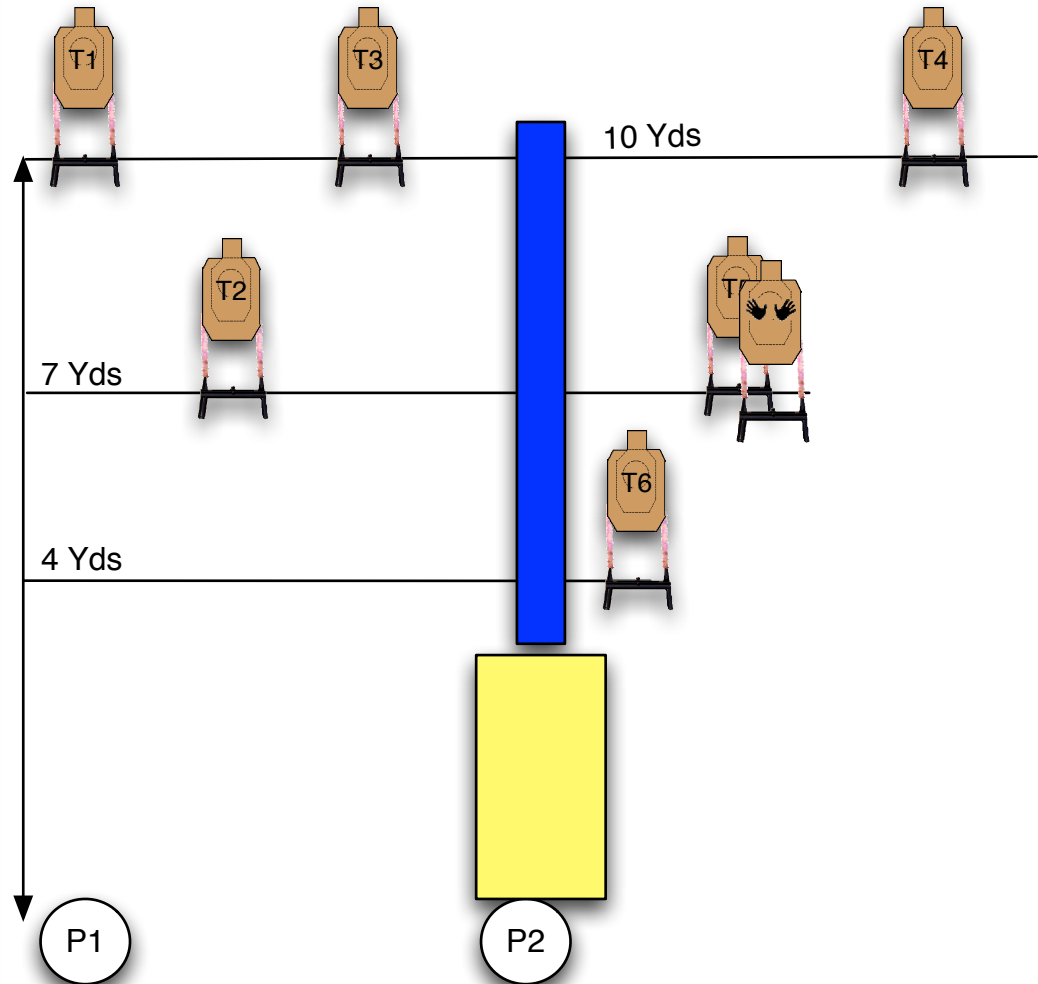
Concealment Garment: Not Required

Procedure:

String 1: Starting with your handgun at a low ready position and the flashlight turned off at position P1. On the start signal, engage T1 through T3 with 2 rounds each, while moving towards P2.

String 2: Starting with your handgun at a low ready position and the flashlight on at position P2, engage T4 through T6 with 2 rounds each while using the barricade as cover.

Scoring: All threats must have two hits.



Notes: Target heights should vary. T5 should be 33% covered by the non-threat.



Stage 3: On The Move



Round Count: 12

Target Distance: 4-12 yards

Targets Required: 3x Standard Threats, 2x Poppers, 1x Drop-Turner, 1x Cheddar Charger

Props Required: 1x Tarp, 2x Non-Threats, 2x Barricades

Scoring Method: Vickers Count

Starting Position: Standing at P1 facing downrange, hands relaxed at sides.

Start Signal: Audible

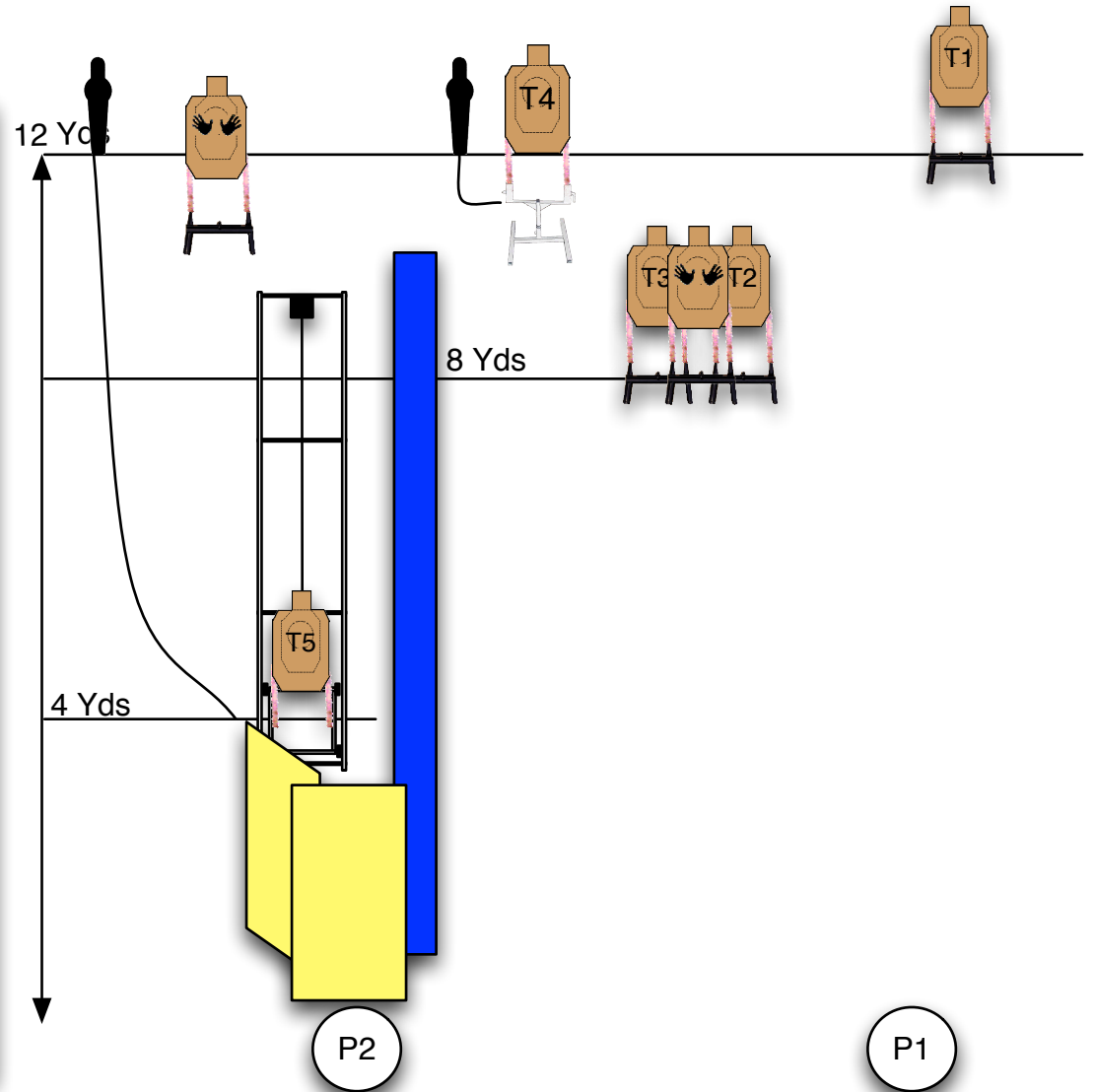
Stop Signal: Last Shot Fired

Scenario: You're minding your own business when you come across a gang of thugs beating up a coworker of yours. You engage them to save your coworker and move to cover. From there, you see another of the thugs with a knife charging after an innocent bystander. You engage that thug to save the bystander's life.

Concealment Garment: Required

Procedure: On the start signal, T1 through T4 and PP1 while moving to cover at P2. Once at P2, engage PP2, and T5.

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



Notes: Target heights should vary. T2 and T3 should be 33% covered by the non-threat. T5 should be set up so that it is not visible until it has started moving.



Stage 4: Bad Commute



Round Count: 16

Target Distance: 4-10 yards

Targets Required: 6x Standard Threats

Props Required: 1x Tarp, 1x Non-threat, 1x Barricade

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides, loaded handgun in holster.

Start Signal: Audible

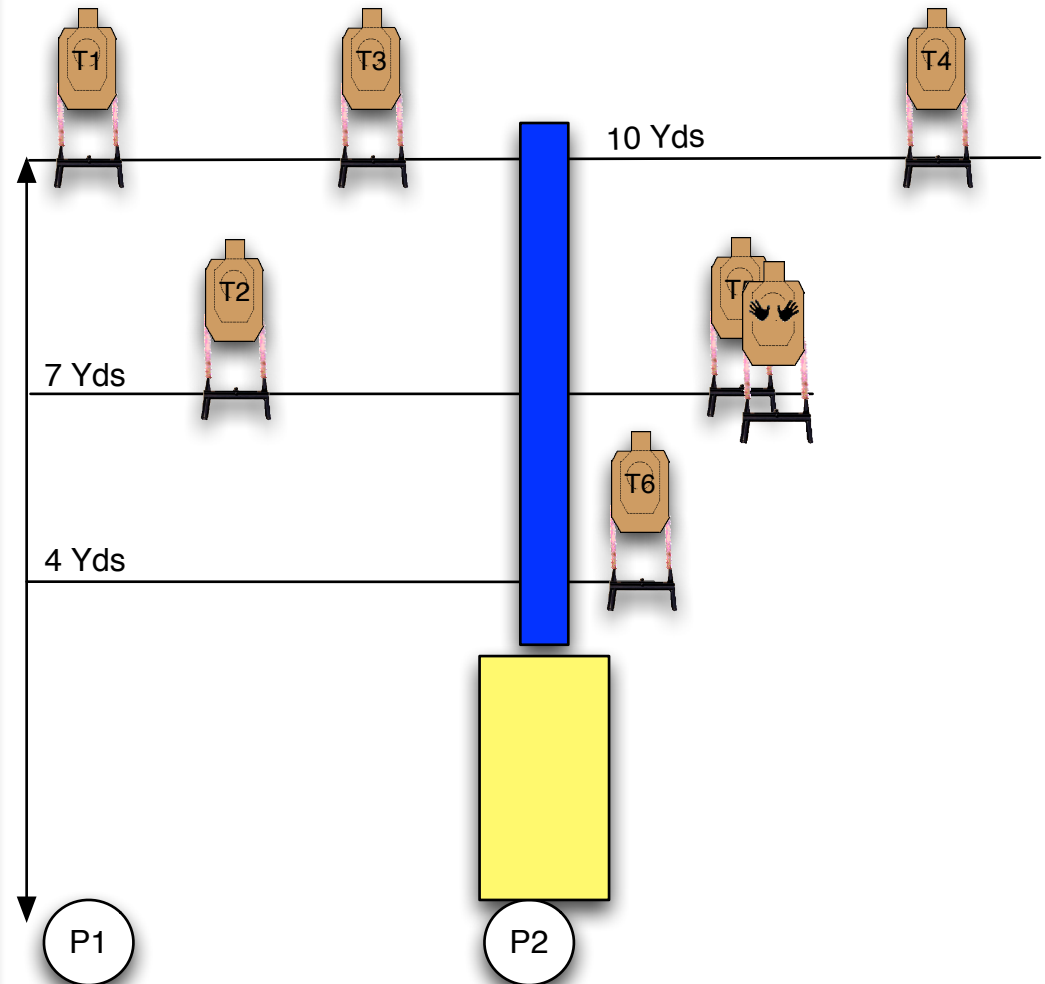
Stop Signal: Last Shot Fired

Scenario: You're at the train station when a group of terrorists storm the place. Since you're carrying a concealed weapon, you make use of it and engage the terrorists while moving to cover. Once there, you see more terrorists about to murder a fellow traveller, so you engage them as well.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 through T3 while moving to cover at P2. Once at P2, engage T4 through T6.

Scoring: All threats must have three hits, at least one of which must be a head shot.



Notes: Target heights should vary. T5 should be 33% covered by the non-threat.



Side: BUGtastic



Round Count: 15

Target Distance: 3-15 yards

Targets Required: 3x Poppers, 6x Standard Threats

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Per string procedure.

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. None.

Concealment Garment: Not Required

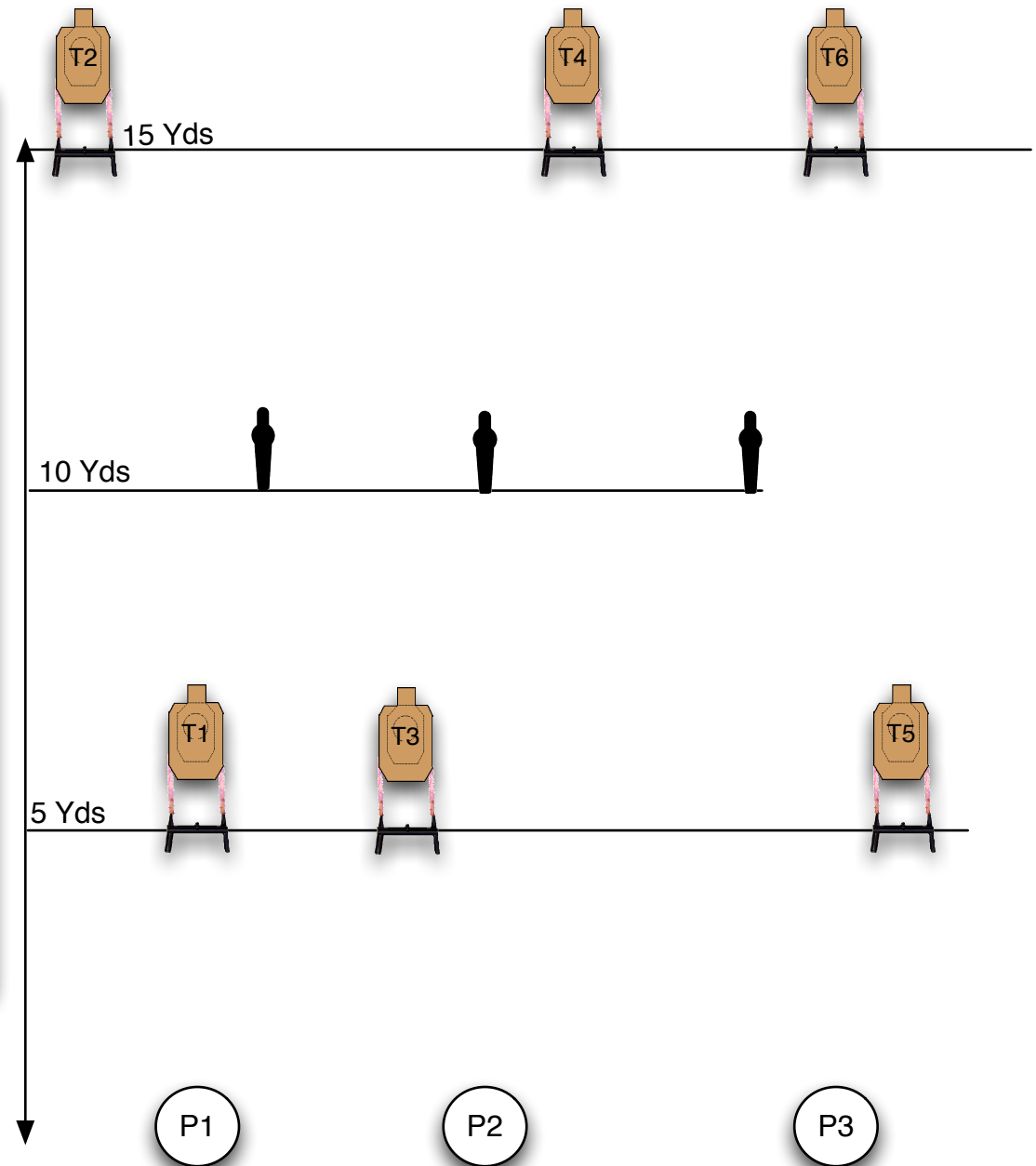
Procedure:

String 1: Standing at P1, BUG held at low ready. On the start signal, engage T1 and T2 with 2 rounds, and PP1 with 1 round.

String 2: Standing at P2, BUG held at low ready. On the start signal, engage T1 and T2 with 2 rounds, and PP1 with 1 round.

String 3: Standing at P3, BUG held at low ready. On the start signal, engage T1 and T2 with 2 rounds, and PP1 with 1 round.

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



Notes: Target heights should vary. All shots should be taken near-to-far. There are no Failure To Neutralize penalties on this stage. Failing to knock over a Popper results in a -5 score.