



# Stage 1: Three Bills



**Round Count:** 18

**Target Distance:** 7 yards

**Targets Required:** 3x Threat Targets

**Props Required:** None

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

**Stop Signal:** Last Round Fired.

**Scenario:** None.

**Concealment Garment:** Not Required

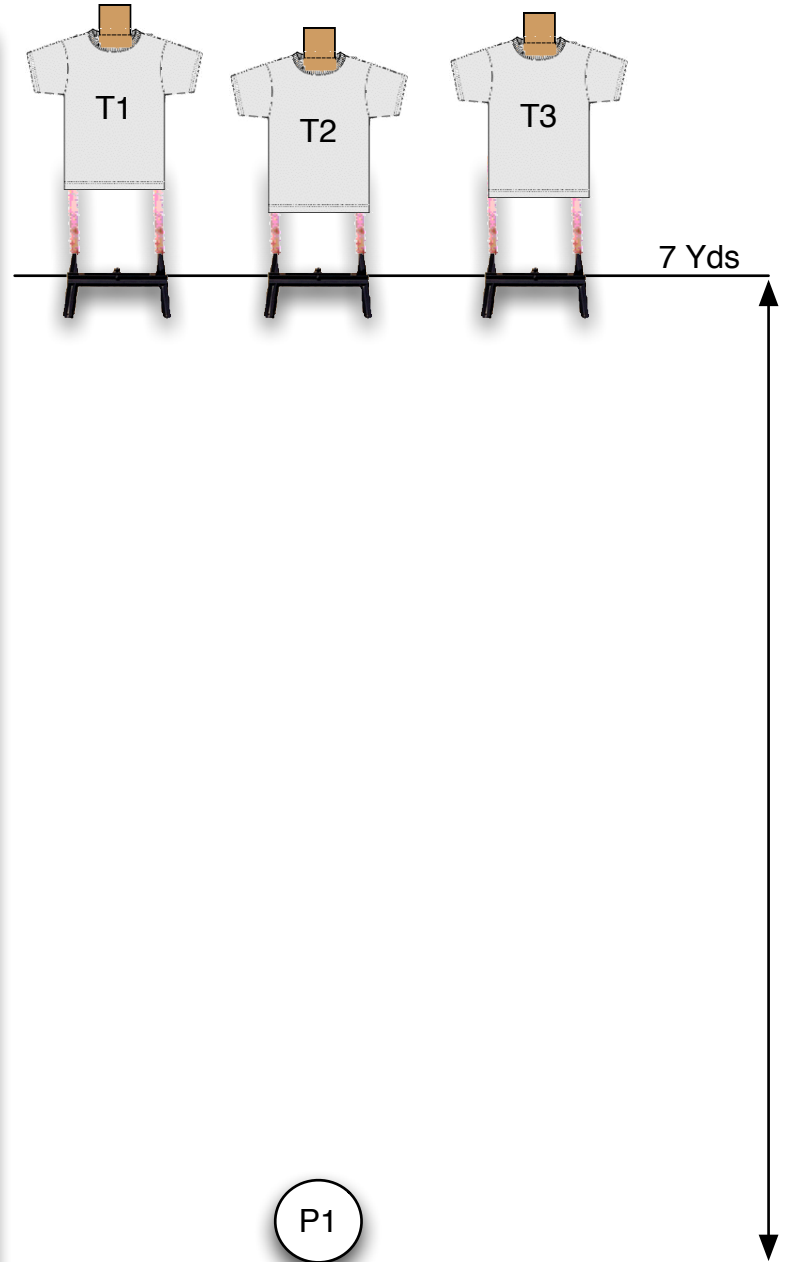
**Procedure:**

**String 1:** On the start signal, draw and engage T1 with at least 6 rounds, freestyle.

**String 2:** On the start signal, draw and engage T2 with at least 6 rounds, strong hand only.

**String 3:** Beginning with your handgun in a low ready position, on the start signal, engage T3 with at least 6 rounds, weak hand only.

**Scoring:** Each Threat requires 6 hits.



**Notes:** Target heights should vary. Targets should be 2 yards apart.



# Stage 2 - Muggery

**Round Count:** 11

**Target Distance:** 1-10 yards

**Targets Required:** 3x Standard Targets, 1x Popper, 1x Drop-Turner

**Props Required:** None

**Scoring Method:** Vickers Count

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

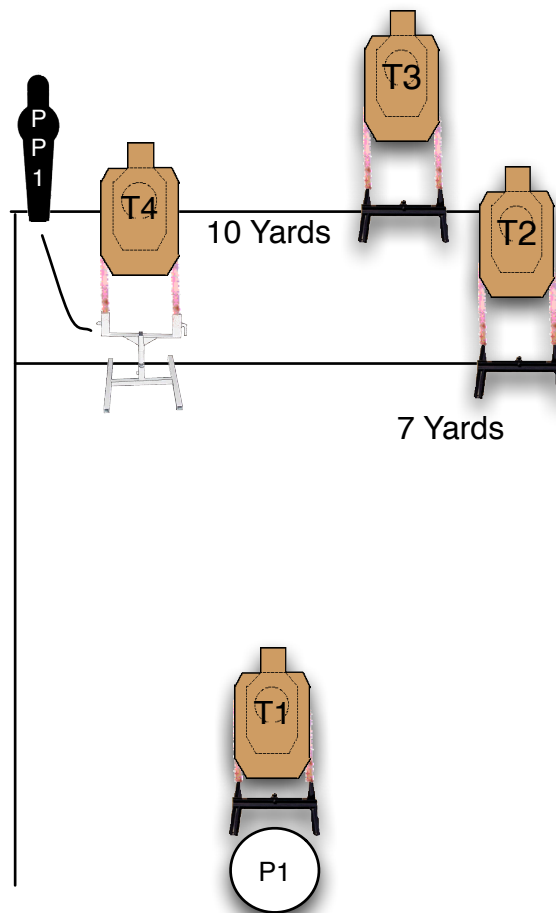
**Start Signal:** Audible

**Concealment Garment:** Required

**Scenario:** You're walking down an alley on the way home from work, and are accosted by a bunch of armed men. They tell you to hand over your wallet, and MAYBE they won't hurt you. Then again, maybe not...

**Procedure:** On the start signal, draw and engage T1 from close retention. Then engage the remaining threats.

**Scoring:** T1 and T4 shall have two (2) hits each, T2 and T3 shall have two (2) body hits and one (1) head hit. All steel must fall.



**Notes:** Target heights should vary, but T1 should be somewhat low to make sure that all fired rounds impact the berm.



# Stage 3 - Bayou Blues



**Round Count:** 17

**Target Distance:** 3-15 yards

**Targets Required:** 5x Standard Targets, 1x Popper, 1x Drop-Turner, 2x Reduced Targets

**Props Required:** 1x bucket

**Scoring Method:** Vickers Count

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

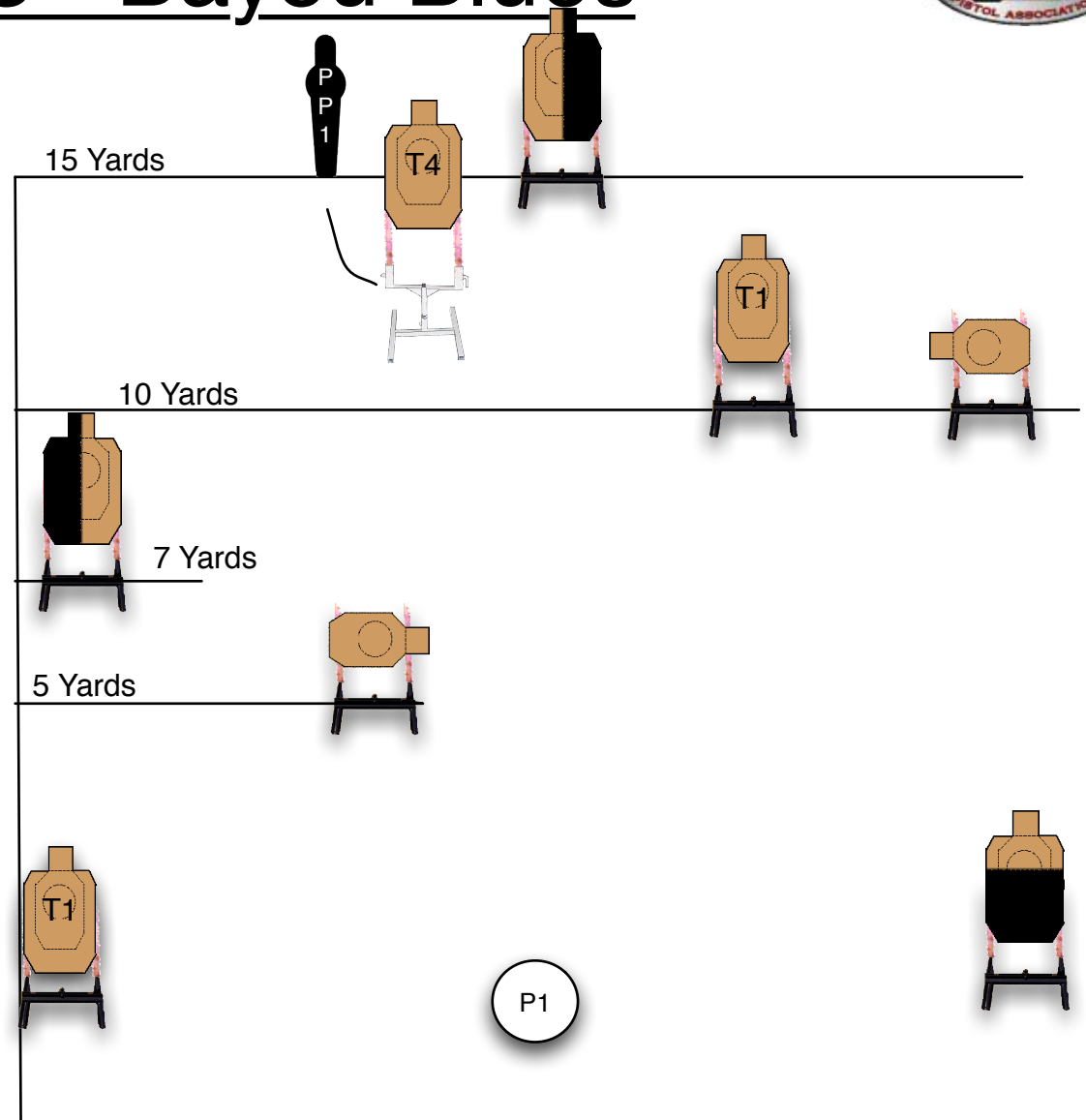
**Start Signal:** Audible

**Concealment Garment:** Required

**Scenario:** You're out canoeing in the bayous when a bunch of drugrunners attack. What's even worse is that there are a couple of alligators headed your way as well. Luckily, you're armed and able to defend yourself.

**Procedure:** On the start signal, draw and engage all threats from a seated position.

**Scoring:** All threats must have 2 hits. All steel must fall.



**Notes:** Target heights should vary, but all targets should be low enough to make sure that all fired rounds impact the berm.



# Stage 5: V2



**Round Count:** 17

**Target Distance:** 6-10 yds

**Targets Required:** 1 Popper, 8 threats

**Props Required:** 1 Barricade

**Scoring Method:** Limited Vickers

**Starting Position:** Standing down range at position P1

**Start Signal:** Audible

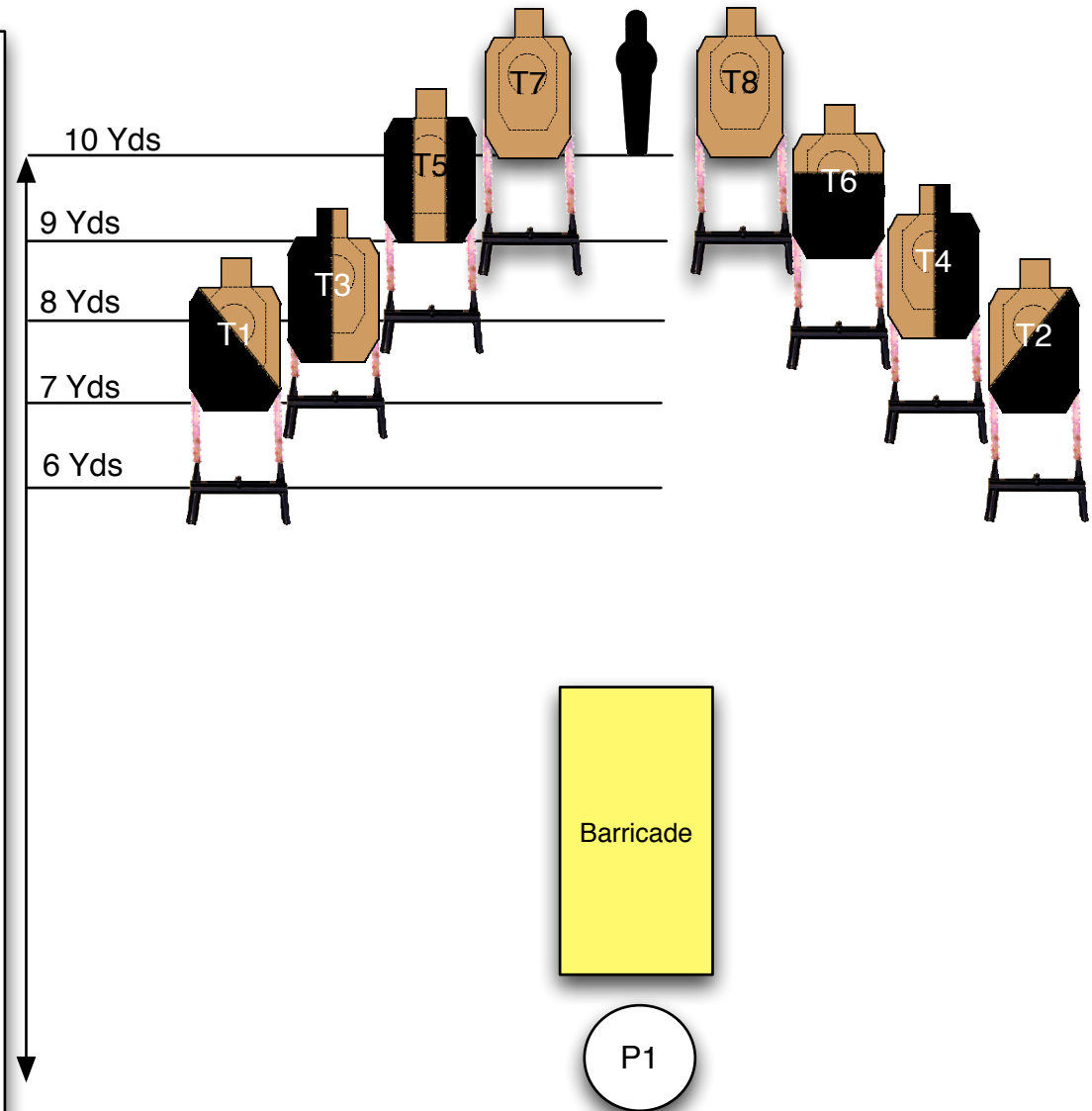
**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

**Procedure:** On the start signal, draw and engage all of the targets in Tactical Priority, starting from one side of the barricade for the four targets on that side, and then switching to the other side of the barricade for the four targets on that side. PP1 can be engaged from either side of the barricade.

**Scoring:** T1 through T8 should have 2 hits each. All steel must fall.



**Notes:** Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely.



# Stage 5: Cash & Dash



**Round Count:** 13

**Target Distance:** 2-15 yards

**Targets Required:** 4x standard threats, 1x popper, 2x drop-turners

**Props Required:** 2x non-threats, 9x barrels, 1x target backer, 1x briefcase

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

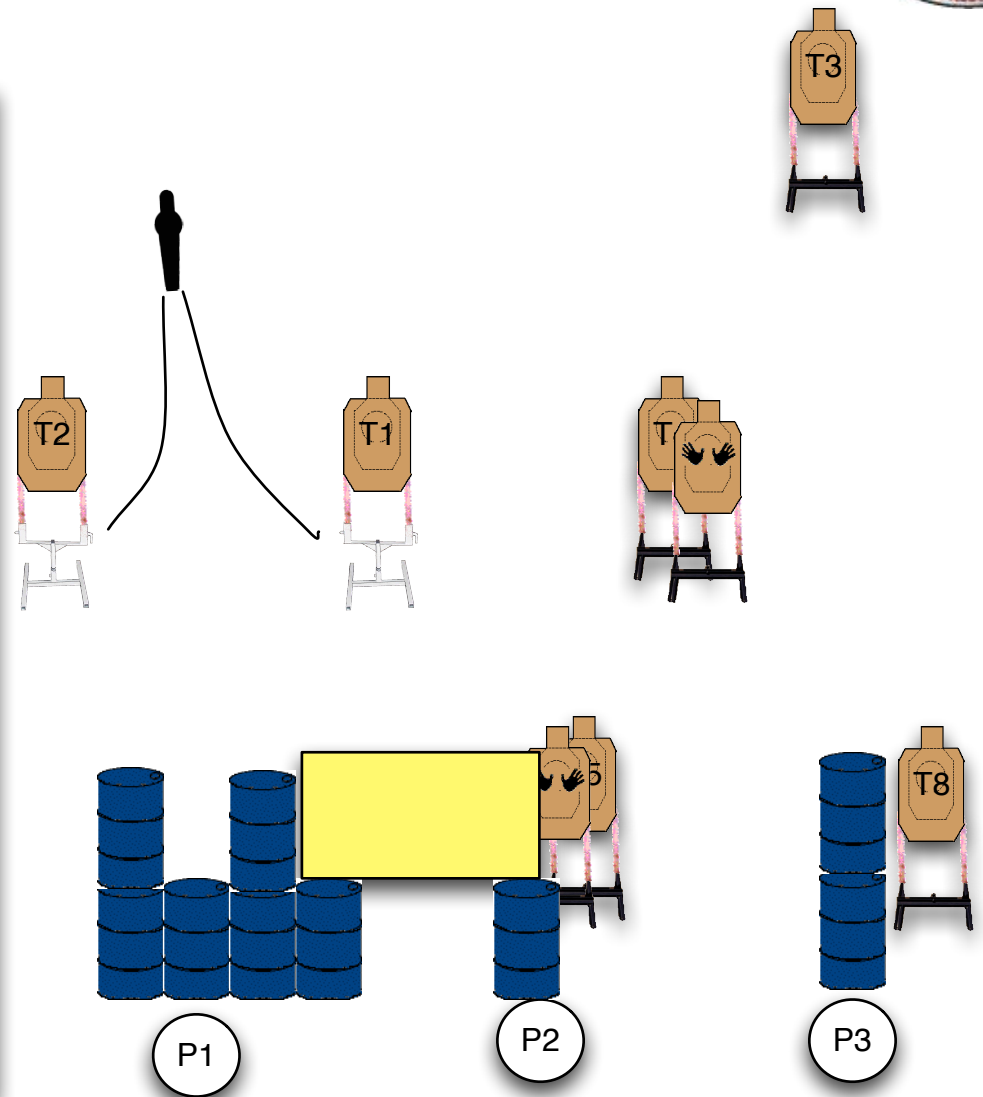
**Stop Signal:** Last Shot Fired

**Scenario:** You're working behind the counter at your family's Currency Exchange, when a group of armed robbers enters the store and declares a hold up. You engage the immediate threats, grab the cash drawer, and start moving to escape, only to discover additional threats. Engage them using the cover available to you, and move to the store's exit.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage PP1, T1, and T2 from position P1. Grab the briefcase and move to P2. At P2, engage T3 through T5. Finally, move to P3 and engage T8.

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



**Notes:** T5 should be at least 50% covered by the non-threat. T4 should be at least 33% covered by the non-threat. Shooter may re-engage T3 through T5 once leaving P2, but must have engaged from P2 prior to leaving cover.



# Stage 6: On The Move



**Round Count:** 18

**Target Distance:** 7 yards

**Targets Required:** 3x standard threats

**Props Required:** None

**Scoring Method:** Limited Vickers

**Starting Position:** Per String Procedure.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

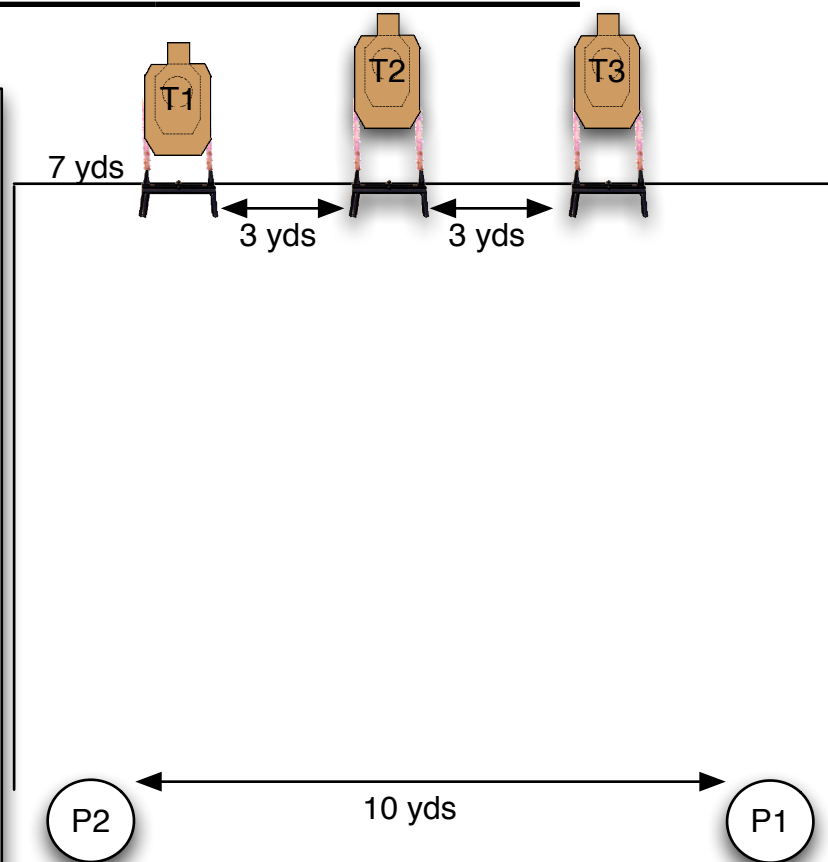
**Procedure:**

**String 1:** With loaded handgun in holster, on the start signal, draw and engage T1 through T3 with 2 rounds to each head while moving to the other position.

**String 2:** With loaded handgun in holster, on the start signal, draw and engage T1 through T3 with 2 rounds each, *strong hand only*, while moving to the other position.

**String 3:** With your handgun at a low ready position, on the start signal, engage T1 through T3, *weak hand only*, while moving to the other position.

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



**Notes:** Shooter may begin at either P1 or P2, but must start at the "other" position for String 2, and their initial position for String 3. Tape any missed head hits after String 1. Target heights should vary.



# Stage 7: Enlistment Excitement



**Round Count:** 15

**Target Distance:** 3-12 yards

**Targets Required:** 6x standard threats, 1x popper, 1x MaxTrap

**Props Required:** 2x non-threats, 1x barricade, 12x barrels, 2x walls

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

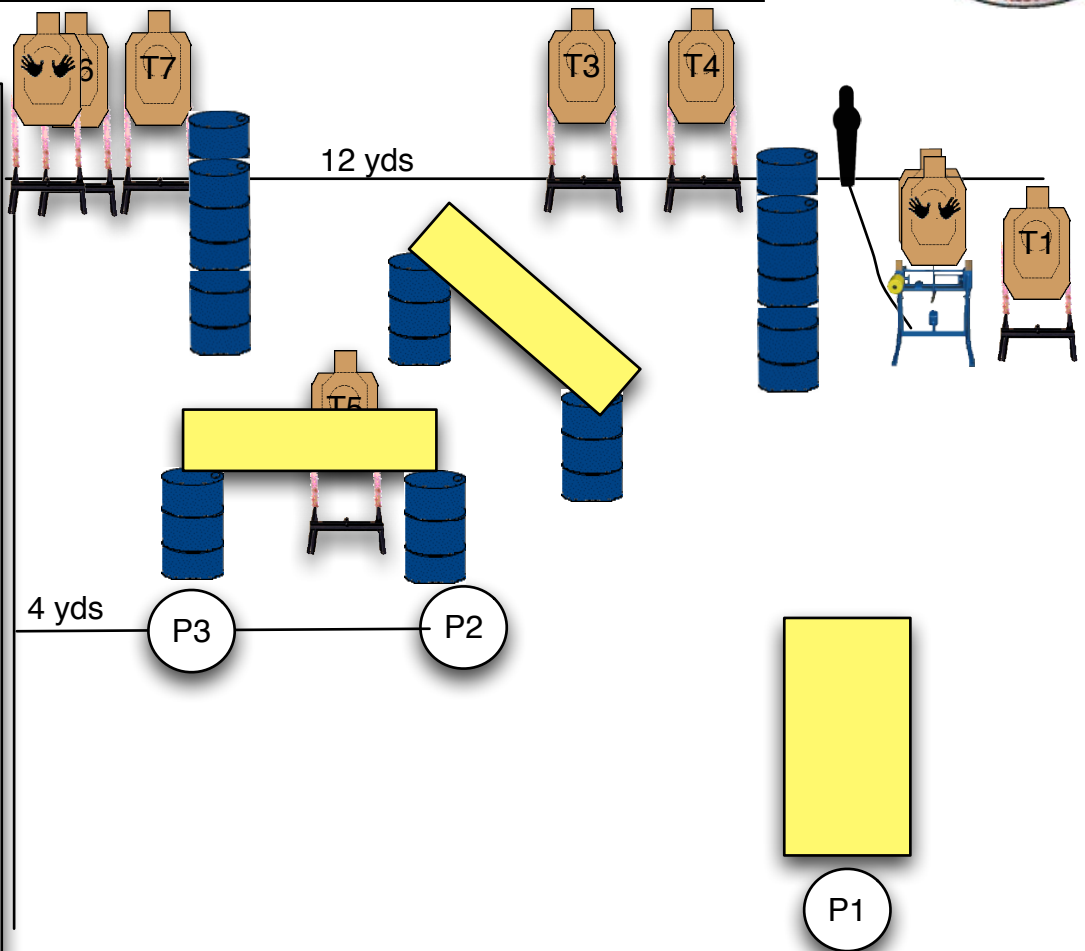
**Stop Signal:** Last Shot Fired

**Scenario:** You're visiting the local military recruitment center for an Armed Forces Day rally, when a group of terrorists attack. Luckily, you're armed and able to fight them off.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1, PP1, and T3 from the right side of the barricade. Then engage T3 and T4 from the left side of the barricade. move to position P2 and engage T5. Finally, move to position P3 and engage T6 and T7.

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



**Notes:** T6 should be at least 50% covered by the non-threat. T3 and T4 should not be visible from the right side of the barricade at P1 or from P2. T5 should only be visible from P2. T6 and T7 should only be visible from P3.



# Stage 8: On Your Knees



**Round Count:** 16

**Target Distance:** 2-15 yards

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

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

**Scoring Method:** Vickers Count

**Starting Position:** Kneeling facing down range at position P1, hands on top of head, loaded handgun on ground, muzzle pointed downrange.

**Start Signal:** Audible

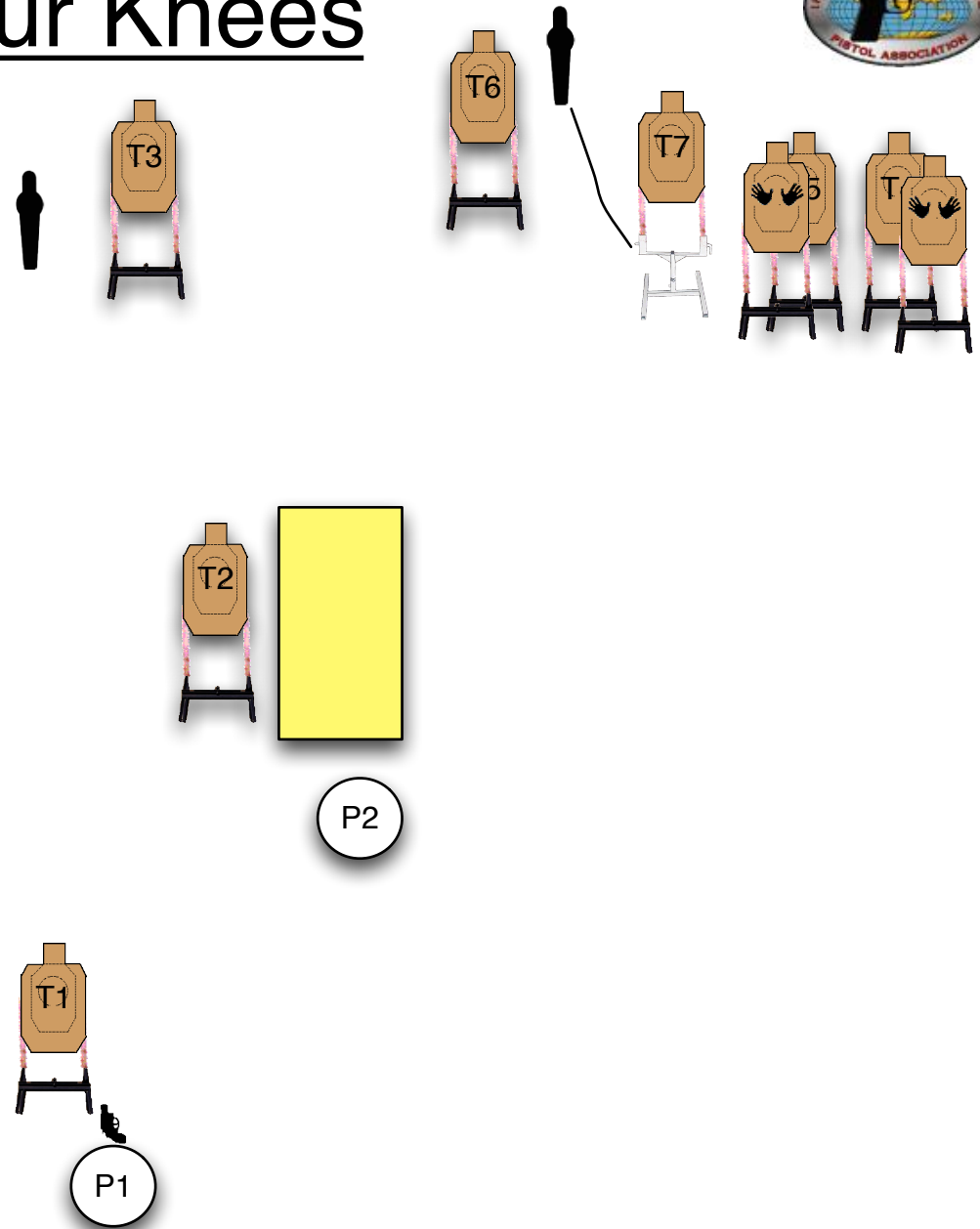
**Stop Signal:** Last Shot Fired

**Scenario:** You and your family have been taken hostage by a drug gang. One of the Bad Guys has taken your handgun. You're on your knees, and probably about to be executed, when the Bad Guy fumbles your gun and drops it. You pick it up and engage the Bad Guys, saving your family.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, retrieve the handgun on the ground, and engage visible threats. Once all visible threats have been engaged, move to cover at P2 and engage the remaining threats.

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



**Notes:** T5 should be at least 50% covered by the non-threat. T4 should be at least 33% covered by the non-threat. Shooter may not re-engage T1 after leaving P1.