



Stage 1 - Standards



Round Count: 18

Target Distance: 7 yards

Targets Required: 3x Standard Threats

Props Required: 1x Cot, 1x table

Scoring Method: Limited Vickers Count

Starting Position: Laying on cot at P1, loaded handgun table at head end of cot.

Start Signal: Audible

Concealment Garment: Not Required

Scenario: None. This is a standards stage.

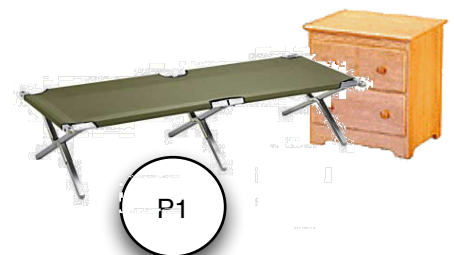
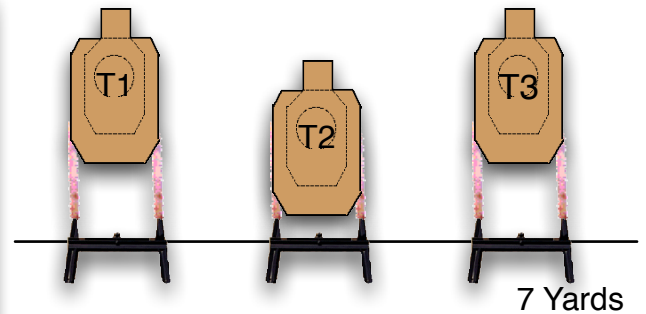
Procedure: Per String description.

String 1: On the start signal, draw and engage targets T1 through T3 with two (2) rounds each to the head.

String 2: On the start signal, draw and engage targets T1 through T3 with two (2) rounds each, strong hand only.

String 3: On the start signal, engage targets T1 through T3 with two (2) rounds each, weak hand only.

Scoring: T1 through T3 shall have six (6) hits each, at least two (2) of which must be head shots.



Notes: Target must be set low so that all shots impact berm. All shots must be fired from a prone position. Any low hits after String 1 should be taped before String 2.



Stage 2: Inventory Control



Round Count: 9

Target Distance: 6-10 yds

Targets Required: 1x Popper, 1x Drop-Turner, 2x Standard Threats

Props Required: 1x No-Shoot

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

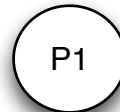
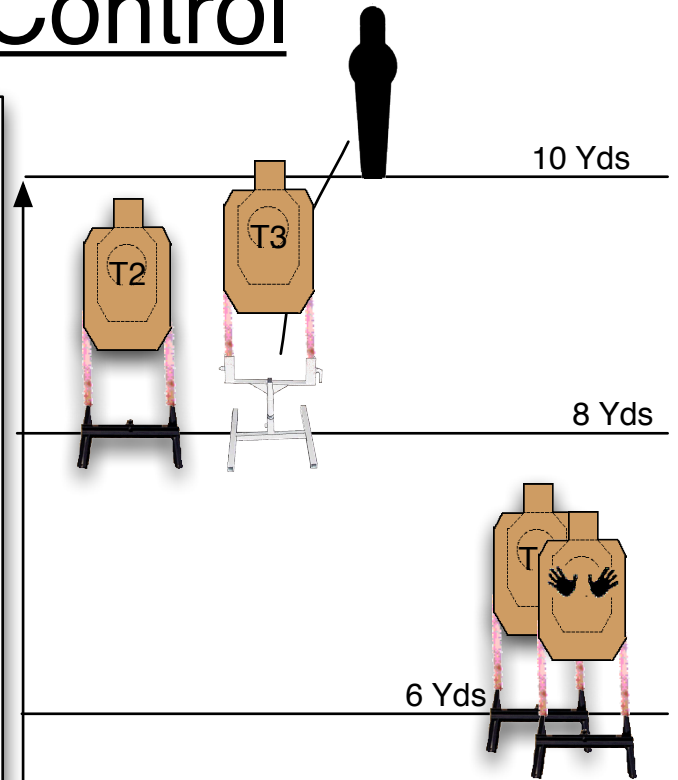
Concealment Garment: Required

Stop Signal: Last Shot Fired

Scenario: You walk into the stockroom at the retail store you work in, only to discover that there are a few armed men bent on robbing the place. On top of that, they have taken one of your coworkers hostage and are threatening to harm him if you both don't cooperate. You must protect yourself and your coworker!

Procedure: On the start signal, draw and engage all of the targets in Tactical Priority.

Scoring: T1 through T2 should have 3 hits each, one of which must be a head hit. T3 must have 2 hits. All steel must fall.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Only half of T1's Down 0 zone should be visible.



Stage 3: Stop And Robbed



Round Count: 15

Target Distance: 4-12 yds

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

Props Required: 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

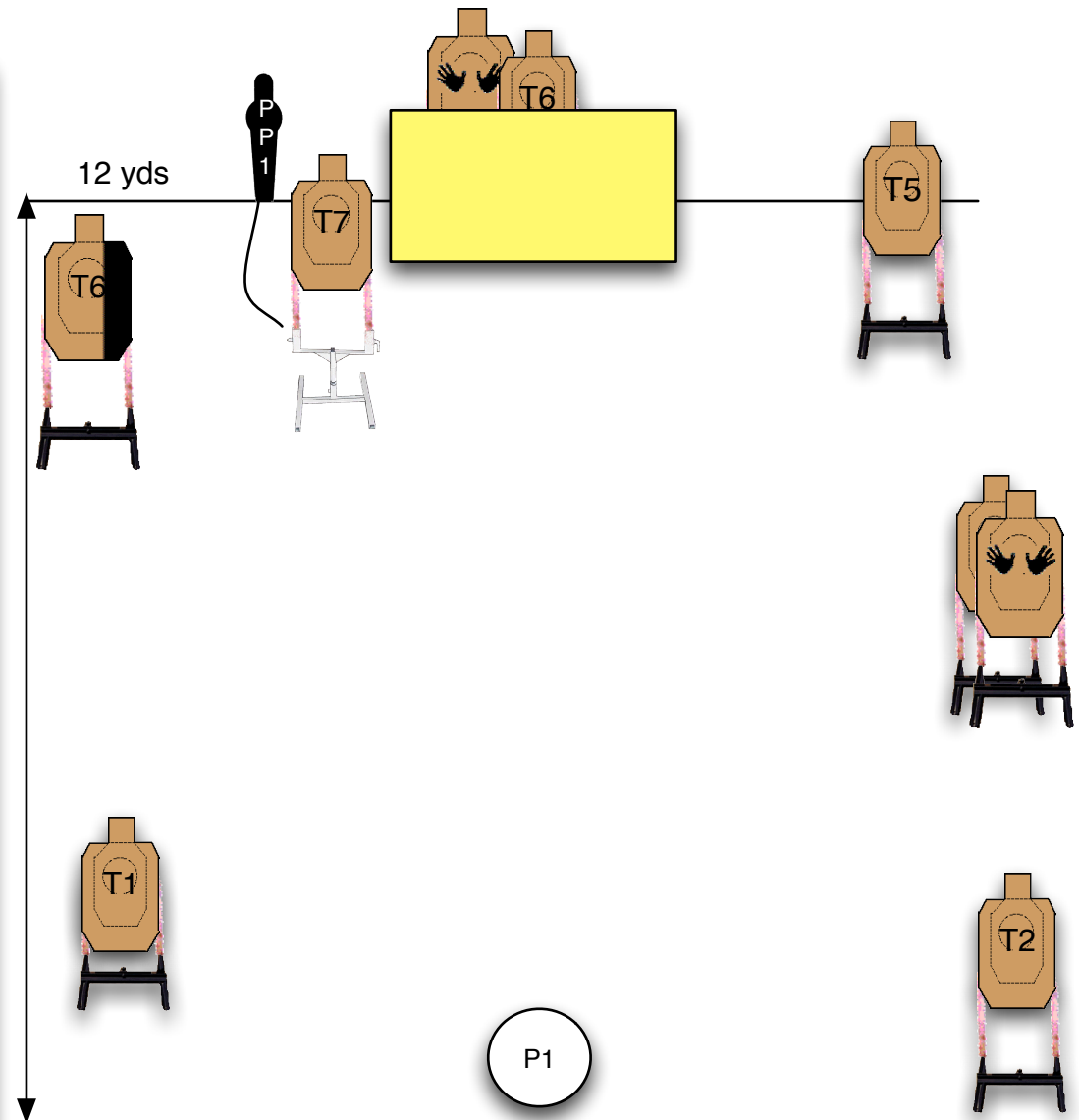
Stop Signal: Last Shot Fired

Scenario: You walk into the local convenience store only to discover that a gang of hoodlums has taken it over. They yell out "NO WITNESSES!", and you are forced to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all of the threats.

Scoring: T1 through T7 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. There is no cover on this stage.



Stage 4: BUGs (Side)



Round Count: 18

Target Distance: 6-10 yds

Targets Required: 5x Standard Targets

Props Required: None

Scoring Method: Limited Vickers

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

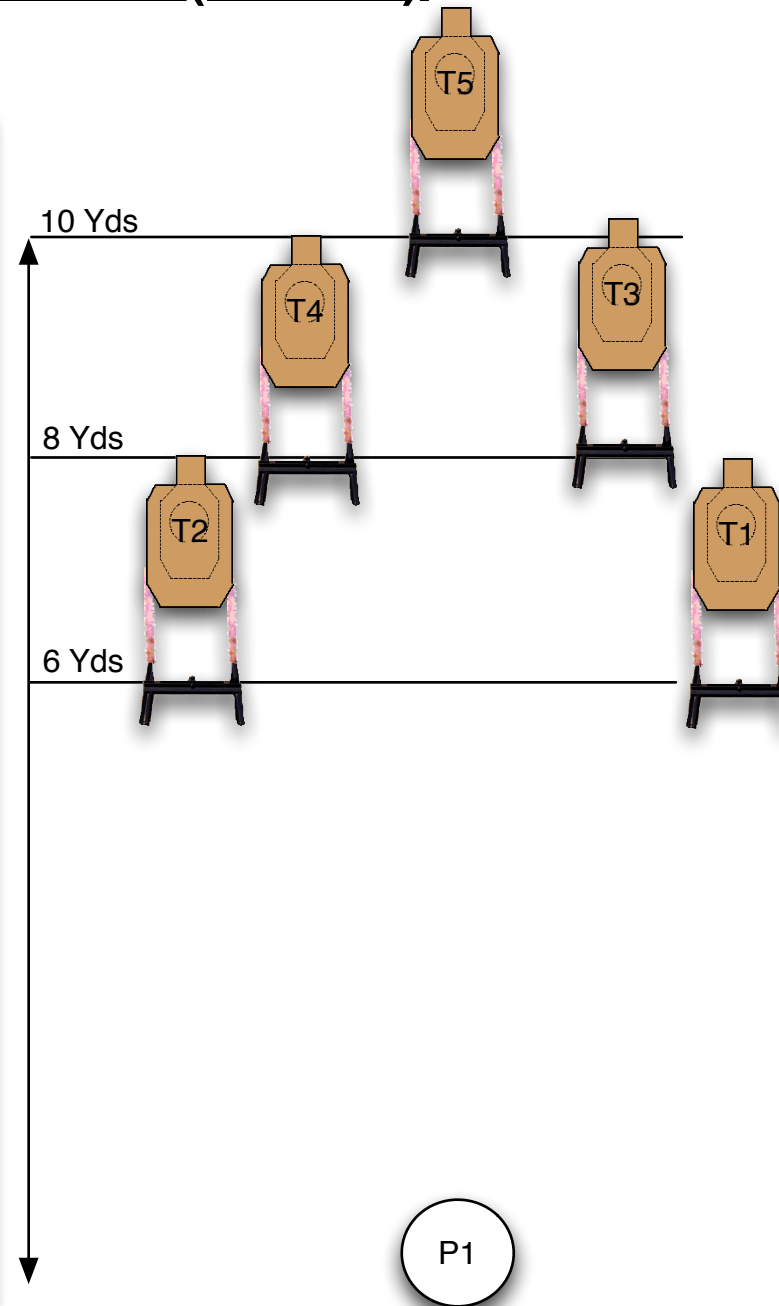
Procedure:

String 1: With BUG held at low ready, on the start signal engage each target with 1 round.

String 2: With BUG held at low ready in strong hand, on the start signal engage each target with 1 round, strong hand only.

String 3: With BUG held at low ready on weak hand, on the start signal, engage each target with 1 round, weak hand only.

Scoring: T1 through T5 should have 3 hits each.



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



Stage 5: Bayou Blues

Round Count: 15

Target Distance: 6-10 yards

Targets Required: 6x Standard Threats, 1x Swinger, 1x Popper

Props Required: 1x Canoe, 3x Barrels

Scoring Method: Vickers Count

Starting Position: Seated in kayak, loaded handgun and ammunition in box above kayak, holding on to paddle with both hands.

Start Signal: Audible

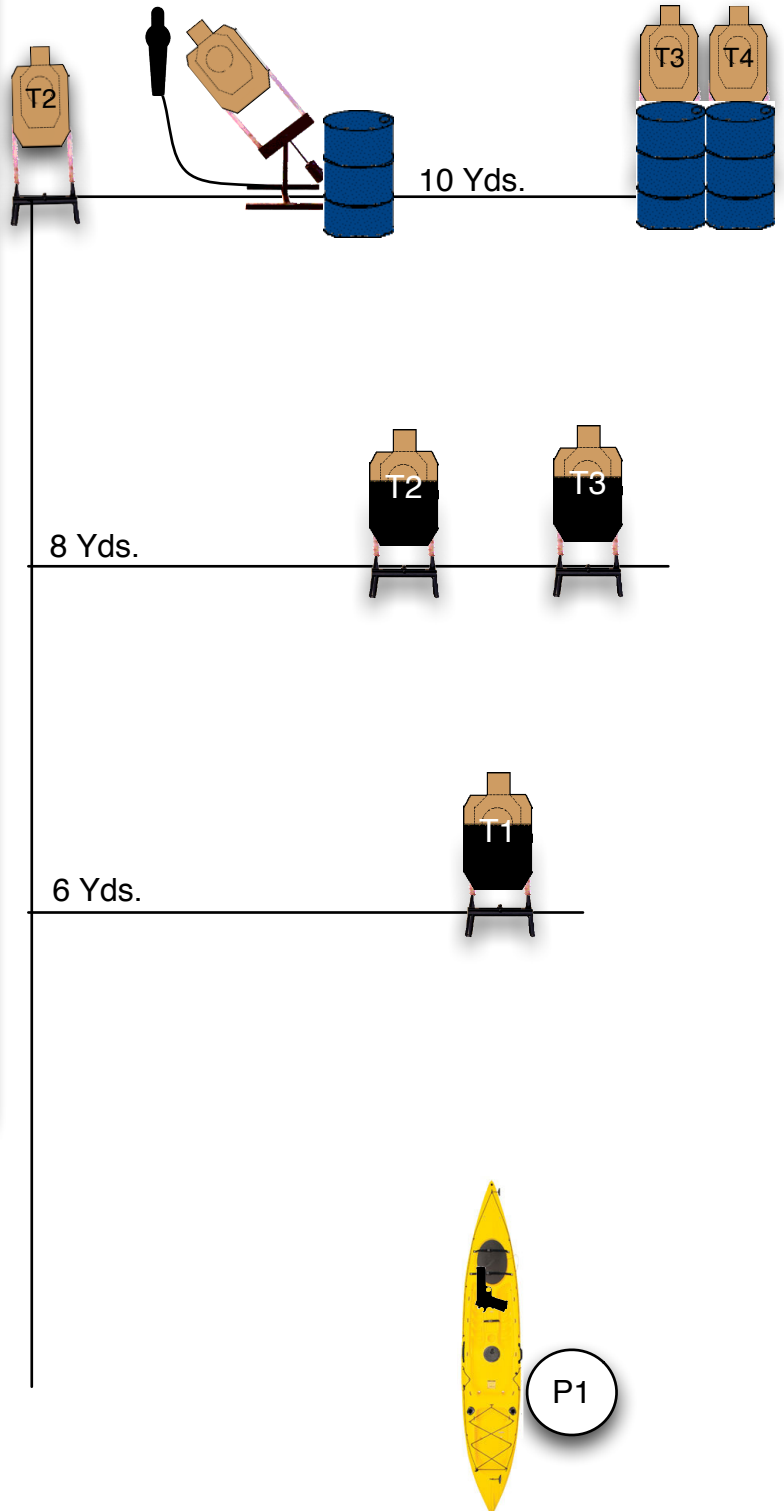
Stop Signal: Last Shot Fired

Concealment Garment: Not Required

Scenario: You're out enjoying a leisurely trip in the bayous, when you encounter a group of drugrunners. They don't want any witnesses, so they decide to take you out. Some of them have jumped into the water and are headed your way, while others stayed on the shoreline. You don't have time to paddle away, so you are forced to defend yourself.

Procedure: On the start signal, grab your handgun out of the box above kayak and engage all threats.

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





Stage 6: Hard Times



Round Count: 15

Target Distance: 4-10 yards

Targets Required: 5x Standard Threats

Props Required: 1x Non-Threat

Scoring Method: Vickers Count

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

Start Signal: Audible

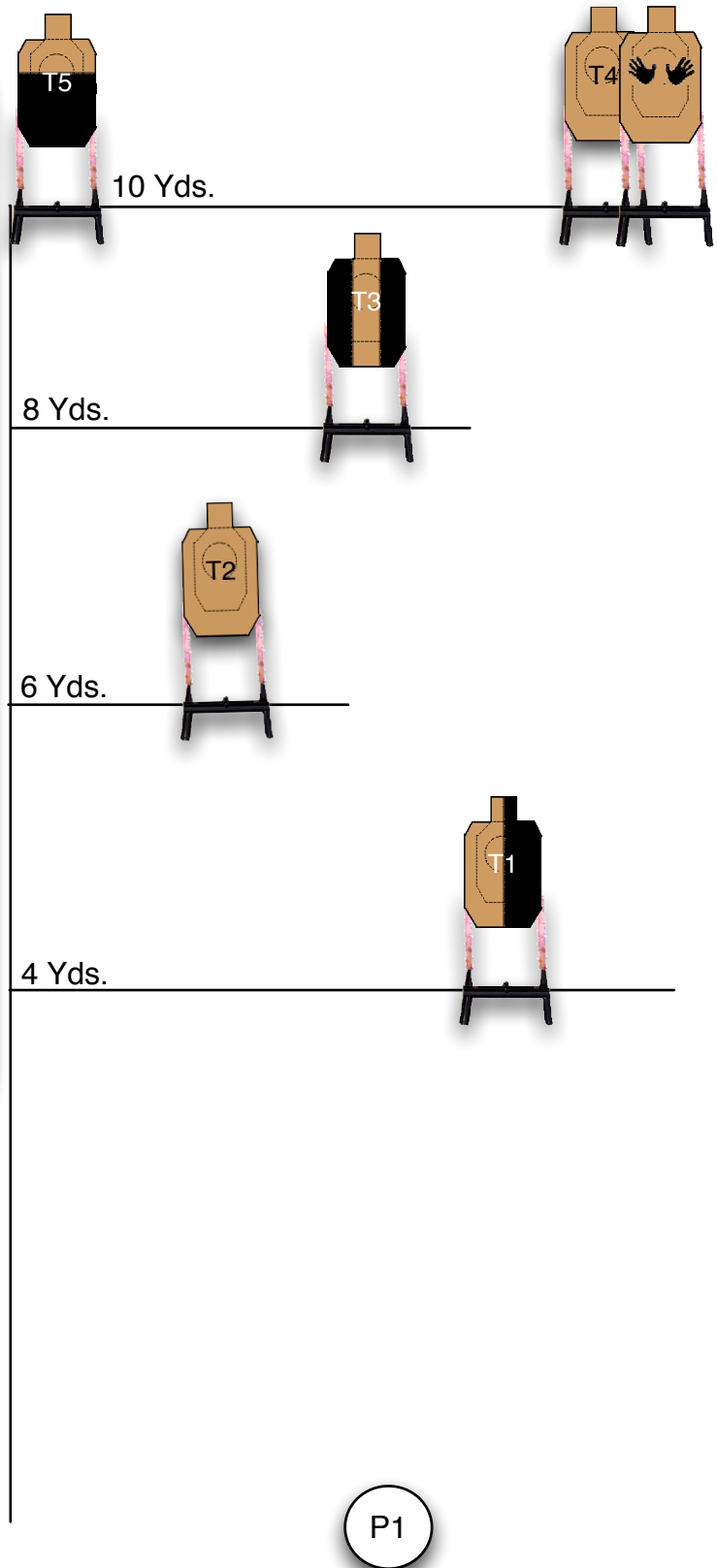
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're working in your hardware store, when a gang of miscreants storms in brandishing weapons. One of your clients is being threatened, as are you. Luckily, you're carrying a concealed handgun and are able to defend yourself.

Procedure: On the start signal, draw and engage all threats in Tactical Sequence.

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





Stage 7: Oh Crap!



Round Count: 14

Target Distance: 1-12 yards

Targets Required: 6x Standard Threats w/
T-Shirts, 2x Poppers

Props Required: 2x Non-Threats, 8x
barrels, 2x walls

Scoring Method: Vickers Count

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

Start Signal: Audible

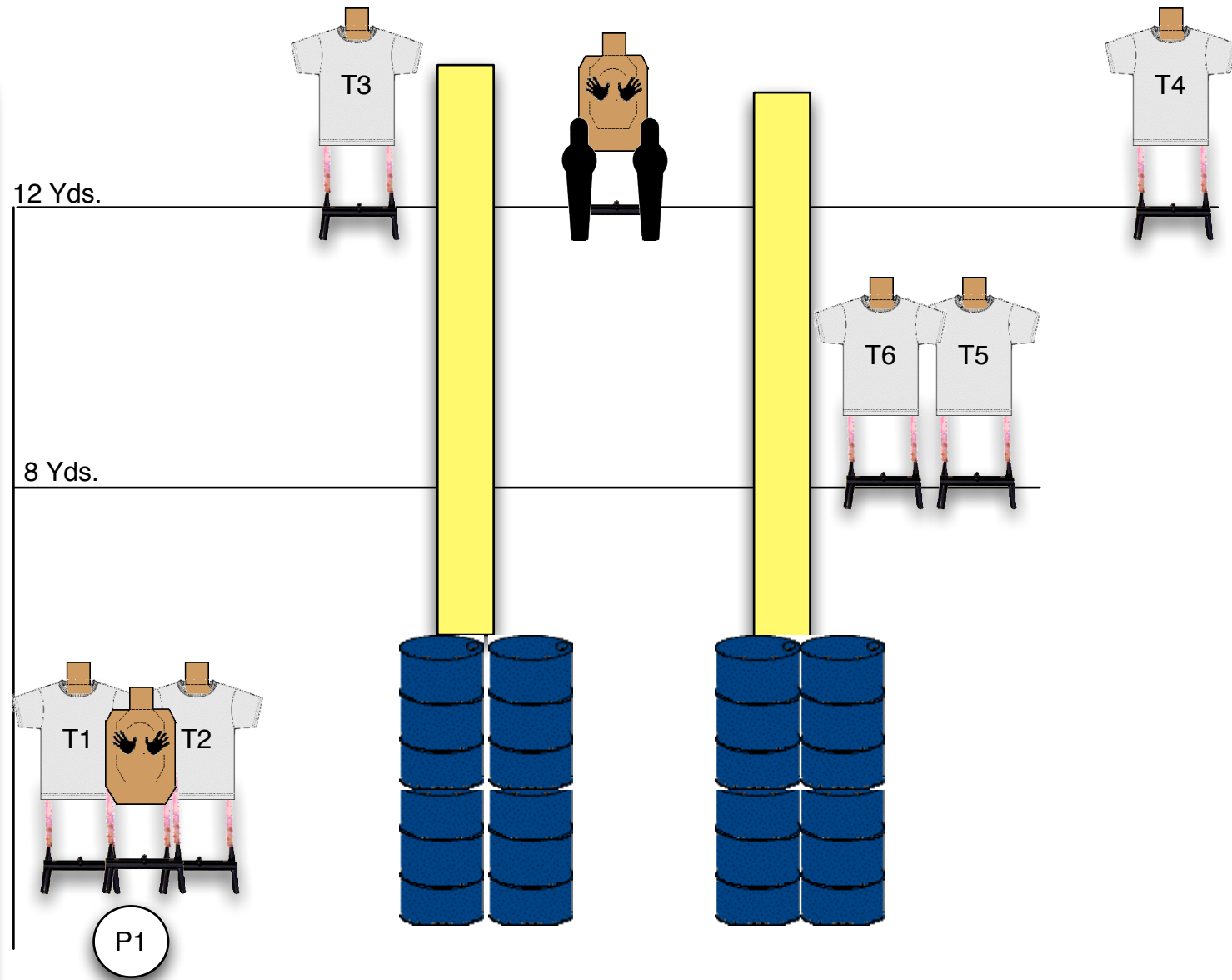
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You and your spouse are on
vacation, and while walking back
to your hotel from dinner, you hear someone
say "Your money or your life". You turn
around and discover two armed thugs on
either side of your spouse. You engage these
threats and start moving to cover, only to
discover more armed thugs.

Procedure: On the start signal, turn around,
draw and engage T1 and T2
from close retention. Then move to P2,
engaging T3 while moving. From P2, engage
PP1, and PP2, then move to P3. From P3,
engage T4 through T6.

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





Stage 8: Fireworks



Round Count: 17

Target Distance: 4-18 yards

Targets Required: 7x Standard Threats, 1x Popper, 1x Drop-Turner

Props Required: 3x Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

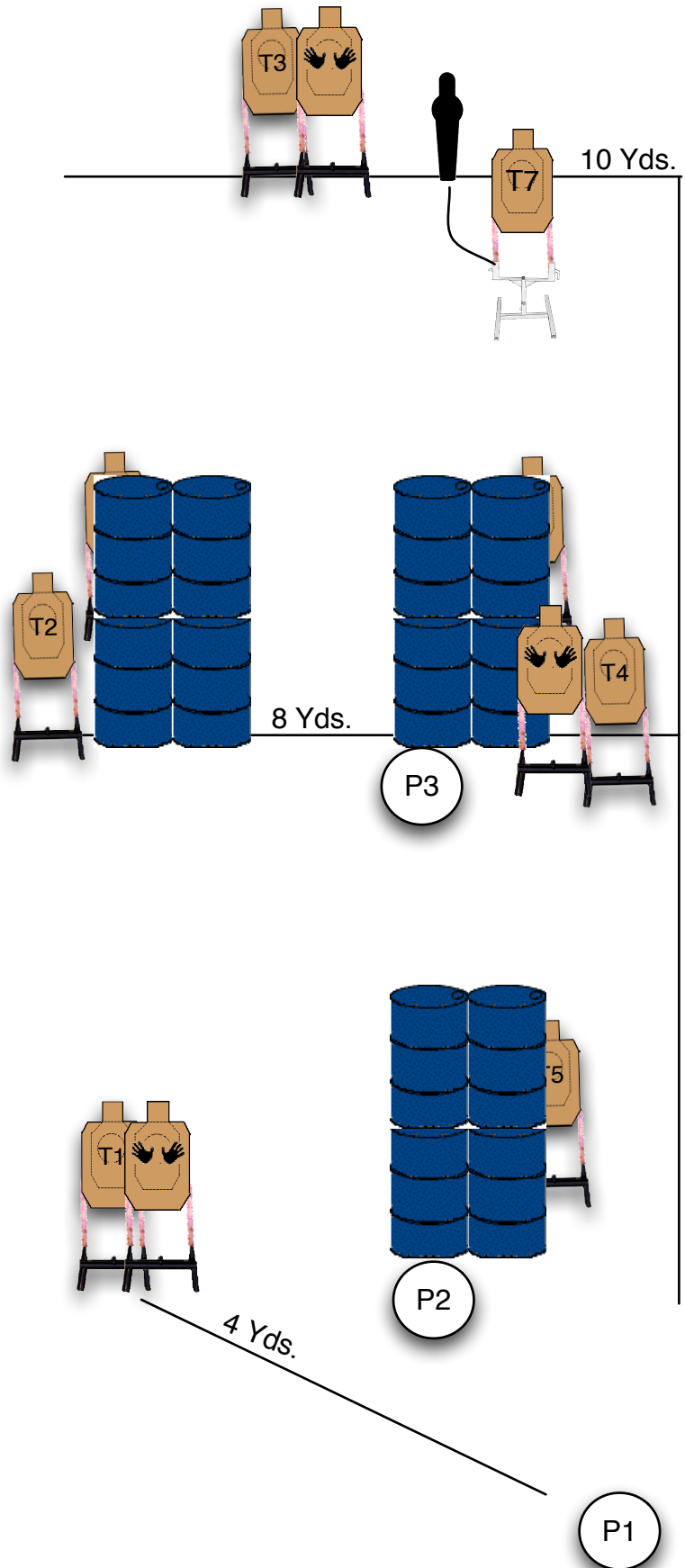
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're at a friend's house for a 4th Of July party. During the nearby fireworks show, a group of thugs decides to rob everyone, since anyone nearby would likely mistake any gunfire for fireworks. It's up to you to save the day.

Procedure: On the start signal, draw and engage T1 while moving to position P2. From P2, engage targets T2 through T5. Move up to position P3 and engage targets T6 through T8 and popper PP1.

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



Notes: T1 should be 1/3 hidden by the Non-Threat. T6 through T8 and PP1 should not be visible from position P2. T2 through T4 *may* be re-engaged *while moving* to P2. Shooter may not advance beyond P3.