



# Stage 1 - Roll The Bones



**Round Count:** 16

**Target Distance:** 2-10 yards

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

**Props Required:** 1x Non-Threat, 1x Swinger Non-Threat

**Scoring Method:** Vickers Count

**Starting Position:** Kneeling at P1, holding dice in strong hand.

**Start Signal:** Audible

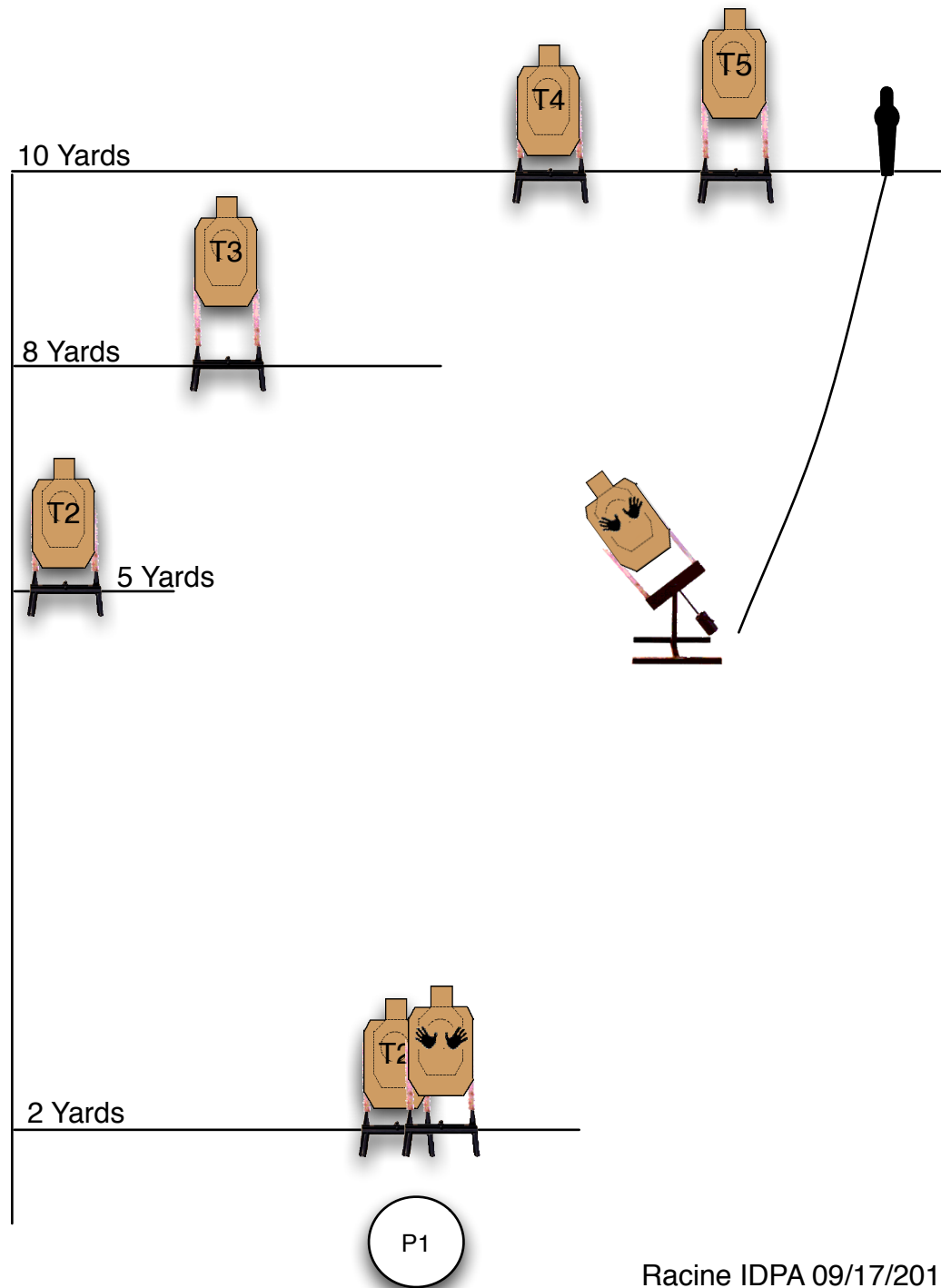
**Concealment Garment:** Required

**Scenario:** You're having a friendly game of craps that suddenly turns un-friendly. Unbeknownst to you, one of the players is a member of a local gang, and doesn't take kindly to losing. He calls in his buddies and pulls a knife on one of your friends. His fellow gang members come running brandishing weapons. It's up to you to defend yourself and your two friends.

**Procedure:** On the start signal, drop the dice, draw your handgun, and engage all of the threats. PP1 must be engaged before T4 and T5.

**Scoring:** All standard threats must have 3 hits, one of which must be a head hit. All steel must fall.

**Notes:** All shots must be taken from kneeling. Shooters need to be wary and not muzzle themselves when drawing. The swinging non-threat should be set up so that it passes in front of T4 and T5, as seen from P1, when activated. The Non-Threat in front of T1 should cover just under half of T1.





# Stage 2 - Marathon



**Round Count:** 16

**Target Distance:** 5-35 yards

**Targets Required:** 8x Standard Threats

**Props Required:** 4x Barricades

**Scoring Method:** Limited Vickers

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

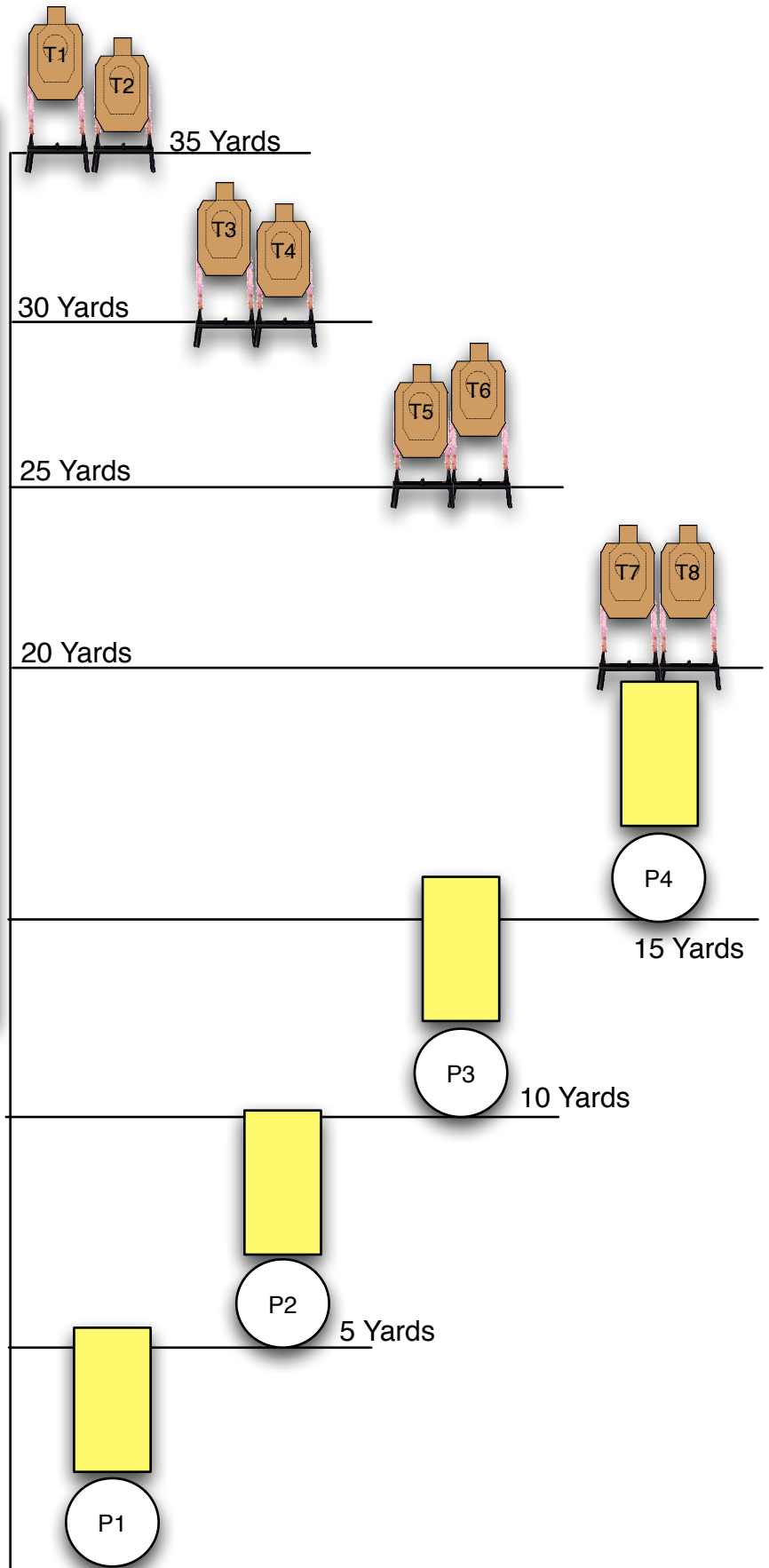
**Start Signal:** Audible

**Concealment Garment:** Not Required

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

**Procedure:** On the start signal, Draw and engage T1 and T2 from P1. Move to P2, and engage T3 and T4. Move to P3, and engage T5 and T6. Finally, move to P4 and engage T7 and T8.

**Scoring:** T1 through T8 shall have two (2) hits each.



**Notes:** Target height should vary. Shooter may fire from either side of the barricade at each position. Once a position is left, the targets engaged from that position cannot be re-engaged.



# Stage 3 - Show Don't Tell



**Round Count:** 16

**Target Distance:** 1-12 yards

**Targets Required:** 4x Standard Threats, 2x Poppers, 2x Drop-Turners, 1x Double-Swinger

**Props Required:** 2x Barricades, 2x Tarps, 2x Non-Threats

**Scoring Method:** Vickers Count

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

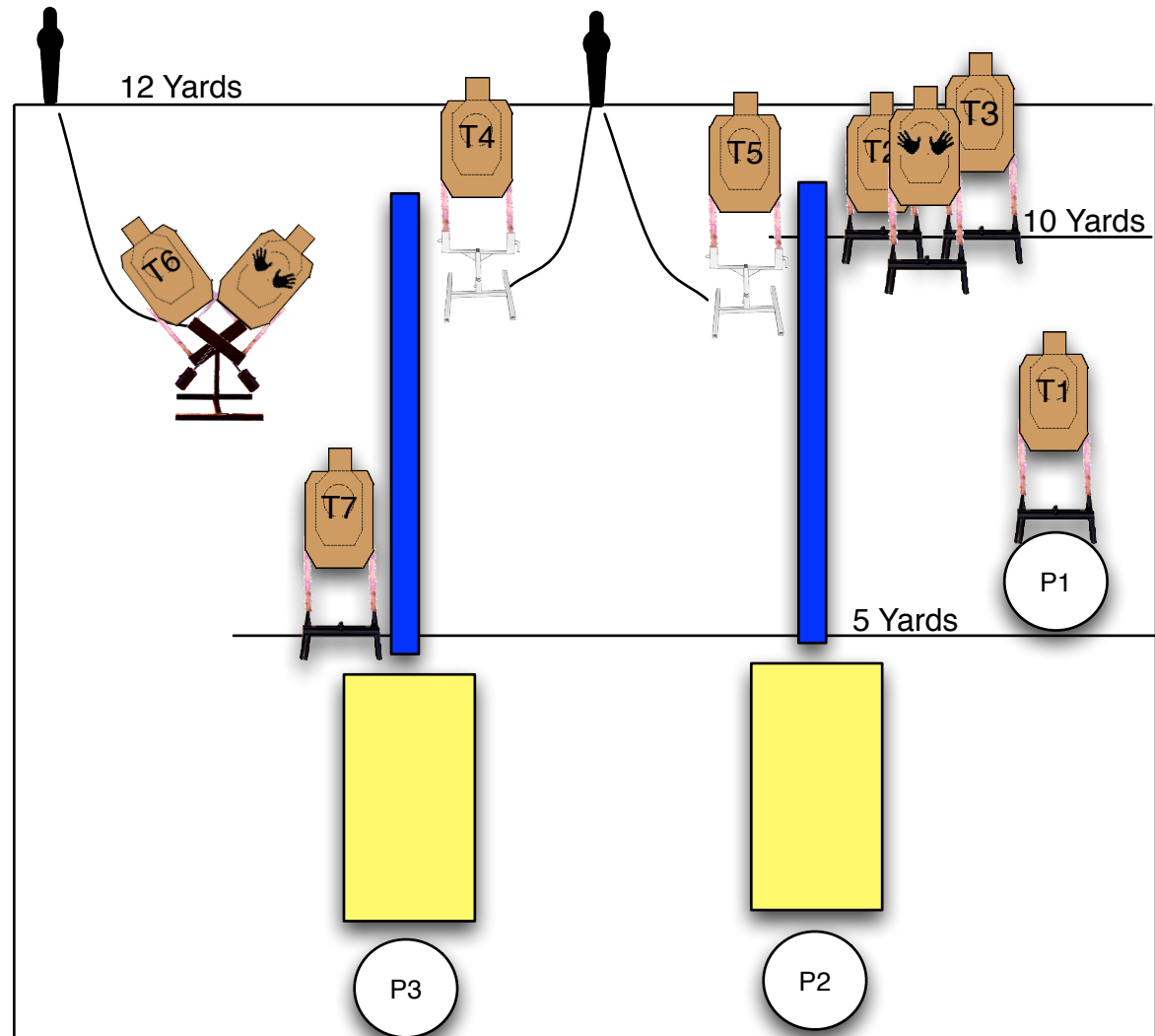
**Start Signal:** Audible

**Concealment Garment:** Required

**Scenario:** You work for defense contractor on a highly classified project. One day while out in public, you're confronted by a group of terrorists that want the details of your project. You decide to show them your firearm rather than tell them your secrets.

**Procedure:** On the start signal, draw and engage T1 from Close Retention. Move to P2, engaging T2 and T3 while moving. From P2, engage PP1, T4, and T5. Move to P3 and engage PP2, T6, and T7.

**Scoring:** T1 through T7 shall have two (2) hits each, all steel must fall.



**Notes:** Target heights should vary. T1 through T3 can be re-engaged from P1. T6 should be set to be a disappearing target.



# Stage 4 - Resist



**Round Count:** 16

**Target Distance:** 5-25 yards

**Targets Required:** 7x Standard Threats,  
2x Poppers

**Props Required:** 1x Barricades, 3x Non-Threats

**Scoring Method:** Vickers Count

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

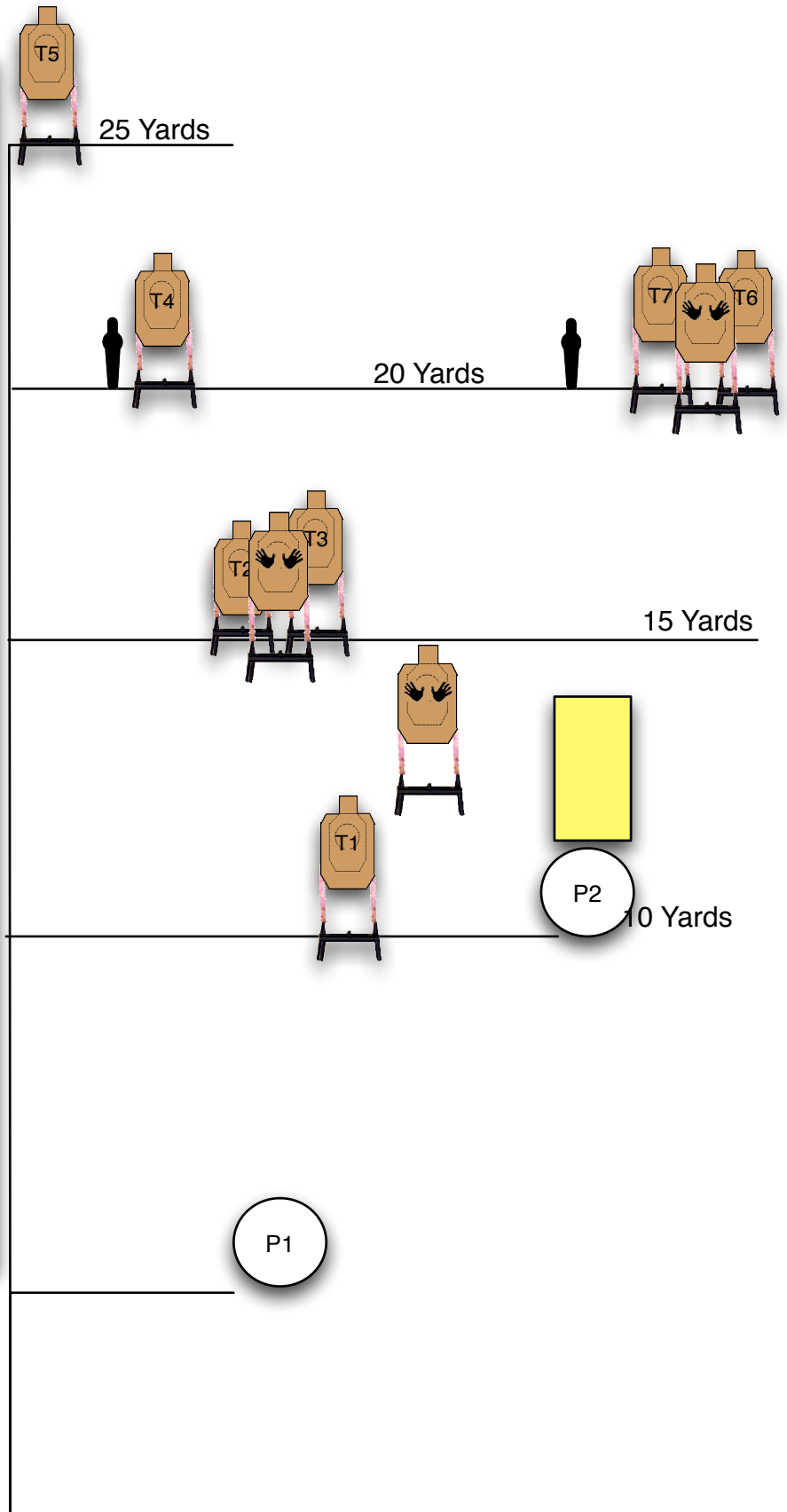
**Start Signal:** Audible

**Concealment Garment:** Required

**Scenario:** You're out enjoying your day when you encounter an armed gang causing mayhem. Some of the gang members headed your way with weapons drawn, while others are threatening other members of the public. Take care of the immediate threats and then move to cover, taking care of any additional threats you find there.

**Procedure:** On the start signal, Draw and engage T1 through T5 and PP1 from P1. Move to P2 and engage T6, T7, and PP2.

**Scoring:** T1 through T7 shall have two (2) hits each. All Steel must fall.



**Notes:** Target height should vary. Shooter must fire from right side of the barricade at P2. T1 through T5 and PP1 may be engaged from either P1 or while on the move to P2.



# Stage 5 - Closer To The Heart



**Round Count:** 6

**Target Distance:** 6-12 yards

**Targets Required:** 3x Standard Threats

**Props Required:** None

**Scoring Method:** Vickers Count

**Starting Position:** Standing at P1, holding briefcase at side with strong hand.

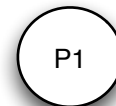
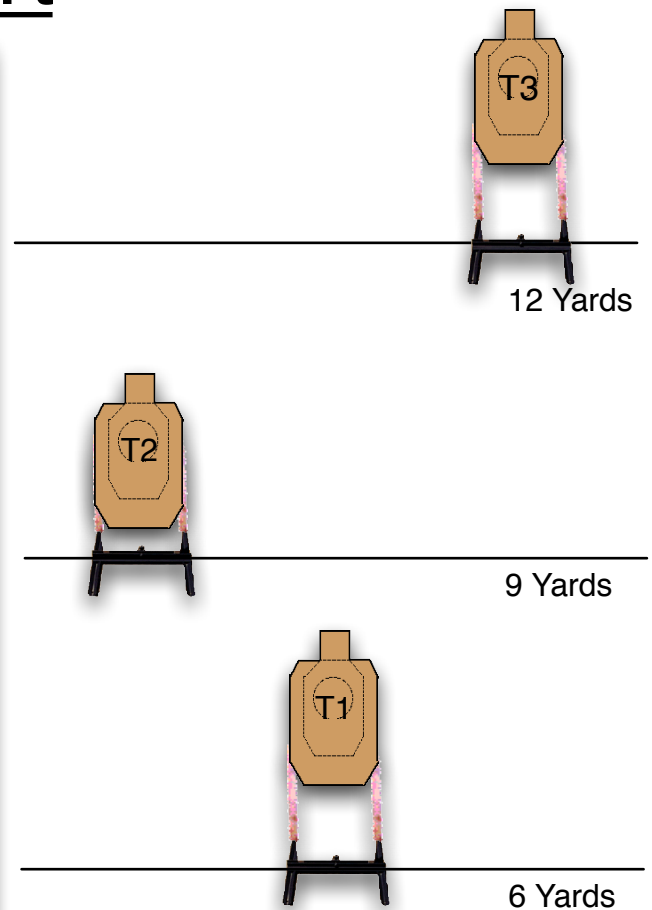
**Start Signal:** Audible

**Concealment Garment:** Required

**Scenario:** You're walking from your car to a client's office when you're jumped by a group of Bad Guys that are high on PCP. Only immediately disabling shots with prevent them from harming you, so shoot straight!

**Procedure:** On the start signal, drop the briefcase, draw, and engage threats T1 through T3 with 2 rounds each.

**Scoring:** T1 through T3 shall have two (2) hits each, only -0 hits will count for score.



**Notes:** Threats must be engaged in Tactical Priority. Only hits to -0 areas on the target count for score- all other hits are scored as misses.



# Side: Time And Motion



**Round Count:** 19

**Target Distance:** 8-50 yards

**Targets Required:** 7x Standard Threats, 3x Poppers, 1x Swinger

**Props Required:** 3x Non-Threats, 1x Table, 1x Barricade

**Scoring Method:** Vickers Count

**Starting Position:** Laying prone at position P1, rifle loaded, safety on. Loaded handgun in holster, loaded shotgun, with safety on, laying on table at position P2.

**Start Signal:** Audible

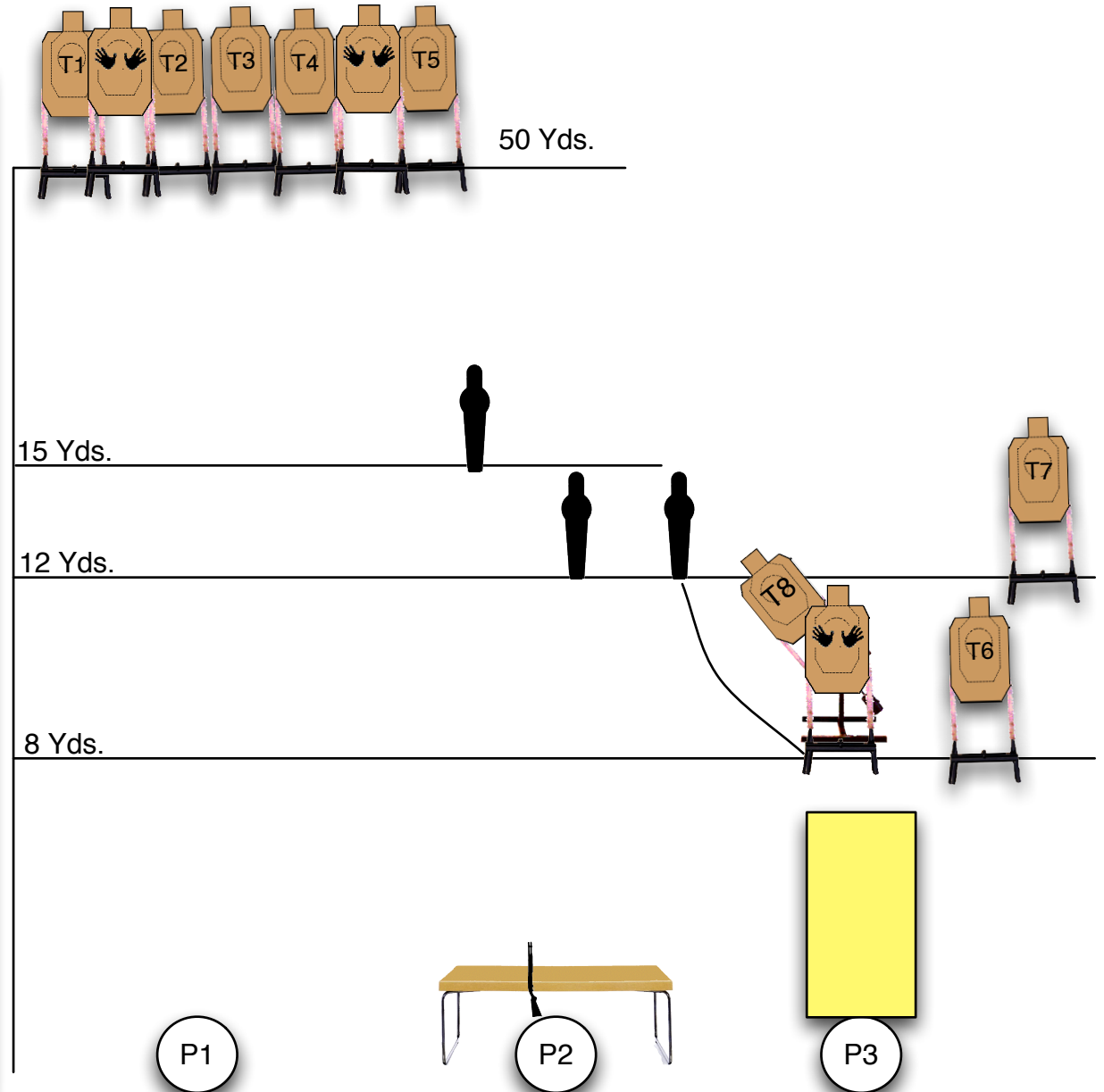
**Stop Signal:** Last Shot Fired

**Concealment Garment:** Not Required

**Scenario:** None

**Procedure:** On the start signal, engage T1 through T5 with 2 rounds each from the rifle from a prone position. Leaving the rifle at P1, move to P2. At P2 pick up the shotgun and engage PP1 through PP3. Any poppers not fallen may be re-engaged with the Shooter's handgun from P2. Finally, put the shotgun back down on the table and move to P3 and engage T6 through T8.

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



**Notes:** Shooter may re-engage T1 through T5 from P2 with their handgun if they wish. Once the Shooter leaves P2, T1 through T5 and PP1 through PP3 cannot be re-engaged.