



Stage 1: Armored Bill

Round Count: 18

Target Distance: 8 yards

Targets Required: 3 Threat Targets

Props Required: 1 barricade

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

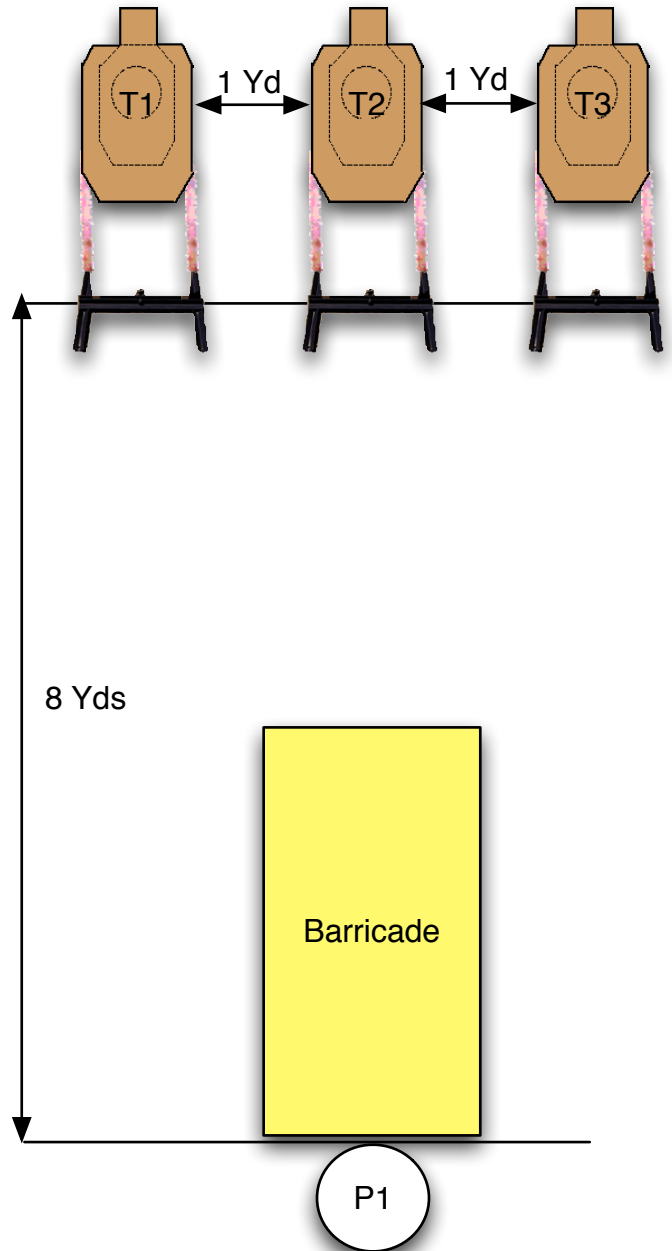
Scenario: None. This is a standards stage.

Concealment Garment: NOT Required

Procedure: Load all magazines to 6 rounds only.

Shooter begins at position P1. On the start signal, shooter will draw and engage T1 or T3 from either the left or right side of the barricade, respectively, with a total of six (6) rounds- four (4) to the body and two (2) to the head. Shooter will then reload behind cover and alternate which side of the barricade targets are engaged from. Targets should be engaged in one of these orders: T1 from the left side of barricade, T3 from the right side, and T2 from the left side, *OR* T3 from the right side, T1 from the left side, and T2 from the right side. All reloads must be done behind cover, and the shooter must use the barricade for cover when engaging the threats.

Scoring: T1 through T3 should each have 6 hits consisting of 4 body hits and 2 head hits.



Notes: Barricade and position P1 are centered on target T2. Target heights should vary somewhat.



Stage 2: Park Rescue v.2



Round Count: 12

Target Distance: 6 to 10 yards

Targets Required: 3 Threat Targets, 2 Poppers, 1 Drop-Turner, 1 Out-N-Back

Props Required: 1 Barricade, 1 Non-Threat

Scoring Method: Vickers Count

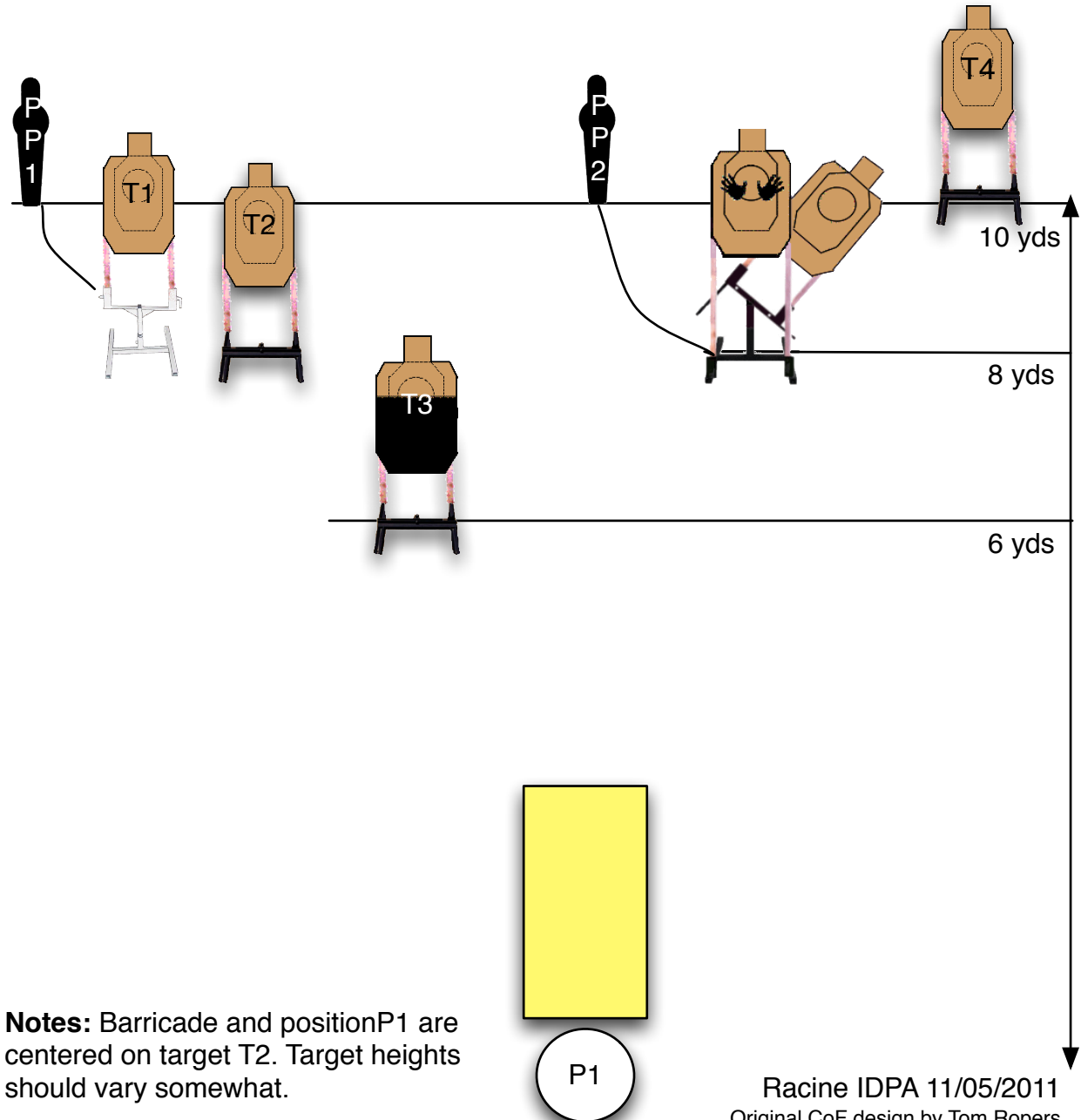
Starting Position: Standing at P1, hands relaxed at sides

Start Signal: Audible

Scenario: You're in the park when you come across a group of armed bad guys attacking an innocent park-goer. Using a tree for cover, engage the bad guys and save the innocent victim's life!

Procedure: Starting at position P1, on the start signal, draw and engage all threats using Tactical Priority. PP1 and T1 through T3 must be engaged from the left side of the barricade. PP2, T4, and T5 must be engaged from the right side of the barricade.

Scoring: T1 through T5 should have 2 hits. All steel must fall.



Notes: Barricade and position P1 are centered on target T2. Target heights should vary somewhat.



Stage 3: Dancing With The Wha?!?



Round Count: 14 rounds

Target Distance: 7 to 12 yards

Targets Required: 4x Threat Targets, 2x Poppers, 2x Drop-Turners

Props Required: 3x Non-Threats

Scoring Method: Vickers Count

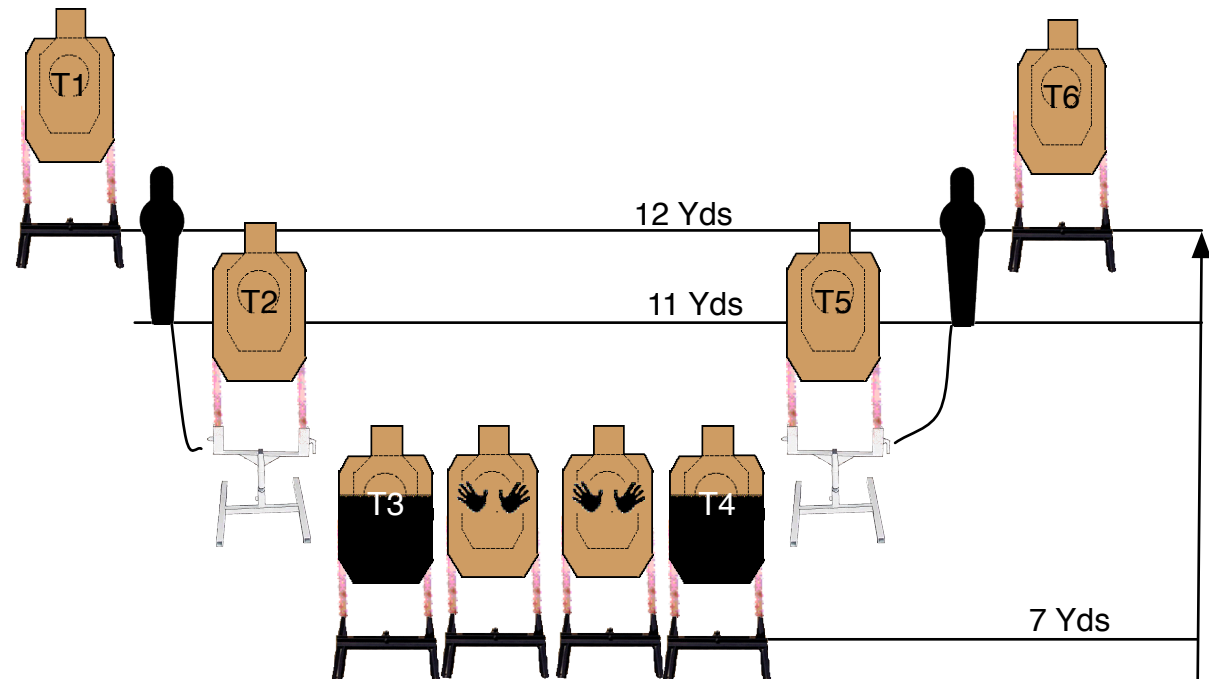
Starting Position: Standing with hands on your partner's shoulders, facing the side of the range with the strong side towards the targets, at P1.

Start Signal: Audible

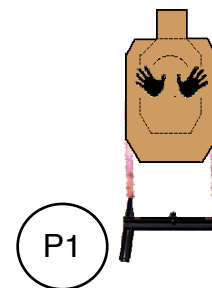
Scenario: You're in the middle of a dance competition when some uncultured brutes decide it's a good time to commit armed robbery. You're out on the dance floor with your partner when they strike. Thankfully, you are armed even here, and are able to defend the judges, your partner, and yourself.

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

Scoring: T1 through T6 should have 2 hits each. All steel must fall.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS required. Move the Shooter's "Partner" so that the Shooter has their strong-side towards the targets. Also ensure that the Shooter engages the threats in Tactical Priority.





Stage 4: Outnumbered v.2



Round Count: 13

Target Distance: 3 to 12 yards

Targets Required: 3 Threat Targets, 2 Poppers, 1 Drop-Turner

Props Required: 1 barrel

Scoring Method: Vickers Count

Starting Position: Standing facing down range at Position P1

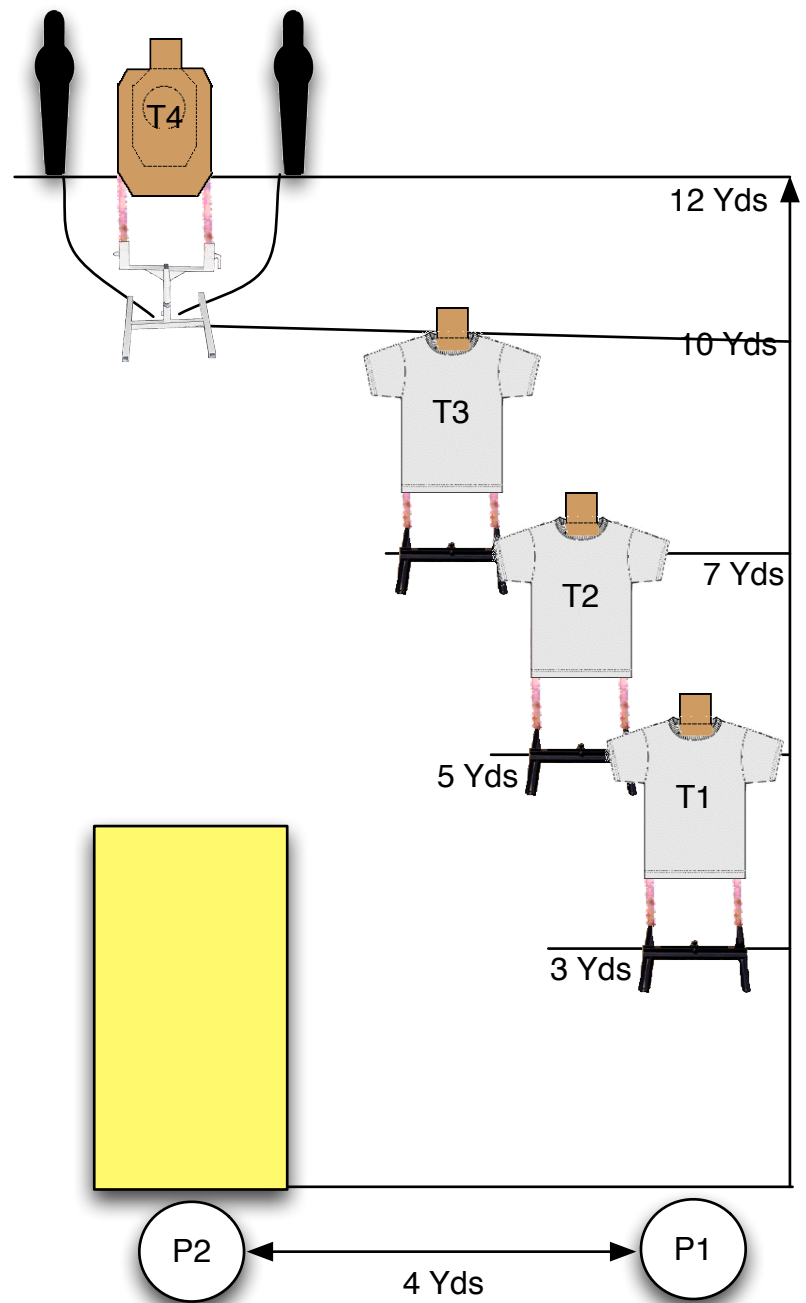
Start Signal: Audible

Concealment Garment: Required

Scenario: You are attacked by a group of gang members. Neutralize the immediate threats and then move to cover to engage the remaining targets. Be careful—one of the threats is trying to sneak up on you!

Procedure: On the start signal, draw and engage T1 through T3 with two rounds to the body and one to the head, from position P1 or while moving to P2. Once at P2, engage PP1, PP2, and T4.

Scoring: T1 through T3 should each have two hits to the body and one to the head. T4 should have two hits. All steel must fall.



Note: Targets T1 through T3 should have varying shoulder heights between 4 and 5 feet. Targets T1 through T3 should be spaced with 1 foot between them left-to-right. Make sure popper PP2 is not in a position to suffer shoot-throughs from T3. Position P1 is centered on target T1. Position P2 is centered on the Drop-Turner. The poppers are equidistant on either side of the Drop-Turner. S.O. should randomly vary which popper is set to activate the drop-turner between shooters. All reloads must begin and end at P2.



Side Match: Security Issue



Round Count: 15 rounds

Target Distance: 7 to 20 yards

Targets Required: 6x Standard Threats,
1x Popper, 1x Out-N-Back

Props Required: 1x Table, 1x Barricade,
1x Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing with carbine
at low ready at P1

Start Signal: Audible

Scenario: You're working as a security guard at a Customs Warehouse. You're getting towards the end of your shift when the alarm sounds, and you discover a group of armed intruders. They attack, and you defend yourself. You notice that one of your coworkers is missing, and go look for him.

Procedure: On the start signal, engage the visible targets with the carbine. Put the empty carbine down on the table, and move to P2. At P2 engage the remaining targets with your handgun.

Scoring: T1 through T7 should have 2 hits each. All steel must fall.

Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. A concealment garment IS NOT required. Make up shots on T1 through T5 may be made with the Shooter's handgun, but ONLY from P1. Once the Shooter leaves P1, no more rounds may be fired at T1 through T5.

