



Stage 1- Trash Day



Round Count: 14

Target Distance: 5 to 12 yards

Targets Required: 5x Standard Threats, 1x Drop-Turner, 2x Poppers

Props Required: 1x Non-Threat, 1x Barrel, 1x Tarp, 1x Barricade

Scoring Method: Vickers Count

Starting Position: Standing at position P1, hands on rim of barrel

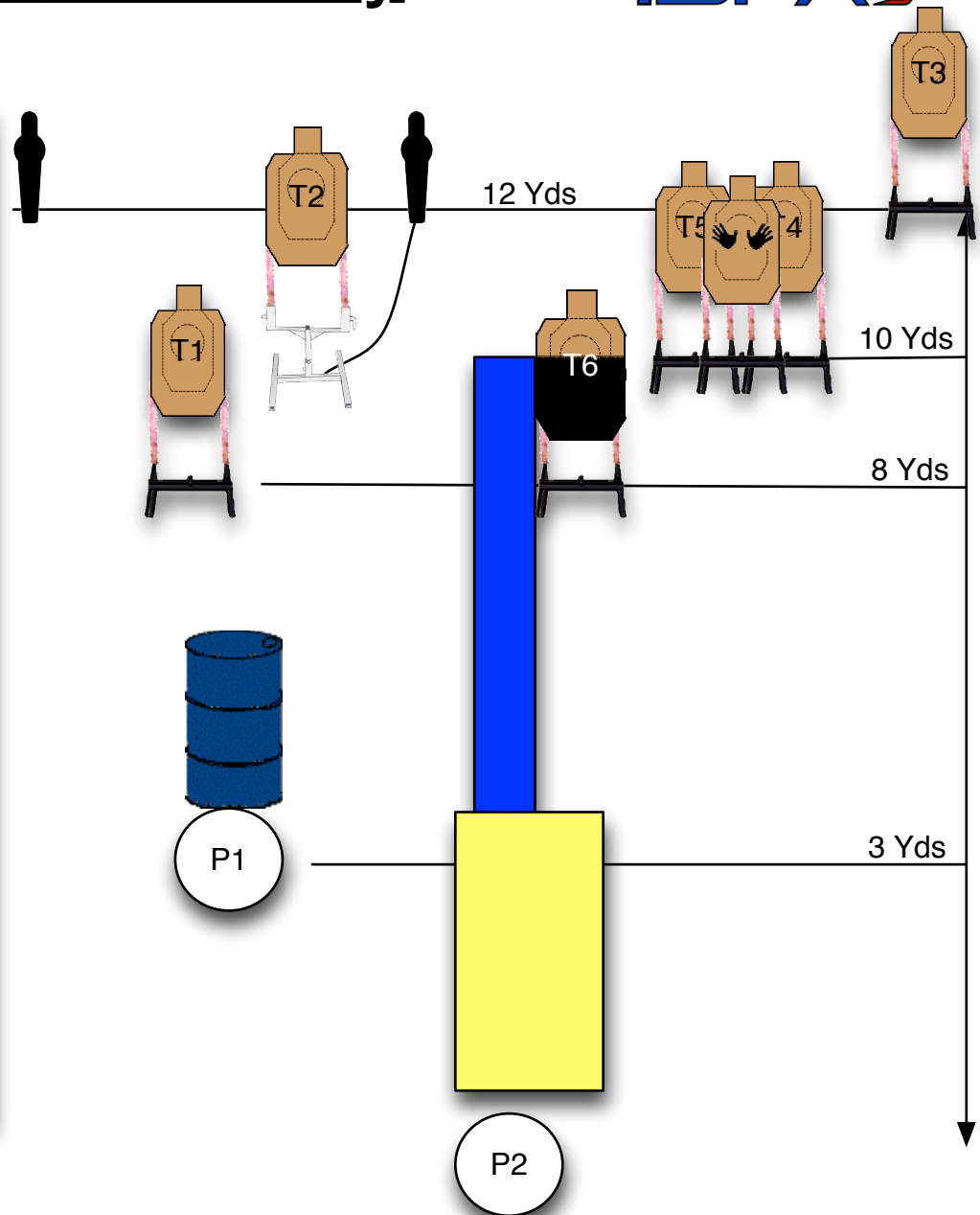
Start Signal: Audible

Concealment: Required

Scenario: You're taking out the trash when you are accosted by a group of armed men. You defend yourself from the immediate threat while retreating to your house, only to discover more armed thugs attacking your spouse.

Procedure: On the Start Signal, draw and engage T1, T2, PP1, and PP2 while retreating to P2. From P2, engage T3 through T6.

Scoring: All cardboard threats must have 2 hits. Steel must fall.



Notes: T1, T2, PP1, and PP2 may be re-engaged from P2, but **must** have been engaged while retreating from P1. T3 through T6 may only be engaged from P2. The barrel is not considered cover.



Stage 2- Bad Business



Round Count: 18

Target Distance: 2 to 10 yards

Targets Required: 6x Standard Threats

Props Required: 2x Non-Threats, 1x Table, 1x Chair, 1x Barricade

Scoring Method: Vickers Count

Starting Position: Sitting in chair at Position P1, hands resting on table.

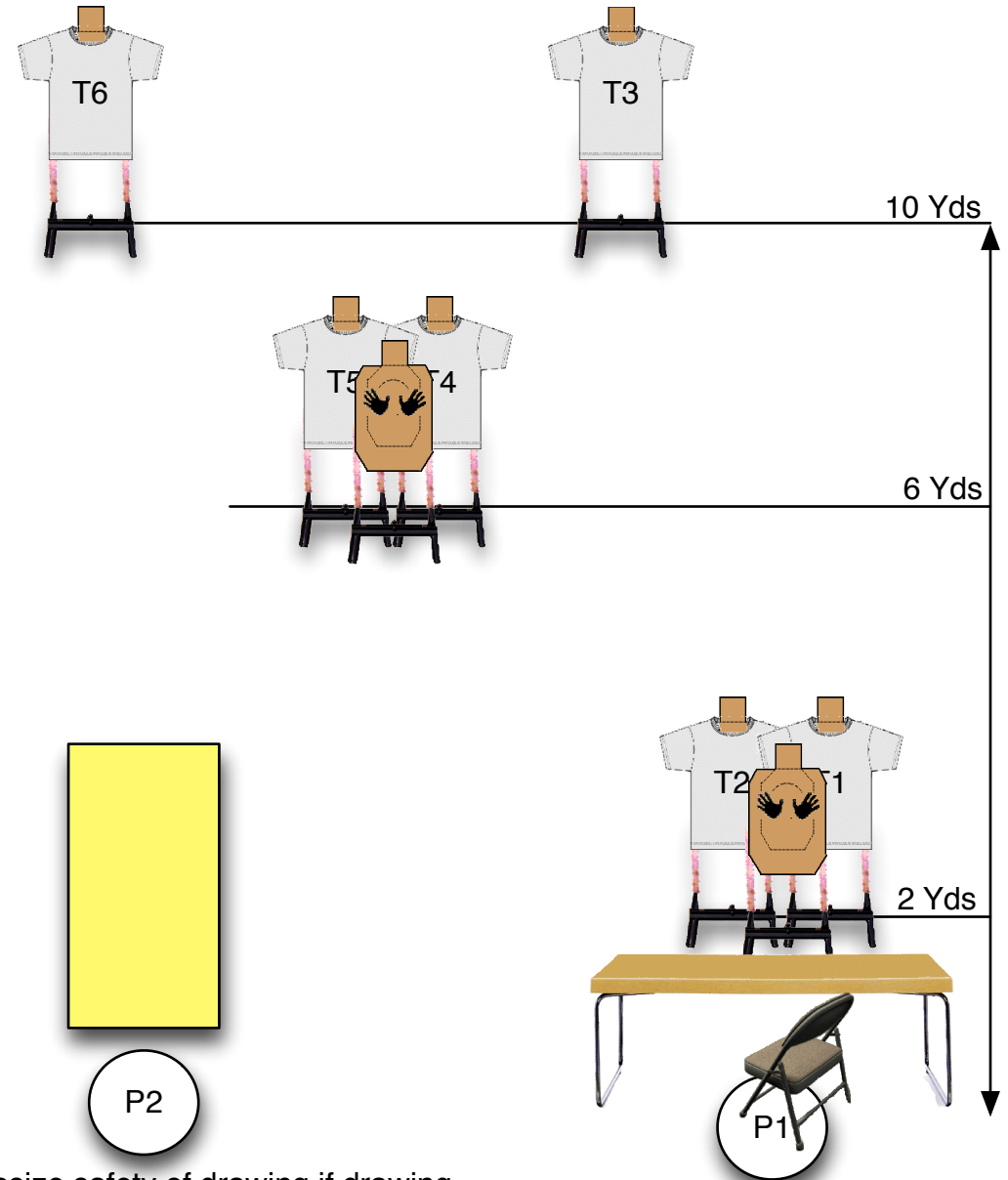
Start Signal: Audible

Concealment: Required

Scenario: You're at work when a bunch of thugs break in and decide to rob the place. Thankfully, you're armed and able to defend yourself and your coworkers.

Procedure: On the Start Signal, Engage T1 and T2 from P1. Move to P2, engaging T3 through T5 while moving. Finally, engage T6 from the left side of the barricade at P2.

Scoring: All cardboard threats must have 3 hits, one of which must be a head hit.



Notes: Shooter can shoot from seated or standing at P1, but emphasize safety of drawing if drawing while seated. Also, make sure targets are set to a height that is safe to shoot from either standing or seated. T3 and T5 must be engaged while moving. If Shooter's handgun goes empty, they must move to P2, reload behind cover, and then engage from the right side of P2.



Stage 3- Yard Work



Round Count: 14

Target Distance: 6 to 10 yards

Targets Required: 4x Standard Threats, 2x Drop-Turners, 2x Poppers

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

Scoring Method: Vickers Count

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

Start Signal: Audible

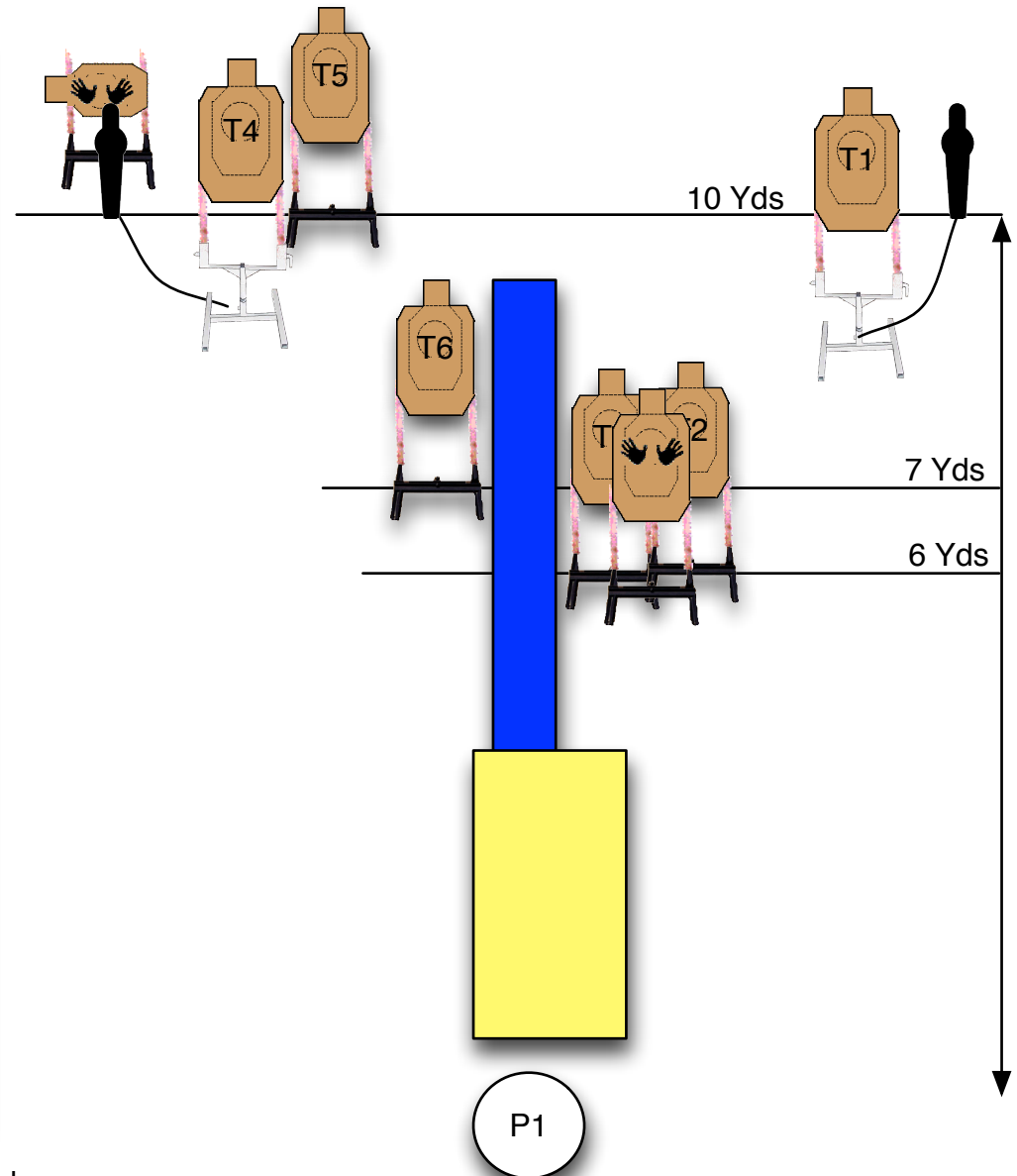
Concealment: Required

Scenario: You're out in your yard about to start some yard work, when a group of armed intruders changes your plans. Some of them are trying to kidnap your dog, while some others are attacking your spouse. Use your firearm to defend your family!

Procedure: On the Start Signal, draw and engage PP1, and T1 through T3 from the right side of the barricade, and PP2 and T4 through T6 from the left side of the barricade.

Scoring: All cardboard threats must have 2 hits. Steel must fall.

Notes: Shooter can begin with threats on either side of the barricade, or even alternate back and forth if they so choose, but Shooter must remain behind cover for the entire stage.





Side- A BUG Essential v.2



Round Count: 11

Target Distance: 3 to 12 yards

Targets Required: 5x Standard Threats

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

Scoring Method: Limited Vickers

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

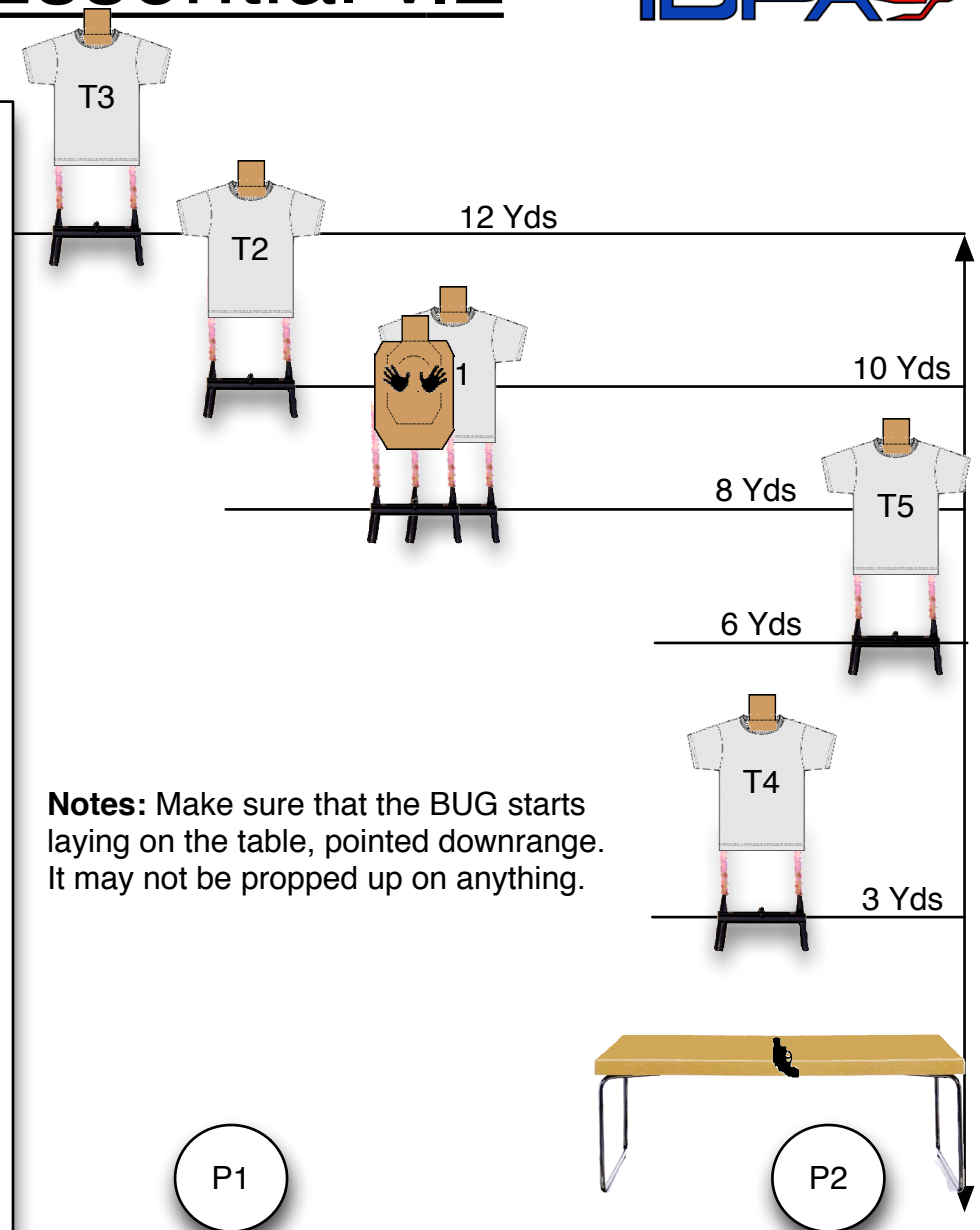
Start Signal: Audible

Concealment: Required

Scenario: You're minding your business at home when your son mistakenly allows a bunch of ruffians into your house. You of course are armed, but for some reason you only loaded 6 rounds in your gun. You must fight your way to your backup gun and end the confrontation. At least only one of your attackers is wearing body armor.

Procedure: On the start signal, turn, draw and engage targets T1 through T3 with two rounds each, while moving to position P2. At position P2, the shooter puts their empty gun down on the table with the muzzle facing down range, picks up their BUG gun, and engages targets T4 and T5 with 2 rounds each. Target T4 is then re-engaged with 1 round to the head.

Scoring: All cardboard threats must have 2 hits except for T4, which must also have a head hit.



Notes: Make sure that the BUG starts laying on the table, pointed downrange. It may not be propped up on anything.