



Stage 1- Home Invasion



Round Count: 16

Target Distance: 5 to 10 yards

Targets Required: 4x Standard Threats, 2x Poppers, 2x Drop-Turners, 1x Max-Trap

Props Required: 1x Non-Threat, 2x Barricades

Scoring Method: Vickers Count

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

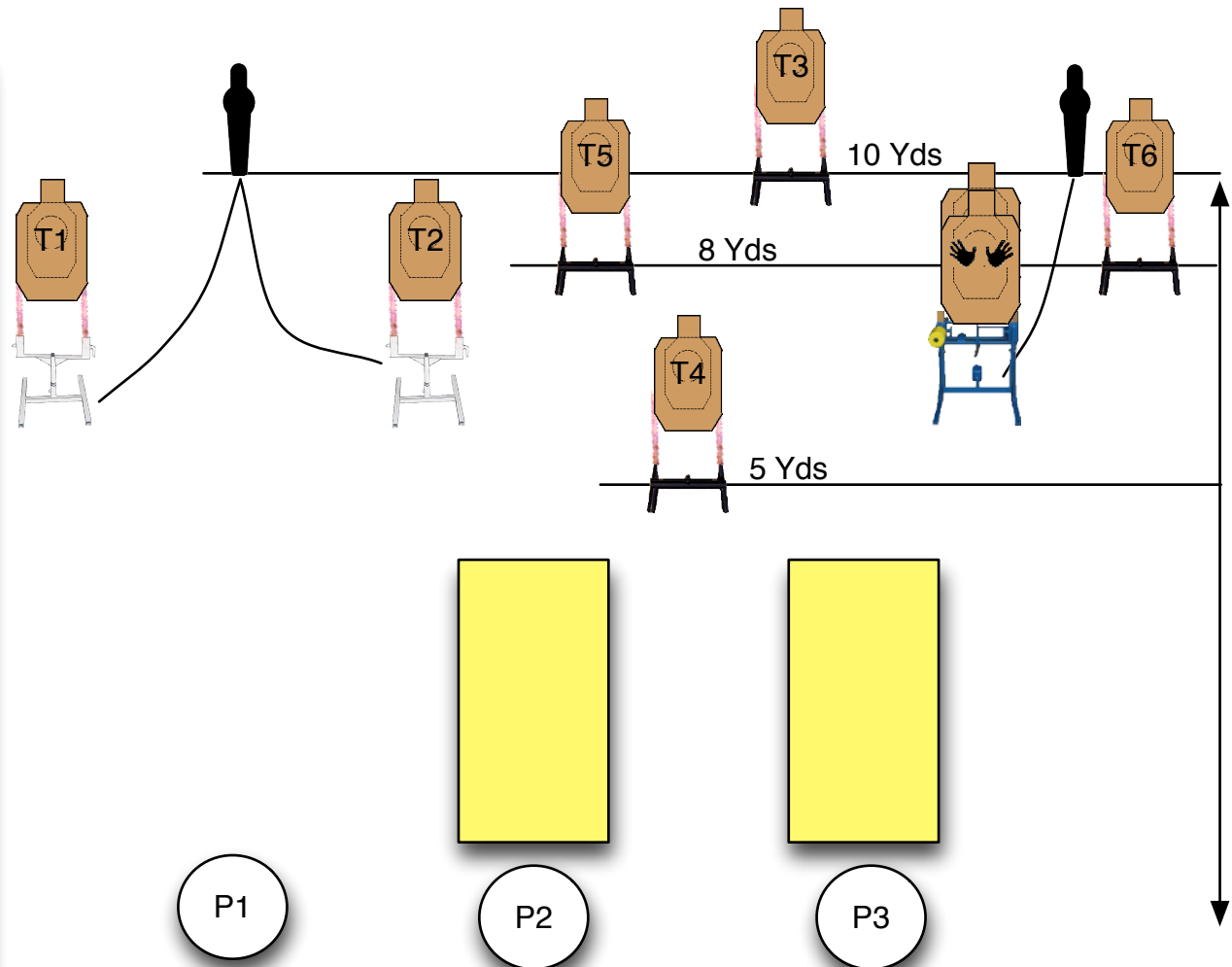
Start Signal: Audible

Concealment: Required

Scenario: You're at home when you hear a door kicked in. You are confronted by a bunch of armed thugs when you go to investigate. Knowing your spouse is in another room, you fight your way there to save them.

Procedure: On the start signal, draw and engage PP1, T1, and T2 from Position P1. Move to cover at P2 and engage targets T3 through T5. Finally, move to P3 and engage T6, PP2, and T7.

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



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



Stage 2- V3



Round Count: 16

Target Distance: 5 to 20 yards

Targets Required: 8x Standard Threats

Props Required: None

Scoring Method: Vickers Count

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

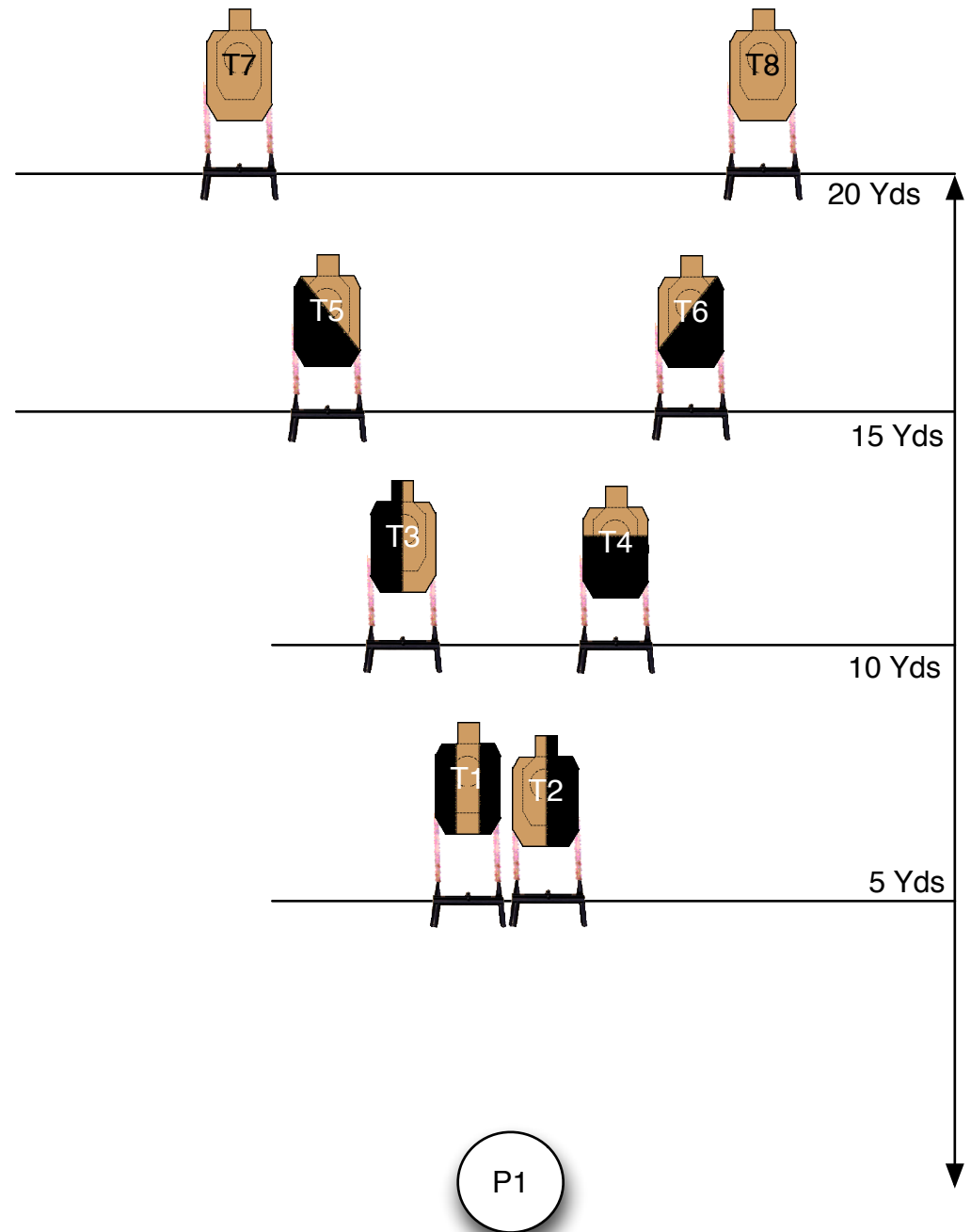
Start Signal: Audible

Concealment: Not Required

Scenario: None. This is a Standards stage.

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

Scoring: All threats must have 2 hits.



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



Stage 3- Triple Bill



Round Count: 18

Target Distance: 6 to 10 yards

Targets Required: 3x Standard Threats

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Standing at Position P1, hands relaxed at sides, 6 rounds maximum loaded in handgun.

Start Signal: Audible

Concealment: Not Required

Scenario: None. This is a Standards stage.

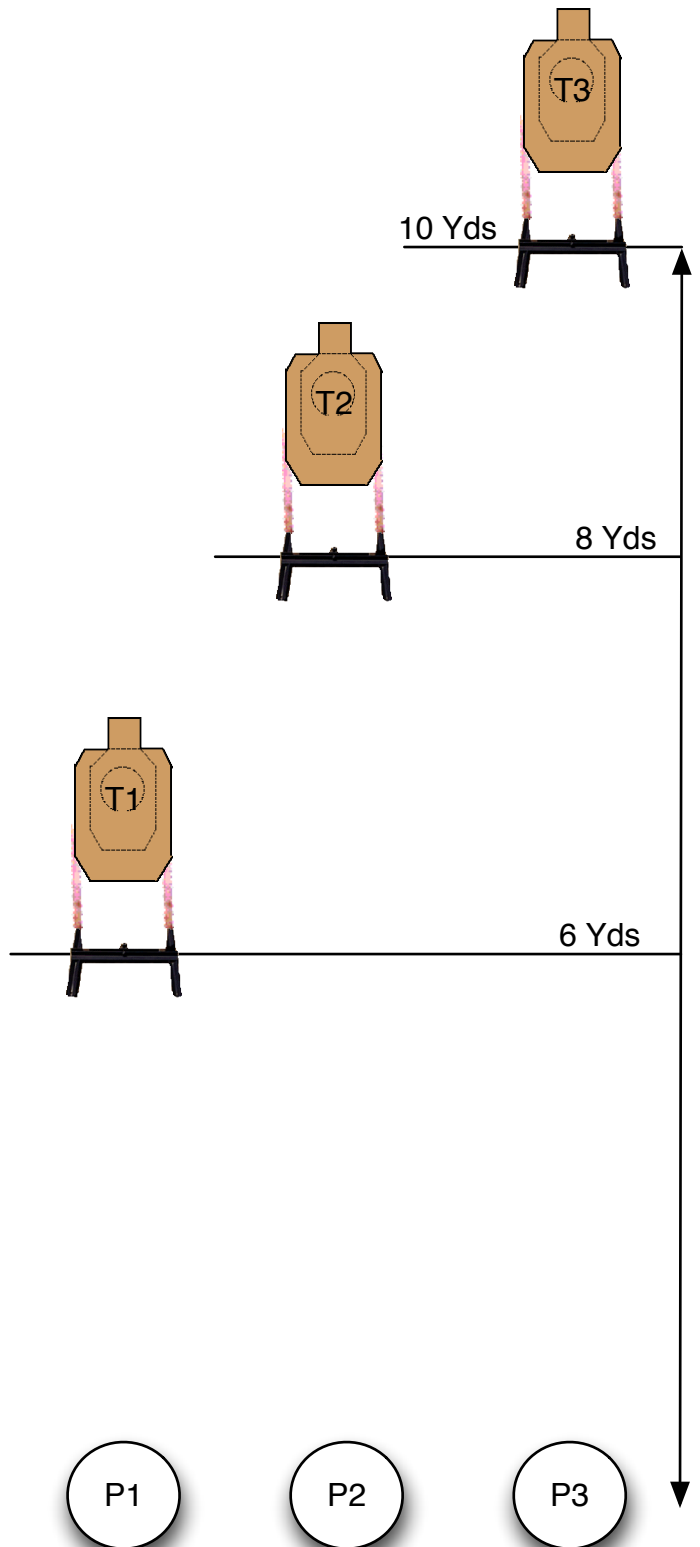
Procedure:

String 1: On the start signal, draw and engage T1 with 6 rounds, 2 of which must be head hits.

String 2: Same as String 1, except engage T2.

String 3: Same as String 1, except engage T3.

Scoring: All threats must have 6 hits, 2 of which must be head hits.



Notes: Target heights should vary.



Stage 4- In The Dirt



Round Count: 16

Target Distance: 5 to 20 yards

Targets Required: 8x Standard Threats

Props Required: None

Scoring Method: Vickers Count

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

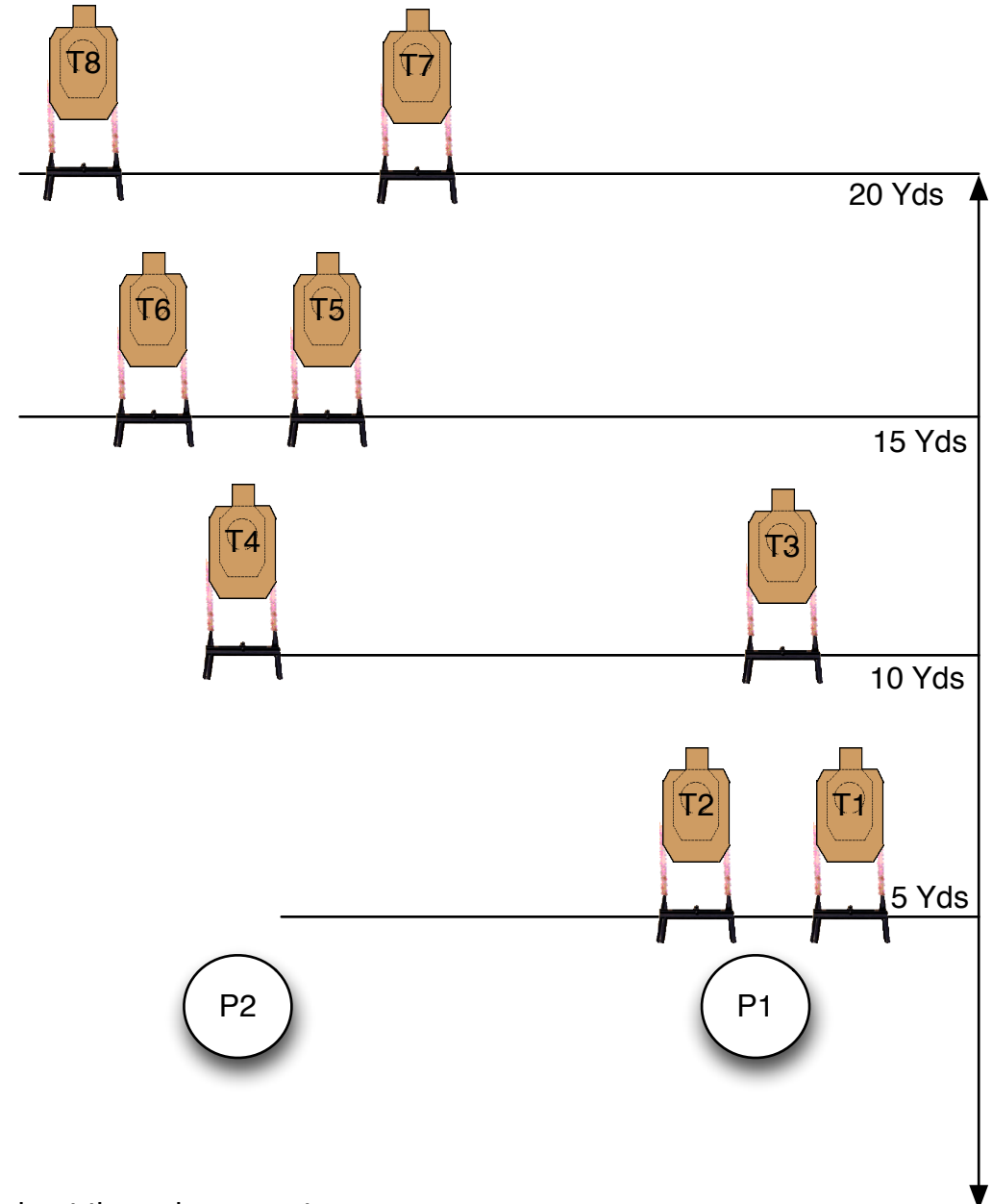
Start Signal: Audible

Concealment: Required

Scenario: TBD

Procedure: On the start signal, draw and engage T1 through T3 from P1. Move to P2, drop prone, and engage T4 through T8.

Scoring: All threats must have 2 hits.



Notes: Target heights should vary. Targets should be placed so that shoot-throughs are not likely. Shooter **MUST** engage T1 through T3 from P1, and T4 through T8 from P2. Shooter should be extra careful when dropping prone so as to not muzzle themselves or anyone else.



Stage 5- The Apricot

Round Count: 1

Target Distance: 2 yards

Targets Required: 1x Standard Threat

Props Required: 1x Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing at Position P1, arms held forward with hands spread

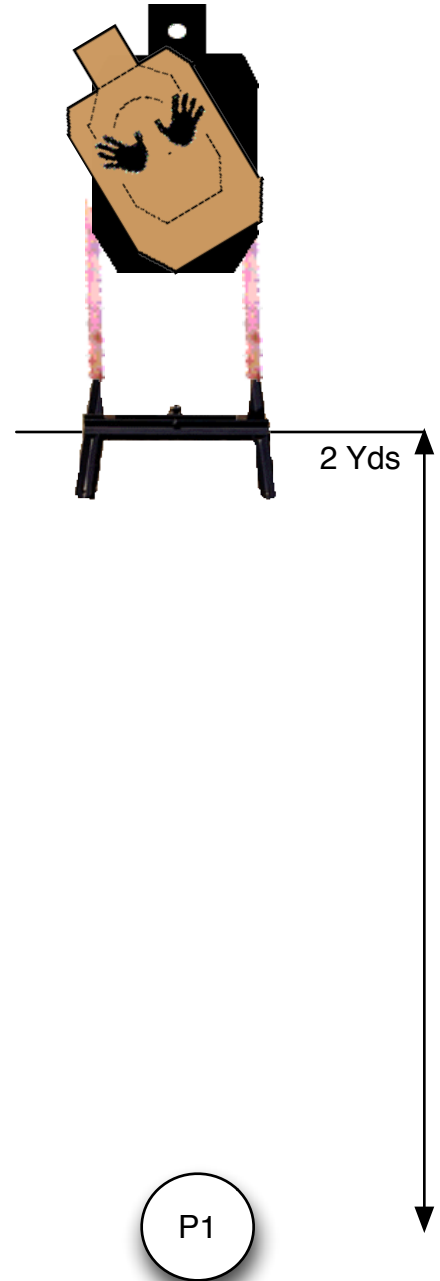
Start Signal: Audible

Concealment: Required

Scenario: You're confronting a thug who is threatening to kill your spouse. Your only hope is an immediately disabling shot to his "Apricot", a hit that will prevent him from harming your spouse.

Procedure: On the start signal, draw and engage T1 with a shot to "the Apricot".

Scoring: T1 must have 1 hit in "the Apricot".





Side- World War II



Round Count: 16

Target Distance: 5 to 50 yards

Targets Required: 8x Standard Threats

Props Required: 1x Barricade, 1x Table

Scoring Method: Vickers Count

Starting Position: Laying prone at position P1, loaded rifle at the ready position, loaded handgun on table.

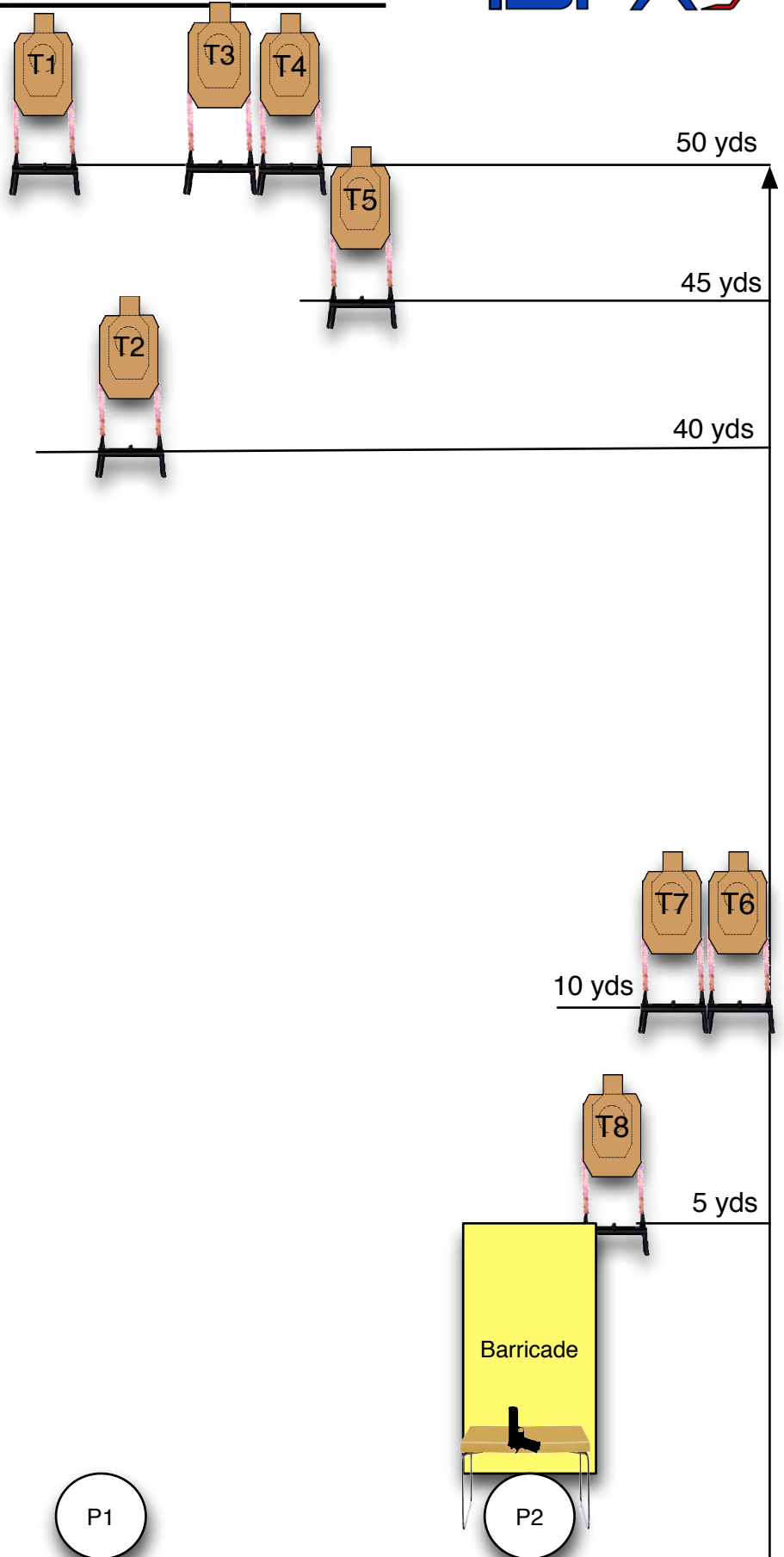
Start Signal: Audible

Concealment: Not Required

Scenario: You're in some nameless battle in World War II. You start off with your rifle, engaging enemy infantry, only to run out of ammo. You get up to head to your unit's supply cache, only to discover some enemy infiltrators nearby. You use your side arm to dispatch them.

Procedure: On the start signal, engage T1 through T5 with your rifle. Then get up and move to P2. At P2 grab your handgun and engage T6 through T8.

Scoring: All cardboard threats must have 2 hits.



Notes: Target heights should vary. Shooter must carry empty rifle to table at P2 and put it down before picking up their handgun. Both rifle and handgun must be of a type that is derived from a model in use in WWII, including replicas.