



# Stage 1- Duck & Cover



**Round Count:** 13

**Target Distance:** 4 to 15 yds

**Targets Required:** 6x Standard Threats,  
1x Poppers

**Props Required:** 1x Barricade, 2x Barrels,  
2x Non-Threats

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

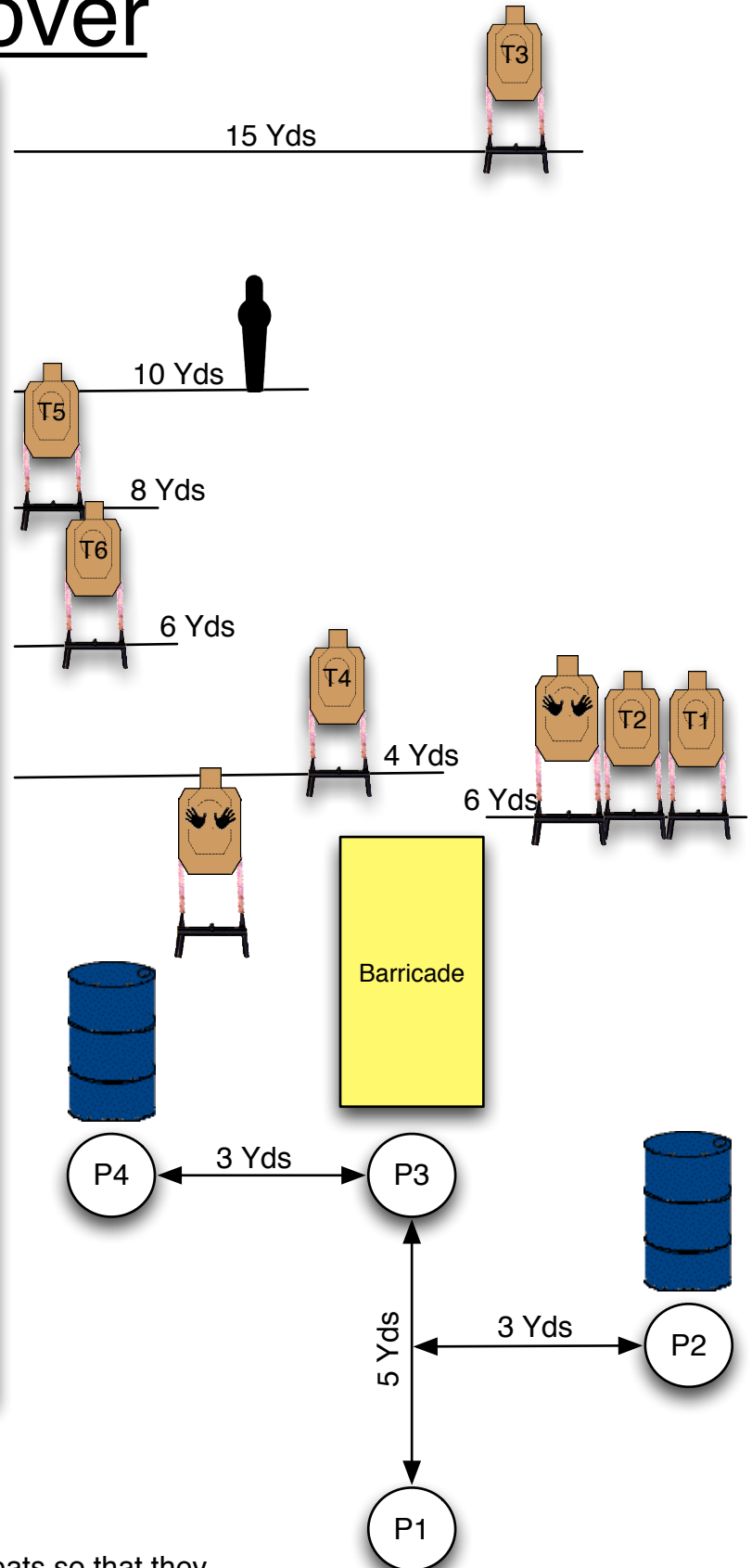
**Stop Signal:** Last Shot Fired

**Scenario:** You're strolling through the forest preserve when you're attacked by a group of armed men. Use the cover that's available and defend yourself.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, move to P2, draw, and engage T1 and T2 from the right side of the barrel. Then move to P3 and engage T3 from the right side of the barricade. Then engage the Popper and T4 from the left side of the barricade, and move to P4. Engage T5 and T6 from the left side of the barrel.

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



**Notes:** Vary target heights. Position the non-threats so that they block line of sight to T3 from P2 and T5 through T6 from P3. Shooter's handgun must be below the top of the barrels at P2 and P4.



# Stage 2: Friendly Fire



**Round Count:** 13

**Target Distance:** 4 to 12 yds

**Targets Required:** 5x Standard Threats,  
1x Poppers, 1x Swinger

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

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down  
range at position P1.

**Start Signal:** Audible

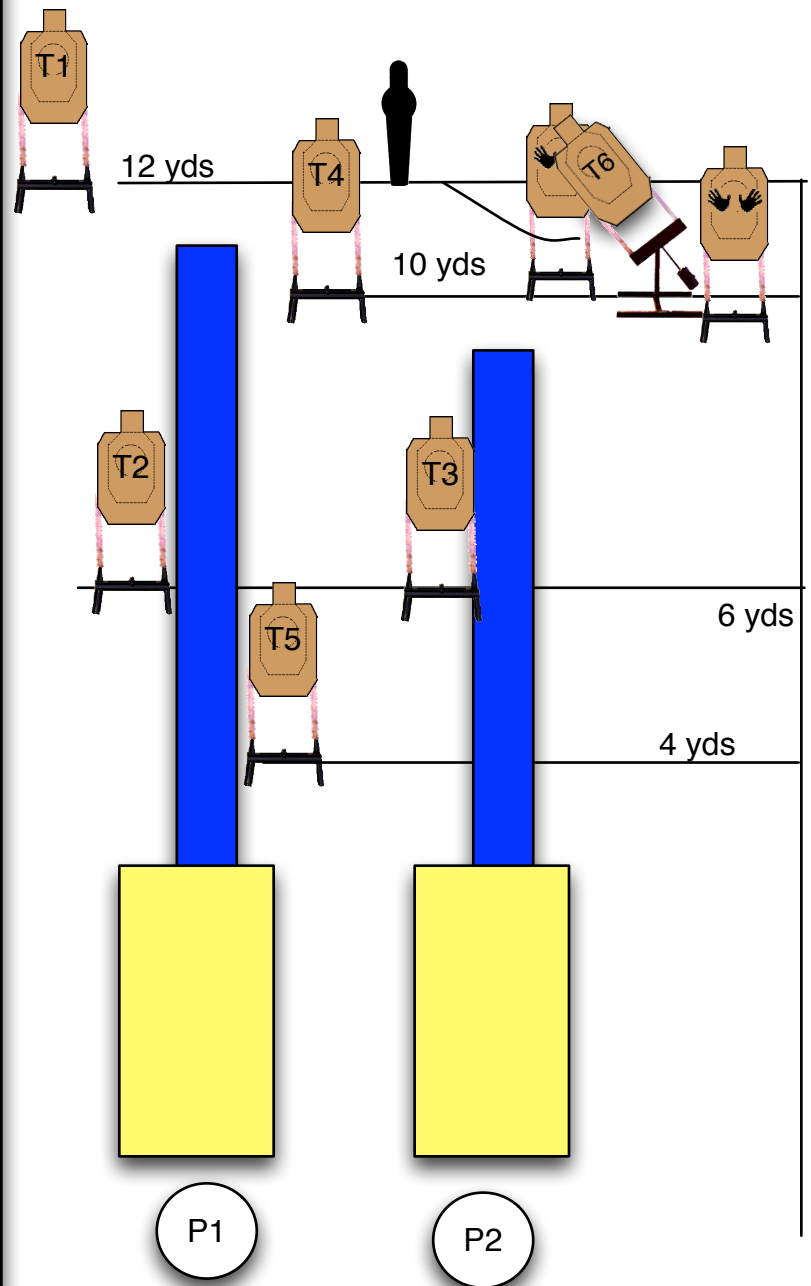
**Stop Signal:** Last Shot Fired

**Scenario:** You're in a hallway in your home  
when you hear an angry voice yell  
out "Get them!". You realize you have to save  
your family from the thugs that are intent on  
doing them harm. Stop all of the threats, but  
don't hit your loved ones!

**Concealment Garment:** Required

**Procedure:** On the start signal, engage T1  
and T2 from the left side of the  
barricade at P1. Then engage T3 through T5  
and PP1 from the right side of the barricade.  
Move to P2 and engage T6.

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



**Note:** Target heights should vary. The left Non-Threat should be located behind the Swinger, and the right Non-Threat should be in front, both located so that the Swinger is fully exposed when not swinging.



# Stage 3- Pain In The @\$\$ v2



**Round Count:** 12

**Target Distance:** 7 to 20 yds

**Targets Required:** 6x Standard Threats

**Props Required:** None

**Scoring Method:** Limited Vickers

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

**Start Signal:** Audible

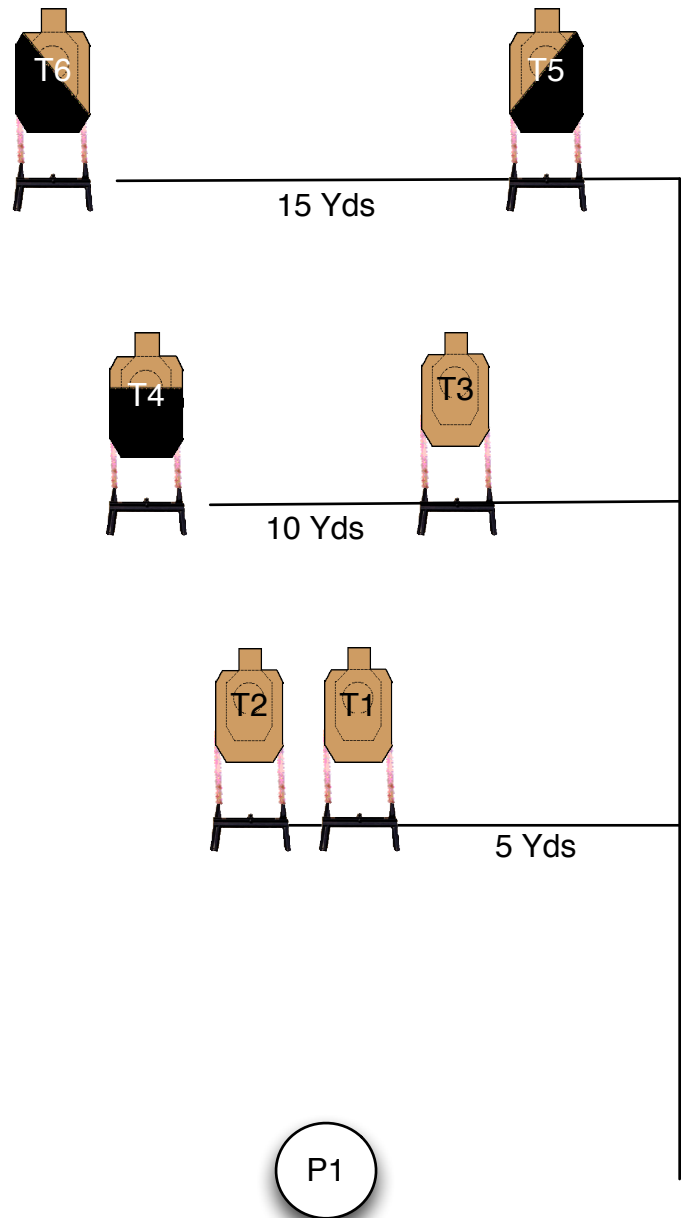
**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

**Procedure:** On the start signal, turn, draw and engage targets T1 through T6 with two (2) shots each in Tactical Sequence. T1 and T2 must be head shots.

**Scoring:** T1 through T6 should have 2 hits each. T1 and T2 must be head hits.



**Note:** Target heights should vary, and Non-Threat targets should cover about one third of the Threat target they are in front of. Any make-up shots on T1 through T4, PP1, or PP2 must be taken from position P1.



# Side- Armed Response v2



**Round Count:** 16

**Target Distance:** 7 to 20 yds

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

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

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, carbine held at low ready.

**Start Signal:** Audible

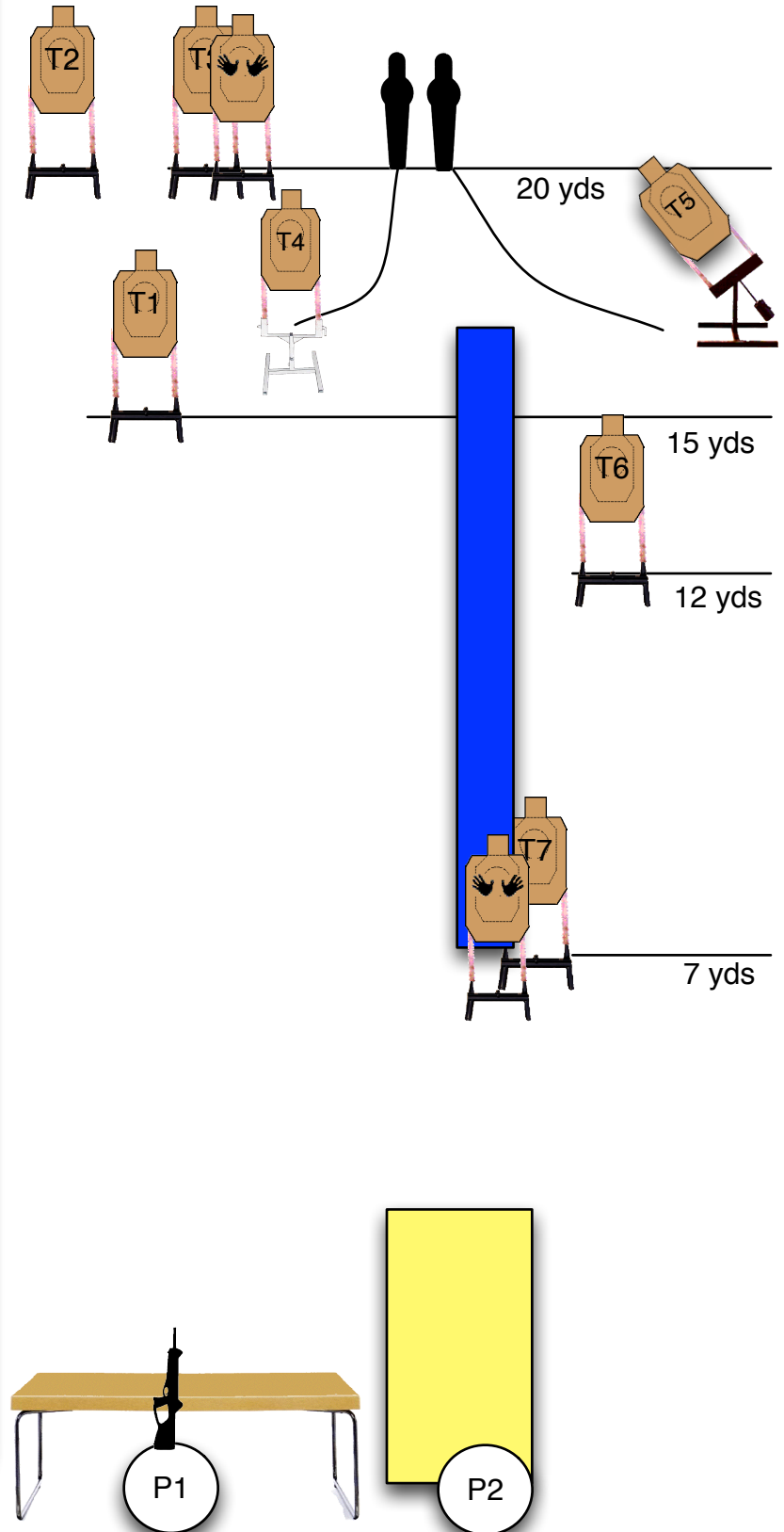
**Stop Signal:** Last Shot Fired

**Scenario:** You're a security Guard responding to a silent alarm in a warehouse at the plant you work at. Nothing seems out of place until you enter the main storage area, where you discover a group of armed intruders holding one of your coworkers hostage. You neutralize those threats and then move to a hallway where you hear a scuffle. You discover some more armed intruders there, fighting with another employee.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage T1 through T4 and PP1 through PP2 from P1. When finished, put the empty carbine down on the table and move to P2 to engage T5 through T7.

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



**Note:** Target heights should vary, and Non-Threat targets should cover about one third of the Threat target they are in front of. Any make-up shots on T1 through T4, PP1, or PP2 must be taken from position P1.