



# Stage 1: Rock, Paper, Scissors



**Round Count:** 18

**Target Distance:** 7 yds

**Targets Required:** 3 Threat Targets

**Props Required:** 1 Non-Threat

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing up range at position P1

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** You turn your back for just a minute, and the world falls into the crapper. You find yourself being accosted by three angry thugs, one of whom is holding your spouse hostage. Engage the threats and save your spouse.

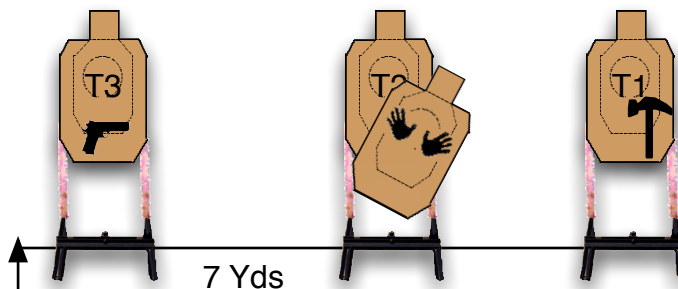
**Concealment Garment:** Required

**Procedure:**

**String 1:** On the start signal, turn, draw and engage the targets in the order of Pistol, Hammer, Hostage Taker with two rounds to the body. Follow up with 1 round to each target's head in any order.

**String 2:** Same as String 1- do NOT rearrange targets between strings.

**Scoring:** T1 through T3 should have 6 hits each, with at least two head hits.



P1

**Notes:** Target heights should vary somewhat. Target order should be randomly changed between shooters.



# Stage 2: Hooliganism



**Round Count:** 14

**Target Distance:** 5-10 yards

**Targets Required:** 6x Threat Targets, 1x MaxTrap

**Props Required:** 2x Barricades, 1x Foot Activator, 1x Non-Threat

**Scoring Method:** Vickers Count

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

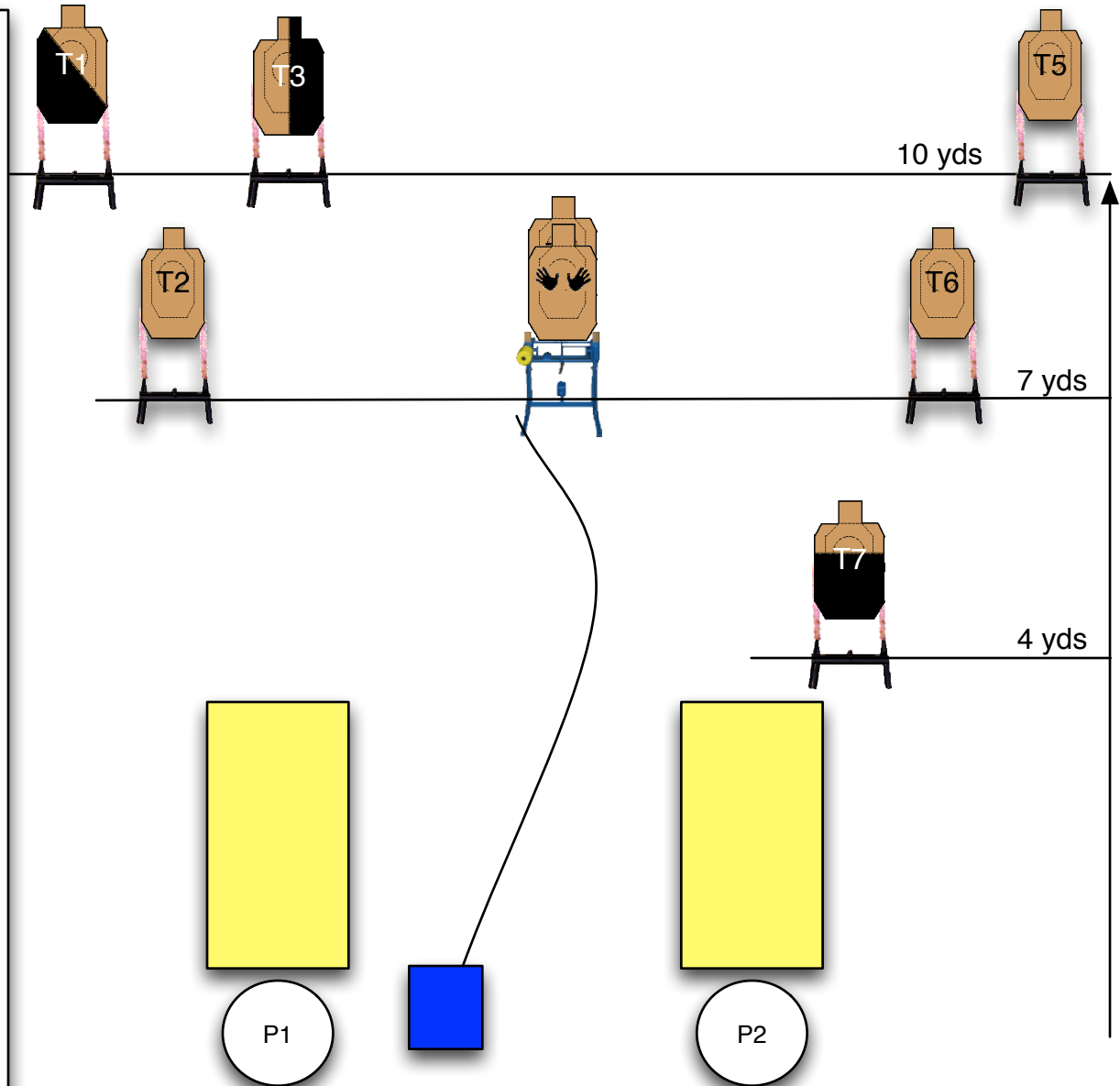
**Start Signal:** Audible

**Concealment:** Required

**Scenario:** There you were minding your business at a local park, when a bunch of armed hooligans storms into the place. You engage the immediate threats and then try to retreat. Unfortunately, you encounter more armed goons as you go.

**Procedure:** On the start signal, draw and engage T1 through T3 from the left side of the barricade at P1. Move to P2, engaging T4 once activated and while moving. At P2, engage T5 through T7.

**Scoring:** T1 through T7 must have two hits each.



**Notes:** MaxTrap is set so that 2/3 of the head of T4 is visible after activation. It is **not** a disappearing target.



# Stage 3: Not So Restful Stop



**Round Count:** 15

**Target Distance:** 4-10 yards

**Targets Required:** 6x Threat Targets, 1x Popper, 1x Clamshell

**Props Required:** 1x Barricade, 1x Toilet, 1x Non-Threat, 1x Bungee Cord, 7x t-shirts, 1x Table

**Scoring Method:** Vickers Count

**Starting Position:** Per String description

**Start Signal:** Audible

**Concealment:** Not Required

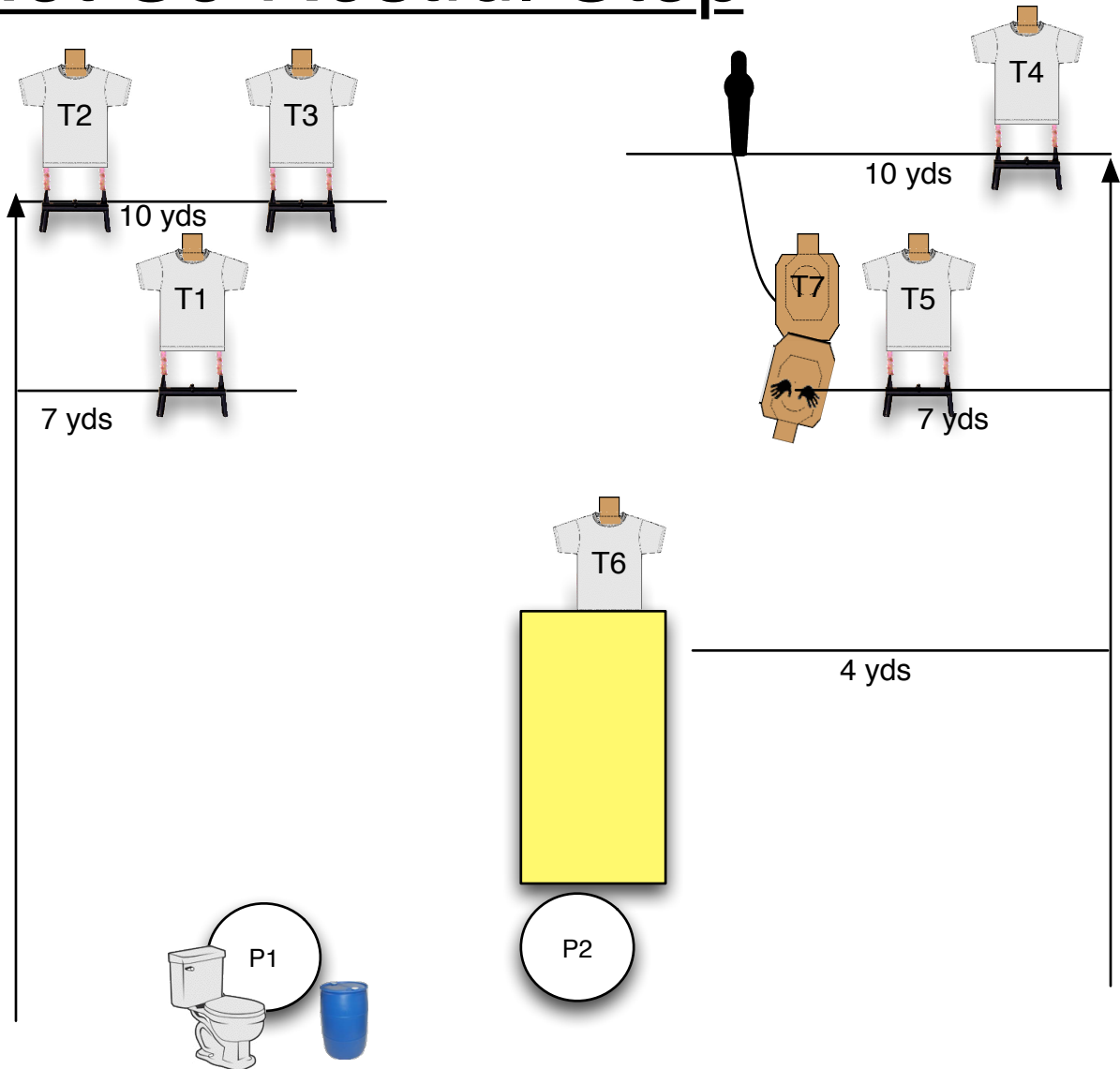
**Scenario:** You're at a rest stop when an armed gang decides that you'd be a good victim. You disagree, and must defend yourself.

**Procedure:**

**String 1:** On the start signal, pick up your handgun and engage T1 through T3 while seated with ankles bungee-cord together at P1.

**String 2:** Beginning in a low ready position, on the start signal, engage T3 through T7 and PP1 from cover at P2.

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



**Notes:** Shooter starts sitting on toilet with bungee cord around ankles to simulate their pants being down. Have the Shooter load and make ready their handgun and place it on a table or overturned bucket on the Shooter's strong side. Then have Shooter affix bungee cord around their ankles. After string 1, have Shooter unload and show clear their handgun, place it back on the overturned bucket, and then remove the bungee cord. Finally, the Shooter should stand up, retrieve their handgun, and load and make ready for string 2.



# Stage 4: Flea Market Fiasco



**Round Count:** 18

**Target Distance:** 5-20 yards

**Targets Required:** 6x Threat Targets, 2x Drop-Turners, 2x Poppers

**Props Required:** 2x Barricades

**Scoring Method:** Vickers Count

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

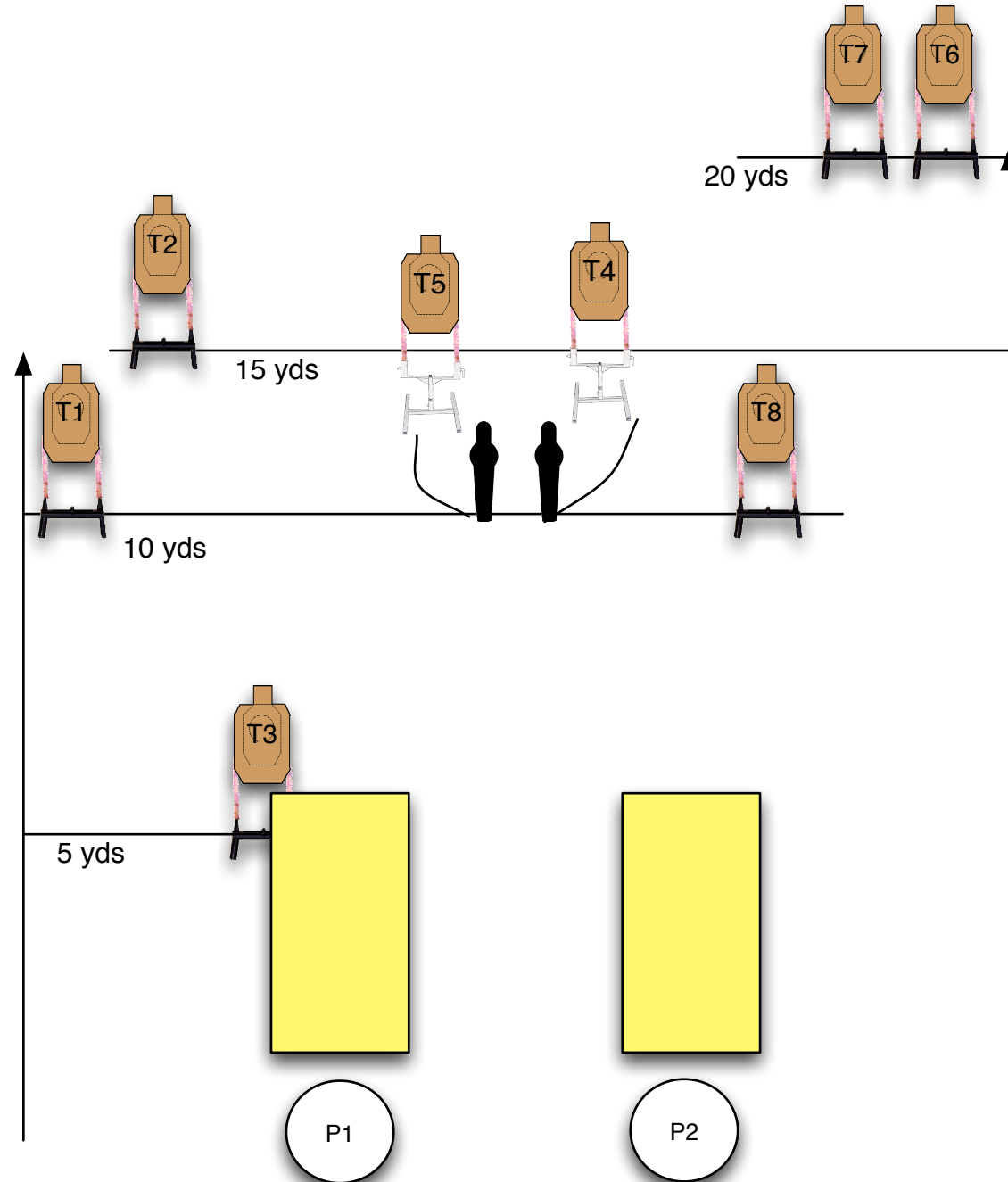
**Start Signal:** Audible

**Concealment:** Required

**Scenario:** You're shopping at the local flea market when you come across a bunch of gang-bangers plotting some mayhem. They see you and decide to take you out. Use cover, defend yourself, and get out of there!

**Procedure:** On the start signal, draw and engage T1 through T3 from the left side of the barricade, and PP1, PP2, T4, and T5 from the right side of the barricade. Move to P2 and engage T6 through T8 from the right side of the barricade.

**Scoring:** T1 through T8 must have two hits. All steel must fall.



**Notes:** Target heights should vary, and targets should be placed so that shoot-throughs are unlikely.



# Stage 5: Low Down



**Round Count:** 18

**Target Distance:** 10 yds

**Targets Required:** 3 Threat Targets

**Props Required:** None

**Scoring Method:** Limited Vickers Count

**Starting Position:** P1 per String Instructions

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Not Required

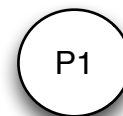
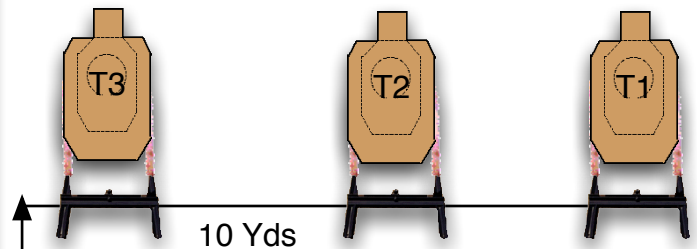
**Procedure:**

**String 1:** Sitting at P1 facing down range, with your handgun held at a low ready position. On the start signal, engage all of the targets with two rounds each.

**String 2:** Laying on your weak side at P1 facing down range, with your handgun held at a ready position. On the start signal, engage all of the targets with two rounds each.

**String 3:** Laying on your strong side at P1 facing down range, with your handgun held at a ready position. On the start signal, engage all of the targets with two rounds each.

**Scoring:** T1 through T3 should have 6 hits each.



**Notes:** Targets must be mounted low on the stands to ensure that all rounds impact the berm..



# Side Match- Meth Heads v2



**Round Count:** 16

**Target Distance:** 7 to 50 yards

**Targets Required:** 8 Threat Targets

**Props Required:** 1 Barricade, 1 Table

**Scoring Method:** Vickers Count

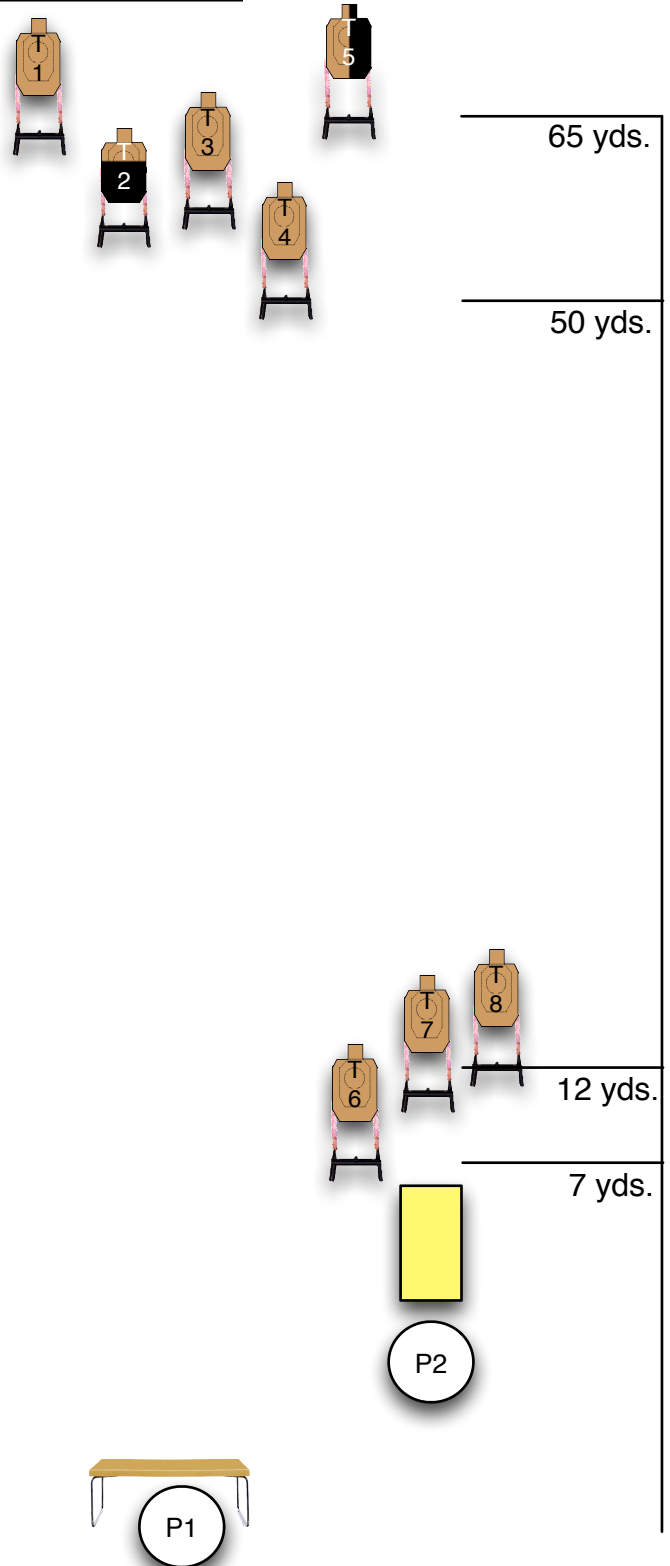
**Starting Position:** Standing at P1, hands relaxed at sides.

**Start Signal:** Audible

**Scenario:** You're out in the woods doing some target shooting, when all of a sudden some people start shooting at you. You look to see where the fire is coming from, and see a group of men around what appears to be a meth lab. You engage the immediate threats and move to cover, only to discover some more men that were trying to sneak up on you. You engage them with your handgun.

**Procedure:** On the start signal, engage Targets T1 through T5 with your rifle. When your rifle is empty, place it on the table, muzzle pointing down range, and move to P2. Engage Targets T6 through T8 with your handgun, using the barricade for cover.

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



**Notes:** Target heights should vary some-what. Shooter may engage Targets T1 through T5 with their handgun if they feel that they need to make make-up shots, but they cannot engage these targets once they leave P1. Make sure that the Shooter verifies that their rifle is empty before they place it on the table.