



# Stage 1: Finding The Sweet Spot



**Round Count:** 18

**Target Distance:** 3-7 yds

**Targets Required:** 3 Threat Targets

**Props Required:** None

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

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

**Concealment Garment:** Required

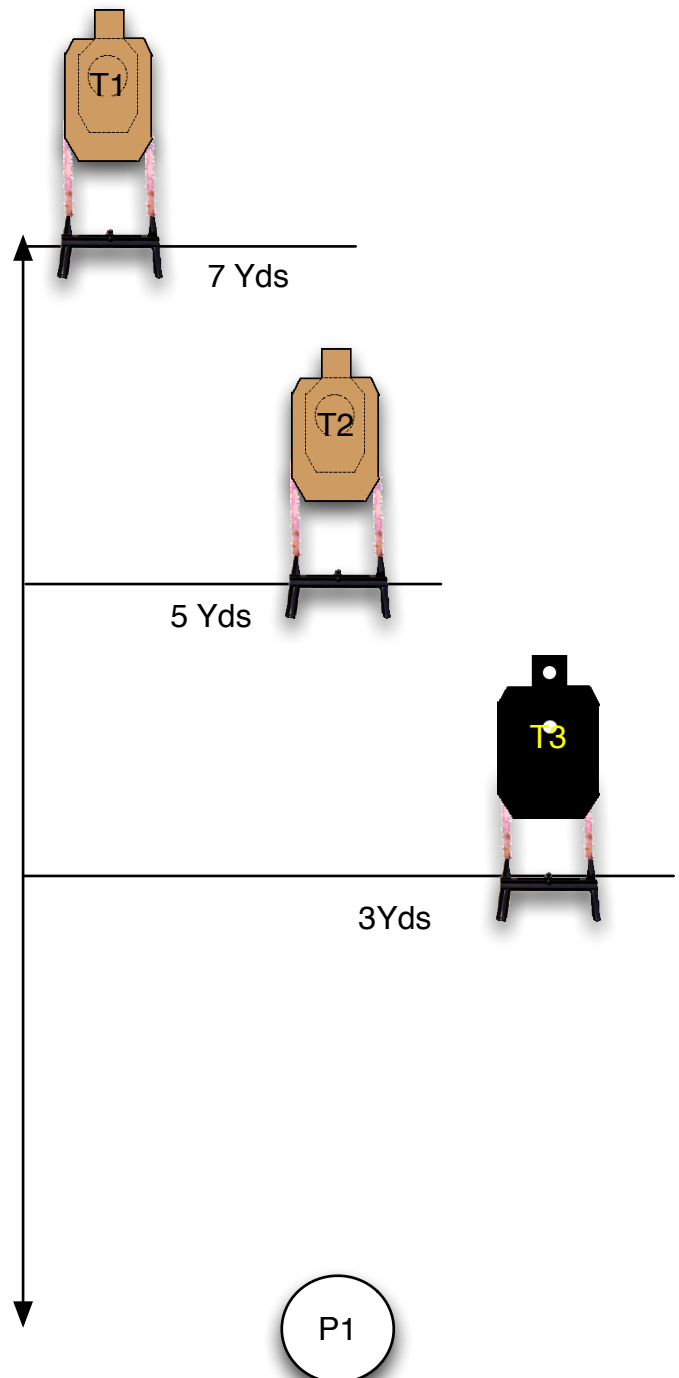
**Procedure:**

**String 1:** On the start signal, turn, draw and engage T1 with two rounds to the body and one to the head.

**String 2:** On the start signal, draw and engage T2 with two rounds to the head.

**String 3:** Starting with only one round in the firearm, on the start signal, draw and engage T3 with one round to either of the available scoring areas.

**Scoring:** T1 must have two hits to the body and one to the head, T2 must have two head hits, and T3 must have one hit to an available down zero area..



**Notes:** Target heights should vary somewhat. Failure to reload and re-engage T3 in the case of a miss will result in a FTDR as well as a FTN penalty.



# Stage 2: Check, Please!

**Round Count:** 10

**Target Distance:** 3-10 yds

**Targets Required:** 2x Threat Targets, 1x Popper, 1x Swinger

**Props Required:** 2x Barrels, 2x Non-Threats, 1x Table, 1x Chair, 1x Menu

**Scoring Method:** Vickers Count

**Starting Position:** Sitting at table at position P1, holding menu with both hands.

**Start Signal:** Audible

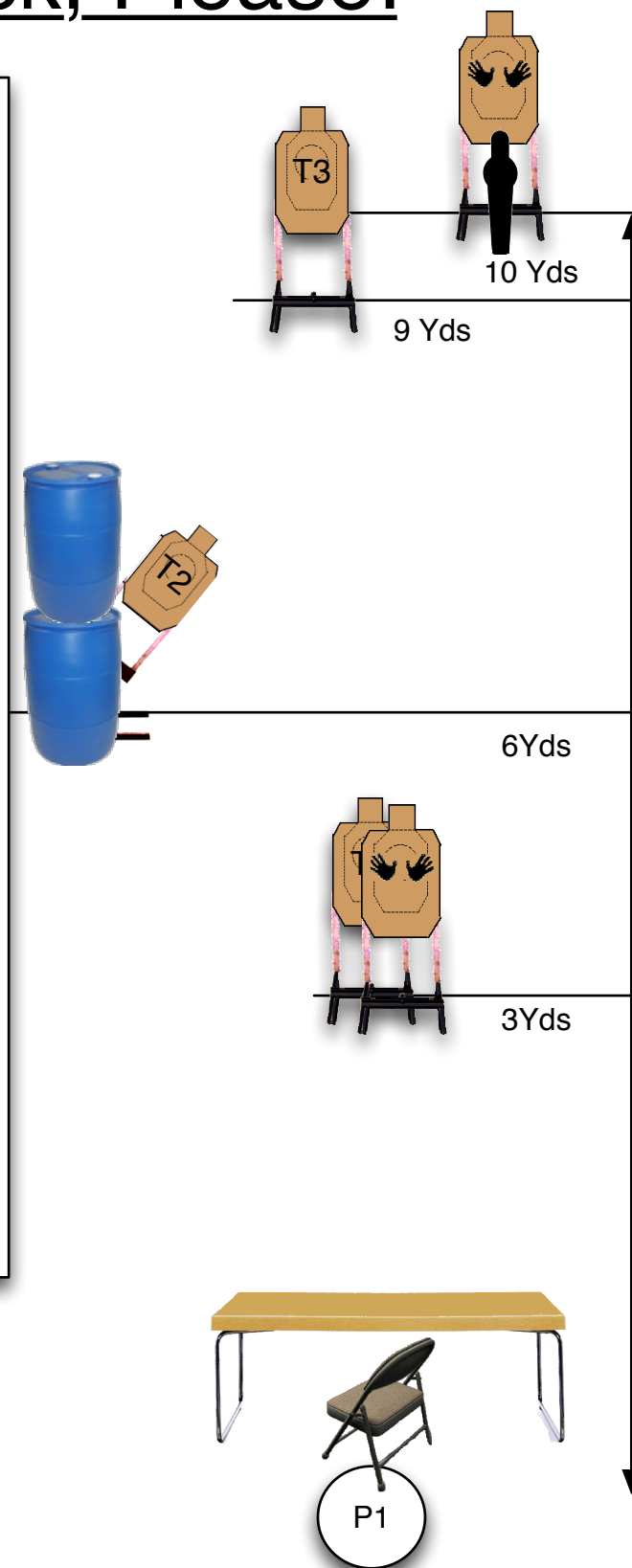
**Stop Signal:** Last Shot Fired

**Scenario:** You're out at a restaurant for dinner when a band of ruffians burst into the restaurant and start attacking the customers and staff.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage all threats using the table as cover.

**Scoring:** T1 through T3 must have three hits, at least one of which must be a head hit. All steel must fall.



**Notes:** Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Shooter may shoot over or around table, but must use proper cover. The Swinger target should be set to be a disappearing target.



# Stage 3: Dangerous Catch



**Round Count:** 17

**Target Distance:** 2-15 yds

**Targets Required:** 7x Threat Targets, 1x Popper,  
1x Drop-Turner

**Props Required:** 1x Kayak

**Scoring Method:** Vickers Count

**Starting Position:** Sitting in kayak at position P1, holding  
paddle with both hands, loaded handgun  
and extra ammunition in case.

**Start Signal:** Audible

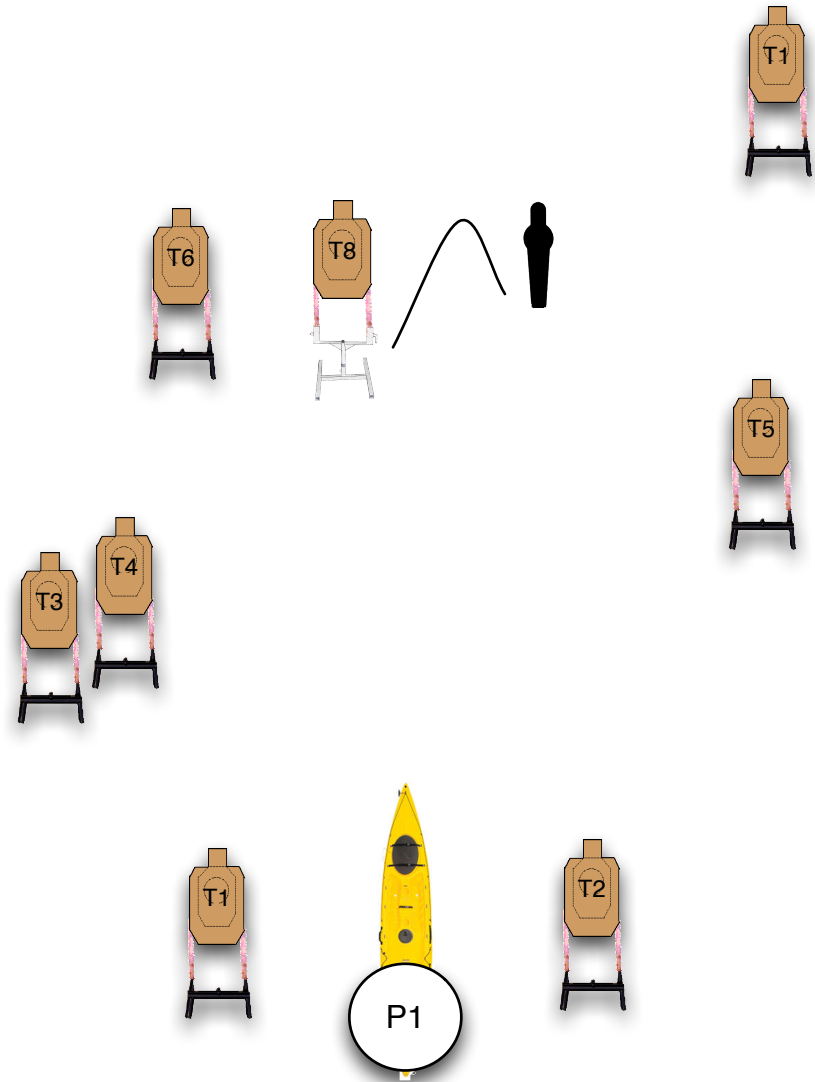
**Stop Signal:** Last Shot Fired

**Scenario:** You're in your kayak coming back from fishing, and  
just as you're about to get to shore, a group of  
armed thugs come out from hiding. Not only are  
they threatening you with harm, but they want your  
fish, too!

**Concealment Garment:** Not Required

**Procedure:** On the start signal, retrieve your handgun from the  
case and engage all threats in Tactical Sequence.

**Scoring:** All targets must have two hits. All steel must fall.



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



# Stage 4: Camp Attack



**Round Count:** 12

**Target Distance:** 3-9 yds

**Targets Required:** 2x Threat Targets, 3x "Dog" Targets

**Props Required:** 1x Chair

**Scoring Method:** Vickers Count

**Starting Position:** Seated in chair at P1, hands on knees.

**Start Signal:** Audible

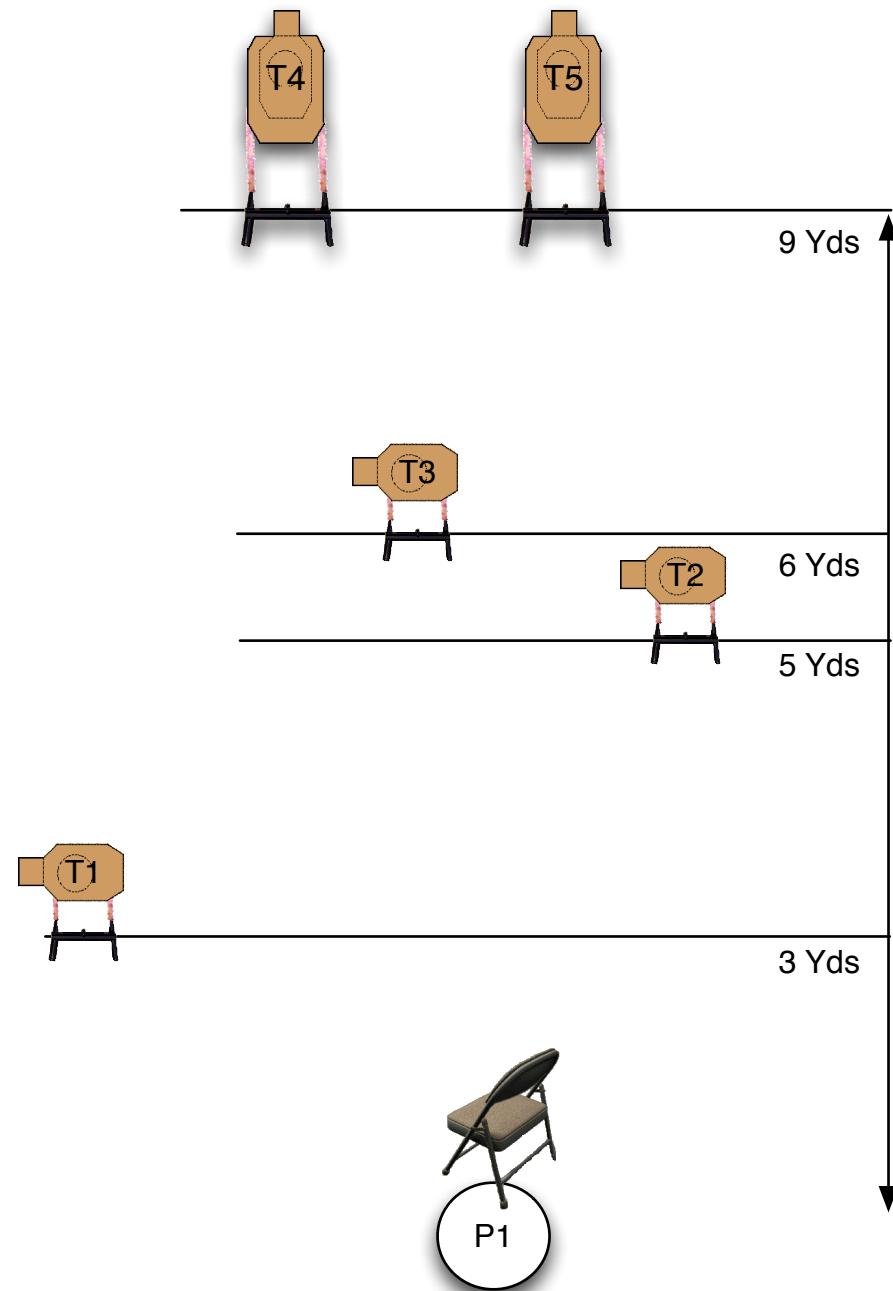
**Stop Signal:** Last Shot Fired

**Scenario:** You're sitting down enjoying a camp fire after a day of hiking, when you're attacked by a couple of armed men and their dogs. They think you're encroaching on their marijuana field, and have decided to eliminate you as a witness.

**Concealment Garment:** Required

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

**Scoring:** T1 through T3 must have two hits. T4 and T5 must have 3 hits, at least one of which must be a head hit.



**Notes:** Target heights should vary somewhat. Shooter may engage threats from seated or standing.



# Stage 5: Rescue



**Round Count:** 14

**Target Distance:** 6-12 yds

**Targets Required:** 6x Threat Targets, 1x Drop-Turner

**Props Required:** 2x Barricades, 1x Dummy,  
1x Vision Barrier

**Scoring Method:** Vickers Count

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

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

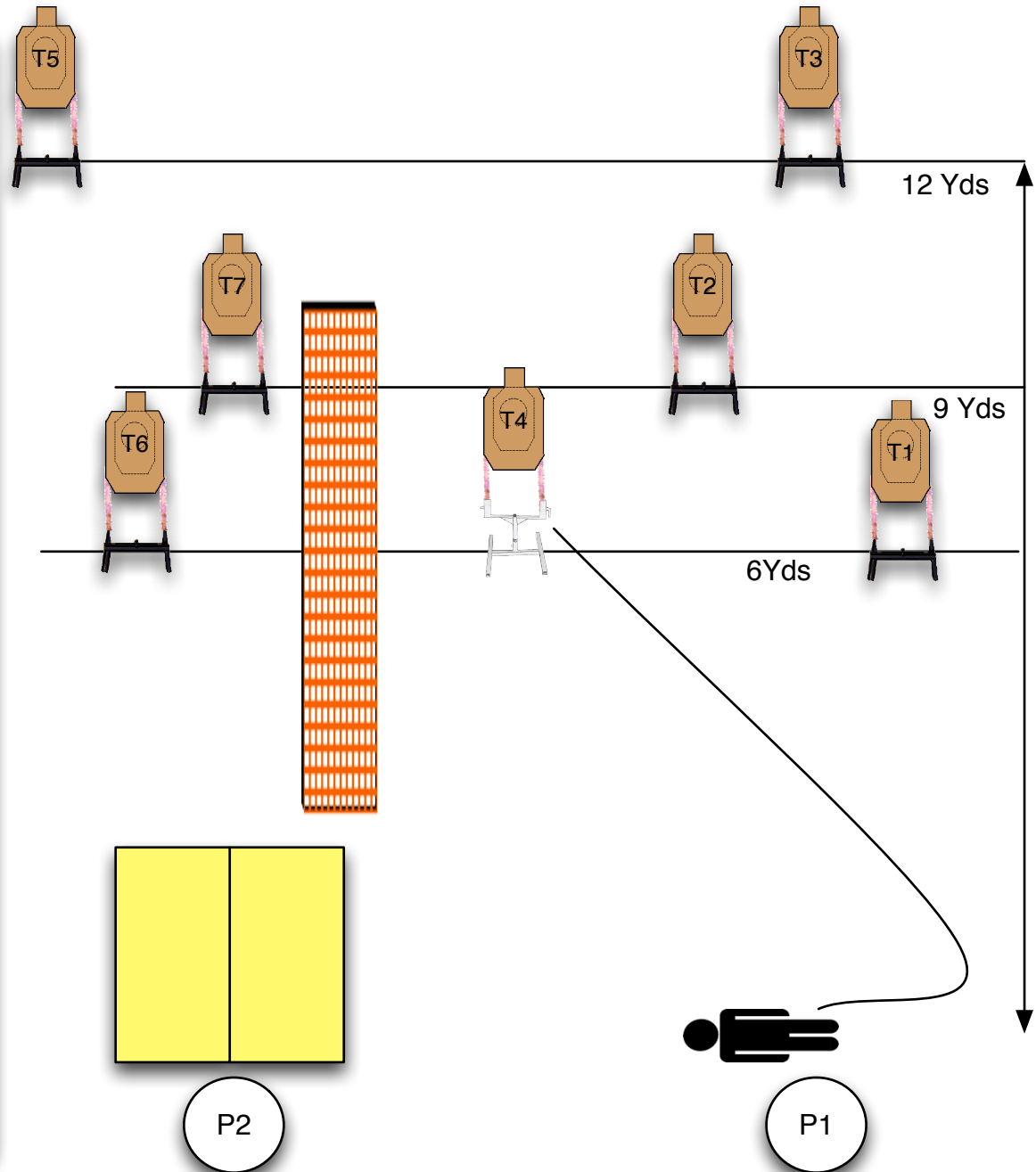
**Scenario:** You're out walking with a friend when an armed gang starts shooting up the place. Your friend is wounded and drops to the ground, leaving you to defend both of you and to get your friend to cover.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T3. Grab the dummy with your weak hand and move to cover at P2, engaging T4 on the move and making sure to have the dummy completely behind cover. At P2, engage T5 through T7.

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

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





# Stage 6: Hard Times v.2



**Round Count:** 15

**Target Distance:** 4-10 yards

**Targets Required:** 5x Standard Threats

**Props Required:** 1x Non-Threat, 2x Barrels

**Scoring Method:** Vickers Count

**Starting Position:** Standing at position P1, hands resting on top of barrels.

**Start Signal:** Audible

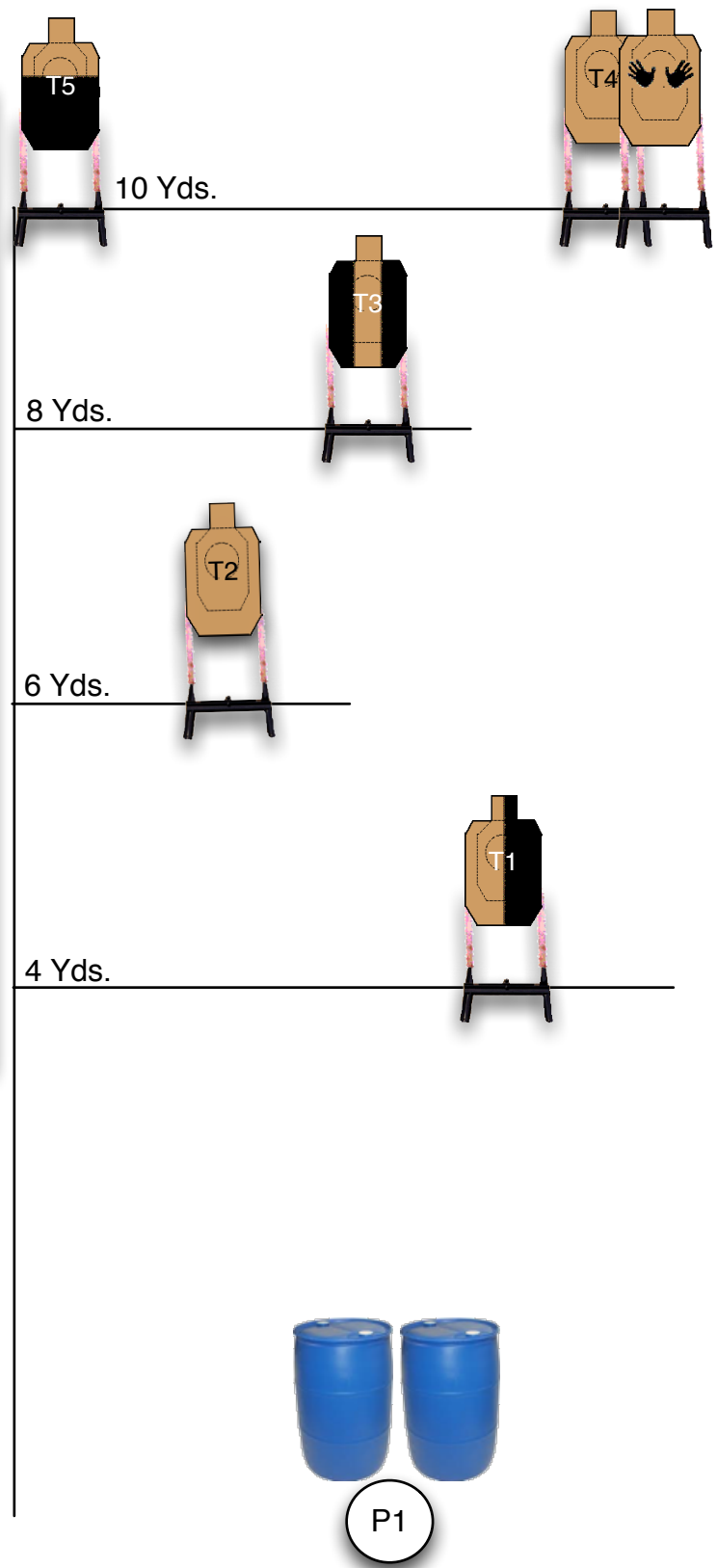
**Stop Signal:** Last Shot Fired

**Concealment Garment:** Required

**Scenario:** You're working in your hardware store, when a gang of miscreants storms in brandishing weapons. One of your clients is being threatened, as are you. Luckily, you're carrying a concealed handgun and are able to defend yourself.

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

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



**Notes:** Target heights should vary somewhat. Shooter must shoot over barrels, and must use proper cover.



# Stage 7: Jack This!



**Round Count:** 13

**Target Distance:** 5-12 yds

**Targets Required:** 5x Standard Threats, 1x Popper, 1x Traversing Target

**Props Required:** 4x Barrels, 1x Car Silhouette, 1x Chair, 1x Non-Threat

**Scoring Method:** Vickers Count

**Starting Position:** See String Description

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** Your car has broken down and you're calling for a tow when you're attacked by a bunch of thugs intent on stealing your car. And maybe worse.

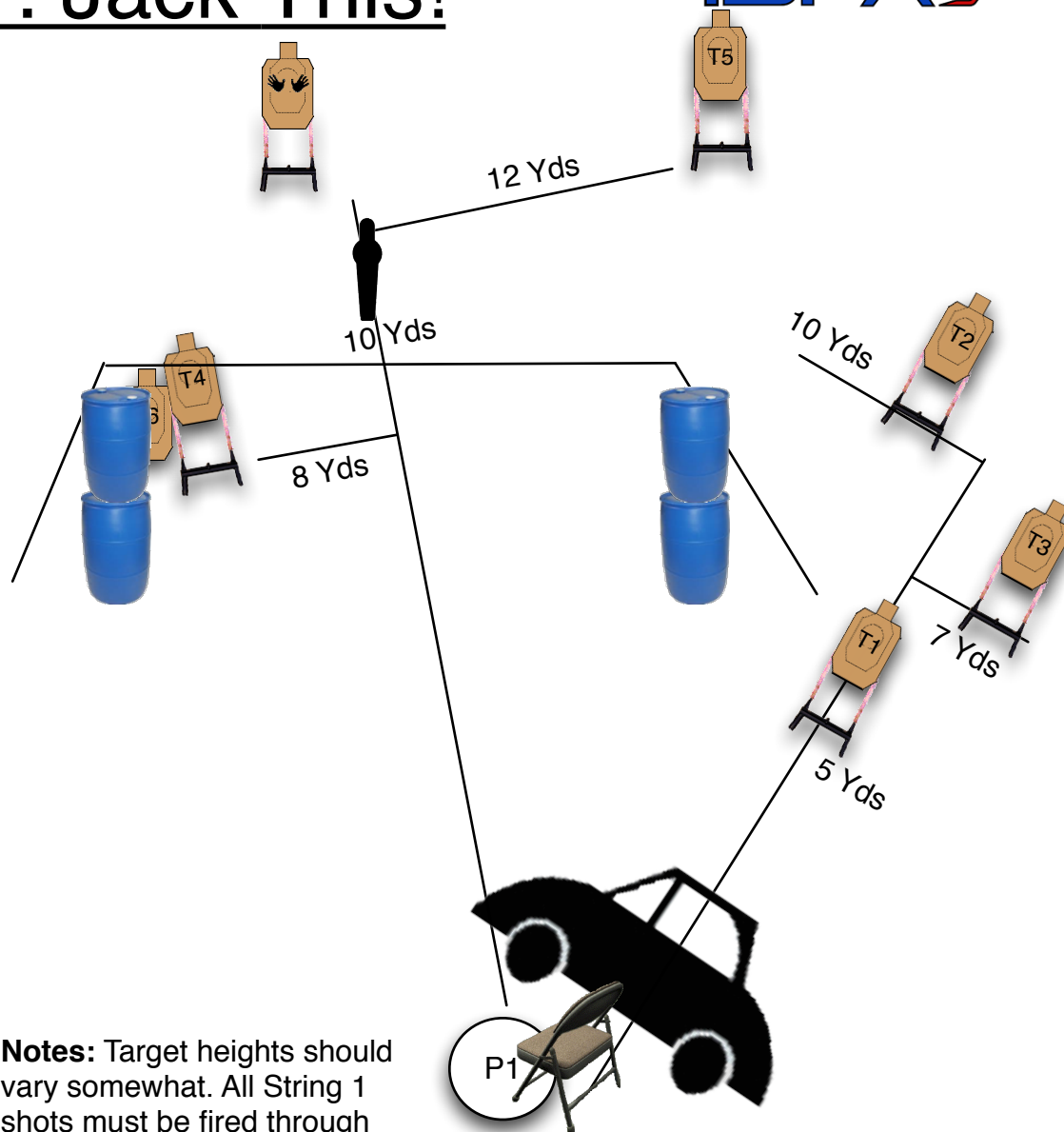
**Concealment Garment:** Required

**Procedure:**

**String 1:** Starting seated in "car", holding phone to your ear with your strong hand and loaded gun on "seat next to you, on the start signal, pick up your handgun and engage threats T1-T3.

**String 2:** Starting at P1, and using the car for cover, engage threats T4-T6 and PP1.

**Scoring:** T1 through T6 must have two hits. All steel must fall.



**Notes:** Target heights should vary somewhat. All String 1 shots must be fired through passenger window while Shooter remains seated. For String 2 shots, Shooter may shoot over or around car, but must use proper cover.



# Stage 8: Hostage Situation



**Round Count:** 16

**Target Distance:** 2-15 yards

**Targets Required:** 6x standard threats, 2x poppers, 1x drop-turners

**Props Required:** 2x non-threats, 1x barricade, 1x barrel

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, hands on top of head, loaded handgun on barrel, muzzle pointed downrange.

**Start Signal:** Audible

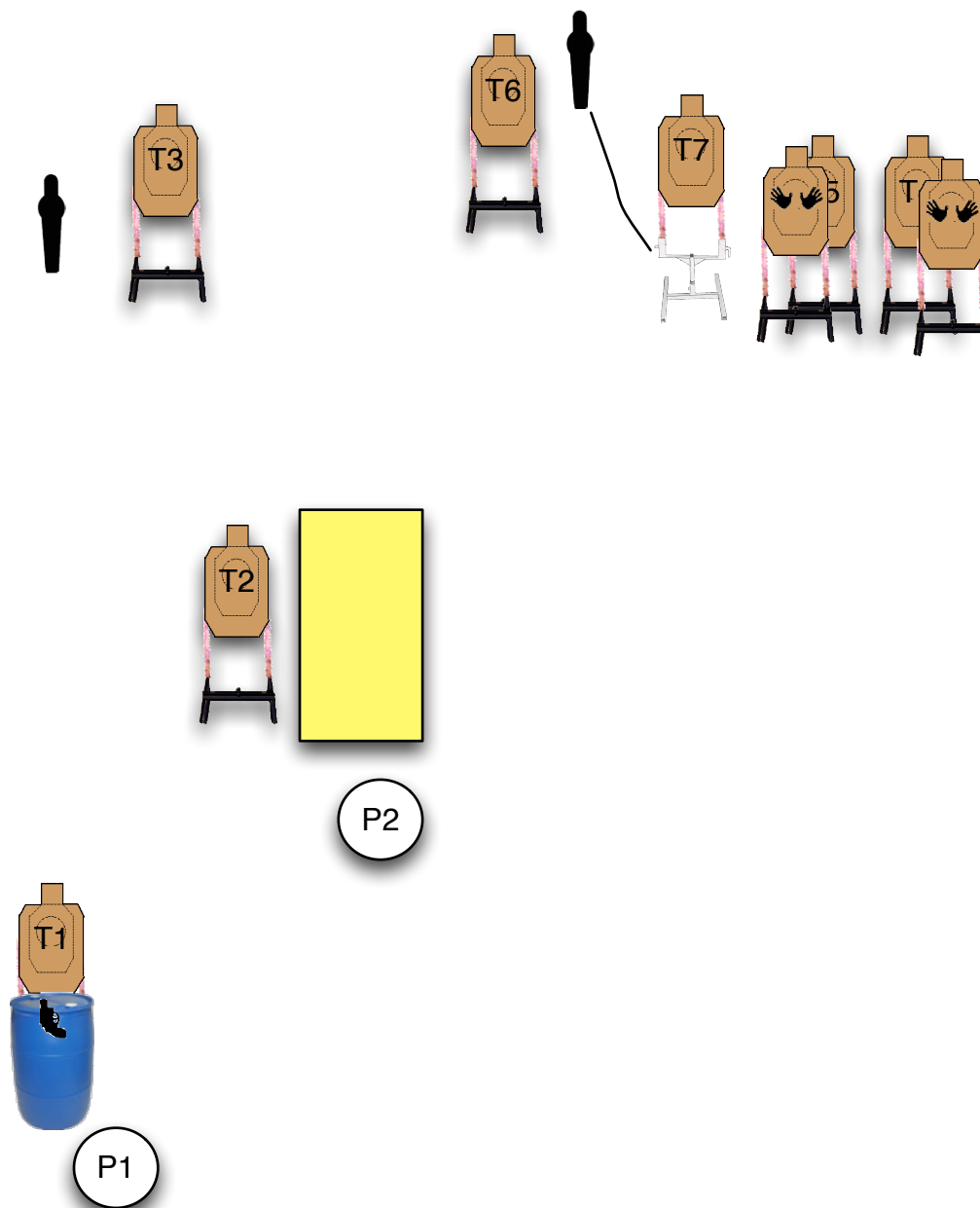
**Stop Signal:** Last Shot Fired

**Scenario:** You and your family have been taken hostage by a drug gang. One of the Bad Guys has taken your handgun. You're on your knees, and probably about to be executed, when the Bad Guy fumbles your gun and drops it. You pick it up and engage the Bad Guys, saving your family.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, retrieve the handgun from the barrel, and engage visible threats. Once all visible threats have been engaged, move to cover at P2 and engage the remaining threats.

**Scoring:** All threats must have two hits. Steel must fall to score.



**Notes:** T5 should be at least 50% covered by the non-threat. T4 should be at least 33% covered by the non-threat. Shooter may not re-engage T1 after leaving P1.