



Stage 1: Wolf Pack



Round Count: 12

Target Distance: 8 to 15 yards

Targets Required: 2 Threat Targets, 4 "Dog" Targets

Props Required: 1x Non-Threat, Firewood

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, holding bundle of "firewood" with both hands.

Start Signal: Audible

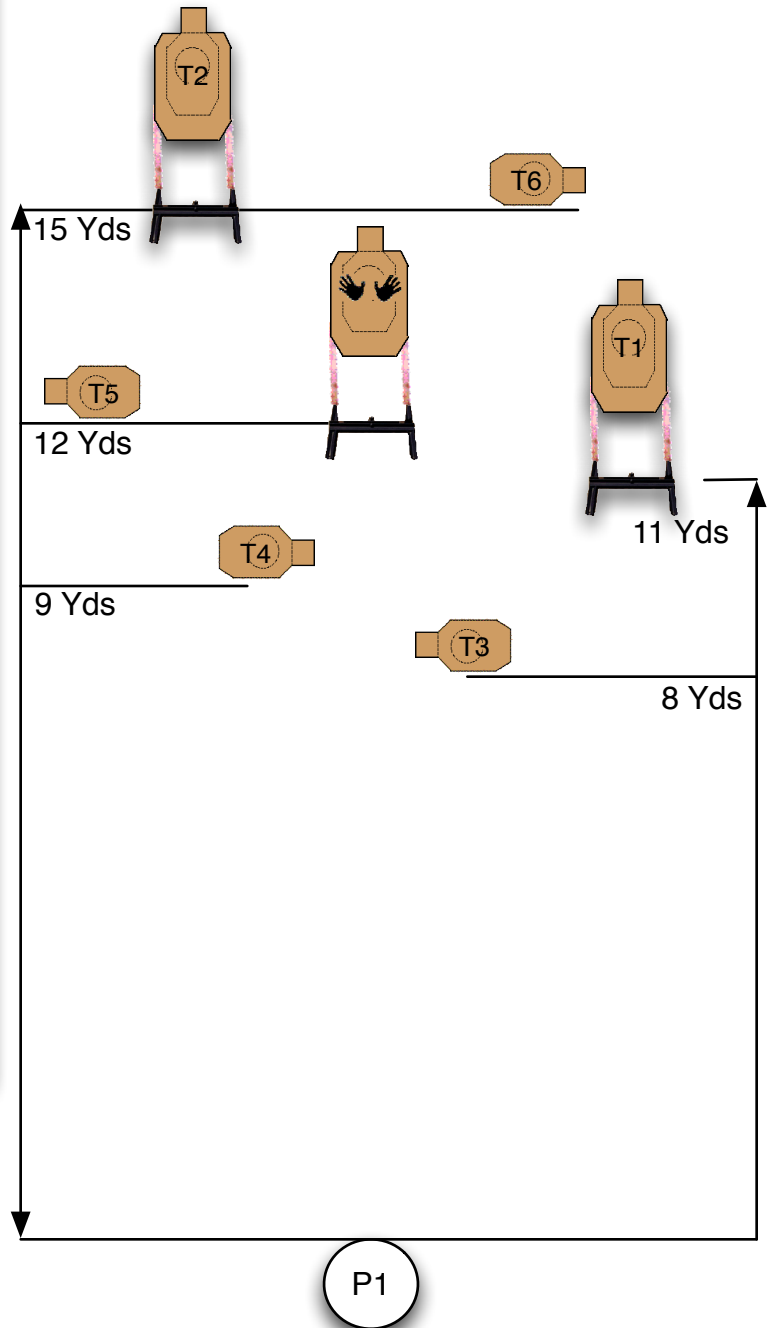
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You and your spouse are out camping. You went to gather some firewood, and came back to your campsite to discover your spouse surrounded by a couple of crazed survivalists and their dogs who are threatening to kill any "outsiders". They have weapons drawn, so you engage them and their dogs to save your spouse.

Procedure: On start signal, drop the firewood, draw and engage all targets.

Scoring: T1 through T6 must have 2 hits each.



Notes: Targets should be positioned so that shoot-throughs are not likely. P1 is centered on the no-shoot target. Targets T1 and T2 should be no more than 3 yards away laterally from the non-threat.



Stage 2: Mugging, Interrupted



Round Count: 12

Target Distance: 5-12 yards

Targets Required: 4x Threat Targets, 2x Poppers, 1x Drop-Turner

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

Scoring Method: Vickers Count

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

Start Signal: Audible

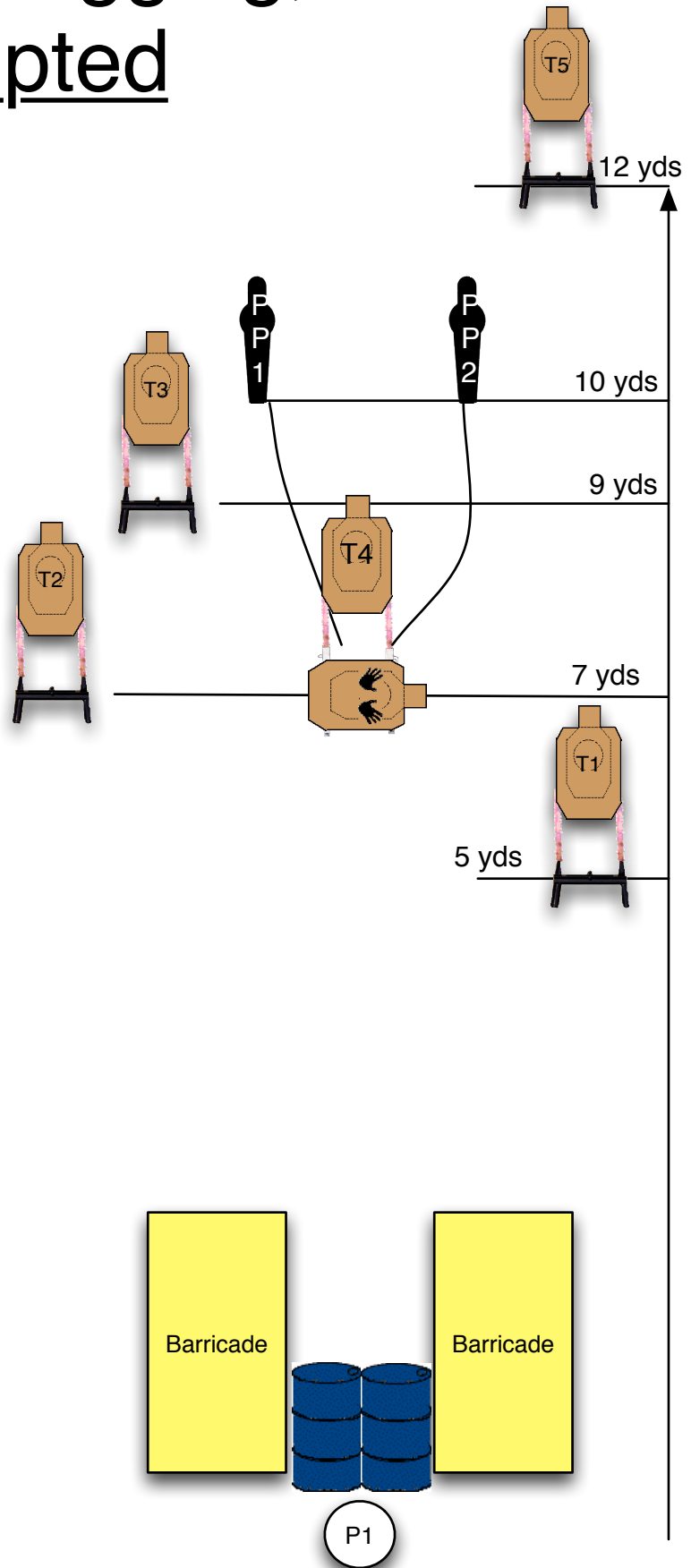
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're enjoying a nice evening at home when you hear a commotion in the alley next to your flat. You look out the window and see a group of gang-bangers beating some one up. When they pull weapons, you realize you don't have time to call 911, so you draw your weapon and protect the life of the now unconscious victim.

Procedure: On the start signal, shooter will draw and engage all threat targets from position P1.

Scoring: All targets should have 2 hits. All steel must fall to score.



Notes: Target heights should vary, and targets should be placed laterally so that shoot-throughs are not likely. Randomly select which Popper activates the Drop-Turner, and keep that information from the shooter.



Stage 3: Bar Blitz



Round Count: 12

Target Distance: 2 to 15 yards

Targets Required: 6x Threat targets

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

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands on the table.

Start Signal: Audible

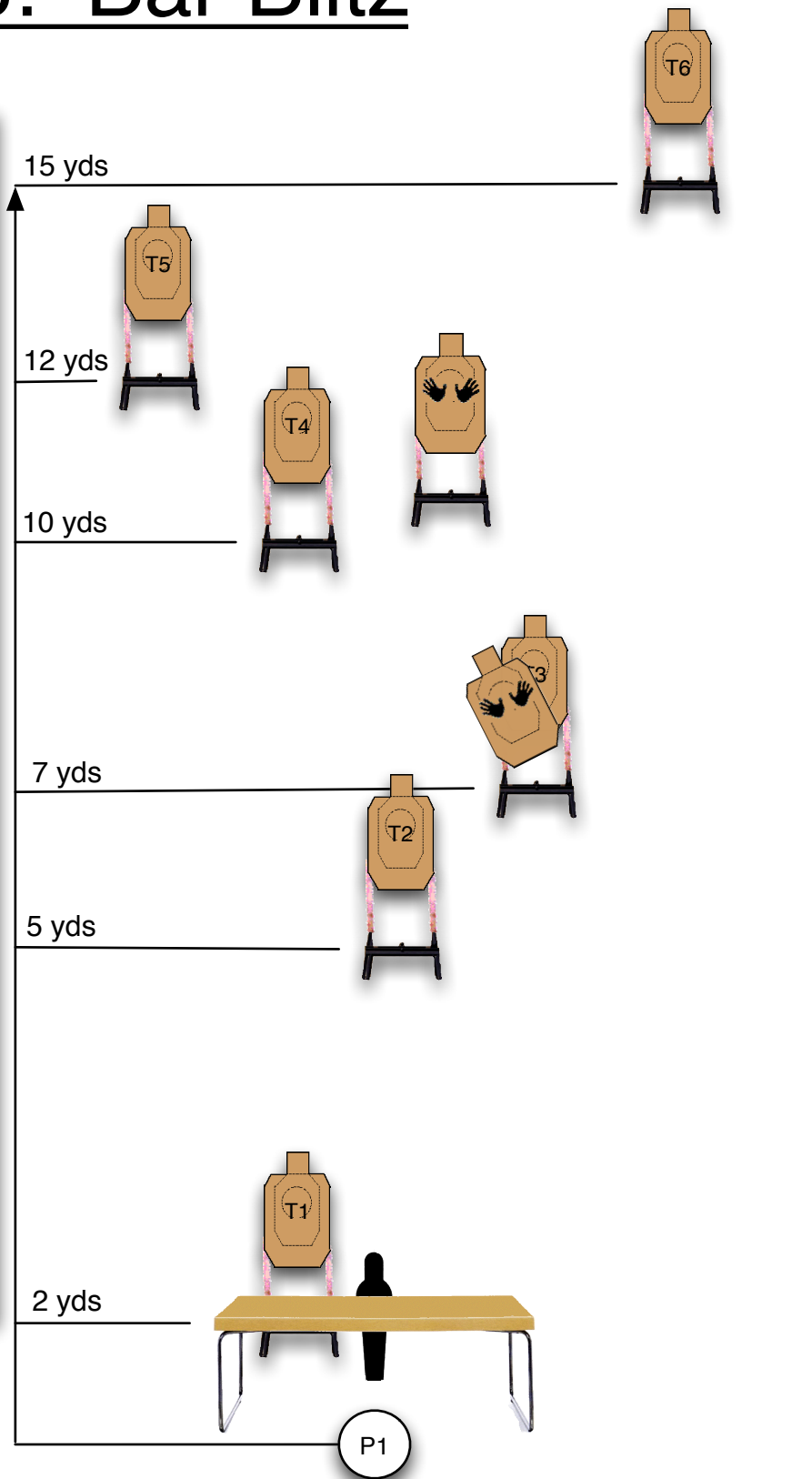
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're bartending at your bar during a football game. The visiting team just beat the home team, and the local biker gang isn't happy. They all pull weapons and are looking to take out their aggressions on your fine establishment. You have to save your other customers from them.

Procedure: On the start signal, shooter will knock over the popper, then draw and engage Targets T1 through T6, while using the table for cover.

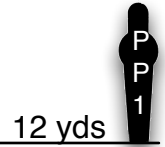
Scoring: All threats should have 2 hits.



Notes: Target heights should vary, but make sure that shots at the targets will impact the berm, not go over it. Targets should be placed so that shoot-throughs are not likely. The No Shoot attached to T3 should cover about 1/3 of the Down 0 zone on T3.



Stage 4: End Of The Day



Round Count: 14

Target Distance: 5 to 12 yards

Targets Required: 4x Threat Targets, 2x Poppers, 2x Drop-Turners

Props Required: 1x Barrel, 2x Barricades

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands on the barrel.

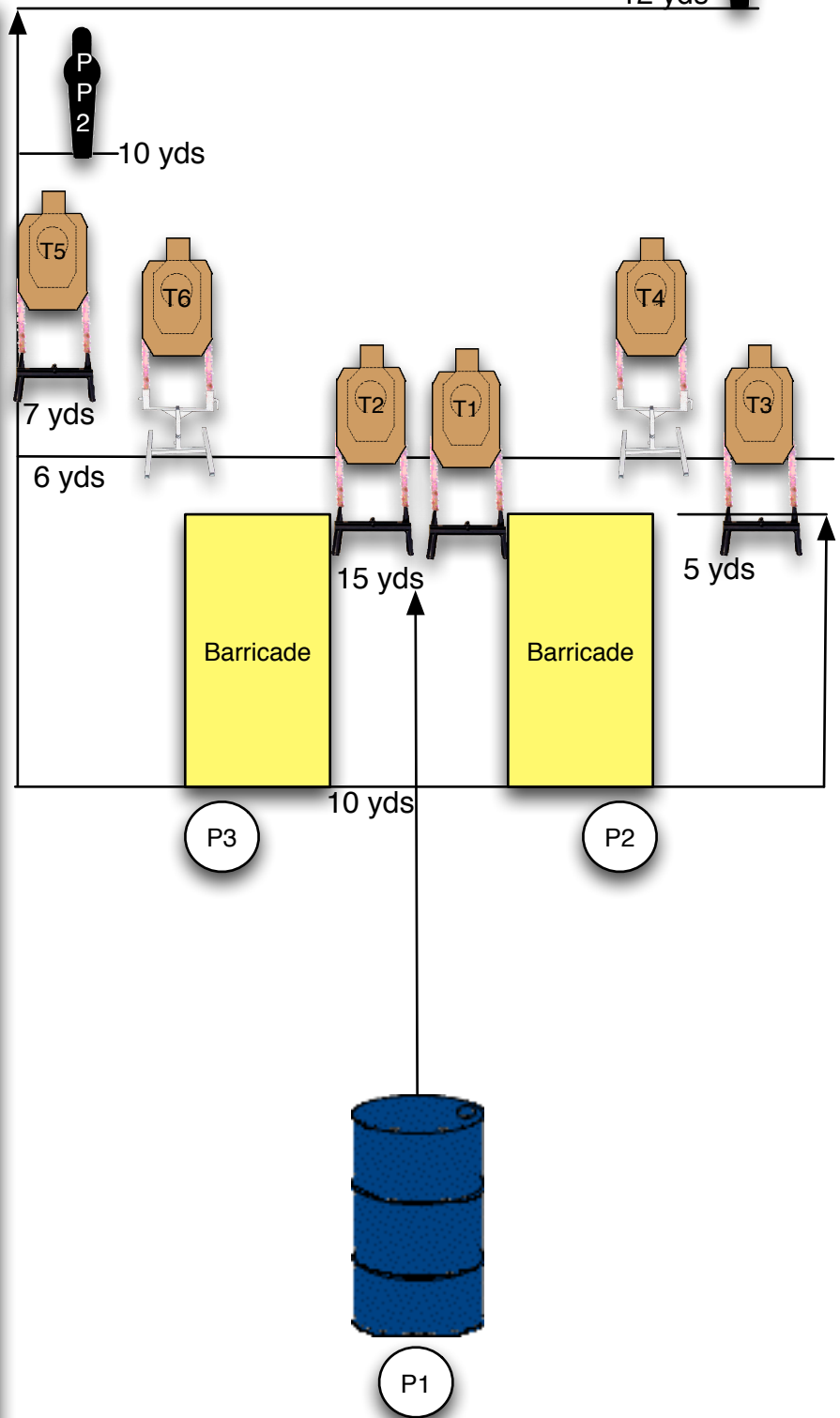
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're finishing the work for the day at your warehouse, when you hear some windows shatter. You look up and see two armed thugs climbing through the remains of one of the windows, yelling to their friends to hurry up. You engage the two immediate threats, and then move to the other windows to check the warehouse yard for more bad guys. Engage the targets as you see them.

Procedure: On the start signal, draw and engage T1 and T2 while using the barrel for cover. Shooter may shoot over the top of the barrel. Shooter will then move to P2 and engage T3, PP1, and T4. Shooter will then move to P3 and engage T5, PP2, and T6.

Scoring: All targets should have 2 hits. All steel must fall to score.



Notes: Target heights should vary, but make sure that shots at the targets will impact the berm, not go over it. Targets should be placed so that shoot-throughs are not likely.



Stage 5: Alternating



Round Count: 17

Target Distance: 7 to 15 yards

Targets Required: 8x Threat Targets,
1x Popper

Props Required: None

Scoring Method: Vickers Count

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

Start Signal: Audible

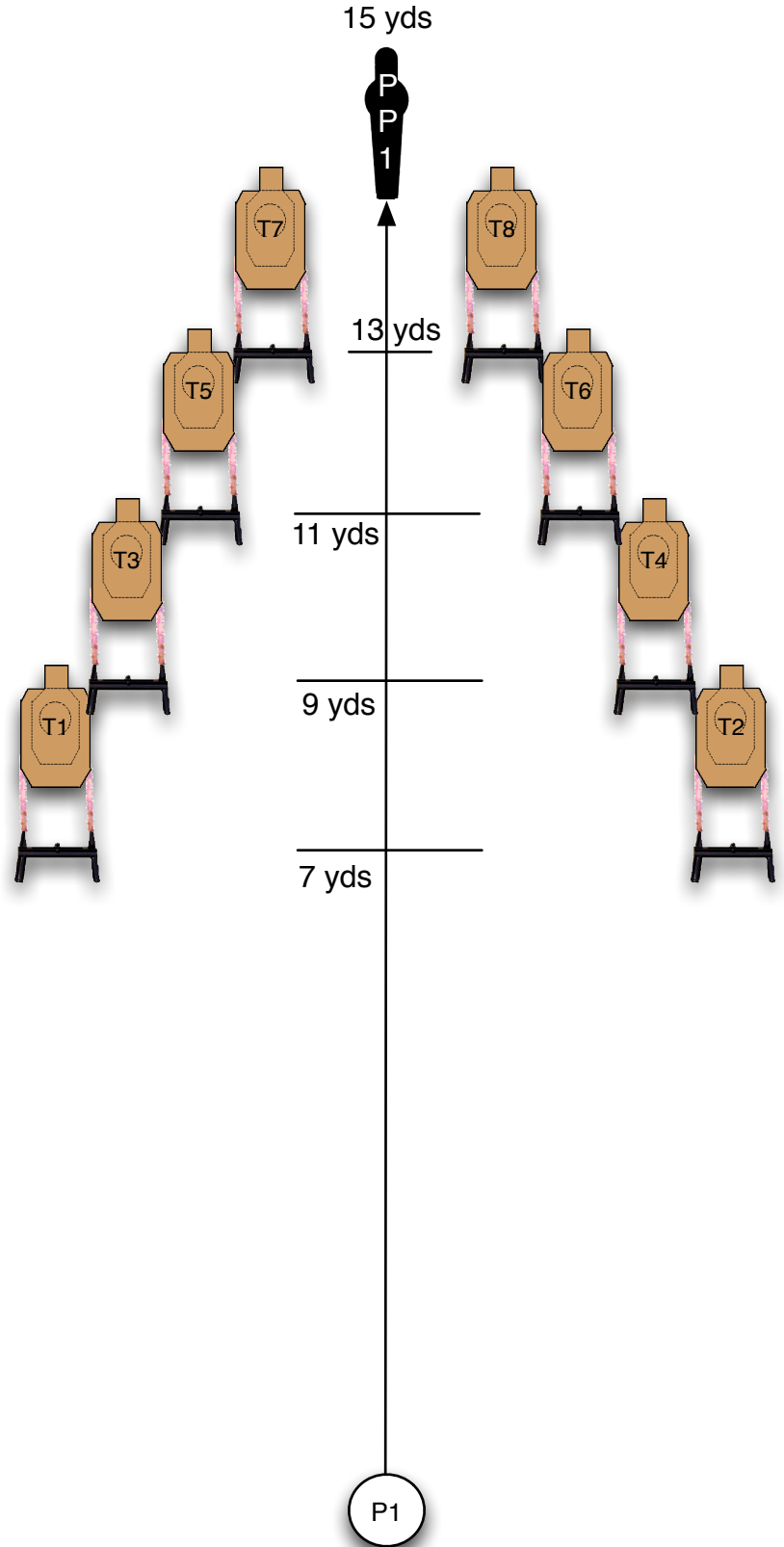
Stop Signal: Last Shot Fired

Concealment Garment: Not Required

Scenario: None. This is a skills test.

Procedure: On the start signal, shooter
will draw and engage
Targets T1 through T8 and PP1 in
Tactical Sequence.

Scoring: All targets should have 2 hits.
All steel must fall to score.



Notes: Target heights should vary.



Side Match- Outlaws



Round Count: 22

Target Distance: 3 to 50 yards

Targets Required: 11x Threat Targets

Props Required: 1x Barricade, 1x Table, 1x Chair

Scoring Method: Vickers Count

Starting Position: Sitting at P1, holding rifle at a low ready position, loaded handgun in holster.

Start Signal: Audible

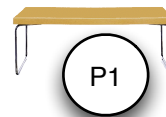
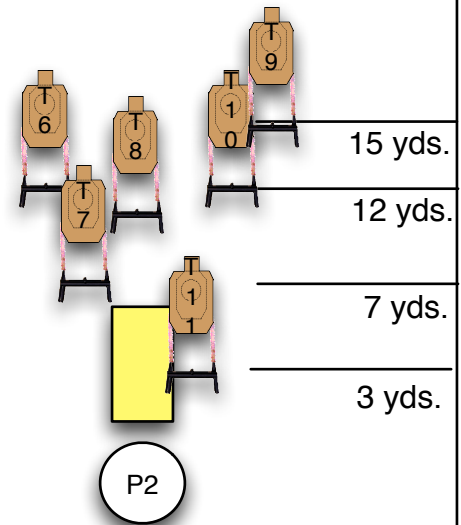
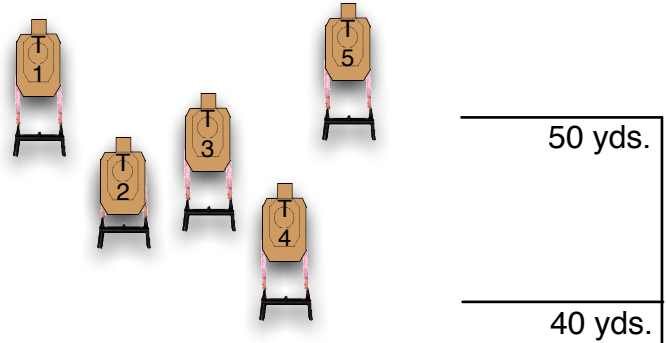
Stop Signal: Last Shot Fired

Concealment Garment: Required

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 still. 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 from the left side of the barricade. Finally, engage targets T9 through T11 from the right side of the barricade.

Scoring: T1 through T11 shall have two (2) hits each.



Notes: Target heights should vary. 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. The distance to T1 through T5 should vary between 40 and 50 yds. The distance to T6 through T11 should vary between 3 and 15 yds.