



Stage 1: Picked The Wrong Store



Round Count: 15

Target Distance: 5 to 10 yards

Targets Required: 6x Std Targets, 1x Popper, 1x Drop-Turner

Props Required: 1x barricade, 1x barrel

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of Backstop

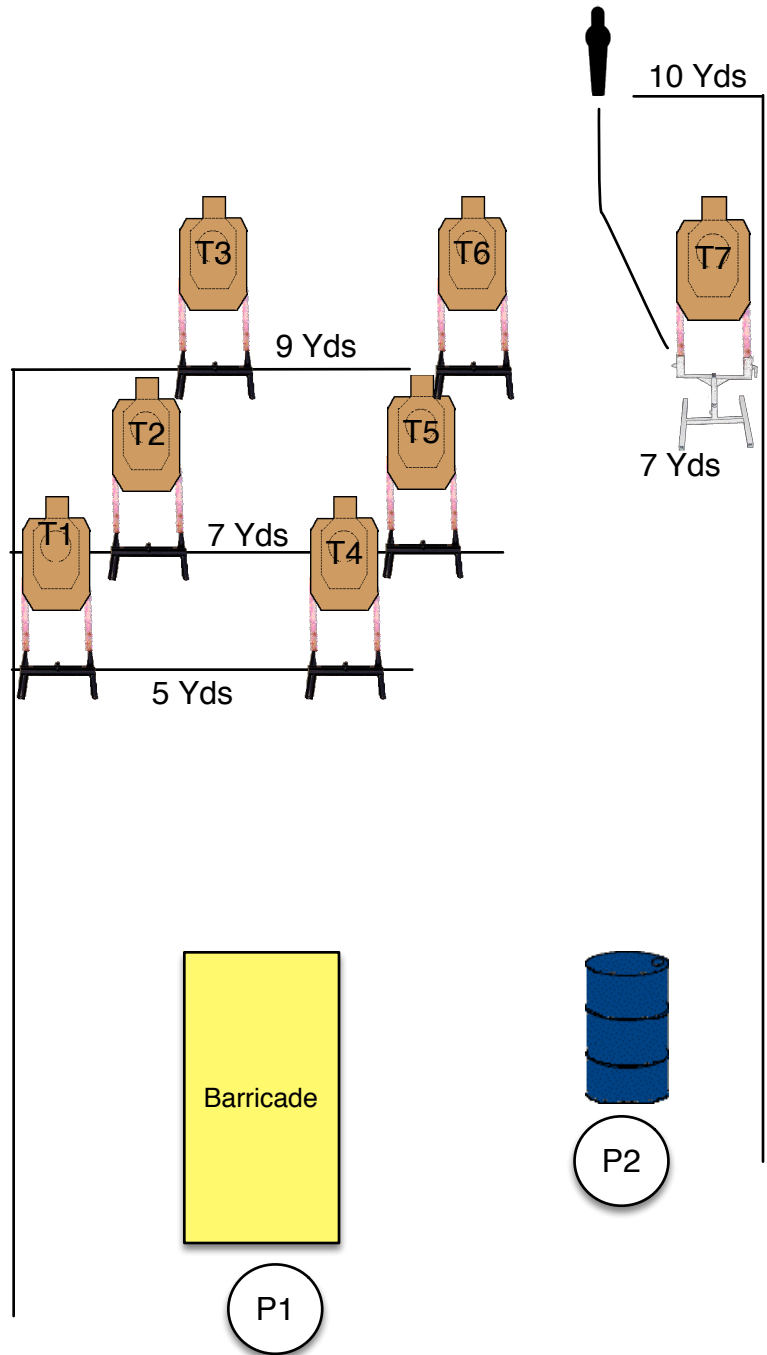
Starting Position: Standing behind barricade at Position P1 with hands relaxed at sides.

Start Signal: Audible

Scenario: You just finished with your last customer for the day, when a group of armed men storm into your gun shop. Defend yourself and your customer!

Procedure: On the start signal, draw and engage targets T1 through T3 from the left side of the barricade and targets T4 through T6 from the right side of the barricade. Move to position P2 and engage the popper and target T7, using the barrel for cover.

Scoring: T1 through T7 should have 2 hits each. Steel must fall.



Notes: Target heights should vary some-what. Make sure the targets are set up so that shoot-throughs are not likely. Shooters may start engaging targets from either side of the barricade, but must engage three targets from each side. Shooters may shoot over the top of the barrel, but must have at least 50% of their upper body behind cover.



Stage 2: Advancing In A Different Direction



Round Count: 18

Target Distance: 7-17 yards

Targets Required: 3x Standard Threats, 1x Non-Threats

Props Required: 1x Barricade, 1x Barrel

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop.

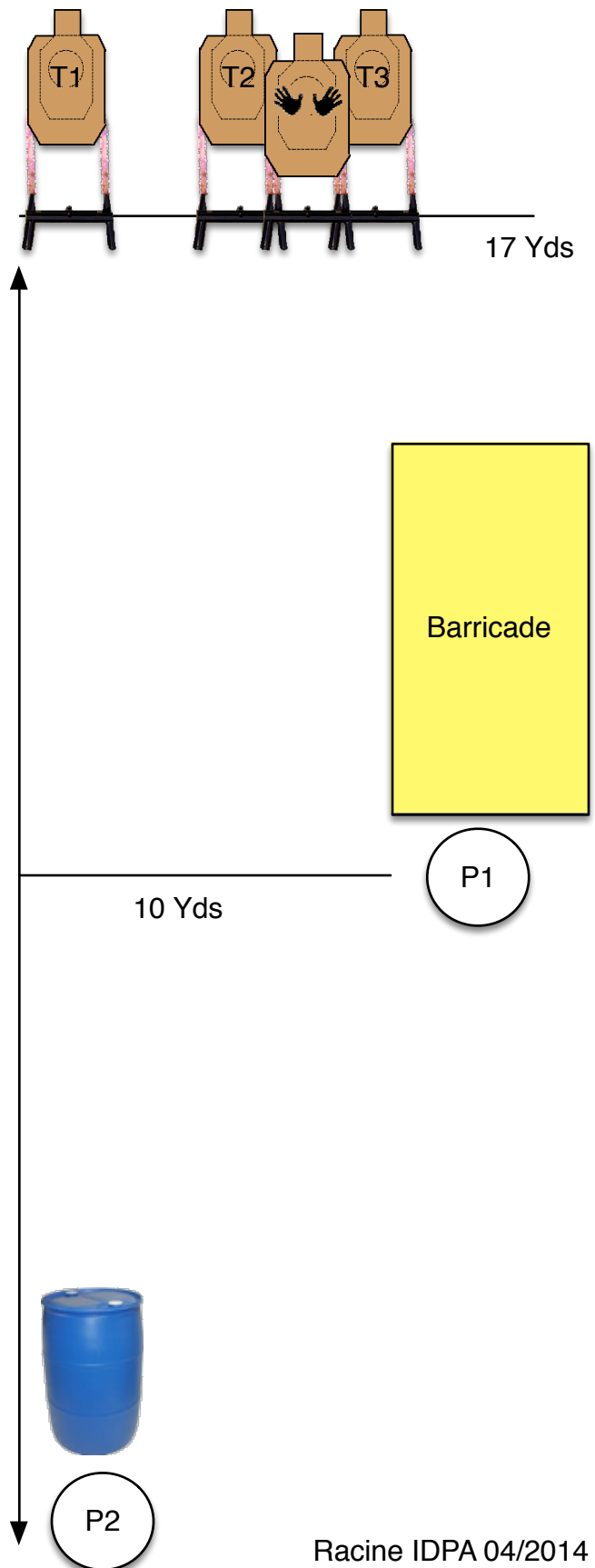
Starting Position: Standing facing down range at position P1

Start Signal: Audible

Scenario: You're hiding under a bridge from a gang of post-apocalyptic thugs with heavy leather jackets. They grab an innocent homeless person and use him for cover. It will take many shots from your handgun to penetrate those jackets, so get going!

Procedure: On the start signal, draw and engage T1 through T3 from cover with 2 rounds each. Retreat to P2 while engaging T1 through T3 with 2 rounds each. At P2, kneel and engage T1 through T3 with 2 rounds each from low cover.

Scoring: T1 through T3 should have six (6) hits each.





Stage 3: Bus Stop



Round Count: 15

Target Distance: 2-15 yards

Targets Required: 4x Std targets, 1x popper, 1x drop-turner

Props Required: 1x barricade, 1x chair

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop

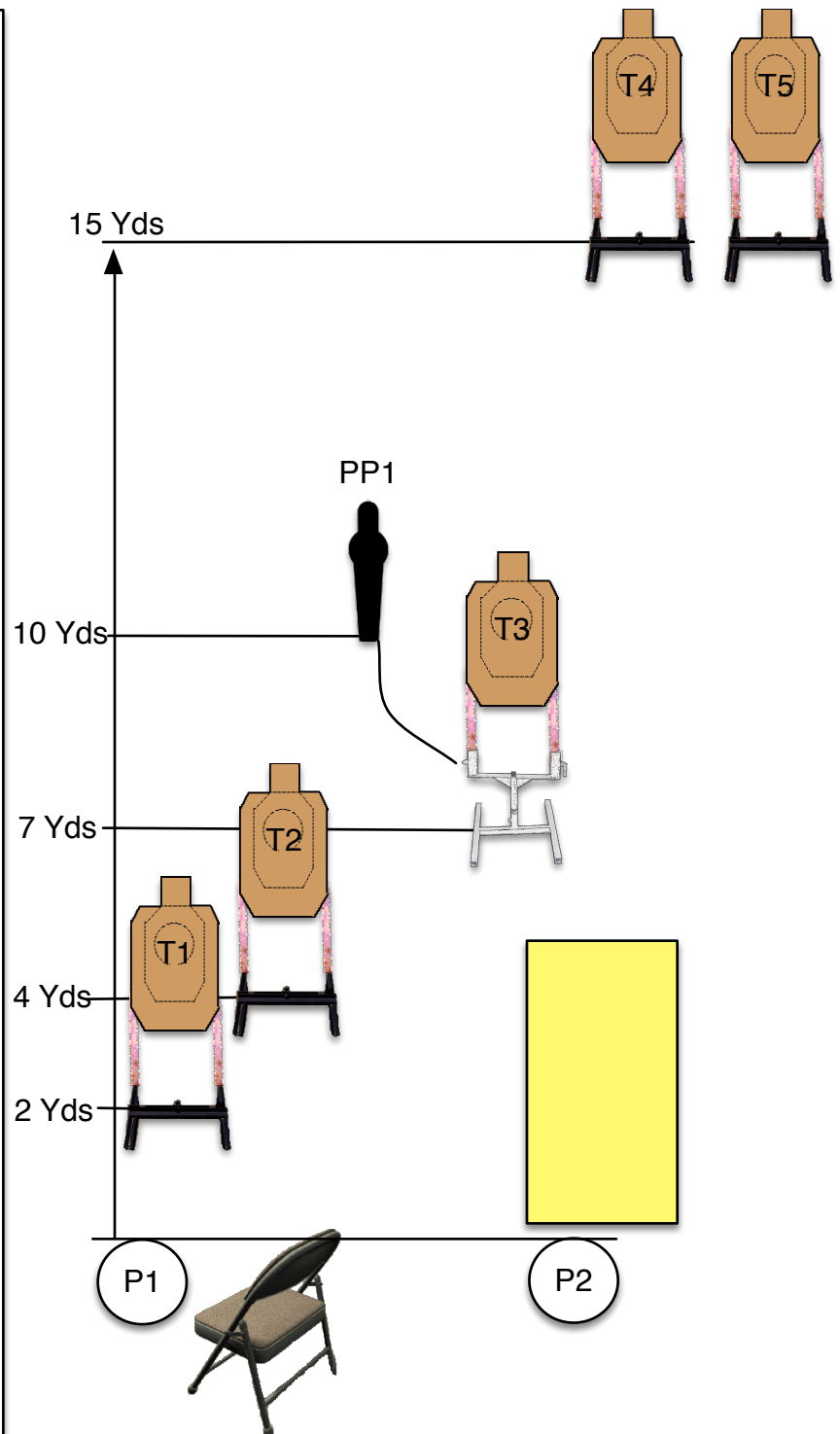
Starting Position: Sitting on the chair facing down range at position P1

Start Signal: Audible

Scenario: You're waiting for a bus when a group of armed, rabidly violent thugs declares that "You're dead meat!". You must defend yourself.

Procedure: On the start signal, shooter stands up, draws from concealment, and engages targets T1 and T2 with three (3) rounds each while moving to position P2. At position P2, shooter will engage popper PP1 and then target T3 with two (2) rounds, and then targets T4 and T5 with three (3) rounds each. PP1 and T3 through T5 should be engaged while using the barrel for cover.

Scoring: All targets except T3 should have three (3) hits. Target T3 should have two (2) hits. All steel must fall.



Notes: Shooters may shoot over the barrel, but they must use it for cover. Take care when setting up the stage so that PP1 is not at risk for a shoot-through when the shooter is engaging targets T1 and T2.



Side: Border Disorder v2



Round Count: 19

Target Distance: 3-20 yds

Targets Required: 8x Threat Targets

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

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop

Starting Position: Standing facing down range at position P1, carbine unloaded on table at P2, muzzle pointed downrange.

Start Signal: Audible

Scenario: You are checking out your ranch on the border, when you see a group of drug smugglers come out of a tunnel. They all draw weapons and start firing in your direction. You engage that group and move to your truck where you have a carbine, when you find another group nearby. They also start shooting, so you have to defend yourself before you can get away.

Concealment Garment: Not Required

Procedure: On the start signal, engage T1 through T3 with your handgun, using the barricade as cover. Then move to P2, place empty handgun on table, pick up and load carbine, and engage T4 through T8 using the barrel as cover.

Scoring: T1 through T8 should have 2 hits each.

