



Stage 1: Soft Cover

Round Count: 10

Target Distance: 2-10 yards

Targets Required: 3x Standard Threats, 2x Non-Threats

Props Required: 1x Barricade

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop.

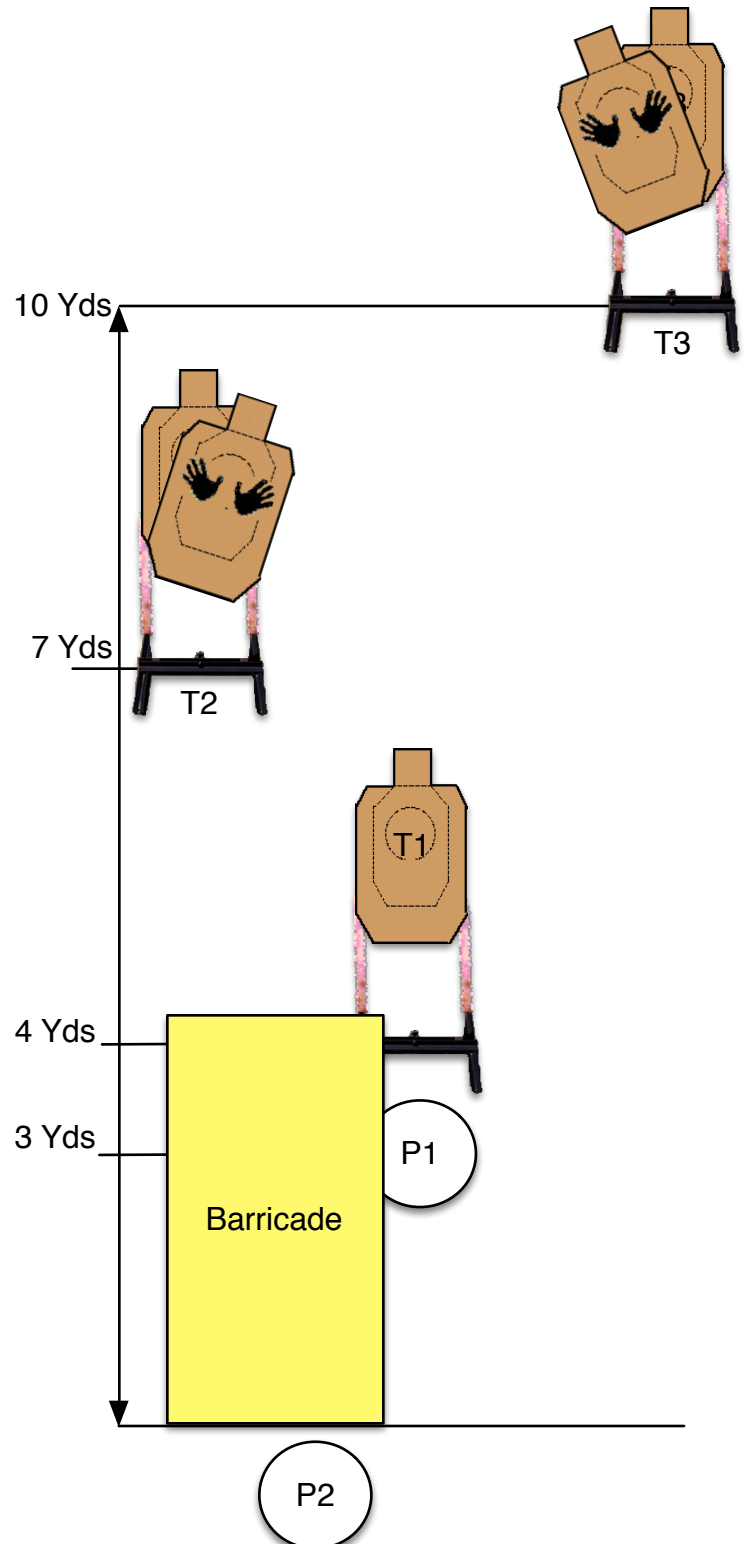
Starting Position: Standing facing down range at position P1

Start Signal: Audible

Scenario: You are confronted by a number of gunmen who are holding members of your family hostage. Neutralize the closest target and then save your family.

Procedure: On the start signal, draw and engage T1 with six (6) rounds from close retention. Then move to the barricade at position P2 and engage targets T2 and T3 from cover with two (2) rounds each.

Scoring: T1 should have six (6) hits and T2 through T3 should have two (2) hits.



Notes: Shooter *may* engage T1 while moving if they choose, but all shots must be fired from close retention. Targets T2 and T3 may be engaged from either side of the barricade. Position P1 is 1 yard away from and centered on T1. Target T3 should have approximately half of the "down zero" area on the torso visible. Target T2 should have almost none of it's "down zero" torso area visible. Care should be taken to make sure that target T1 is not in the line of fire from the barricade to targets T2 and T3.



Stage 2: Outnumbered

Round Count: 10

Target Distance: 3 to 12 yards

Targets Required: 3x Standard Threats,
2x Poppers,
1x Drop-Turner

Props Required: 1x Barrel,

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges
of backstop.

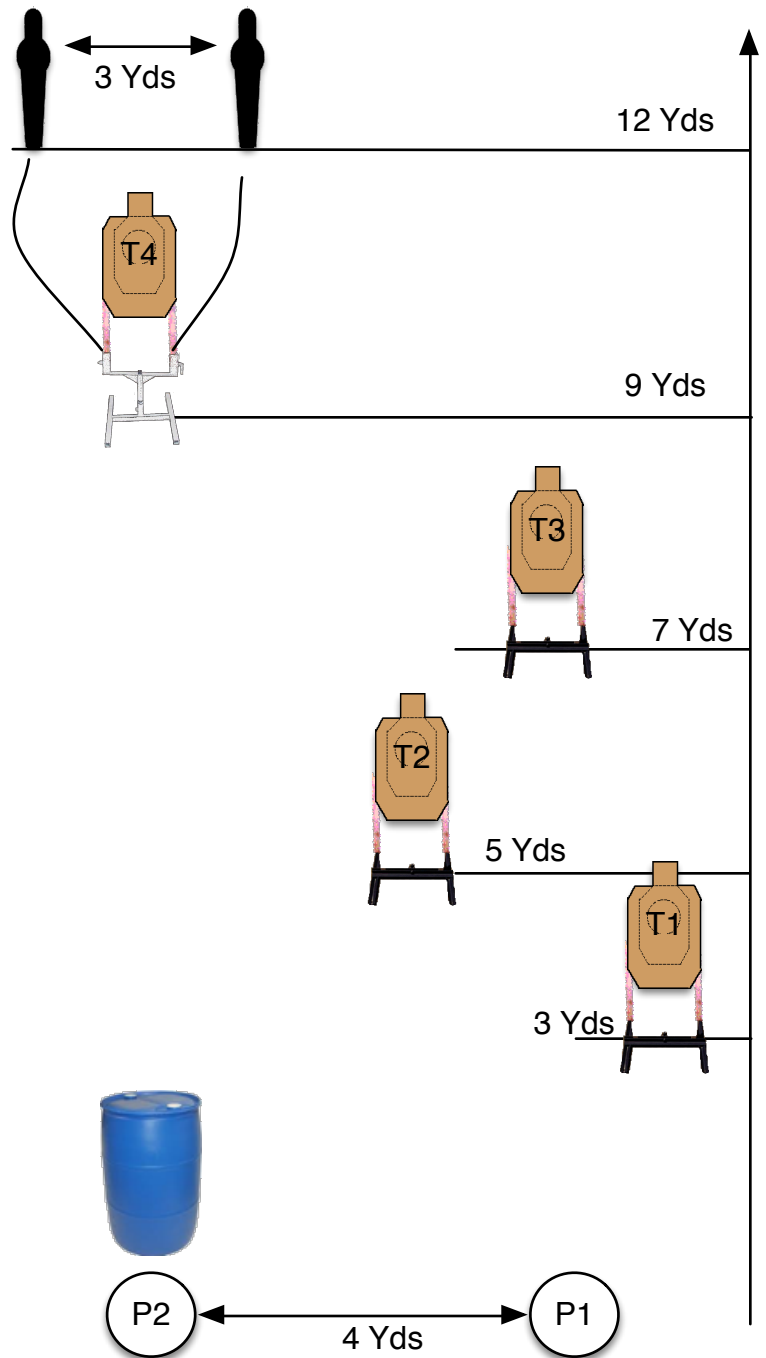
Starting Position: Standing with hands
relaxed at sides facing
down range at P1

Start Signal: Audible

Scenario: You are attacked by a group of
gang members. Neutralize the
immediate threats and then move to cover
to engage the remaining targets. Be
careful- one of the threats is quick to
appear and then disappear!

Procedure: On the start signal, draw and
engage targets T1 through T3
with two (2) rounds each. Move to position
P2 and engages poppers PP1, PP2, and
T4 from cover.

Scoring: T1 through T4 should have 2 hits
each . All steel must fall to score.



Note: Targets T1 through T3 should have
varying shoulder heights between 4 and 5 feet.
Targets T1 through T3 should be spaced with 1
foot between them left-to-right. Make sure
popper PP2 is not in a position to suffer shoot-
throughs from T2. Position P1 is centered on
target T3. Position P2 is centered on the Drop-
Turner. The poppers are also centered on the
Drop-Turner. Shooter may shoot over the
barrel, but must use proper cover.



Stage 3: Bad Luck



Round Count: 12

Target Distance: 3-10 yards

Targets Required: 4x Standard Threats

Props Required: 1x Barricade

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop.

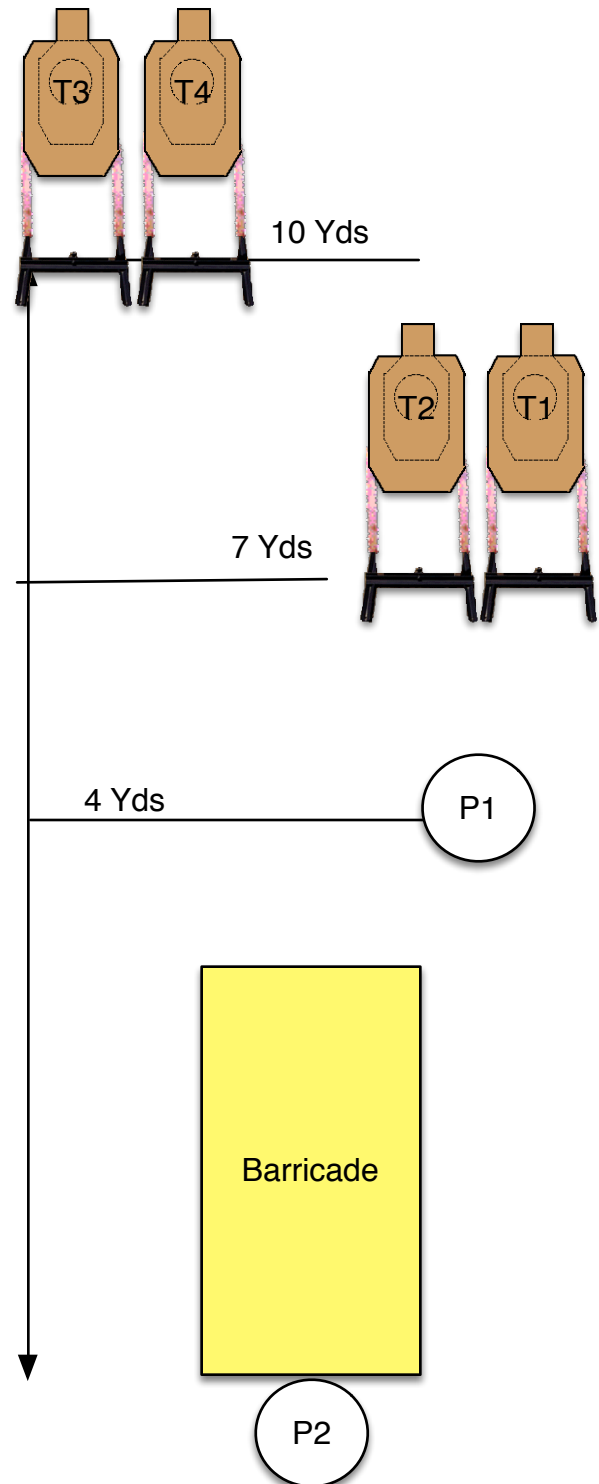
Starting Position: Standing facing up range at position P1

Start Signal: Audible

Scenario: You have the bad luck of being jumped by a gang of armed thugs. They surprise you from behind, but since you're armed, you have the chance to defend yourself. Engage the nearest Bad Guys while moving to cover, and then engage the rest.

Procedure: On the start signal, turn to face downrange, draw and engage T1 and T2 with two rounds to the body and one to the head while retreating to cover at P2. Once at position P2 and engage targets T3 and T4 from the left side of the barricade, also with two rounds to the body and one to the head.

Scoring: T1 through T4 should have three hits each, one of which must be a head hit.



Notes: Target heights should vary. T1 and T2 must be engaged while moving to P2, but may be re-engaged from P2.



Side Match: Quicky Mart v2



Round Count: 12

Target Distance: 10 to 15 yards

Targets Required: 4x Standard Threats, 2x Poppers, 1x Drop-Turners

Props Required: 1x Table, 3x Non-Threats

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop.

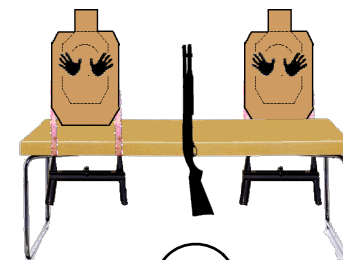
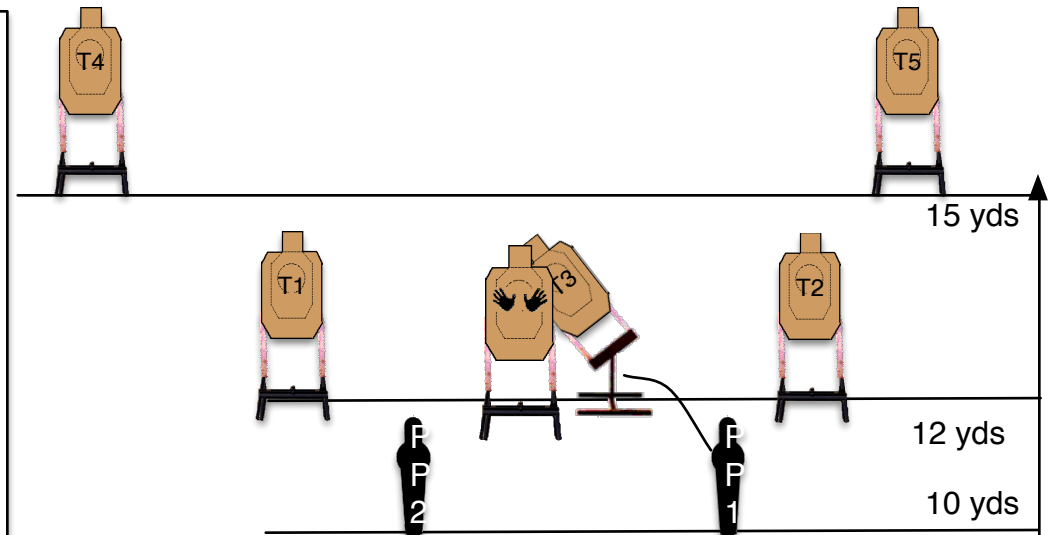
Starting Position: Standing, facing down range at position P1, hands flat on the table, loaded shotgun held at low ready.

Start Signal: Audible

Scenario: You're helping some customers at the Quicky Mart you work at, when a bunch of crackheads brandishing weapons storm in and announce that they're robbing the place. The owner has a shotgun at the counter, so you grab it and start defending yourself. The shotgun only has two shells (the store owner is cheap!), so you have to finish the job with your handgun.

Procedure: On the start signal, pick up the shotgun and fire one round at each of the Poppers PP1 and PP2. Put the empty shotgun down on the table, muzzle pointed downrange. Draw your handgun and engage the remaining targets.

Scoring: T1 through T5 should have 2 hits each. All steel must fall to score.



Notes: Target heights should vary. The shotgun should be loaded with 2 rounds only. Shooter may re-engage Poppers if they were not knocked down via the shotgun.