



Stage 1: Dark Alley

Round Count: 12

Target Distance: 1-12 yds

Targets Required: 6x Standard Threats

Props Required: 1x Barricade, 1x Tarp

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands in surrender position

Start Signal: Audible

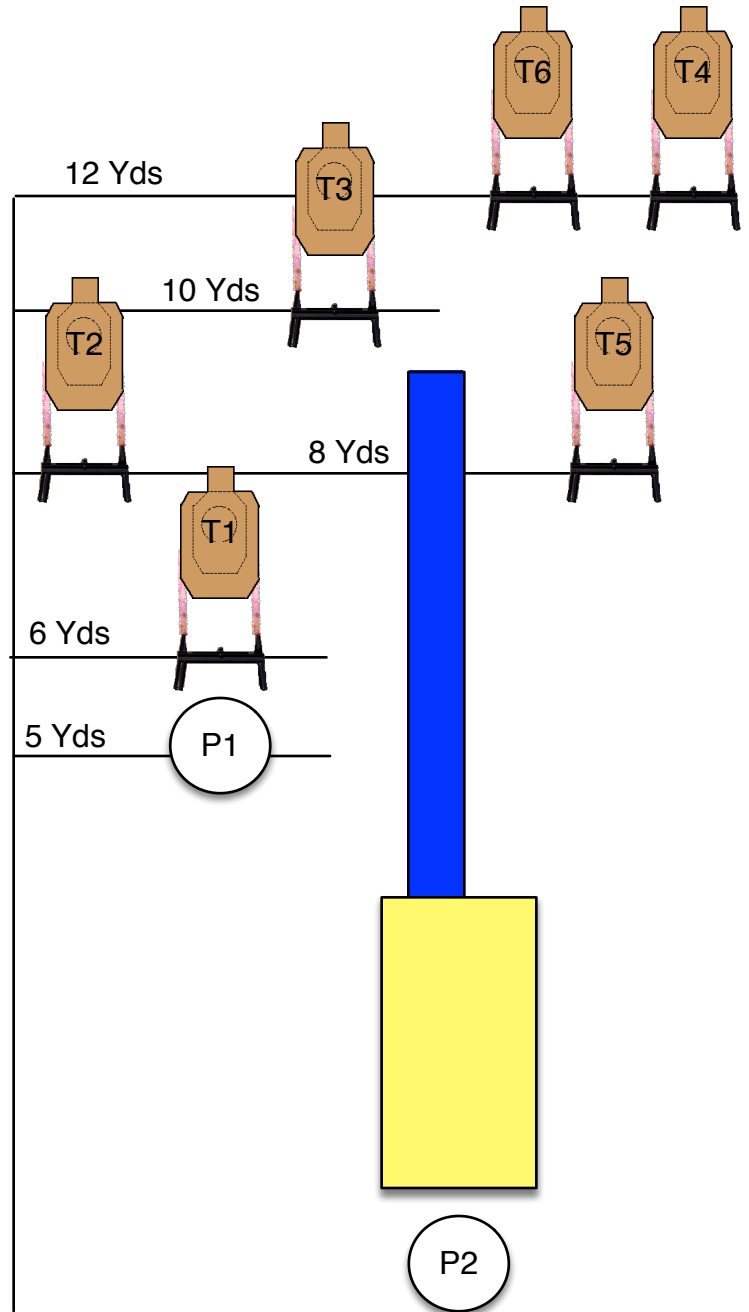
Muzzle Safe Points: Sides of Backstop

Scenario: You're walking through a dark alley when you're accosted by a bunch of thugs. They're all armed and demand your wallet. Thankfully, you're armed and able to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 from close retention. Start retreating to position P2 and engage T2 and T3 while moving. Once at P2, engage T4 through T6.

Scoring: All targets must have two hits.



Notes: The downrange range lights should be off for this stage. T1 through T3 may be re-engaged from P2 as long as they were initially engaged prior to the Shooter arriving at P2.



Stage 2: Knives At A Gun Fight



Round Count: 12

Target Distance: 5-10 yds

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

Props Required: 2x Non-Threats, 1x Barricade,
1x Tarp

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands
relaxed at sides

Start Signal: Audible

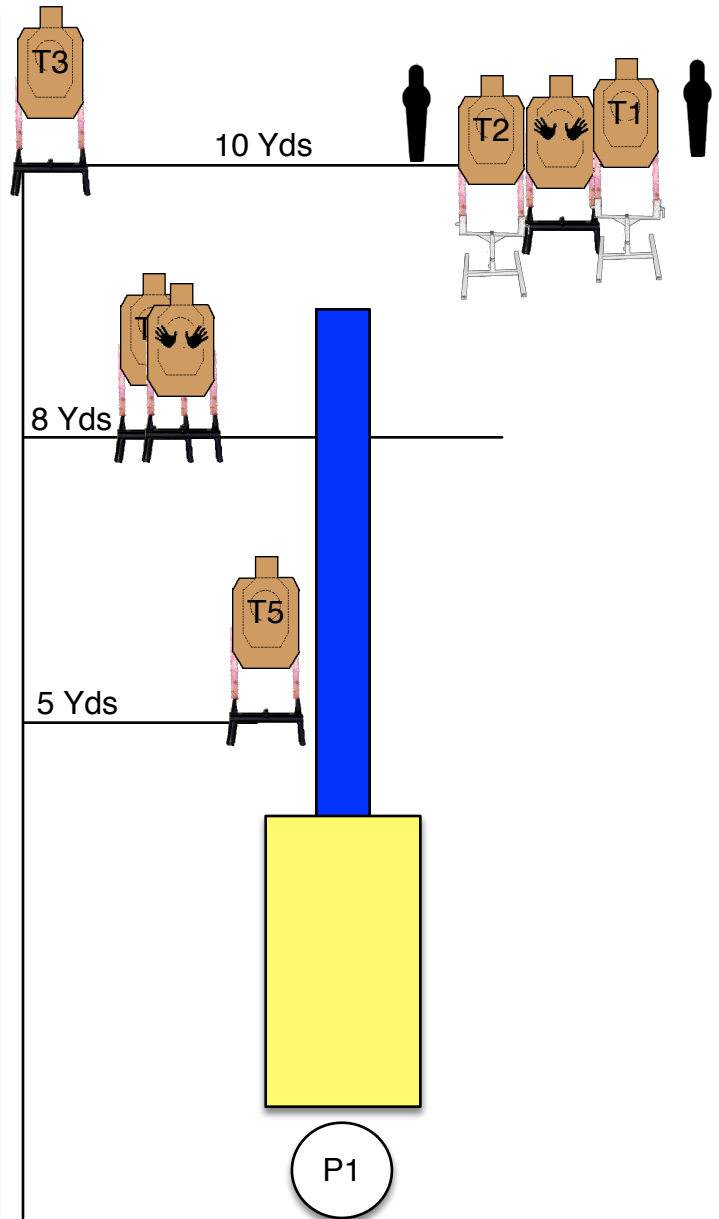
Muzzle Safe Points: Sides of Backstop

Scenario: You're out shopping at a warehouse store when a group of terrorists strike. They're all brandishing large knives and attacking anyone they can reach. You're armed, so you're able to defend yourself and stop the terrorist threat.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all threats from cover at position P1.

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



Notes: T4 should be 50% covered by the Non-Threat. Shooters may start engaging targets from either side of the barricade.



Stage 3: W



Round Count: 12

Target Distance: 10-20 yds

Targets Required: 5x Standard Threats

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Standing at P1, hands relaxed at sides

Start Signal: Audible

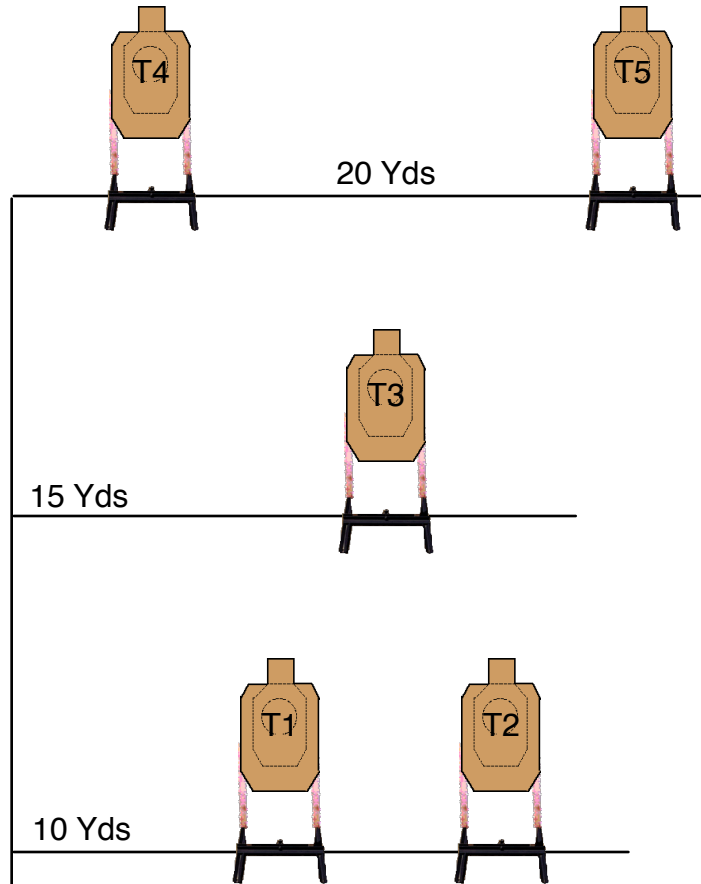
Muzzle Safe Points: Sides of Backstop

Scenario: None. This is a Standards Stage.

Concealment Garment: Not Required

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

Scoring: T1 and T2 must have 3 hits each, at least one of which must be a head hit. T3 through T5 must have 2 hits each.



P1



Side Match- Not On My Watch



Round Count: 10

Target Distance: 10-15 yds

Targets Required: 2x Popper, 2x Drop-Turner,
2x Standard Threats

Props Required: 2x Non-Threats, 1x Barricade,
1x Tarp

Scoring Method: Vickers Count

Starting Position: Standing at P1, carbine held
at low ready.

Start Signal: Audible

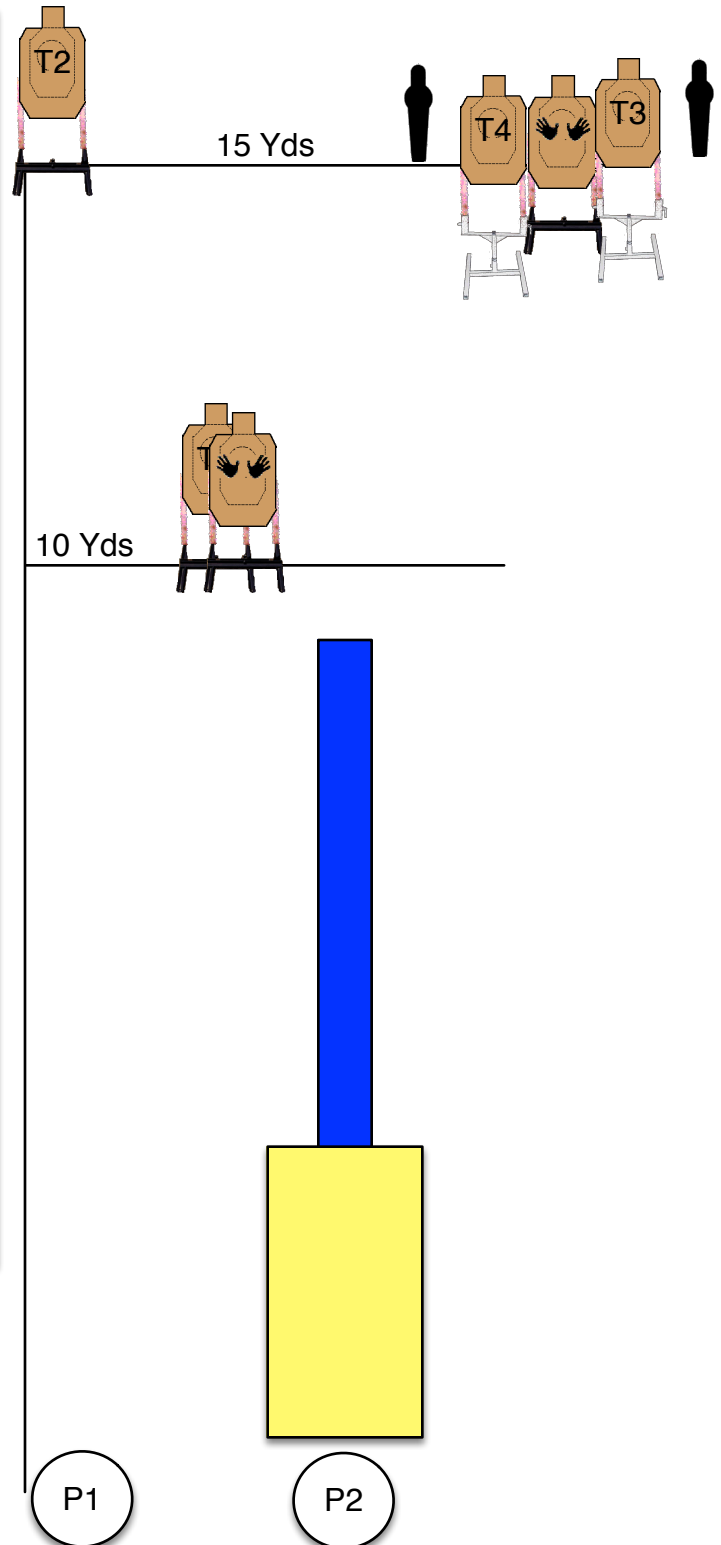
Muzzle Safe Points: Sides of Backstop

Scenario: You're a security guard responding to
an alarm in the refinery that you work
at. You come across a group of armed terrorists
who are damaging the machinery and attacking
employees, and must stop the threat.

Concealment Garment: Not Required

Procedure: On the start signal, engage T1 and
T2 while moving to cover at position
P2. Once at P2, engage PP1, PP2, T3, and T4.

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



Notes: T4 should be 50% covered by the Non-Threat.
Shooter can re-engage T1 and T2 from P2 if desired, as
long as they were engaged originally while moving to P2.
Pistol caliber carbine may be loaded to magazine
capacity.