



# Out of Paper

By Frank Valy & Jerry Long

**Round Count:** 14

**Target Distance:** 5-7 yards

**Targets Required:** 7x Standard, 2x No Shoot

**Scoring Method:** Unlimited

**Muzzle Safe Points:** Left and Right edges of backstop.

**Starting Position:** Sitting at P1 with swinger activator in strong hand and loaded handgun on top of the pants on the floor in front of you within reach.

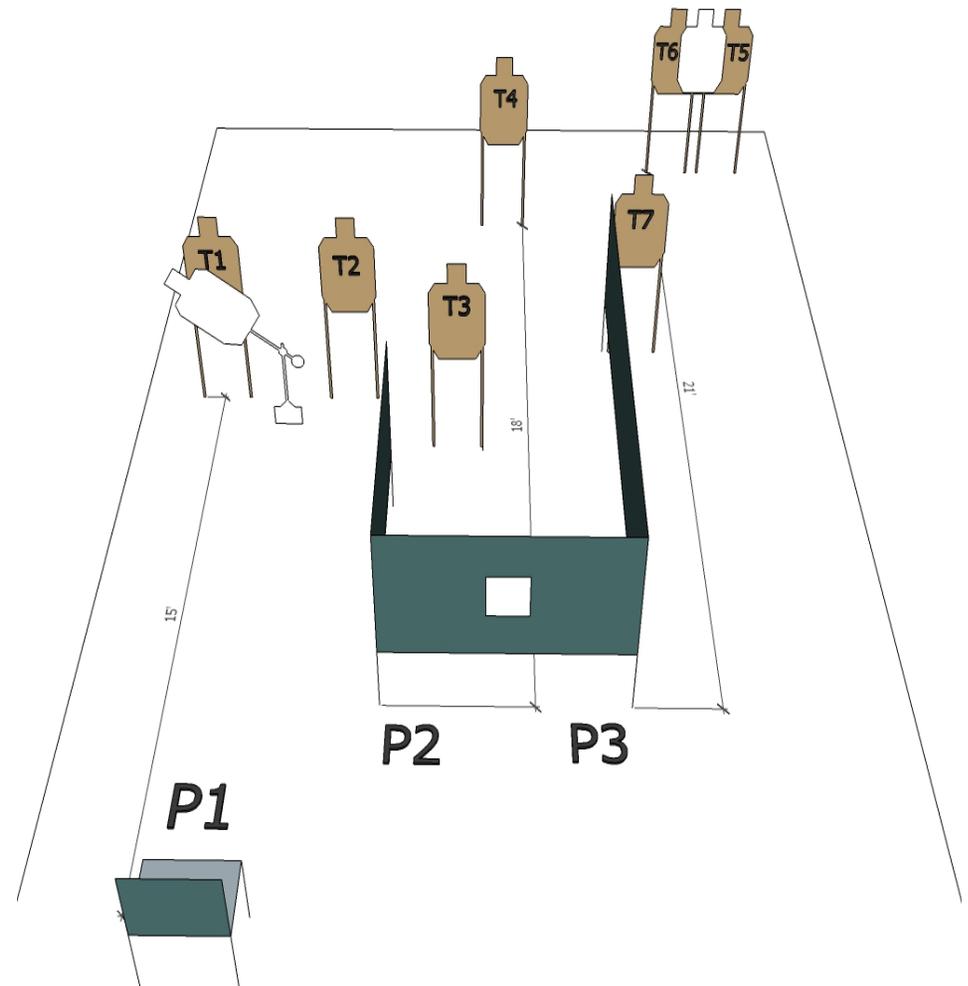
**Start Signal:** Audible

**Scenario:** You're finishing up some business when you notice an armed and angry mob surrounding your vicinity. Engage the threats while moving to cover.

**Concealment:** Not Required

**Procedure:** On the start signal activate the swinger with your strong hand, retrieve your handgun from the floor with your weak hand and engage T1&T2 WHO. Move to P2 and engage T3&T4 through the port. Finish by moving to P3 and engage T5-T7.

**Scoring:** All threats must have 2 hits each.



Additional props: Empty TP rolls and a pair of large pants.

Additional notes: SO move chair left or right of the activator as necessary for left and right handed shooters.



# Hotel No Tell 2 By Frank Valy & Jerry Long

**Round Count:** 12

**Target Distance:** 2-9 yards

**Targets Required:** 6x Standard, 2x no shoot

**Scoring Method:** Unlimited

**Muzzle Safe Points:** Left and right edges of backstop

**Starting Position:** Standing up range at P1, loaded handgun in holster with 6 rounds only, strong hand on luggage handle

**Start Signal:** Audible

**Scenario:** You're loading your car after a visit at the No Tell Motel when a group of armed men rush the parking lot. You defend yourself while moving to cover.

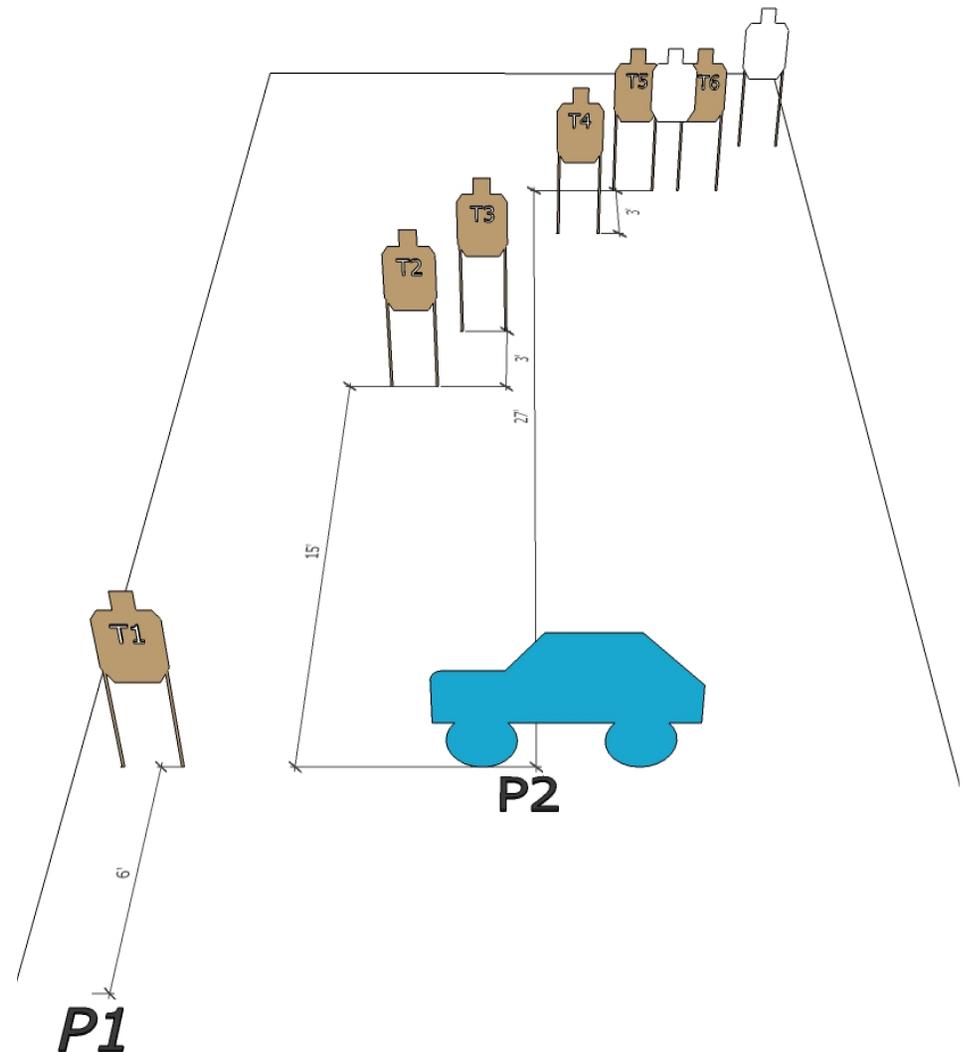
**Concealment:** Required

**Procedure:**

String 1: On the start signal release the luggage, turn down range, draw and engage T1-T6 with 1 shot each while moving to P2. Re-engage T2-T6 from low cover as necessary.

String 2: On the start signal with gun ready in hand from P2, engage T4-T6 from under the car with an additional 2 shots each.

**Scoring:** Score targets after both strings have been shot. T1-T3 must have 1 shot each, T4-T6 must have 3 shots.



Additional Props: Carpet remnant or shooting mat for prone position & briefcase.

SO Notes: "Prone" can be any form of prone.

6.2.7 In a Scenario CoF, no more than 6 shots may be required to be fired in any one continuous "in the open" sequence of target engagements.

6.1 A Stage Description cannot override the rulebook except under the following conditions:

6.1.3 Specify the number of rounds in the firearm at the start of the stage, up to division capacity.



# Ticket Troubles

By Frank Valy

**Round Count:** 14

**Target Distance:** 5-10 yards

**Targets Required:** 7x Standard, 2x non-threat

**Scoring Method:** Unlimited

**Muzzle Safe Points:** Left and Right edges of backstop.

**Starting Position:** Standing at P1, loaded handgun in holster, hands relaxed at sides.

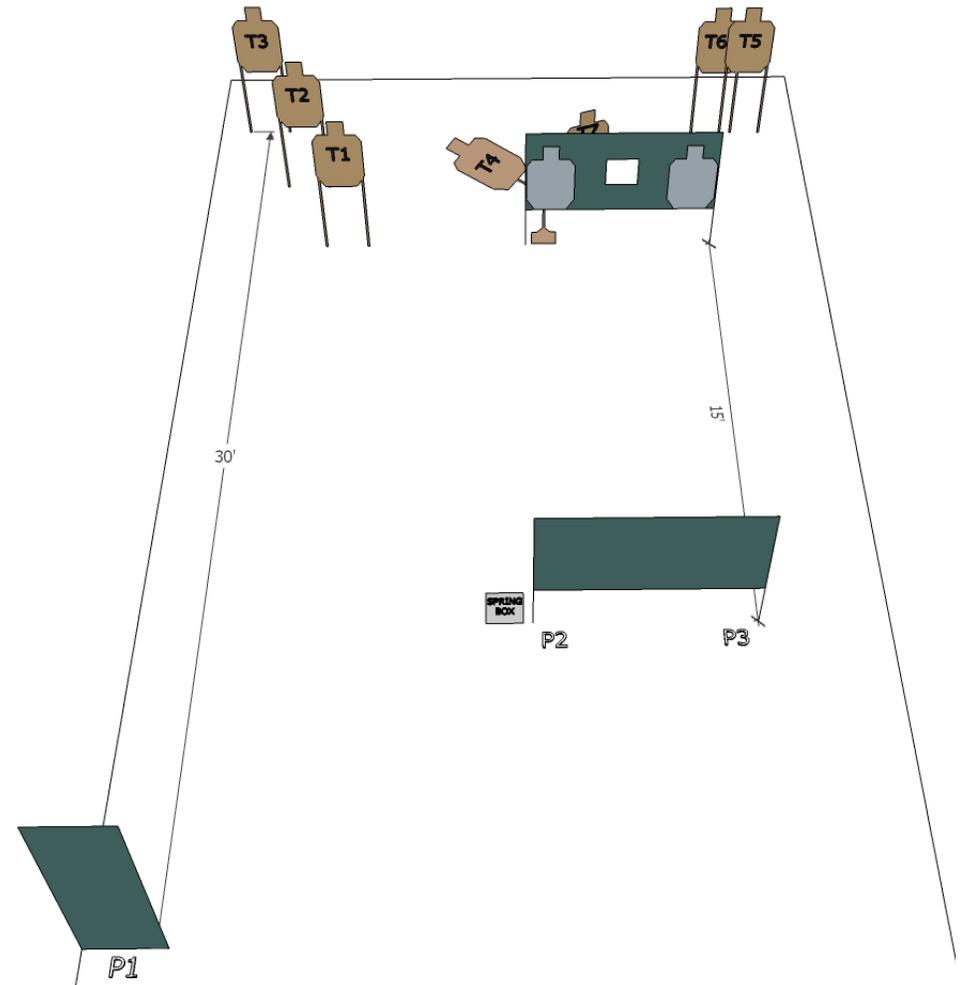
**Start Signal:** Audible

**Scenario:** The local carnival is overrun with armed thugs while you're trying to get tickets for you and your family. Using cover you must defend your loved ones.

**Concealment:** Required

**Procedure:** On the start signal draw and engage T1-T3 from P1. Advance to P2 activating the swinger with your foot and engage T4. Move to P3 and engage T5-T7.

**Scoring:** All threats require 2 hits.





# 2-Gun Zen Range

By Jerry Long & Frank Valy

**Round Count:** 2 Shotgun / 6 Pistol

**Target Distance:** 10-15 yards

**Targets Required:** 2 PP, 3x Standard, 2x No Shoot

**Scoring Method:** Limited

**Muzzle Safe Points:** Left and Right edges of backstop.

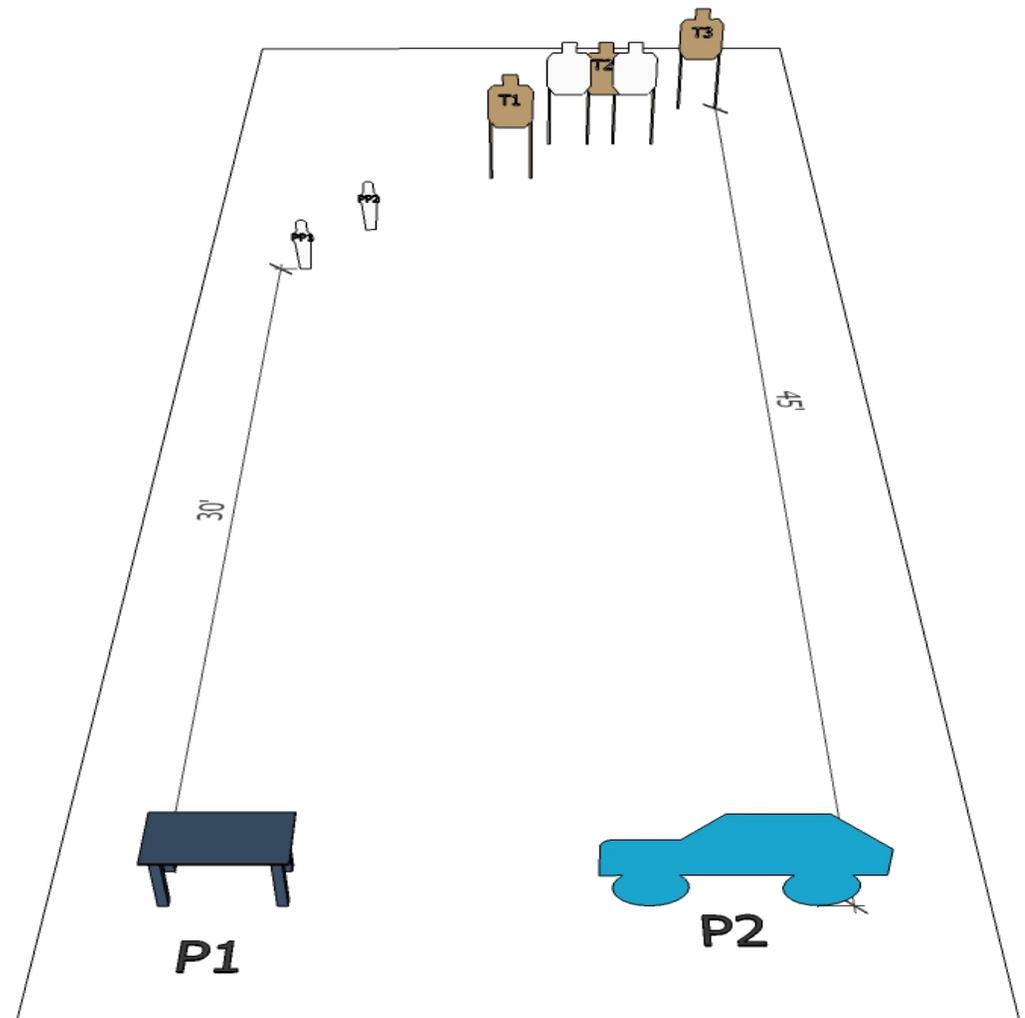
**Starting Position:** Facing down range shotgun loaded with 2 rounds, only, at low ready, handgun unloaded and holstered.

**Start Signal:** Audible

**Scenario:** You are distracted in the middle of a Zen-like 2-Gun practice session at the range when attacked by banditos attempting to steal your guns and car.

**Concealment:** Required

**Procedure:** On start signal engage P1 & P2 with shotgun. Abandon EMPTY shotgun on table (action may be open or closed, but safety must be engaged if action is closed) Move to cover behind the car while loading the handgun and engage T4-T6 with 2 rounds each from prone.



SO Note: "Prone" can be any form of prone.