



# Stage 1: Picked The Wrong Store



Place "9yd targets"  
at 12 yds - 10 yards  
"7yd" at 10yd  
"5yd" at 7yd

Popper,  
rel  
edges of  
barricade

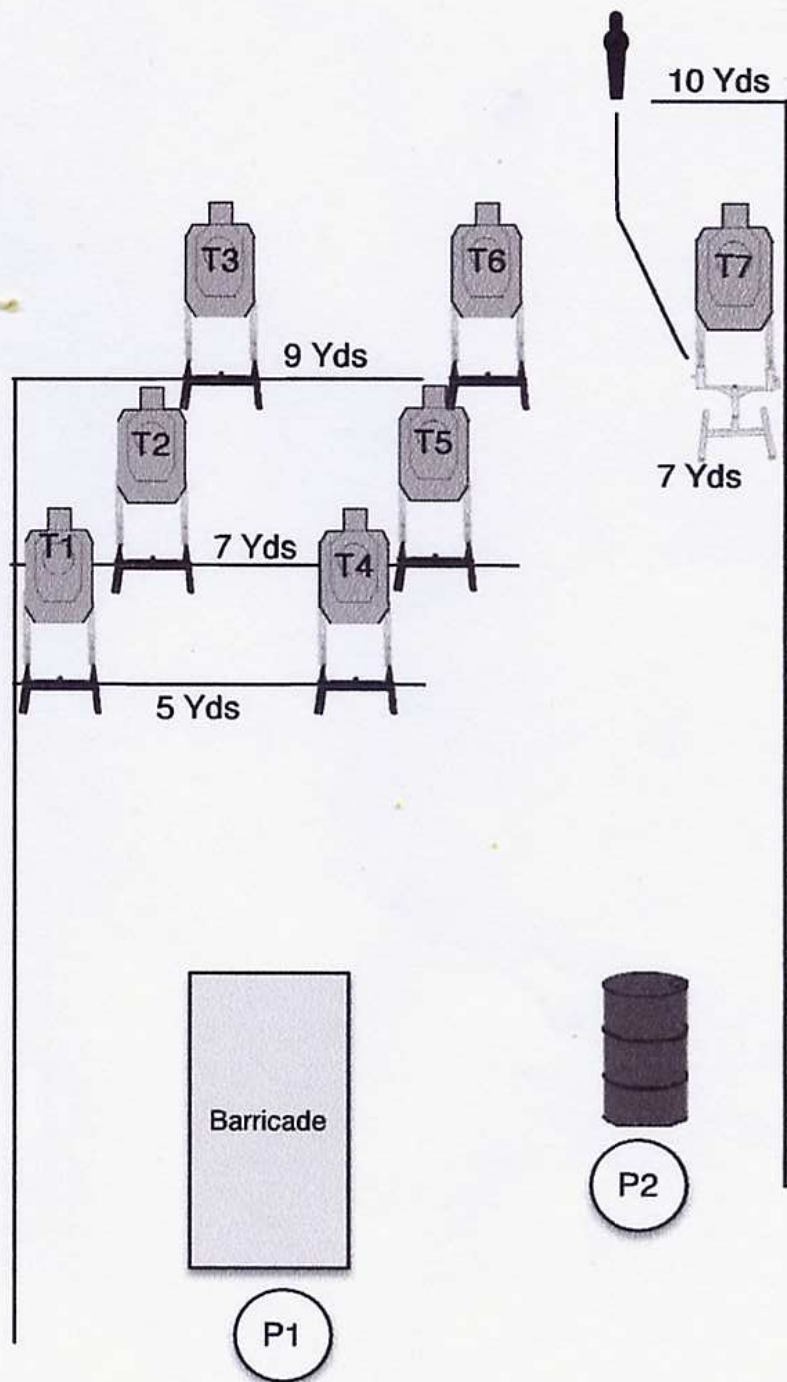
at Position P1 with hands relaxed at sides.

**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



# 2 Stage 3 - Pain In The @\$\$ v2



Round Count: ~~24~~ 24

Target Distance: 7 to 20 yds

Targets Required: 6x Standard Threats

Props Required: None

Scoring Method: Limited Vickers

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

Start Signal: Audible

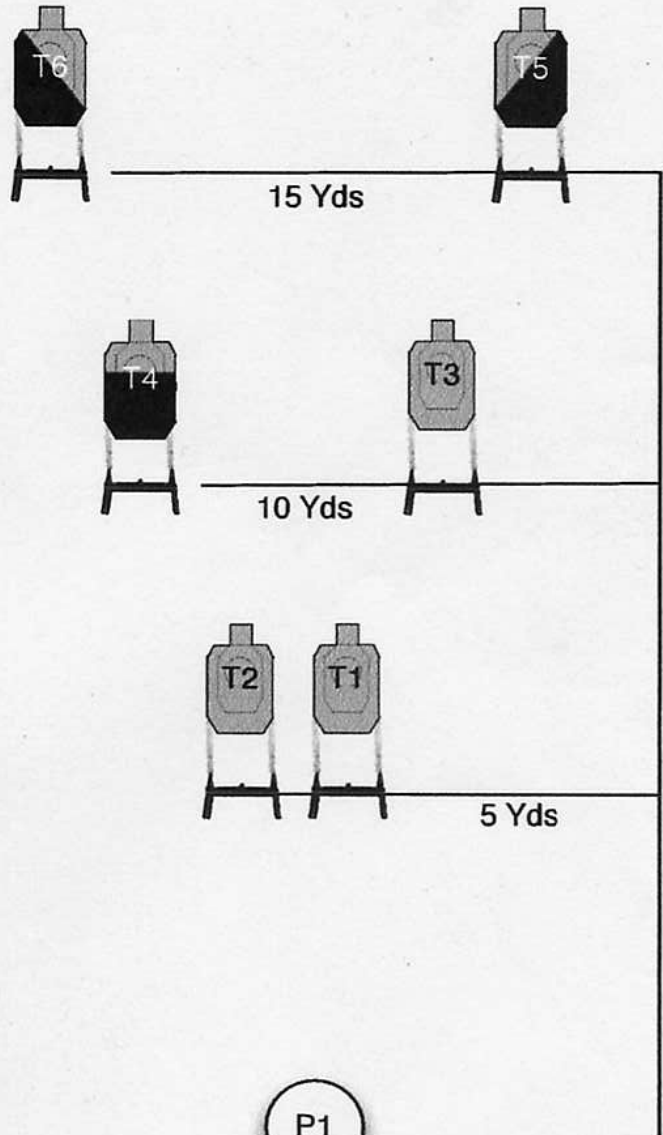
Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, ~~draw~~, draw and engage targets T1 through T6 with two (2) shots each in Tactical Sequence. T1 and T2 must be head shots.

Scoring: T1 through T6 should have 2 hits each. T1 and T2 must be head hits.



String 2 -  
Repeat STRONG  
HAND  
ONLY



# Stage 3: Bus Stop



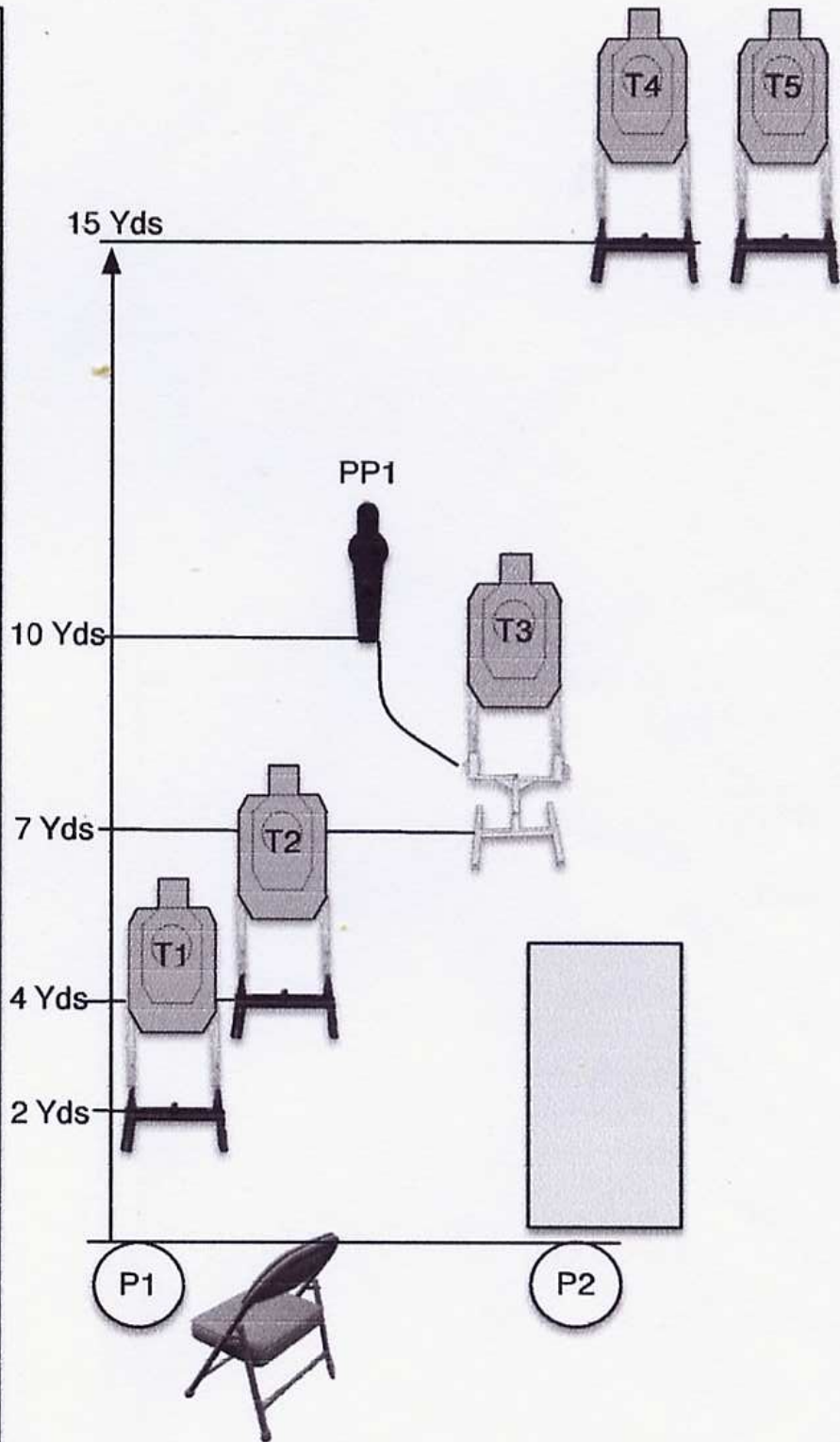
*Place P1 left on T1  
so shots don't hit  
the side wall*

**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.

# Stage 4: Limited Drill



**Round Count:** ~~15~~ 15

**Target Distance:** 10-20 yards

**Targets Required:** 6x Standard Threats

**Props Required:** 3x barrels

**Scoring Method:** Limited Vickers Count

**Starting Position:** Standing facing down range at position P1, empty handgun on barrel. One magazine/speedloader/moon clip of six rounds on each barrel.

**Start Signal:** Audible

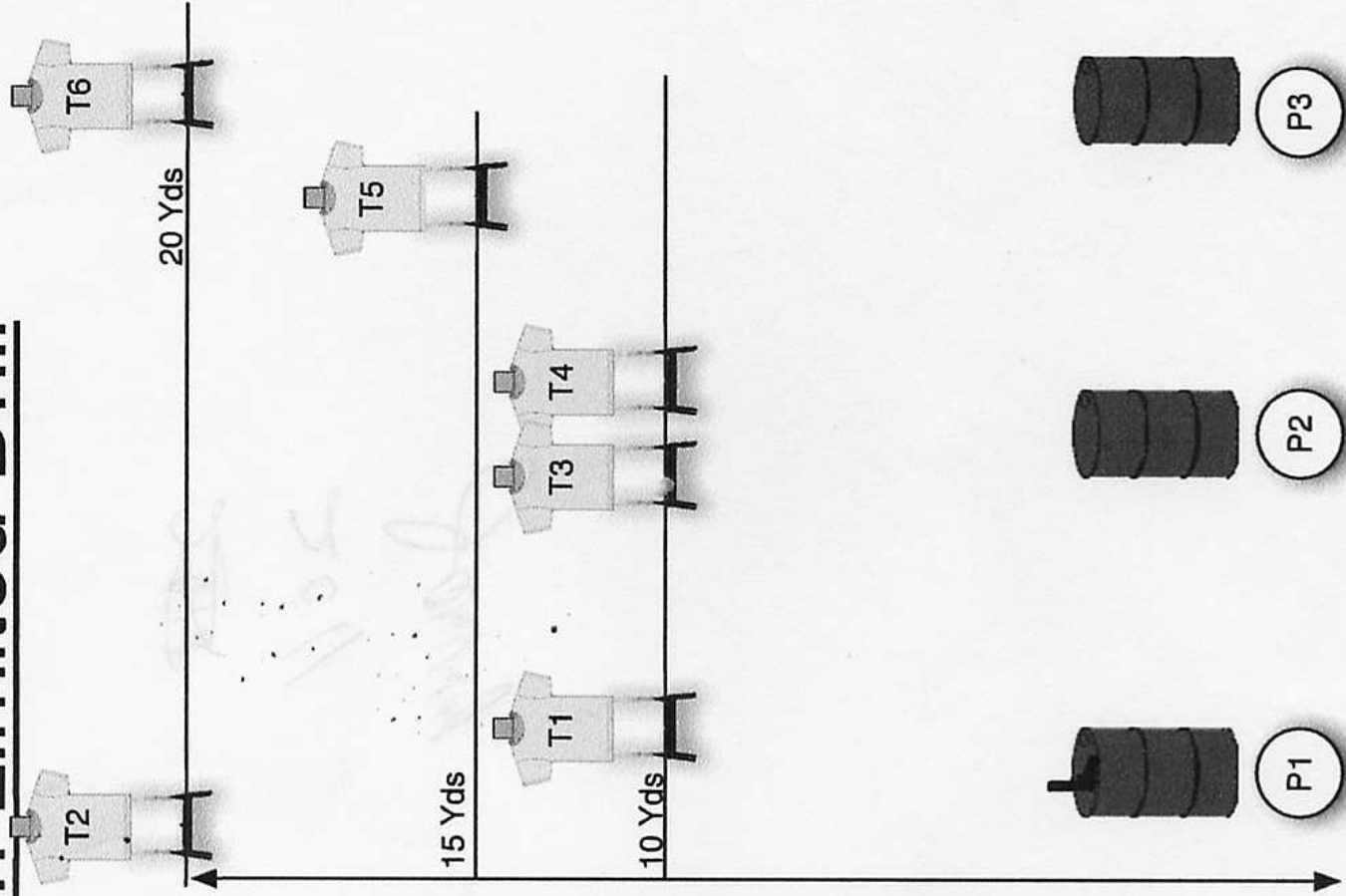
**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a Standards Stage.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, pick up and load your handgun. Engage targets T1 with 3 rounds, 2 to the body and 1 to the head, and T2 with 2 rounds. Move to P2, perform a reload, and engage targets T3 and T4 with 3 rounds each, 2 to the body and 1 to the head. Finally, move to P3, reload your handgun, and engage targets T5 and T6 with 2 rounds each.

**Scoring:** T1, T3, and T4 must have 3 hits, one of which must be a head hit. T2, T5, and T6 must have 2 hits.



*John Decker*

**Notes:** Target heights should vary. Handgun must begin empty with slide or cylinder closed, and cannot be propped up.