

## Stage 1: Pit: 360 Degree Orient-all Drill

Scenario:	You are the local Stop-&-Rob: 3 undesirables arrive wishing to spoil your day. Solve the problem from each firing position.
Start Position:	•P1 all equipment concealed, facing direction varies
Procedure:	<ul style="list-style-type: none"> <li>•String 1: Facing threats, on the buzzer, draw and engage T1-T3 with only 1 round each.</li> <li>•String 2: Facing Left, threats on your right, on the buzzer, draw and engage T1-T3 with only 1 round each. (do no turn; engage from that firing position)</li> <li>•String 3: Back to threats, on the buzzer, draw and engage T1-T3 with only 1 round each. (do no turn; engage from that firing position)</li> <li>•String 4: Facing right, threats on your left, on the buzzer, draw and engage T1-T3 with only 1 round each. (do no turn; engage from that firing position)</li> <li>•Only shooter, score keeper, and SO beyond bay stop line during firing.</li> </ul>
Scoring/Rounds:	Limited Vickers, 12 rounds maximum



Orange cone placement is critical  
SO & score keeper stand inside  
cone safe area

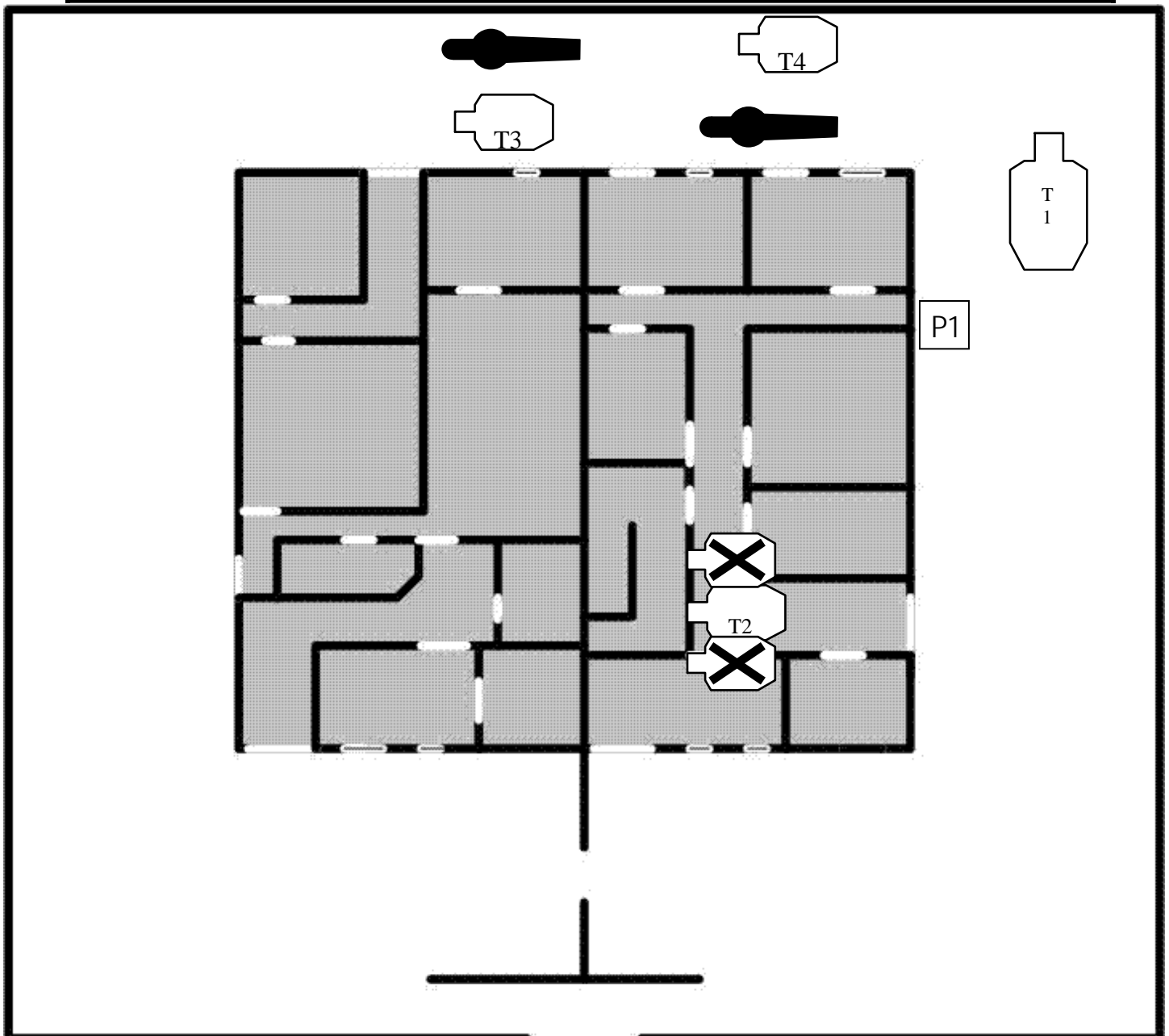
Discuss with shooter how they  
are going to shoot string 3  
before they begin



P1

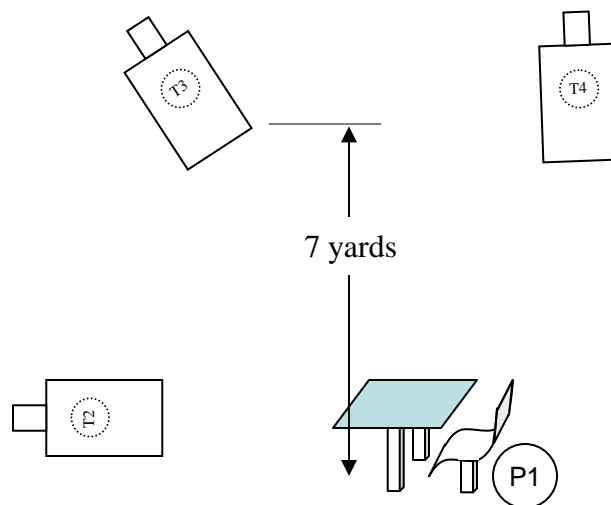
## Stage 2: Barn: Rotator Cuff Surgery

Scenario:	While healing up from surgery, your house comes under attack.
Start Position:	•P1, sling on weak arm, weak hand holding tennis ball during entire COF
Procedure:	<ul style="list-style-type: none"> <li>•Engage T1 with 6 rounds strong hand only while retreating. Then</li> <li>•Engage T2 (inside house) with two rounds. Then</li> <li>•Engage T3 and T4 with two rounds each and knock down both poppers (must fall for center fire shooters)</li> <li>•Use cover properly.</li> <li>•Only shooter, score keeper, and SO inside bay during firing.</li> </ul>
Scoring/Rounds:	Vickers, 14 rounds minimum



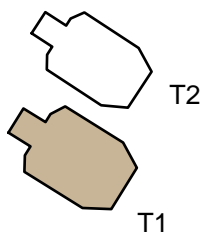
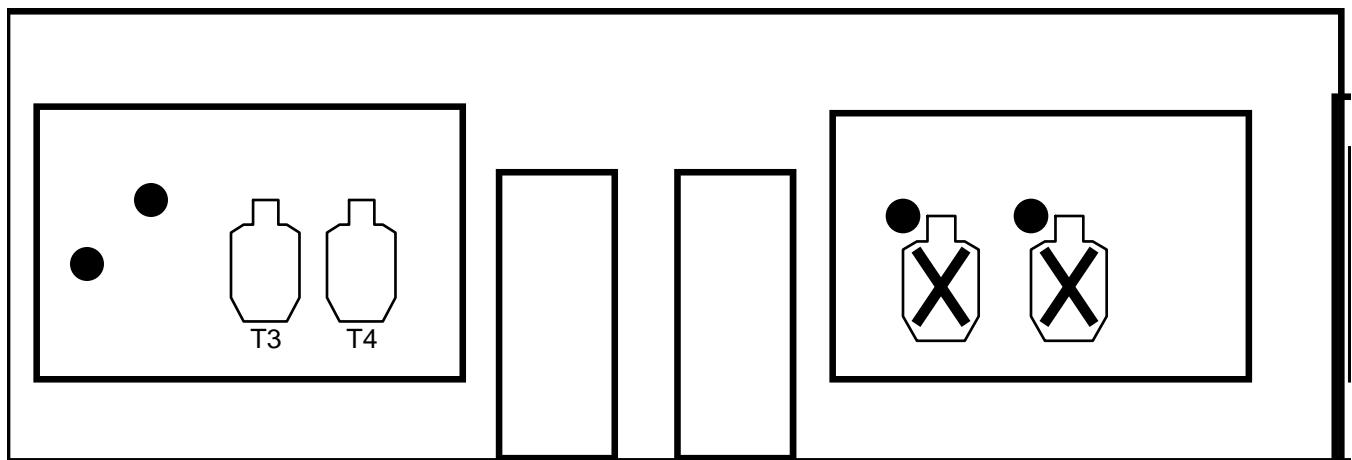
## Stage 3: Backyard: Unprepared for Dinner

Scenario:	You are having dinner at your favorite B-B-Q joint when bad guys bust in to rob the place. You find yourself unprepared and must make the best of it.
Start Position:	<ul style="list-style-type: none"> <li>•All equipment concealed</li> <li>•Seated at P1 with hands flat on the table</li> <li>•Your pistol is holstered, but unloaded</li> <li>•Your first magazine only has 6 rounds in it.</li> </ul>
Procedure:	<ul style="list-style-type: none"> <li>•String 1: Draw your pistol and charge it with 6 rounds</li> <li>•Engage T1-T3 in tactical sequence with 3 rounds to each body. (1-1-3-2-2).</li> <li>•String 2: Begin with loaded pistol under a catalog on the table. Hands over head, elbows straight.</li> <li>•Engage each target with one round to the head.</li> </ul>
Scoring/Rounds:	Vickers, 12 rounds minimum



## Stage 4: City Limits: Grocery Shopping

Scenario:	As a robbery unfolds inside the grocery store, two armed men emerge from a delivery van.
Start Position:	P1, concealed
Procedure:	<ul style="list-style-type: none"> <li>•Engage T1 and T2 with 3 rounds each while backing up. Then</li> <li>•Engage T3 and T4 with 3 rounds each. Then</li> <li>•Engage the two hostage taker heads with one round each. Then</li> <li>•Engage the two round steel on the left with one round each.</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>•Be careful entering the container if you choose to do so. Many tripping hazards and sharp surfaces.</li> <li>•Paint any hostage strikes after each shooter. Hostages are non-threats.</li> <li>•Improper use of cover will not be penalized on this stage.</li> <li>•Hostage taker heads may be on either side.</li> </ul>
Scoring/Rounds:	Vickers, 16 rounds minimum

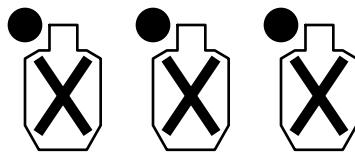


P1

Put T1 and T2 left of the containers  
Position T3, 4, the hostage takers, and the round steel  
Such that they can't be engaged from the same position

## Stage 5: Wall: Hostage Standards

Scenario:	Standards
Start Position:	•Holstered
Procedure:	<ul style="list-style-type: none"> <li>•String 1: From P1, engage each hostage taker head with 1 round each.</li> <li>•String 2: Repeat string 1</li> <li>•String 3: From P2, engage each hostage taker head with 1 round each.</li> <li>•String 4: Repeat string 3</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>•The heads can be on either side. It is not the shooter's option. Do not go downrange to reset the heads unless they are stopped part way.</li> <li>•Paint any hostage strikes after each shooter. Hostages are non-threats.</li> </ul>
Scoring/Rounds:	Vickers, 12 rounds minimum



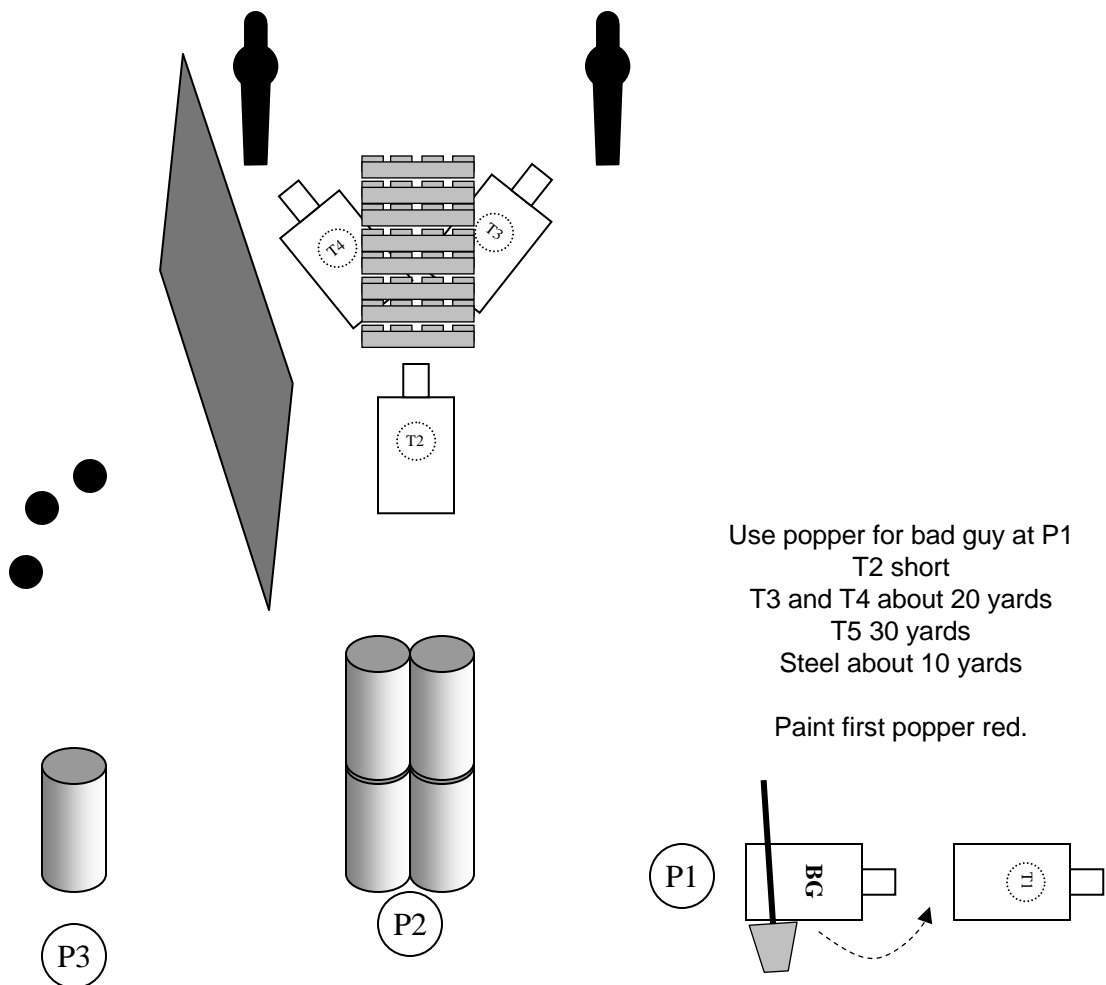
P1

P2

P1 at 7 yards  
P2 at 10 yards

## Stage 6: Gulch: Bury the Cat

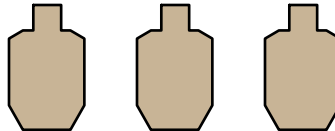
Scenario:	You are burying your dead cat when the gang who killed it decides to add you to the list.
Start Position:	<ul style="list-style-type: none"> <li>•Standing at P1 with both hands and one foot on the shovel.</li> <li>•All equipment concealed</li> </ul>
Procedure:	<ul style="list-style-type: none"> <li>•On the buzzer, knock down the bad guy and then plug him with 4 rounds (shoot T1 paper target, NOT the red popper). Then</li> <li>•Move to cover at P2 and engage T2-T4 with 2 rounds each, engage the poppers until down. Then</li> <li>•Move to low cover at P3, kneel and engage the steel targets with 2 rounds each</li> </ul> <p>•Only full round bullet holes count as hits on the targets. Holes caused by partial bullets, ricochets, and bullet splatter are misses.</p>
Scoring/Rounds:	Vickers, 18 Rounds Minimum



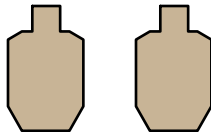
## Stage 7: Corral 1: Supine Standards

Scenario:	Standards
Start Position:	•Laying on back at P1, feet forward. Fingers interlaced across chest.
Procedure:	<ul style="list-style-type: none"> <li>•String 1 Freestyle: With 6 rounds loaded and gun holstered, at the signal draw and engage the center 3 targets with 2 shots each in tactical sequence (1-1-2-1-1). Reload and re-engage T1-T3 with 2 shots each to the head in any order.</li> <li>•String 2 Strong Hand Only: With gun loaded and holstered, at the signal draw and engage the pair of targets on your strong side with 2 shots to the body and 1 to the head (Mozambique Drill). Strong Hand Only.</li> <li>•String 3 Weak Hand only: With gun loaded and laying next to shooter, at the signal draw and engage the pair of targets on your weak side with 3 shots each. Weak Hand Only.</li> <li>•Safety Note: Be careful not to muzzle your legs and feet. The shooter is free to move (sit up, stand up, etc.) after the buzzer.</li> </ul>
Scoring/Rounds:	Limited Vickers, 24 Rounds Only

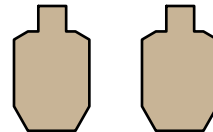
String 1 Targets, 10 yards



String 2 or 3 Targets, 5 yards



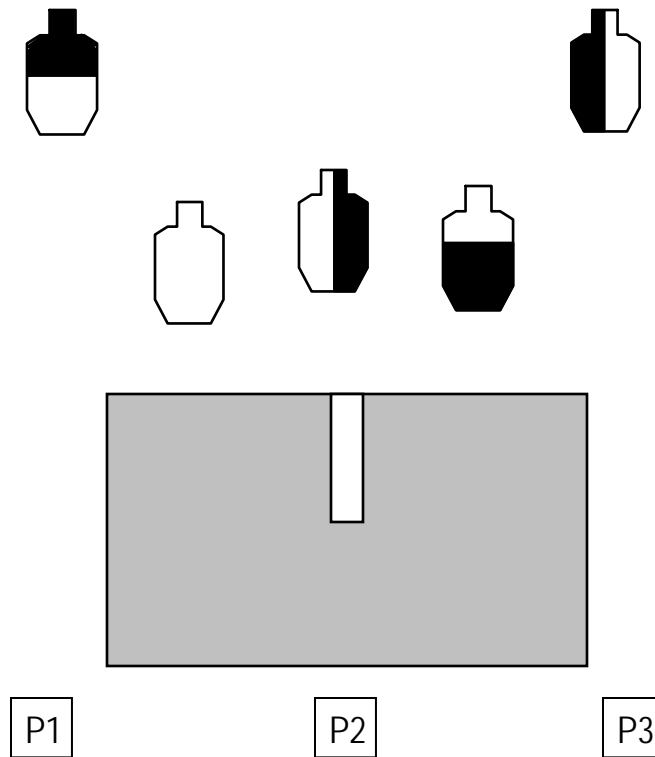
String 2 or 3 Targets, 5 yards



P1

## Stage 8: Corral 2: Hard Cover Hardness

Scenario:	Skills test
Start Position:	•Standing anywhere behind the wall, completely unexposed to the targets
Procedure:	<ul style="list-style-type: none"> <li>•Engage each target with 1 round from P1, P2, and P3. Any position order. Use cover. Slice the pie.</li> <li>•For example, if the shooter starts towards the left, he fires one shot at each target from P1, then one each from P2, then one each from P3.</li> <li>•Do not expose yourself to any unengaged targets.</li> </ul>
Scoring/Rounds:	Vickers, 15 Rounds Minimum





## Stage 9: Corral 3: Back Row

Scenario:	Skills Test
Start Position:	P1
Procedure:	<ul style="list-style-type: none"> <li>•Engage each back row target with one rounds from P1. Then</li> <li>•Engage each back row target with <b><u>two</u></b> rounds from P2. Then</li> <li>•Engage each back row target with one round form P3.</li> </ul>
Scoring/Rounds:	Vickers, 20 Rounds Minimum

