

1. Stage 1

Walmart gone Bad	
PIKES: Extra Pikes Start Position: Starting at P1 facing back with hands up in surrender position, hands raised to shoulder level and extended Goal(s): 1) you have decided to terminate your local Walmart and you have the motivation 2) Survive (Protect yourself) Preconditions: On signal pose and engage targets with two shots each from P1, P2 and P3. On red lines arrive with an empty gun. Use cover of the previous element only.	SOURCE: Designer, User/Instructor SCORING: Ungraded ROUND COUNT: 1x TARGETS: 30 ESTIMATED TIME: _____ SCORED HITS: 1 shot on each FINAL TBS: per participant sets CONCLUSION: No NOTES: Finish 100

The diagram illustrates a training exercise layout. It begins at position P1, which includes a blue cylinder and a yellow figure. An orange trapezoid leads to position P2, where two yellow figures are positioned. Another orange trapezoid leads to position P3, featuring a yellow figure and a black and white striped figure. A final orange trapezoid leads to a yellow figure. Red lines indicate the movement paths between these elements.

Created with Triumf Stage Designer
 triumphstage Designer.com

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

2. Stage 2

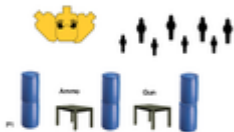


Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 4 no-shoot	Total	9 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

3. Stage 3

Stage3 Run Around	
RULES: One A last popper All ammo must be staged on the left table. Gun will be staged on the right table. Shooter starts at P1 (left side of layout) with hands in starting position. All traps will be loaded in 10 second interval.	SCORING: Unlimited POPPER: 100000 GUN: 100000 TOTAL: 200000
BEHIND: If the shooter releases a single trap (or speed loader) from the first table then they can go from the second table. Load and stage all targets from second table and go to the third table. All traps must be staged on the first table and will be released as indicated by timing trap and trap to stage.	SCORING: Unlimited POPPER: 100000 GUN: 100000 TOTAL: 200000
POPPER: 100000 GUN: 100000 TOTAL: 200000	SCORING: Unlimited POPPER: 100000 GUN: 100000 TOTAL: 200000



TRIDENT

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tridentstage.com



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	2 paper, 8 popper, 1 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. Stage 4



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	12 paper,	Total	12 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. Stage 5

Rules: Open

START POSITION:
At P1, gun loaded to desired capacity and holstered.

SCENARIO:
PROCEDURE:
In the "cover" zone and engage all targets with 2 rounds each while utilizing the cover as cover.

SCORING: Unlimited

ROUND COUNT: 20

TARGETS: 10

NOTES: 1

SCORING: 100% (100%)

CONCEALMENT: 10

NOTES: 100% (100%)

Created with Troika Stage Designer
TroikaStageDesigner.com

Scoring	Unlimited	Firearm	Handgun	Rounds	20
Targets	10 paper, 2 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					