

1. 3 Rounds for Everyone

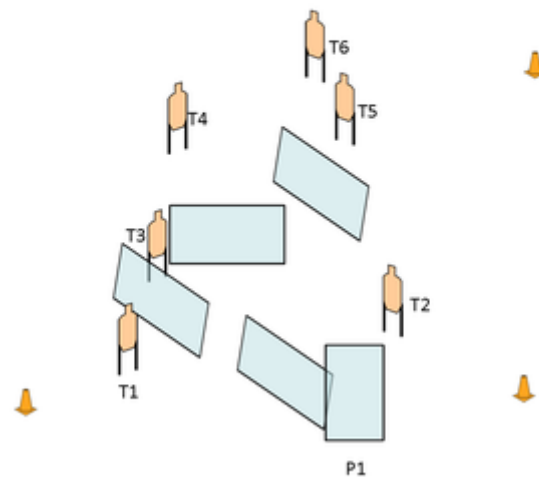
Richwood
Gun and
Game Club

3 Rounds for Everyone- Stage 1

Course designer: Jesse Smith, modified by Steve Ormswold

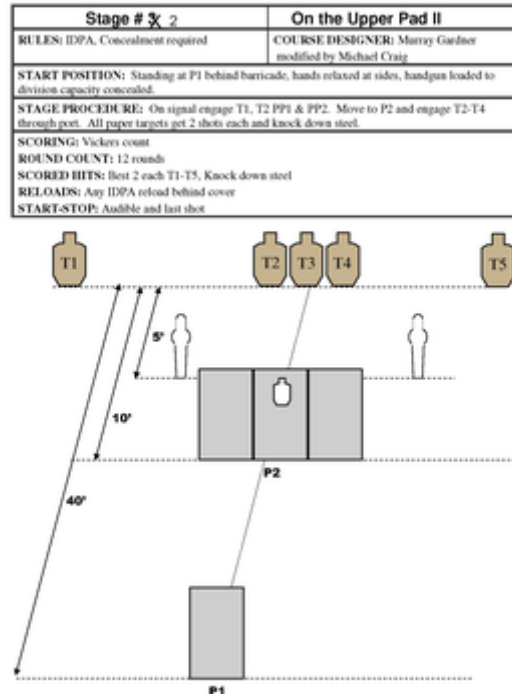
September
2014 match

SCENARIO: 1. A roving gang has invaded your gun range during a match. They are using your props to hide behind. You use cover and neutralize the threats.	
GUN READY CONDITION: Holstered at Division capacity Cover garment required	SCORING: Best 2 hits on the body and 1 hit on head TARGETS: 6 paper START-STOP: audible and last shot NOTE: Watch your muzzle and use cover
STAGE PROCEDURE: At the buzzer, engage all targets in tactical priority, using cover. Watch, they may be multiple ways to go!	



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 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					

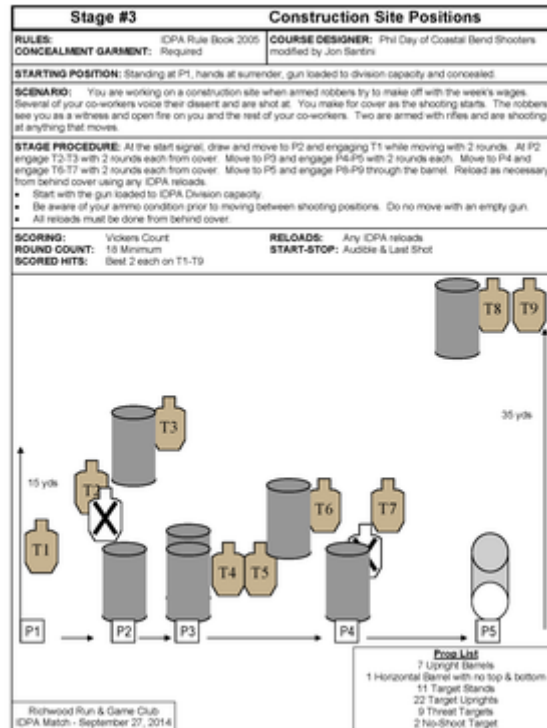
2. On the Upper Pad



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	5 paper, 2 popper,	Total	7 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. Construction Site Positions

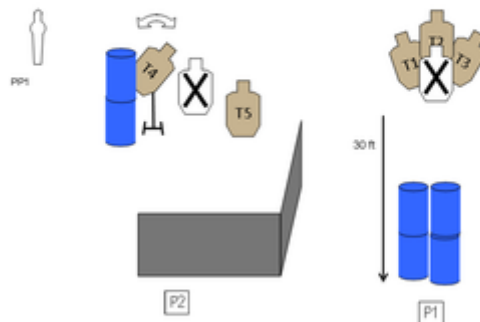


Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 2 no-shoot	Total	9 targets	Strings	1

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	

4. Look out for Good Guys and more

Richwood Gun and Game Club	Look out for the Good Guy & More Stage 4 Course designer: Steve Ormeroid	Sept-2014
SCENARIO: 1. The bad guys come in threes and are surrounding some innocent bystanders. Take care of the threats!		
GUN READY CONDITION: Loaded to Division Capacity, holstered, hands at side-relaxed.		SCORING: Best of 3 on T1-T3, best of 2 on T4-T5, steel down
STAGE PROCEDURE: On the signal, engage T1-T3 with 3 shots each. Move to P2, knock down PP1, engage T5 and T4 with 2 shots each. PP1 activates T4		TARGETS: 5 paper, 1 steel, 2 no-shoot ROUND COUNT: 14 START-STOP: COVER GARMENT: Required NOTE: T4 1/2 down half covered at rest.



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	5 paper, 1 popper, 2 no-shoot	Total	6 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					