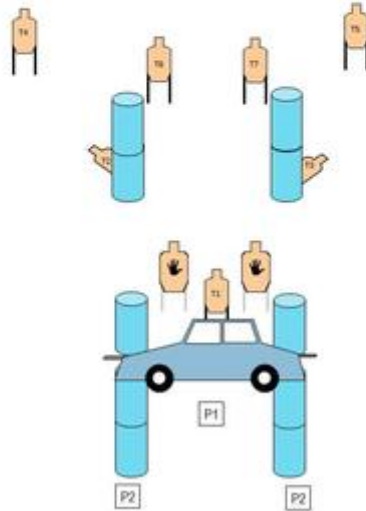


# 1. Bad Day at the Garage

Richwood Gun and Game Club	<b>Bad Day at the Garage</b> Stage 1 (100 yard range)	August match
<b>SCENARIO:</b> While working on a car up on the lift, a gang breaks in thinking the car belongs to a rival drug dealer. They are looking for his stash that he hides in the car frame. The gang wants to leave no witnesses, so defend yourself and your customers. <b>GUN READY CONDITION:</b> Holstered, magazines on body <b>STAGE PROCEDURE:</b> Start with hands in the air, touching car. At signal, engage T1 while moving to either P2 position. Engage all targets in tactical priority. Move to opposite P2 position as necessary to engage remaining targets <b>SCORING:</b> Unlimited <b>TARGETS:</b> 7 paper <b>SCORED HITS:</b> First 2 hits on paper <b>START-STOP:</b> Audible/ last shot <b>RULE:</b> Latest CPA <b>COVER GARMENT:</b> Required <b>NOTE:</b> You will need to use both P2 positions.		



Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	SCENARIO: While working on a car up on the lift, a gang breaks in thinking the car belongs to a rival drug dealer. They are looking for his stash that he hides in the car frame. The gang wants to leave no witnesses, so defend yourself and your customers. STAGE PROCEDURE: Start with hands in the air, touching car. At signal, engage T1 while moving to either P2 position. Engage all targets in tactical priority. Move to opposite P2 position as necessary to engage remaining targets				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as marked				
Setup					

## 2. Decisions

Decisions		Stage 2: Pistol Bay	August 2000
RULES: CQA Rules		COURSE DESCRIPTION: Kevlar/armor	
START POSITION: Standing at P1 facing front target. Weapons loaded to shoot.		SCENARIO: You are not working when you hear a scream. While checking the area you heard the scream originates from, two gang members attack you. After subduing yourself you hear more screams and encounter the remaining gang members that are holding two people hostage. Engage the threats and protect the innocents.	
SCENARIO: You are not working when you hear a scream. While checking the area you heard the scream originates from, two gang members attack you. After subduing yourself you hear more screams and encounter the remaining gang members that are holding two people hostage. Engage the threats and protect the innocents.		SCORING: Unloaded	
PROGRESSION: At buzzer draw and while moving to either P2 or P3, engage T1 and T2 with 2 rounds each. T1 and T2 must be engaged while moving. From P2 engage T3 until it falls. T4-T6 with 2 rounds each, and T5 until it falls.		ROUND COUNT: 18	
		TARGETS: 6	
		DETAILED: 100%	
		SCORED HITs: 13	
		PENALTY: 10% for CQA Rules	
		CONCILIATION: 75%	
		NOTES: Audible buzzer at start, timer ends when last shot fired.	

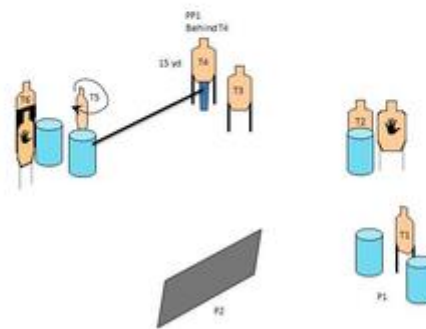
**TRIDENT**

Created with Trident Stage Designer  
TridentStageDesigner.com

Scenario & Procedure	You are out walking when you hear a scream. While checking the area, two gang members attack you. After defending yourself, you hear more screams and encounter the remaining gang members that are holding two people hostage. Engage the threats and protect the innocents. Procedure: at the buzzer, draw and while moving to either P2 or P3 (choice), engage T1 & T2; with 2 rounds each. From P2 (or P3) engage all paper targets with 2 rounds each and steel down.
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R aws marked
Setup	

### 3. Bad Day at the Gas Station

Richwood Gun and Game Club	<b>Bad day at the Gas Station</b> <b>Stage 3 Pistol Bay</b>	August Match
<b>SCENARIO:</b> You are fueling up your car when a roving gang decides they want your wallet and car. As a bad guy points his gun at you, turn and defend yourself. As you run for cover the remaining gang members start shooting as they run to cover also. Watch out for bystanders.		
<b>GUN READY CONDITION:</b> Holstered, loaded to Division capacity. Right side turned toward T1. Strong hand on panel, weak hand on chest.		
<b>STAGE PROCEDURE:</b> At the signal, turn to T1, draw and engage from retention. Retreat to P2. While retreating, engage T2 on the move. At P2 engage T3, T4, T5 & T6. T4 must have a center "0" down hit to active T5 drop turner. T6 may be engaged from either end of P2.		
<b>SCORING:</b> Unlimited ( 12 rounds) <b>TARGETS:</b> 6 paper, 1 steel, 2 no shoots <b>SCORED HITS:</b> (Best 2 hits, steel down <b>START-STOP:</b> Audible, last shot <b>RULE:</b> Latest CPA <b>COVER GARMENT:</b> Required <b>NOTE:</b> T5 is a disappearing target. Be careful of muzzle when retreating to P2.		

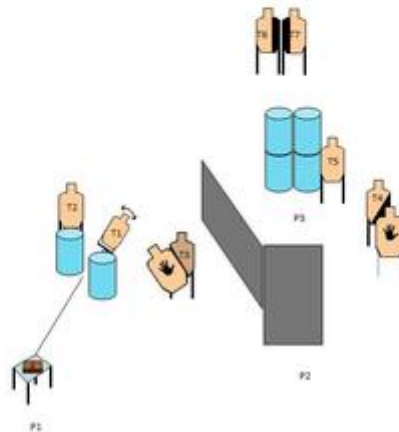


Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1

Scenario & Procedure	<b>SCENARIO:</b> You are fueling up your car when a roving gang decides they want your wallet and car. As a bad guy points his gun at you, turn and defend yourself. As you run for cover the remaining gang members start shooting as they run to cover also. Watch out for bystanders. <b>STAGE PROCEDURE:</b> At the signal, turn to T1, draw and engage from retention. Retreat to P2. While retreating, engage T2 on the move. At P2 engage T3, T4, T5 & T6. T4 must have a center "0" down hit to active T5 drop turner. T6 may be engaged from either end of P2.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as marked				
Setup					

## 4. The Dock

Richwood Gun and Game Club	<b>The Dock</b> Stage 4 Pond side	August Match
SCENARIO: You are inspecting a shipment of goods coming in from China. Smugglers think you are after their stash and assault you as you enter the ship. Protect yourself and don't let the crew get hurt.		
GUN READY CONDITION: Standing at P1, gun in box, loaded to Division capacity, spare mags on your belt.		SCORING: Unlimited TARGETS: 7 paper SCORED HITS: Best 2 hits on paper START-STOP: audible/ last shot
STAGE PROCEDURE: Opening the box activates the swinger T1. Shoot T1 while stationary, shoot T2 & T3 while moving to cover at P2. At P2 engage T4 & T5. Move to P3 and engage T6 & T7. All targets from cover to be tactical priority.		NOTE: Opening ICRA box to retrieve gun activates drop timer. DO NOT muzzle support hand.



Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	SCENARIO: You are inspecting a shipment of goods coming in from China. Smugglers think you are after their stash and assault you as you enter the ship. Protect yourself and don't let the crew get hurt. STAGE PROCEDURE: Opening the box activates the swinger T1. Shoot T1 while stationary, shoot T2 & T3 while moving to cover at P2. At P2 engage T4 & T5. Move to P3 and engage T6 & T7. All targets from cover to be tactical priority.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as marked				
Setup					