

1. STAGE 1 Shopping

No image

| | | | | | |
|----------------------|---|---------|-------------------------------|---------|----|
| Scoring | Unlimited | Firearm | Handgun, Shotgun, Rifle | Rounds | 35 |
| Targets | 9 paper, 1 frangible, 8 no-shoot | Total | 10 targets | Strings | 1 |
| Scenario & Procedure | Scenario You out shopping when BG's attacks. As you walk into the store you get surprised. Defend yourself but watch for the hostages, as you shoot the first bad guys he drops his shotgun, you pick it up and use it, but it breaks and you drop it. You run out the store back to your car, and as you get to your car. Some more BGs, you shoot them and they drop their rifle, you pick it up and end the fight. Stage Procedure At the signal draw handgun and engage T1 with 3 rounds. Holster your HG, pick up shotgun and engage CL1-CL8, drop shotgun in bin, then move to C, engage T2 –T3 with 3 rounds each, collect rifle and engage T4-T9 with 3 rounds each | | | | |
| Start pos | Standing at A, hands in surrender, shotgun in/on drum loaded Cruiser ready. Rifle loaded cruiser rea | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. STAGE 2 Moving and Shooting

No image

| Scoring | Limited | Firearm | Handgun, Shotgun, Rifle | Rounds | 18 |
|----------------------|---|---------|-------------------------------|---------|----|
| Targets | 2 paper, 6 plates, | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | Scenario Moving and Shooting Stage Procedure Engage P1-P6 while moving to B, drop shotgun in bin, pick up rifle, then engage T1 with 6 rounds while retreating to C, bin rifle draw handgun and engage T2 with 6 rounds | | | | |
| Start pos | Start at A, Shotgun loaded patrol ready, Rifle loaded patrol ready 6 rounds only in bin, handgun loa | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

3. STAGE 3 Shotgun Shooting

No image

| | | | | | |
|----------------------|---|---------|------------|---------|----|
| Scoring | Unlimited | Firearm | Shotgun | Rounds | 10 |
| Targets | 10 popper, 4 no-shoot | Total | 10 targets | Strings | 1 |
| Scenario & Procedure | Scenario Shotgun reloading Stage Procedure Engage P1-P10 use cover | | | | |
| Start pos | Start at A, Shotgun loaded patrol ready, handgun loaded and holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

4. STAGE 4 I ran out of ideas

No image

| | | | | | |
|----------------------|---|---------|-------------------------------|--------|----|
| Scoring | Unlimited | Firearm | Handgun, | Rounds | 24 |
| | Targets | | 5 paper, 4 plates, 1 no-shoot | | |
| | | Total | 9 targets | | |
| Scenario & Procedure | Scenario We just like shooting things, with all our guns. So shoot things Stage Procedure Your choice where you start, but from A we shoot shotgun, from B we shoot T1-T4 with rifle 4 rounds each and from C we shoot T5 4 rounds. So at the star signal start shooting. | | | | |
| Start pos | Start at A with shotgun loaded patrol ready, Rifle at B patrol ready, or Start at C with handgun, th | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |