

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, Shotgun, Rifle	Rounds	24
Targets	5 paper, 4 plates, 1 no-shoot	Total	9 targets	Strings	1
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					