

**Priorities –STAGE 1/BAY ONE**

**Round Count:** 15 rounds  
**Target Distance:** 10-16yards  
**Targets Required:** 8 threat targets, 1 non- threat  
**Scoring Method:** Vickers Count  
**Scenario:**  
**Procedure:** At signal, pull down popper, with strong hand and engage T1-T5 in tactical priority. Then move to P2 and engage T6-T7, and steel plate in tactical priority. All cardboard threats get two shots each, steel until it falls.

**Download-STAGE 2/BAY TWO**

**Round Count:** 11 rounds  
**Target Distance:** 7-12 yards  
**Targets Required:** 6 threat, 2 non threats  
**Scoring Method:** Vickers Count  
**Scenario:**  
**Procedure:** At P1 with gun unloaded with all ammunition feeding devices on the table. At signal retrieve and load your gun. Then move to P2 and engage T1-T3. Move toward P3 stepping on pressure pad on the way. From P3 engage T4-T6. All paper two shots each steel until it falls. All autos down load all mags to 6 rounds each.

**My apartment.—STAGE3/BAY THREE**

**Round Count:** 11 rounds minimum  
**Target Distance:** 7-14 yards  
**Targets Required:** 6 threat targets, 2 non-threats  
**Scoring Method:** Vickers Count  
**Scenario:** While sleeping your significant other rouses you because of the sound of breaking glass.  
**Procedure:** Start at P1 lying on couch, hands folded on stomach. At signal, retrieve your loaded gun and extra ammo from night stand. At P2, stand on pressure pad engage T1 (running man). Move to P3 and engage T2-T3. Move to P4 and engage T4-T6. All cardboard gets two shots each, steel until it falls. Extra Ammo may Not be retained in belt holders, or in vest pockets.

**On the move-STAGE 4/BAY FOUR**

**Round Count:** 15 rounds maximum  
**Target Distance:** 6-8 yards  
**Targets Required:** 8 threat targets, 2 Non-threats  
**Scoring Method:** Vickers Count  
**Procedure:** Starting at P1, at signal draw and engage T1-T3, while moving to cover. Perform a tactical reload, from behind P2 wall. Then while moving to P3 engage T4-T6. Then while behind P3 wall, perform a tactical reload. Then engage T7-T8, using cover. Cardboard 2 shots each, steel until it falls.

**Make a decision- STAGE 5/BAY FIVE**

**Round Count:** 16 rounds minimum  
**Target Distance:** 6-9 yards  
**Targets:** 7 threat targets, 1 Non threat  
**Scoring Method:** Vickers Count  
**Procedure:** Starting at P1, at signal draw and move to either side of wall, and engage T1-T4. Move to opposite side of wall and engage T5-T8. Cardboard 3 shots each, steel until it falls.  
**Note:** Watch muzzle when moving!

**Caught while cleaning the guns—STAGE 6/BAY SIX**

**Round Count:** 14 rounds minimum                      Course Designer: Dave Smith  
**Target Distance:** 8-12 yards  
**Targets:** 6 threat targets, 2 non threats  
**Scoring Method:** Vickers Count  
**Procedure:** Start at P1, holding shotgun at low ready, at signal and engage T1-T2(steel plate). Lay down the shotgun, and pick up handgun, and load. You may re-engage T1-T2 with handgun, then move to P2 and engage the rest of the home invaders(T3-T6). Engage steel until it falls and cardboard with 3 shots each.  
**Notes:** Handgun starts at slidelock or cylinder open, and unloaded. Magazine on table starts at division capacity. All other ammo starts on belt.

**Prone-STAGE 7/BAY SEVEN**

**Round Count:** 14 rounds minimum                      Course Designer: Dave Smith  
**Target Distance:** 5-15 yards  
**Targets:** 8 threat targets, 2 non threat  
**Scoring Method:** Vickers Count  
**Procedure:** Start at P1(either side), hand in surrender position exposed to threats. At signal, draw, seek cover and engage T1-T3. Move to P2, and engage T4-T6. Then move to middle, gone prone and engage T7-T8. Cardboard 2 shots each and steel until it falls.

**Kobayashi-Maru II STAGE 8/BAY EIGHT**

**Round Count:** 6 rounds minimum                      Course Designer: Brook Baragar  
**Target Distance:** 7 yards  
**Targets:** 6 threat targets, 3 non threats  
**Scoring Method:** Vickers Count  
**Procedure:** Starting at P1, at signal draw and engage T1-T6. All threats one shot each. . Steel till it falls. Threats missed will be counted as a FTN, and a miss. Hits on non-threats will be scored accordingly Suck it up this month. Tom won't save your score!  
**Notes:** (Cough, cough...B.S. scores count. Signed, Love Tom)