

Who should I Not shoot? –STAGE 1

Round Count: 12 rounds minimum
Course Designer: Andrew Thompson
Scoring Method: Vickers Count
Procedure: Start both hands on the box. At “standby” shake the box. At signal, with both hands open the box and look at the die. The number displayed is the Non-threat. All other targets get 2 shots each, in tactical sequence. Black paint is not hardcover, used only to designate targets.

Hallway—STAGE 2

Round Count: 16 rounds minimum 8 threat targets
Scoring Method: Vickers
Procedure: Starting from P1, at signal draw, then advance down hallway and engage targets as they become visible while using cover. All targets 2 shots each.

Use your cane-STAGE3

Round Count: 13 rounds minimum
Course Designer: Dave Smith
Scoring Method: Vickers Count
Scenario: Grandpa & Grandma Jarrod Timmer are out for a walk, when they are accosted by a group of hoods.
Procedure: Start with cane in strong hand. At signal, knock over PP1 with cane and then draw and engage T2. Then while moving to cover engage PP2, and T4. From P2 engage T5-T8, from either end of wall. You must use cane while moving, and cannot lay down cane while reloading (if cannot be hung on clothes or wall)...remember you are 80. Do NOT overrun T2, if moving. If you reach the barrel, and the steel has not fallen, you must use barrel as low cover to engage steel. You must keep cane on person for shooting.

Home Invasion-STAGE 4

Round Count: 12 rounds minimum, 6 threat targets
Scoring Method: Vickers Count
Scenario: After coming home from a long day at work, you are just about to open the door and hear screams from inside. Save your family.
Procedure: Start with hands relaxed at sides. At signal open door with strong hand and then draw and engage targets with 2 shots each minimum, as they become visible. Use cover. Improper use of cover, results in procedural.

Walls-STAGE 5

Round Count: 12 rounds minimum
Scoring Method: Vickers Count
Procedure: Start at either P1, middle of either wall. At signal, move to outside of wall chosen, and engage PP1, T1, and PP2. Move to center opening and engage PP3, T2, and PP4. Move to end of other wall and engage PP5, T3, and PP6. All cardboard 2 shots each and steel until it falls. The orange cones are the muzzle safe points. Allowing muzzle to go past the cones will result in Disqualification from the match.

Angles—STAGE 6

Round Count: 14 rounds minimum
Scoring Method: Vickers Count
Procedure: From P1, at signal, draw and engage T1. Then advance and engage T2-T3 from around first walls. Move to low green wall, and engage T4-T5, in tactical sequence. Then advance to next set of walls and engage T6-T7. All targets 2 shots each.

A Little exercise—STAGE 7

Round Count: 11 rounds minimum
Course Designer: Ron Coville
Scoring Method: Vickers Count
Scenario: While riding your bike with a friend you make a wrong turn and end up in the bad part of town. Several thugs try to rob you and steal your valuable bike. You take care of the immediate threat and then must rescue your friend who is being attacked by another group.
Procedure: Start seated on the bike, hands on the handlebars, feet on the pedals. At the signal, safely get off the bike and from P1 engage T1-T3 in tactical sequence. Move to P2 and engage T4-T6 from the left side of the barricade. Cardboard 2 shots each, Steel until it falls.

Port—STAGE 8

Round Count:

18 rounds

Scoring Method:

Vickers Count

Procedure:

Start at P1, middle of either wall. At signal, move to outside of wall chosen, and engage visible targets. Move to center opening and engage target. Move to opposite side of wall and engage visible targets. All targets 3 shots each