



Stage 1 Friends



Scenario: Your shopping at the mall and bad guys have your friends, find them and rescue them.

Stage Procedure: At the start signal, engage all threats with two shots.

Start Position: Standing at SP, centered on the wall facing down range with hands at your sides,

firearm loaded and holstered.

PCC: Stock touching belt, rifle in weak hand.

Notes:

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment
1	18 Rounds	9 Threat	Best 2	Required
	Unlimited	5 NT	1.5456.00560	







Stage 2 Lawn



Scenario: Armed robbers descend on your house while you are watering the lawn.

Stage Procedure: At the start signal, engage all threats with two shots.

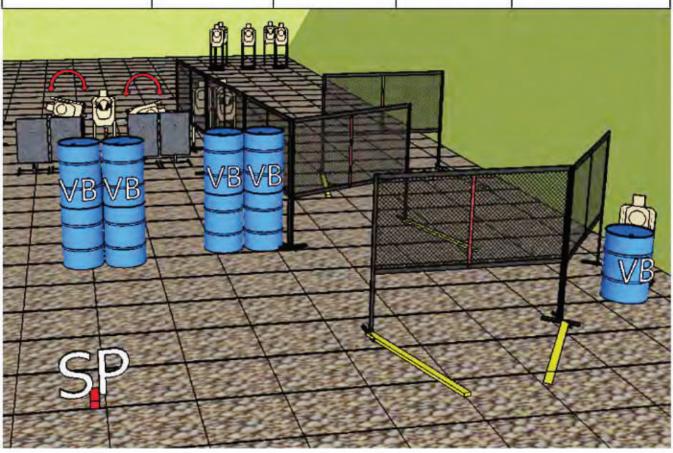
Start Position: Standing at SP, facing down range with one foot touching the stick, firearm loaded and holstered with hose in your strong hand.

PCC: Stock touching belt, rifle in weak hand with hose in your strong hand.

Notes: Steel Pepper Popper is a non-scoring and use to activate movers. Pulling the hose activates movers.

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment
1	16 Rounds Unlimited	8 Threat 4 NT	Best 2	Required







Stage 3 Help



Scenario: You stop to help a damsel in distress and find yourself in an armed robbery.

Stage Procedure: At the start signal, engage all threats two shots.

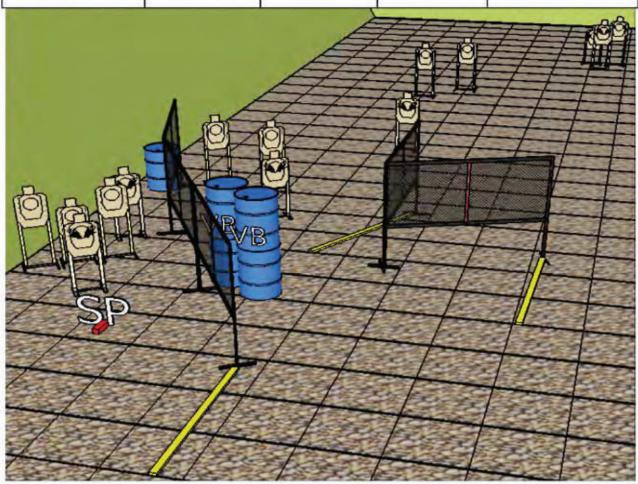
Start Position: Standing at SP, facing nonthreat target with one foot touching the stick, firearm loaded and holstered. Wrist above shoulders.

PCC: Stock touching belt, rifle in weak hand. Strong hand wrist above shoulders.

Notes:

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment:
1	18 Rounds Unlimited	9 Threat 5 NT	Best 2	Required









Scenario: You're attending a friend's wedding when the bride's ex arrives with his boys to take back his girl by force.

Stage Procedure: At the start signal, engage all threats with two shots.

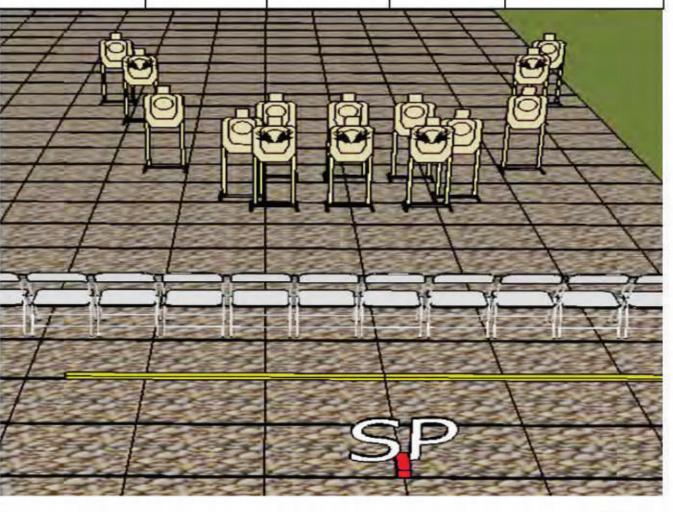
Start Position: Standing at SP, facing down range with one foot touching the stick, hands at your sides, firearm loaded and holstered.

PCC: Stock touching belt, rifle in weak hand.

Notes:

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment:
1	18 Rounds	9 Threat	Best 2	Required
	Unlimited	5 NT		







Stage 5 Wooley Swamp



Scenario: You're Lucius Clay and the moon is right, you just dug up your money up out of the sand.

The Cable Boys come for your money. Stop them and the alligators.

Stage Procedure: At the start signal, engage all threats with 3 shots.

Start Position: Standing at SP, behind the 13 mason jars, facing down range, firearm loaded and

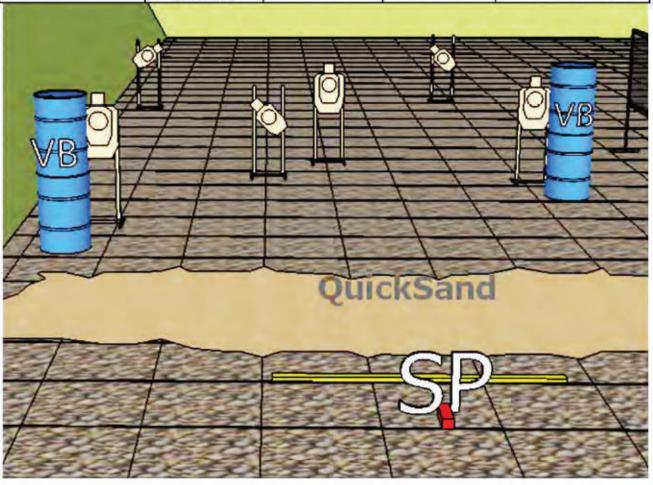
holstered. Shovel in strong hand

PCC: Stock touching belt, rifle in weak hand. Shovel in Strong hand.

Notes: Quicksand is a physical boundary that can't be crossed.

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment:
1	18 Rounds	6 Threat	Best 3	Required
	Unlimited			







Stage 6 Wrong



Scenario: One wrong turn down an alley and you are accosted by the bad guys.

Stage Procedure: At the start signal, engage all threats with two shots.

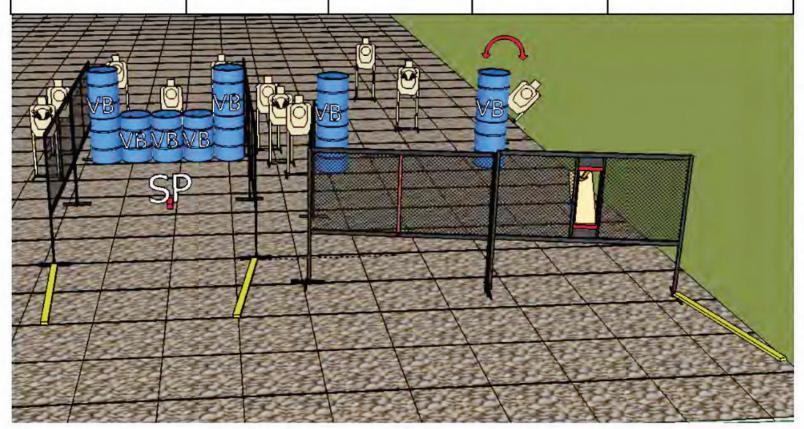
Start Position: Standing at SP, facing down range with one foot touching the start stick and hands at your sides, firearm loaded and holstered.

PCC: Stock touching belt, rifle in weak hand.

Notes: Opening the window activates moving target. The center aisle is for scoring and taping access.

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment
1	16 Rounds	8 Threat	Best 2	Required
	Unlimited	3 NT		







Stage 7 Party



Scenario: You're picking up your son from a party but find yourself at the wrong establishment and they are not happy as they attack.

Stage Procedure: At the start signal, engage all threats with 2 shots.

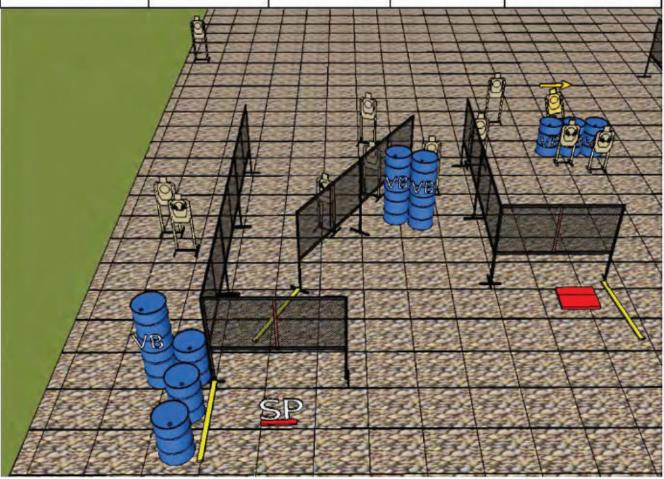
Start Position: Standing at SP, facing down range with heals on the start stick and hands at your side, firearm loaded and holstered.

PCC: Stock touching belt, rifle in weak hand.

Notes: Stomp plate activates moving target

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment
1	16 Rounds	8 Threat	Best 2	Required
	Unlimited	4 NT	CHOWSKICK CO.	





Stage 8 Cleaning



Scenario: You're cleaning windows when you are attacked by gang members for standing up to them.

Stage Procedure: At the start signal, engage all threats with 2 shots.

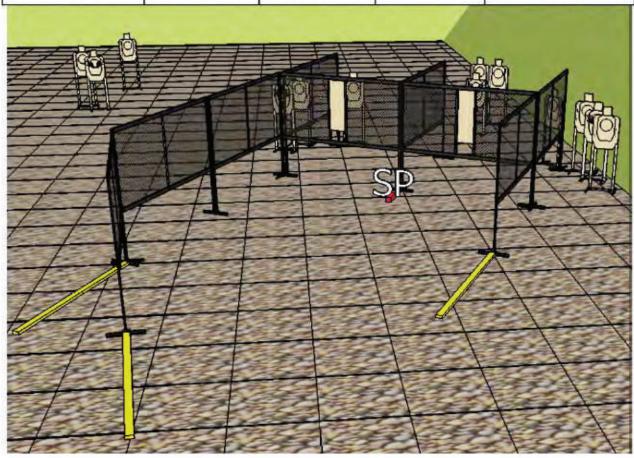
Start Position: Standing at SP, facing the wall with one foot touching the start stick and hands at your side, firearm loaded and holstered.

PCC: Stock touching belt, rifle in weak hand.

Notes:

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment
1	18 Rounds Unlimited	9 Threat 4 NT	Best 2	Required







Stage 9 Garage



Scenario: You hear voices in your garage and investigate. As you enter your garage you are attacked.

Stage Procedure: At the start signal, engage all threats with 2 shots.

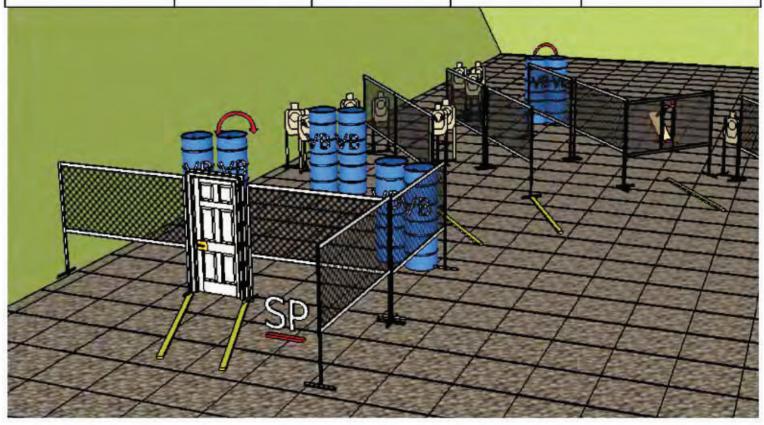
Start Position: Standing at SP, facing down range with heals touching the stick and hands at your sides, firearm loaded and holstered.

PCC: Stock touching belt, rifle in weak hand.

Notes: Port starts closed. Opening door and port activates moving target.

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment
1	16 Rounds Unlimited	8 Threat 3 NT	Best 2	Required







Stage 10 Car



Scenario: You're attacked while leaving a Nascar race and must make it to your car.

Stage Procedure: At the start signal, engage all threats with 2 shots.

Start Position: Standing at SP, facing down range with one foot touching the start stick and hands at

your sides, firearm loaded and holstered. PCC: Stock touching belt, rifle in weak hand.

Notes:

Muzzle Safe Point: 180

Strings:	Scoring:	Targets:	Scored Hits:	Concealment
1	18 Rounds Unlimited	9 Threat 3 NT	Best 2	Required

