

STAGE 1 Bay A: Rumble at the Range

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: You are at the range when you receive word from your family that riots and looting have broken out all across the country in protest of the government and the police. Before you can finish packing up and go get them you are assaulted by looters looking to score gun and ammo. Defend yourself, secure your gear and head to find your family!

STAGE PROCEDURE: Standing at P1, facing down-range and your hands on the center barrel representing a work bench. At the audible start signal load your weapon and engage T1-T9 with two rounds each in tactical priority (near to far).

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 10 to 16

SCORING: Unlimited

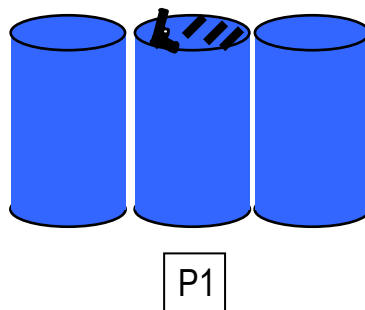
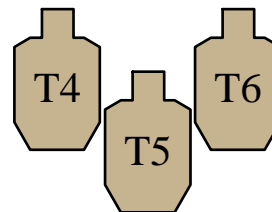
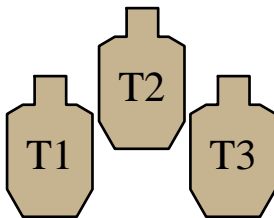
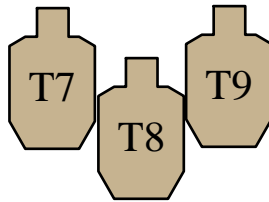
ROUND COUNT: Minimum 18 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best two shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 2 Bay A: Yo' Dawg

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: While you are packing your supplies to bug out you are set upon by an individual and his trained attack dogs. Defend yourself and your supplies.

STAGE PROCEDURE: Standing at P1, facing down-range and your hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal engage T1-T9 with two rounds each in tactical priority (near to far).

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 10 to 20

SCORING: Unlimited

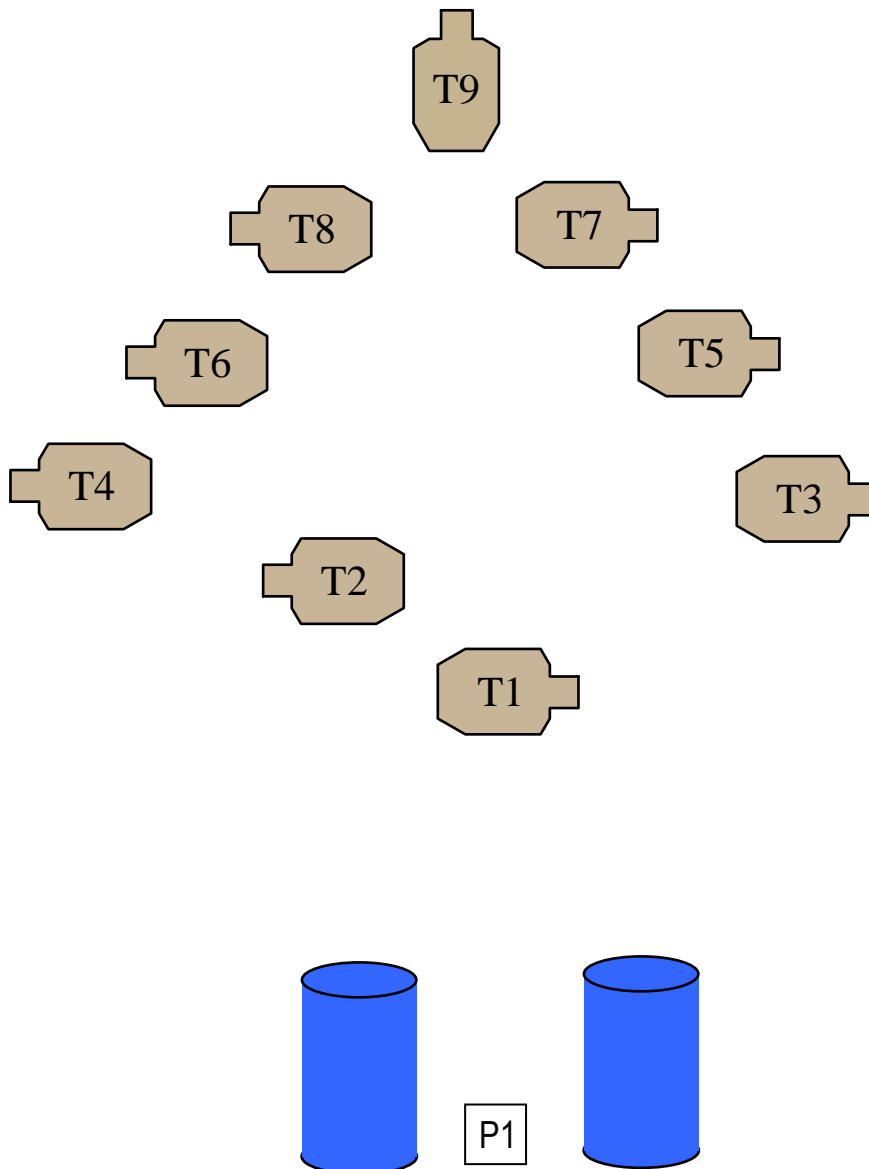
ROUND COUNT: Minimum 18 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best two shots on paper.

SPECIAL NOTES: Watch for shoot throughs during set-up.

SAFETY ISSUES:



STAGE 3 Bay B: Pharmacy

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: You've managed to gather what supplies remaining the looted store, but before you can exit more looters arrive. They've grabbed the shop owner and are trying to stop you.

STAGE PROCEDURE: Standing at P1, facing down-range with your hands up in the surrender position, Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T2 two shots each in tactical priority (1-2-1) then follow with one head shot each in any order. Retrieve the pack with your wear hand and retreat to P2. From cover engage T3-T5 with three shots each strong hand only while maintaining control of the pack.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 5 to 15

SCORING: Unlimited

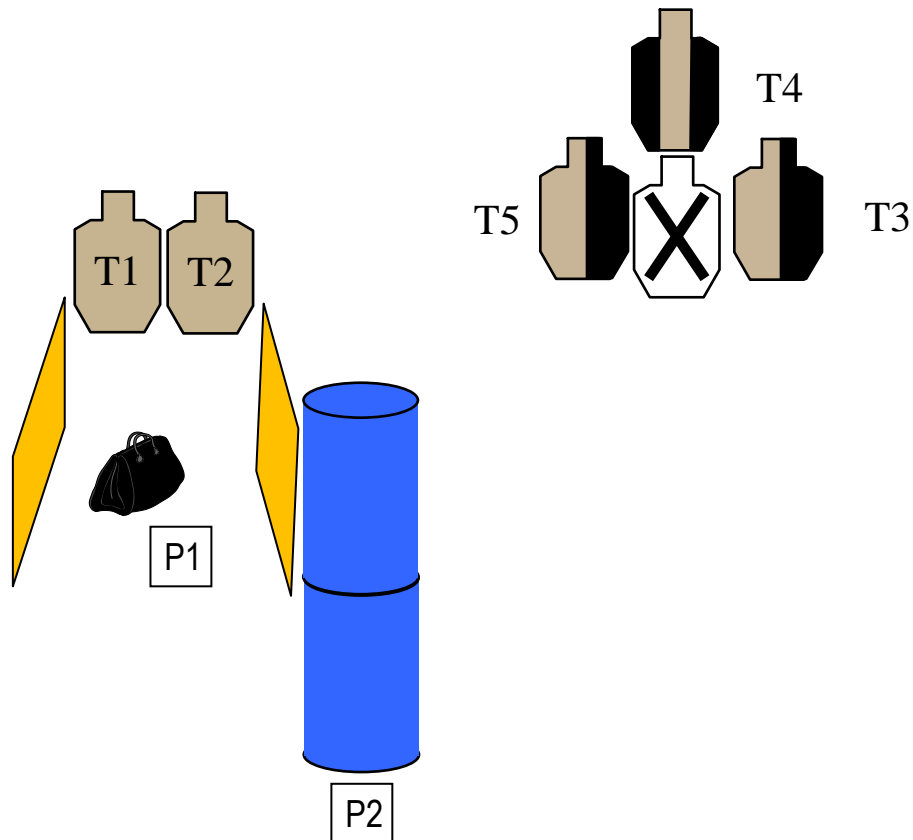
ROUND COUNT: Minimum 15 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best three shots on paper.

SPECIAL NOTES: Shot may drop the pack for reload and malfunctions. All shots on T3-T5 must be taken while holding the pack.

SAFETY ISSUES: Shooter watch muzzle while retrieving the pack



STAGE 4 Bay B: Road Rage

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: While navigating the chaos you are cut off by a large van of looters with designs on your ride. Defend yourself and your property.

STAGE PROCEDURE: Seated at P1, facing down-range with your hand at your side, Weapon loaded to division capacity and holstered. At the audible start signal draw and engage in tactical priority (near to far).

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 8 to 13

SCORING: Unlimited

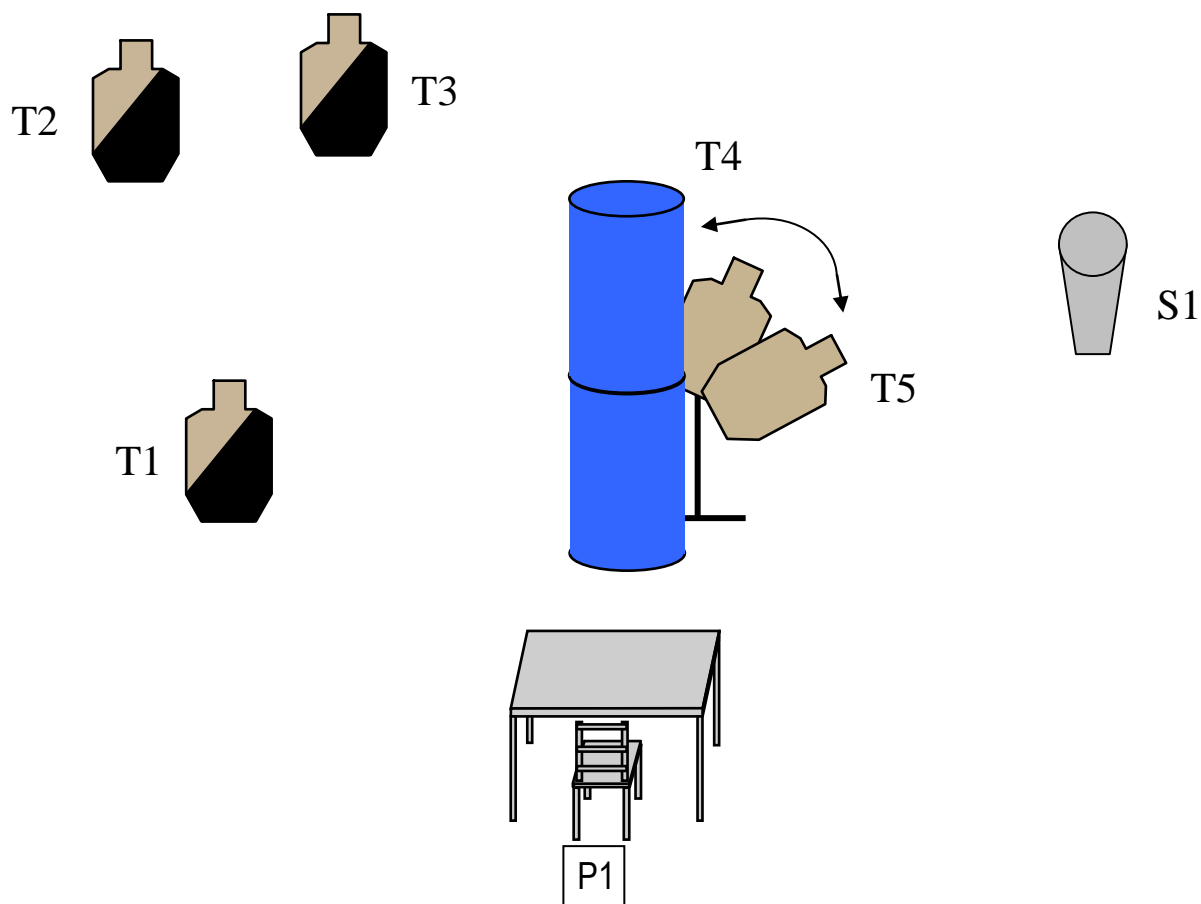
ROUND COUNT: Minimum 16 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best three shots on paper and all steel down.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 5 Bay C: Out of Gas

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: While refueling after running out of gas, you're attacked. Defend yourself.

STAGE PROCEDURE: Standing at P1, facing down-range, both hands on the gas can, nozzle touching the barrel. Weapon loaded to division capacity and holstered. At the audible start signal drop the gas can, retreat to P2, draw and engage T1-T4 and S1-S2 slicing the pie. Four shots on all paper.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 10 to 15

SCORING: Unlimited

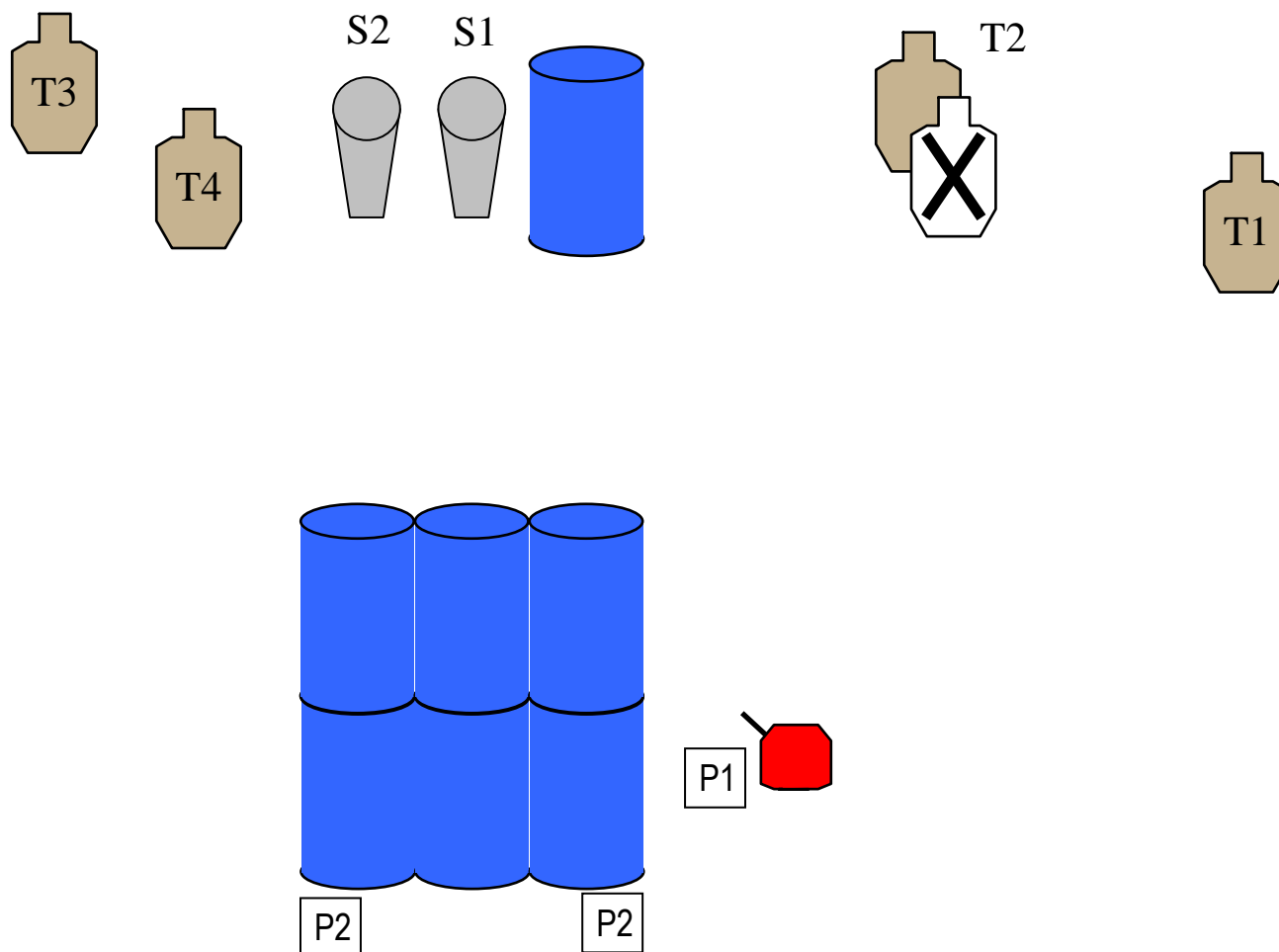
ROUND COUNT: Minimum 14 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best four shots on paper and all steel down.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 6 Bay C: Flat Tire Attack

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: You get a flat tire while going through a bad part of town. You are attacked just as you finish changing the flat tire. Defend yourself.

STAGE PROCEDURE: Standing at P1, facing down-range and your hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage S1-S3. Move to P2 and engage T1-T4 with three shots each.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 10 to 15

SCORING: Unlimited

ROUND COUNT: Minimum 15 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best three shots on paper and all steel down.

SPECIAL NOTES:

SAFETY ISSUES:

