

## STAGE 1 Bay A: Bug Lite

**Orig. Designer:** Northeast Combat Pistol League **Modified:** Jay Hile/WSSC-PAS

**SCENARIO:** You are accosted by a group of thug. They move to surround you.

### STAGE PROCEDURE:

String 1- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready in your strong hand, and a flashlight in you weak hand. At the audible start signal shine the light on T1 and engage T1-T3 with one shot each. Then reengage T1 with two additional shots. All shots to be taken strong hand only.

String 2- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready in your weak hand, and a flashlight in you strong hand. At the audible start signal shine the light on T1 and engage T1 with one shot. Then engage T2-T3 with two shots each. All shots to be taken strong hand only.

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 5 to 7

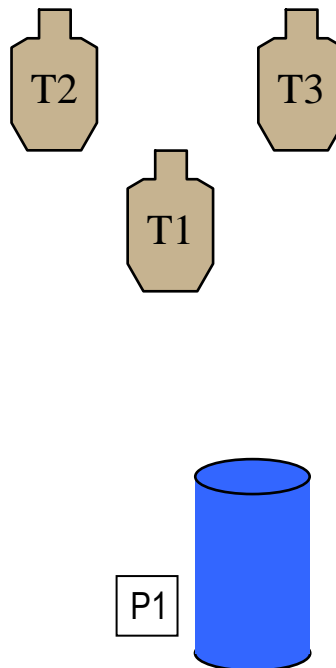
**SCORING:** Limited Vickers

**ROUND COUNT:** 10 rounds.

**SCORED HITS:** Four shots on T1, and three shots on T2-T3

**SPECIAL NOTES:**

**SAFETY ISSUES:**



## STAGE 2 Bay A: Fine Dining Fiasco

**Orig. Designer:** Jay Hile/WSSC-PAS

**SCENARIO:** While have dinner with your spouse some thug try to rob the restaurant.

**STAGE PROCEDURE:**

String 1- Seated at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1 with one shot to the head. Then engage T2-T3 with two shots each in tactical priority.

String 2- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1 with one shot to the head. Then engage T2-T3 with two shots each in tactical priority.

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 3 to 10

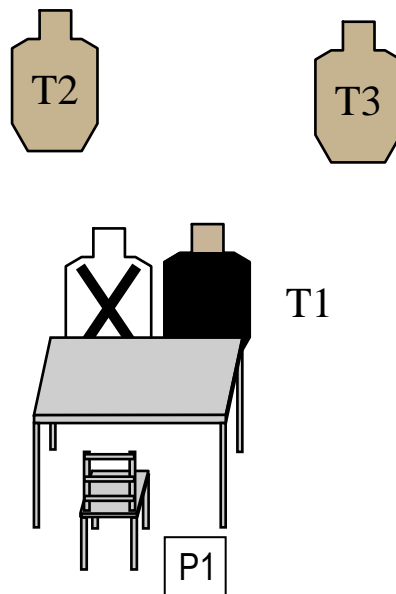
**SCORING:** Limited Vickers

**ROUND COUNT:** 10 rounds.

**SCORED HITS:** Two head shots on T1, and four shots on T2-T3

**SPECIAL NOTES:**

**SAFETY ISSUES:**



## STAGE 3 Bay B: Clockwork Cardboard

**Orig. Designer:** Unknown (From Southern Kentucky BUG Championship)

**SCENARIO:** One hand could always be injured... How are you with both?

### STAGE PROCEDURE:

String 1- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T5 with one shot each strong hand only.

String 2- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T5 with one shot each weak hand only.

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 7

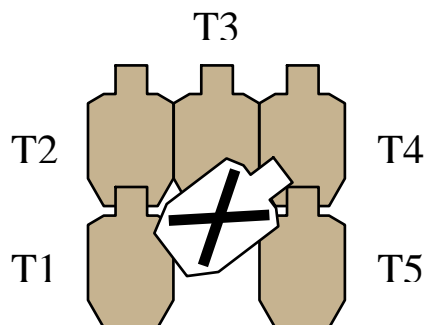
**SCORING:** Limited Vickers

**ROUND COUNT:** 10 rounds.

**SCORED HITS:** Two shots on paper.

**SPECIAL NOTES:**

**SAFETY ISSUES:**



P1

## STAGE 4 Bay B: Yoda's Choice

**Orig. Designer:** Unknown (From Southern Kentucky BUG Championship)

**SCENARIO:** Which hand , which distance, decisions, decisions... wisely will you choose?

### STAGE PROCEDURE:

String 1- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1 with five shots.

String 2- Standing at P2, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1 with five shots.

String 3- Standing at P3, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1 with five shots.

**Note:** One string must be shot weak hand only, one string must be shot strong hand only and one string will be shot fee style. Five must be head shots and ten must be body shots

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 5, 7 and 10

**SCORING:** Limited Vickers

**ROUND COUNT:** 15 rounds.

**SCORED HITS:** Five shots to the head and 10 shots to the body.

**SPECIAL NOTES:**

**SAFETY ISSUES:**



P1

P2

P3

## STAGE 5 Bay C: Army Surplus Hold Up

**Orig. Designer:** Jay Hile/WSSC-PAS

**SCENARIO:** You stop at Army Surplus to get some new camo for deer season and walk into a hold up. The armed thieves are sporting their new acquired body armor. Take them out.

### STAGE PROCEDURE:

String 1- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T2 with two shots each. Then engage T3 with one head shot.

String 2- Standing at P2, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1-T2 with two shots each. Then engage T3 with one head shot.

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 5 to 7

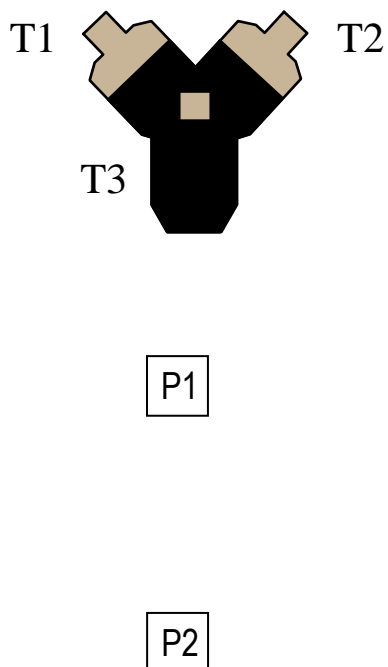
**SCORING:** Limited Vickers

**ROUND COUNT:** 10 rounds.

**SCORED HITS:** Four shots on T1-T2, and two head shots on T3.

**SPECIAL NOTES:**

**SAFETY ISSUES:**



## STAGE 6 Bay C: Brick-Thugs-Gun

**Orig. Designer:** Jay Hile/WSSC-PAS

**SCENARIO:** You and spouse have been corner in an alley by some thugs. You pick up a brick in hopes of scaring them away. Instead of being scared they grab your spouse. Throw the brick and take out the thugs.

### STAGE PROCEDURE:

String 1- Standing at P1, facing down-range, weapon loaded to division capacity and placed on the barrel and the brick in your strong hand. At the audible start signal throw the brick to activate T1. Retrieve your weapon and engage T1 with five shots.

String 2- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T2 with three shots, and then engage T3 with two shots.

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 7

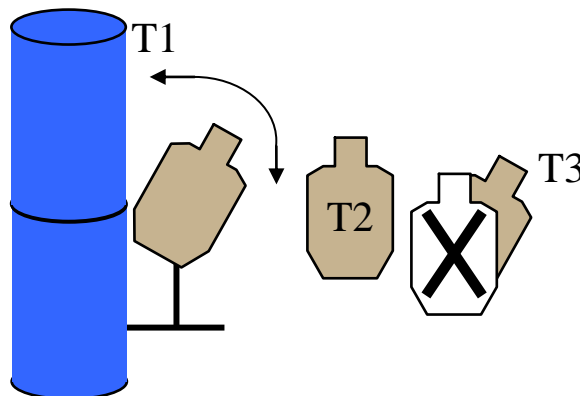
**SCORING:** Limited Vickers

**ROUND COUNT:** 10 rounds.

**SCORED HITS:** Five shots on T1, three shots on T2, two shots on T3

**SPECIAL NOTES:**

**SAFETY ISSUES:**



## STAGE 7 Bay D: Daycare Desperado

**Orig. Designer:** Mike Basden/WSSC-PAS

**SCENARIO:** You are at daycare picking up your child. You stop by the changing table and are taking care of business when the daycare is assaulted by a desperate individual. They break down the door with gun in hand and try to abduct one of the children. Protect yours while saving another's! Eliminate the threat and save the baby from being abducted.

### STAGE PROCEDURE:

String 1- Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and in the box on the table. At the audible start signal pick up your child, retrieve your weapon and engage T1 with five shots. You must hold the child during the string.

String 2- Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and at the low ready, and your child held by your weak hand. At the audible start signal retrieve your weapon and engage T2-T3 with two shots each in tactical priority (1-2-1). Then engage either T2 or T3 with one head shot.

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 5 to 7

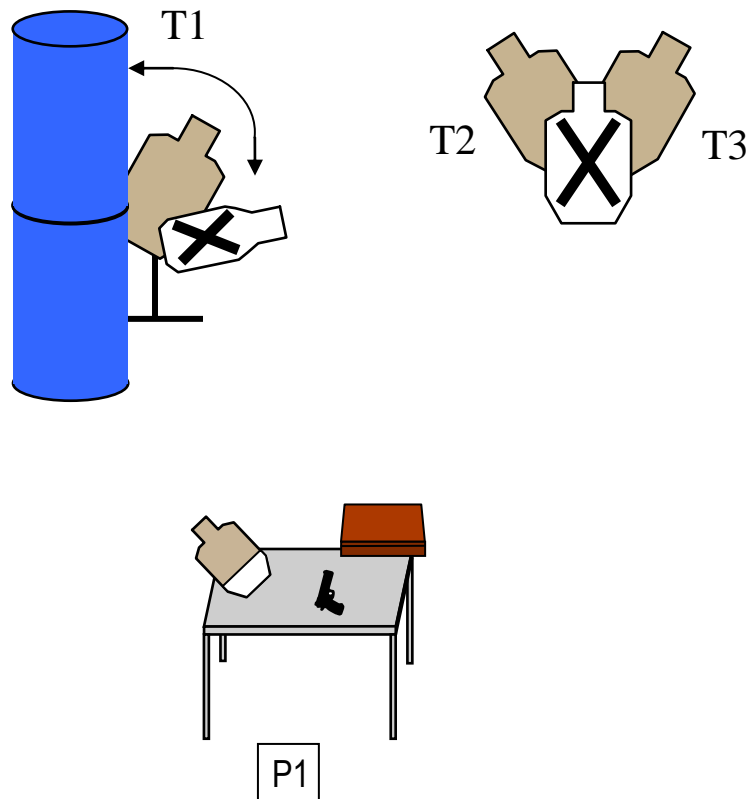
**SCORING:** Limited Vickers

**ROUND COUNT:** 10 rounds.

**SCORED HITS:** Five shots on T1-T3, One shot on T4 and two shots on T5-T6

**SPECIAL NOTES:** Dropping the child will result in a Procedural.

**SAFETY ISSUES:**



## STAGE 8 Bay D: Big Mugger, Little Gun

**Orig. Designer:** Jay Hile/WSSC-PAS

**SCENARIO:** While taking a stroll in the park, a very large knife wielding mugger approaches you demanding money. All you have is your back up gun.

**STAGE PROCEDURE:**

String 1- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1 with five shots.

String 2- Standing at P1, facing down-range, weapon loaded to division capacity and at the low ready. At the audible start signal engage T1 with five shots while retreating.

**CONCEALMENT:** No

**TARGET DISTANCE IN YARDS:** 10

**SCORING:** Limited Vickers

**ROUND COUNT:** 10 rounds.

**SCORED HITS:** Ten shots on T1

**SPECIAL NOTES:**

**SAFETY ISSUES:**

