

# STAGE 1 Bay 1 On the Move

**Orig. Designer:** WSSC-PAS- Mark Haymond

**SCENARIO:** Standard

**STAGE PROCEDURE:** Standing at P1 facing downrange. Weapon loaded to division capacity and holstered . At the audible engage T1-3 with 2 Rounds while retreating to P2, String 2; engage T1-3 while moving laterally to P3. String 3; engage T1-3 while advancing to P4.

**Concealment:** Optional

**TARGET DISTANCE:** 6-12 yds.

**SCORING:** Limited Vickers

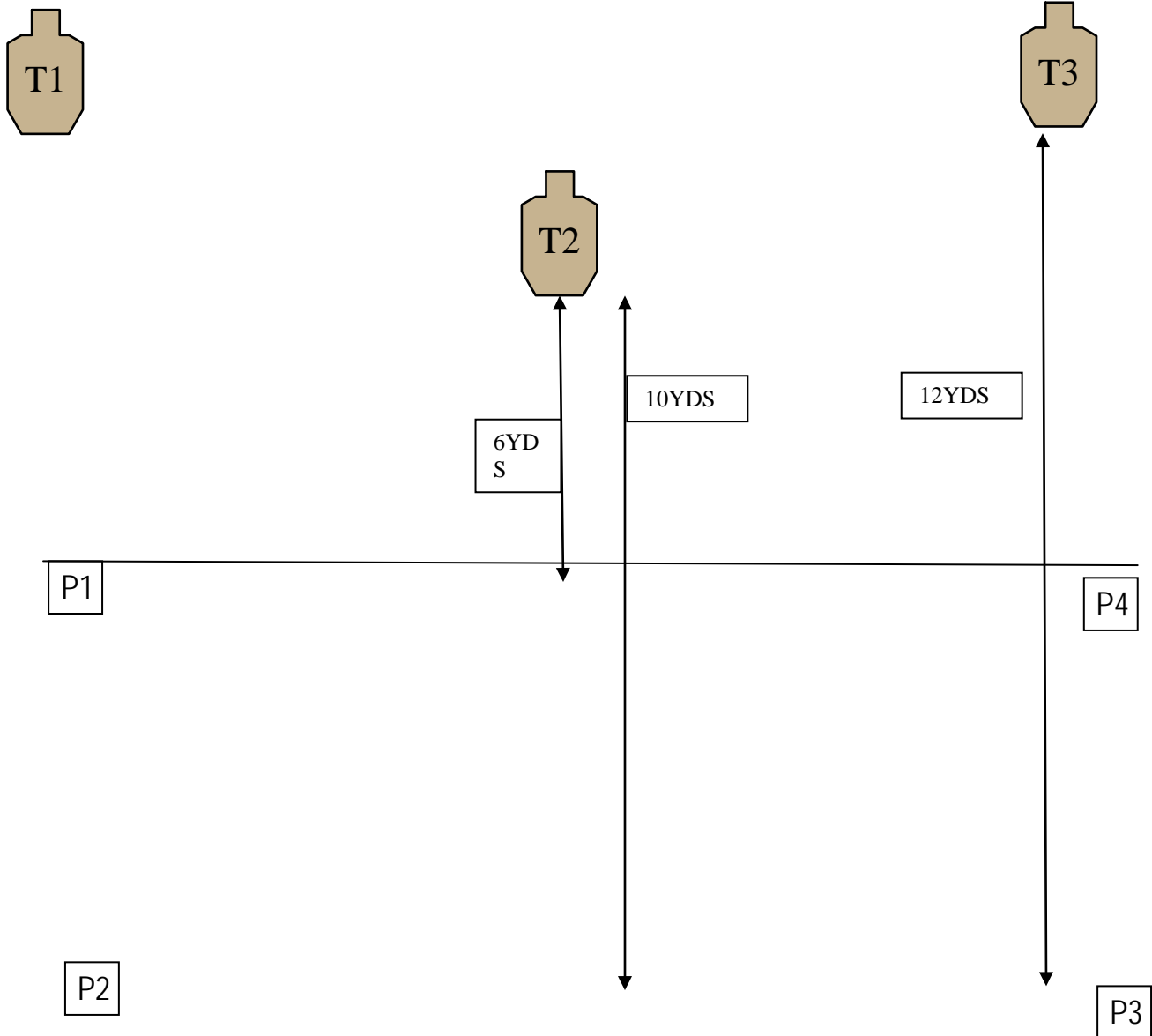
**ROUND COUNT:** 18 rounds

**SCORED HITS:** 6 shots on paper T1-3

**Muzzle Limits:** Red stakes

**START-STOP:** Audible & Last shot

**SPECIAL NOTES: SAFETY ISSUES:**



## STAGE 2 Bay 1 Way out there

**Orig. Designer:** GADPA modified by JTW

**SCENARIO:** You are being engaged with long guns and all you have to defend yourself is your carry weapon.

**STAGE PROCEDURE:** Standing at P1 Hands at your sides, loaded to division capacity and holstered. At the audible, draw and engage the targets in Tactical priority and slicing the pie from either side of the "Cover" barricade with two shot and steel till down. Advance to P2, use low cover and engage all paper again with two more shots.

**Concealment:** Yes

**TARGET DISTANCE IN YARDS:** 15-25

**SCORING:** Vickers Count.

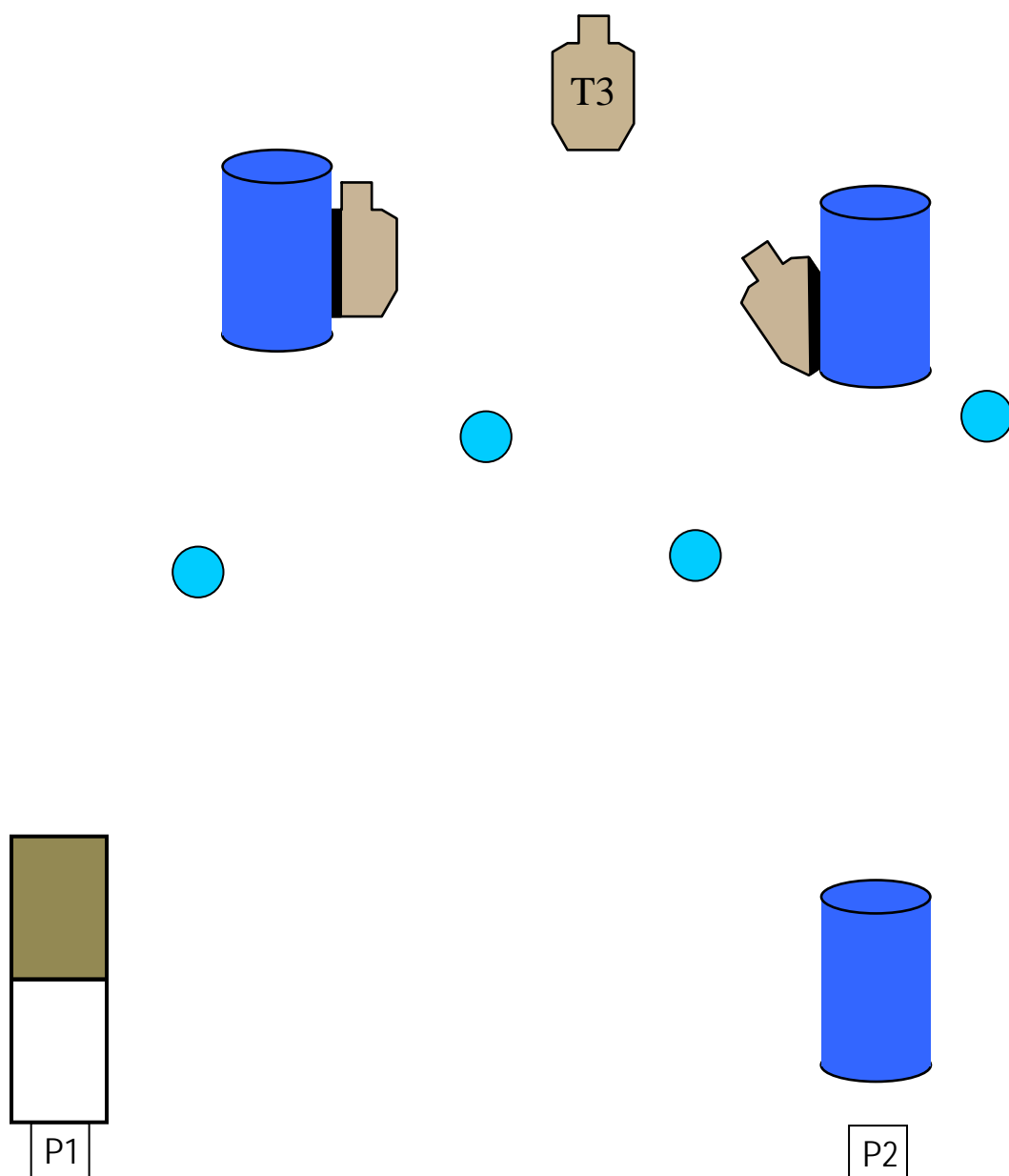
**ROUND COUNT:** 16

**SCORED HITS:** 4 on each paper, all steel down

**Muzzle Limits:** Red Stakes

**SPECIAL NOTES:** Paper targets are actually behind barrels but shown here in front to show the Hard cover paint.

**SAFETY ISSUES:** Insure shooter doesn't crowd the cover and keeps weapon pointed down range during lateral movement



## STAGE 3 Bay 2 Reloads from hell

**Orig. Designer:** WSSC-PAS- JTW

**SCENARIO:** Standard

**STAGE PROCEDURE:** Standing at P1 facing downrange. Weapon holstered with 1 round chambered and 5 in the magazine. Remaining magazines downloaded to 6. At the audible start signal draw and engage T1-T4 with one shot each. Tac-Reload and engage T1-T4 with one shot. Tac-Reload and engage T1-T4 with one head shot. Perform a tactical reload and engage one round per target till slide lock, reload again and engage one round per target until slide lock, reload again and engage one round per target until slide lock. During reuse of three partial mags, choose any target

**Concealment:** Optional

**TARGET DISTANCE:** 8 yds.

**SCORING:** Limited Vickers

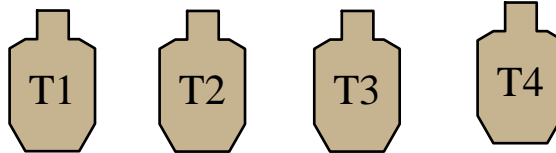
**ROUND COUNT:** 18 rounds

**SCORED HITS:** 1 head shot each on T1-T4. 14 body shots in any combination with minimum of two on any target

**Muzzle Limits:** Red stakes

**START-STOP:** Audible & Last shot

**SPECIAL NOTES: SAFETY ISSUES:** Muzzle remains pointed downrange during reload



## STAGE 4 Bay 2 Escaped from where?

**Orig. Designer:** WSSC-PAS- JTW

**SCENARIO:** A convict recently escaped from prison with a group of his Chicago cronies. You are going to your Patoka Lake Cabin for a weekend of relaxation. You arrive at the cabin door and the kids charge in ahead of you....You hear screams! Guess who is already inside?

**STAGE PROCEDURE:** Standing at P1 facing downrange. Weapon loaded to division capacity and holstered. At the audible open the doorway, take cover, and engage all targets with two shots.

**Concealment:** Yes

**TARGET DISTANCE:** 4-8 yds.

**SCORING:** Vickers

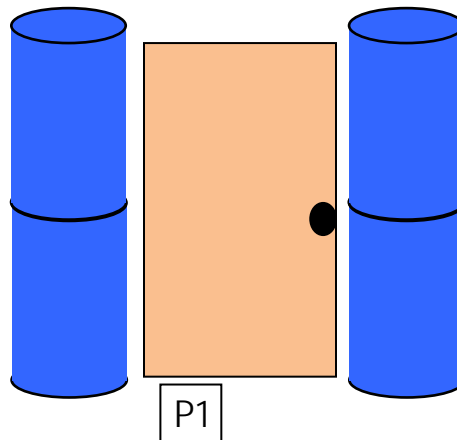
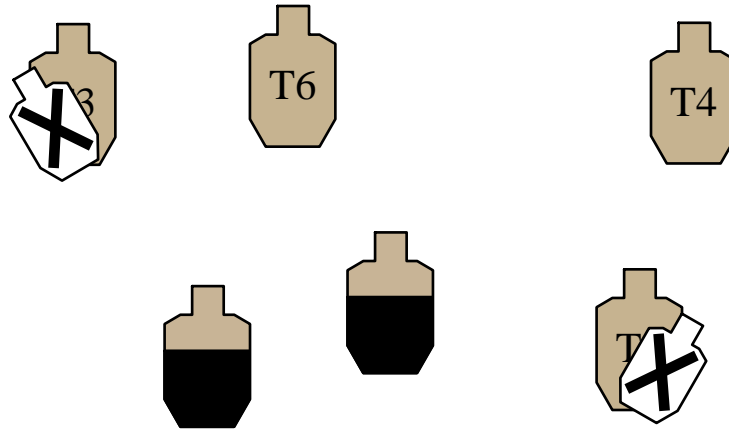
**ROUND COUNT:** 14 rounds

**SCORED HITS:** 2 shots on paper steel till down.

**Muzzle Limits:** Red stakes

**START-STOP:** Audible & Last shot

**SPECIAL NOTES: SAFETY ISSUES:** Muzzle safe around the doorknob



## STAGE 5 Bay 3 Cartoon Contest

**Orig. Designer:** WSSC-PAS- JTW

**SCENARIO:** You are participating in a contest to draw the Prophet “Porky Pig” when the Pork Producers of Islamabad pounce on the event. They are armed and armored and screaming Allah Akbar. One threat is trying to behead a bystander. Another is wrestling with a bystander. Take action!

**STAGE PROCEDURE:** Standing at P1 brush in hand. Weapon loaded to division capacity and holstered. At the audible move to cover at P2 and engage targets as they become visible from either or both sides of the tree. Engage all paper with two shots, steel till down.

**Concealment:** Yes

**TARGET DISTANCE:** 4-10 yds.

**SCORING:** Limited Vickers

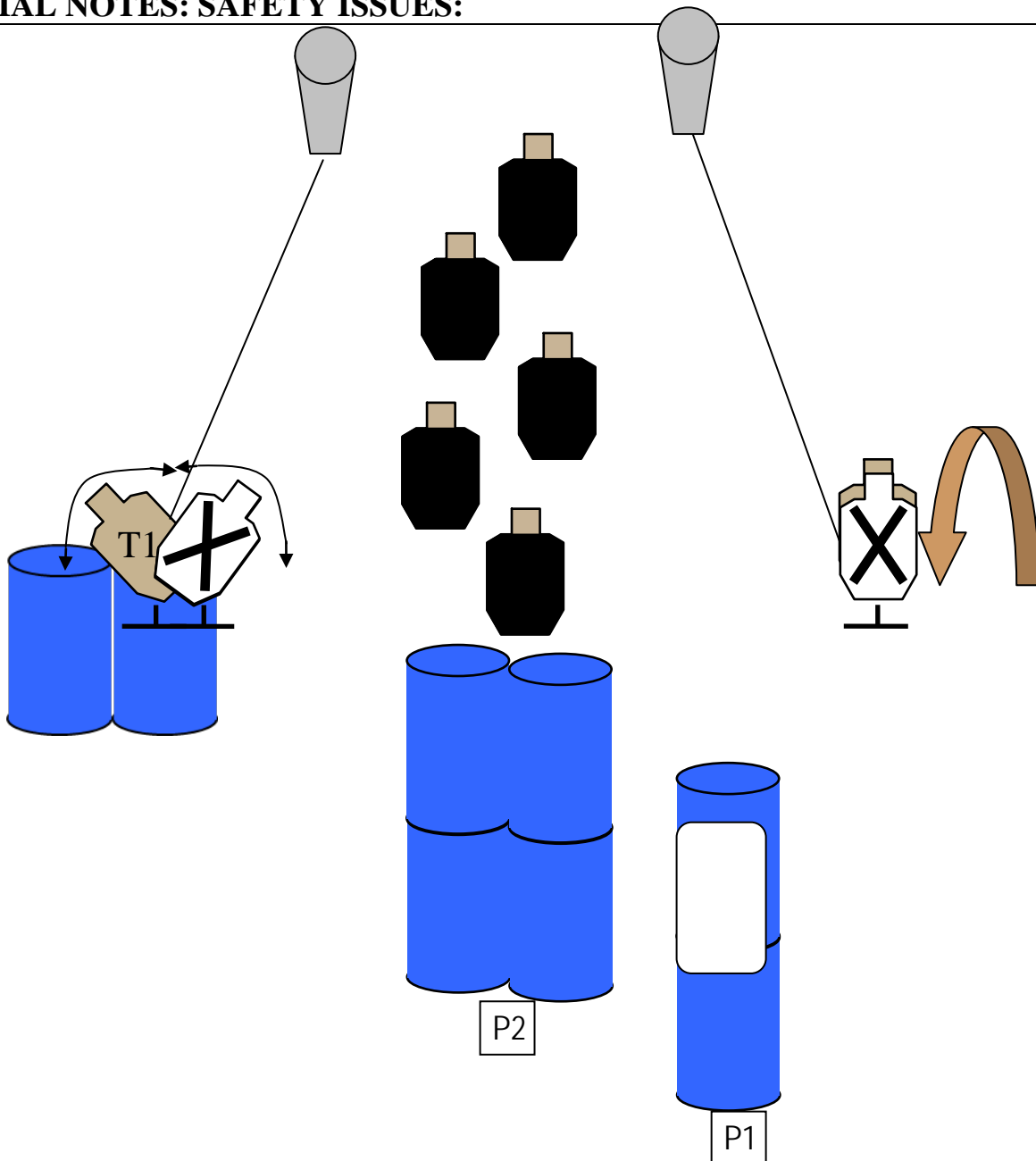
**ROUND COUNT:** 16 rounds

**SCORED HITS:** 2 shots on paper steel till down.

**Muzzle Limits:** Red stakes

**START-STOP:** Audible & Last shot

**SPECIAL NOTES: SAFETY ISSUES:**



## STAGE 6 Bay 4 Putting Evansville on the Map

**Orig. Designer:** WSSC-PAS- JTW

**SCENARIO:** The EPD arrested a drug dealer and put him in the paddy wagon. He kicked out the back window and jumped out during transport. The METS bus following promptly ran over him. Now there is an ongoing protest with the theme “Drug dealer’s lives matter”. You have stumbled into an escalating scene between the protestors and the EPD. The protestors are throwing rocks and the EPD is shooting tear gas. Suddenly there is the sound of gunfire from the direction of the protestors and ricochets around you! You look to retreat but there is more gunfire to your rear. Protestors have guns to the heads of bystanders. Pick up the dropped body armor, put it on, and protect yourself.

**STAGE PROCEDURE:** Standing at P1 facing downrange. Weapon loaded to division capacity and holstered. At the audible, retrieve the body armor, retreat to cover while putting it on, and then engage all targets with two shots steel till down. Use cover despite body armor.

**Concealment:** Yes

**TARGET DISTANCE:** 4-10 yds. Or 4-8

**SCORING:** Vickers

**ROUND COUNT:** 15 rounds

**SCORED HITS:** 2 shots on paper steel till down.

**Muzzle Limits:** Red stakes

**START-STOP:** Audible & Last shot

**SPECIAL NOTES:** Shooter must attempt to fasten Velcro on the body armor or incur a penalty.

