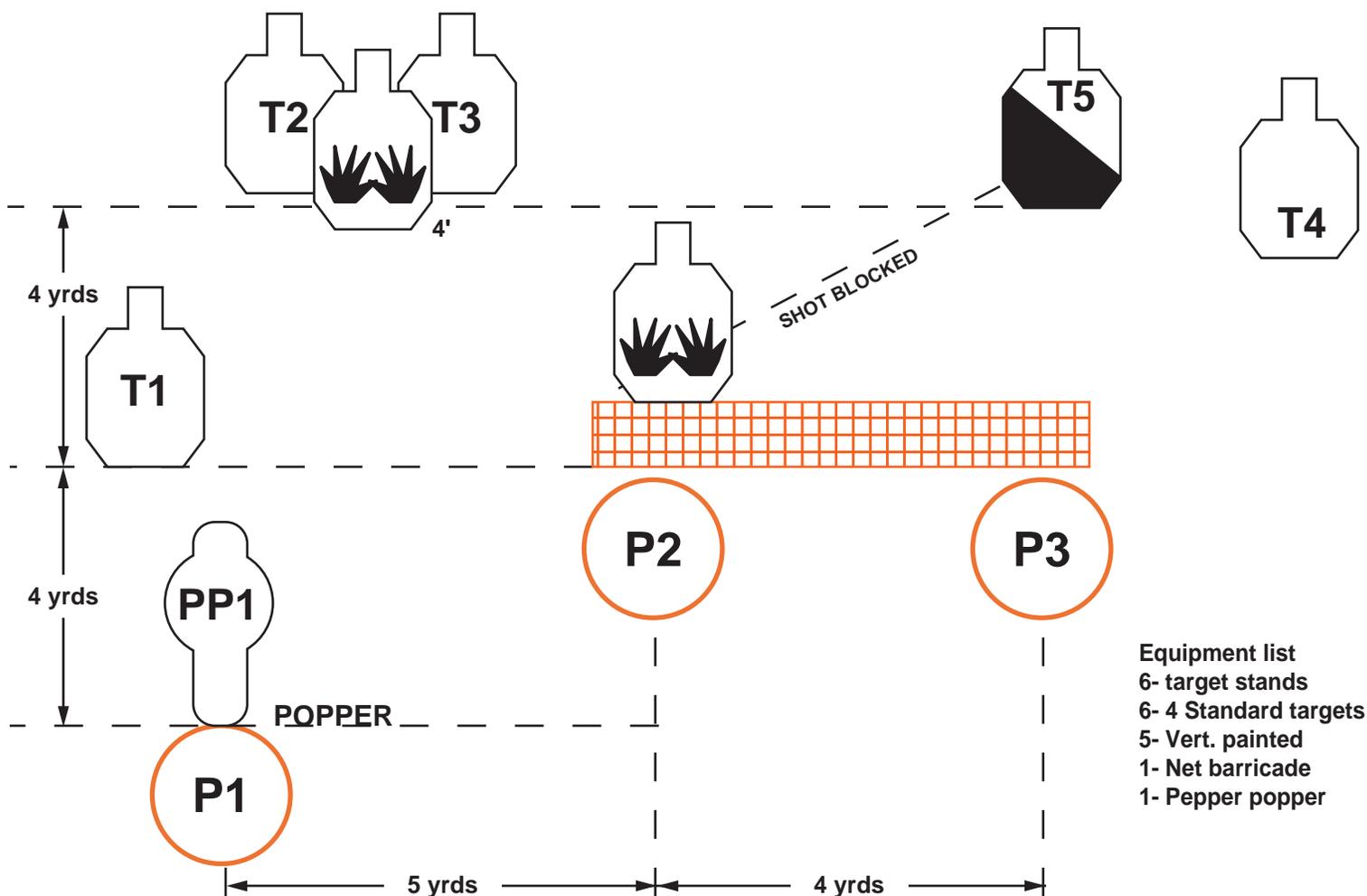


# One Down, FIVE to go



**SCENARIO - Unlimited Count - FTN in Effect - Scored Hits: Best of 2 per target per string- Steel must fall**

You are leaving a popular food truck and suddenly find yourself too close to a thug with a knife, and his four gang members. You will knock the knife wielding attacker backward before engaging all targets with a minimum of 2 rounds each.

10 rounds per string - 20 rounds per Cof

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -Starting at P1**

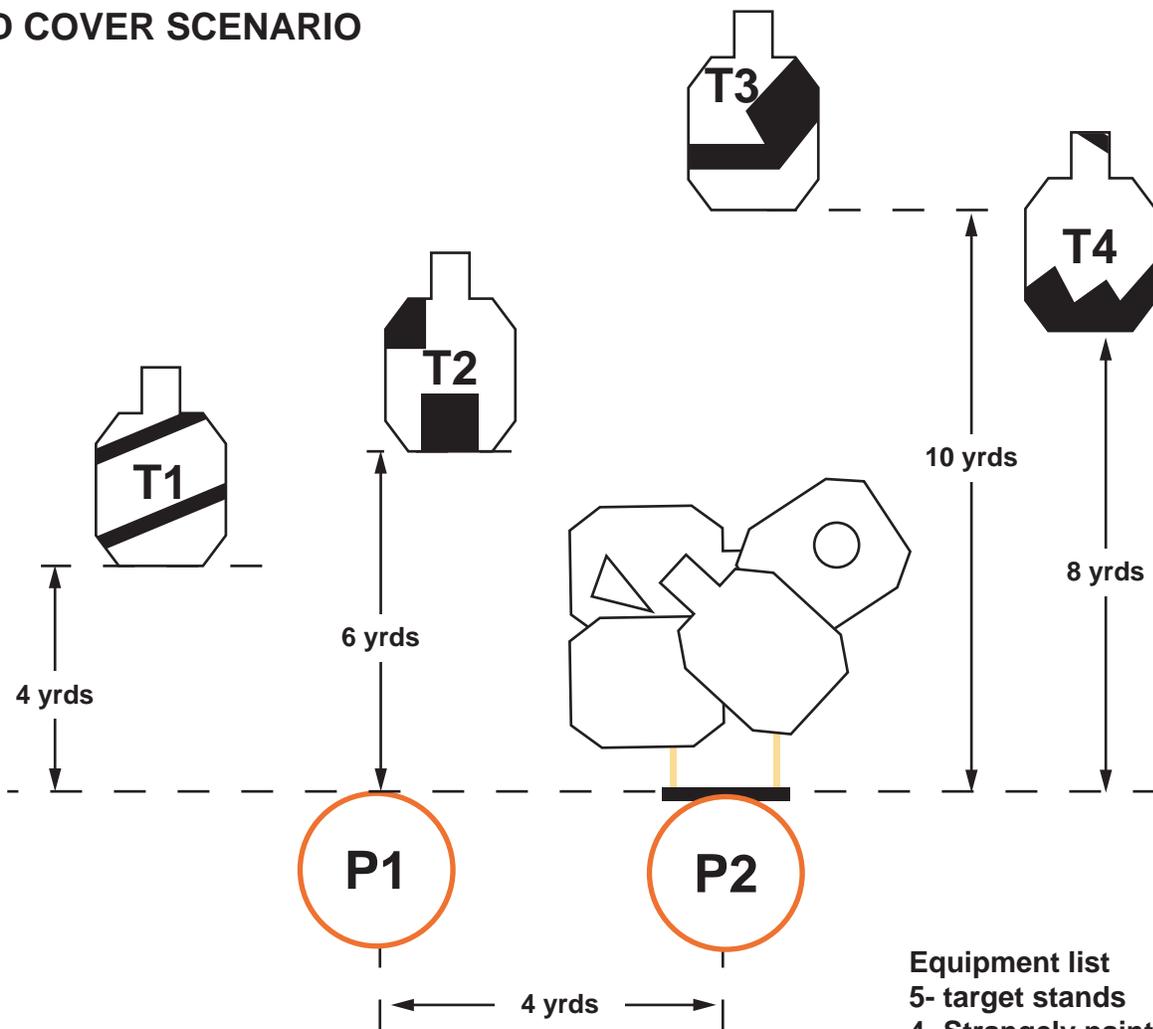
- At the signal, knock down PP1, draw inside P1 and fire 2 rounds at T1 - advance to P2 while engaging T2 and T3 with a minimum of 2 rounds. T5 has no shot from P2 - move to P3 and engage the remaining targets with a minimum of 2 rounds each.

Unload show clear. Score and tape - 2 rounds per target.

**STRING TWO- repeat first string.**

Unload show clear. Score and tape - 2 rounds per target.

## WEIRD COVER SCENARIO



**Equipment list**  
5- target stands  
4- Strangely painted or taped targets  
1- Cover position of turned targets and cardboard scraps

### SCENARIO

You have been chased into a scrapyard by armed thugs and running is no longer an option. Engage one threat while moving to whatever cover is available and engage all threats with a minimum of 3 rounds each.

- Unlimited Count - FTN in Effect - Scored Hits: Best of 3 per target.

12 rounds min. per string - 24 rounds min. per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

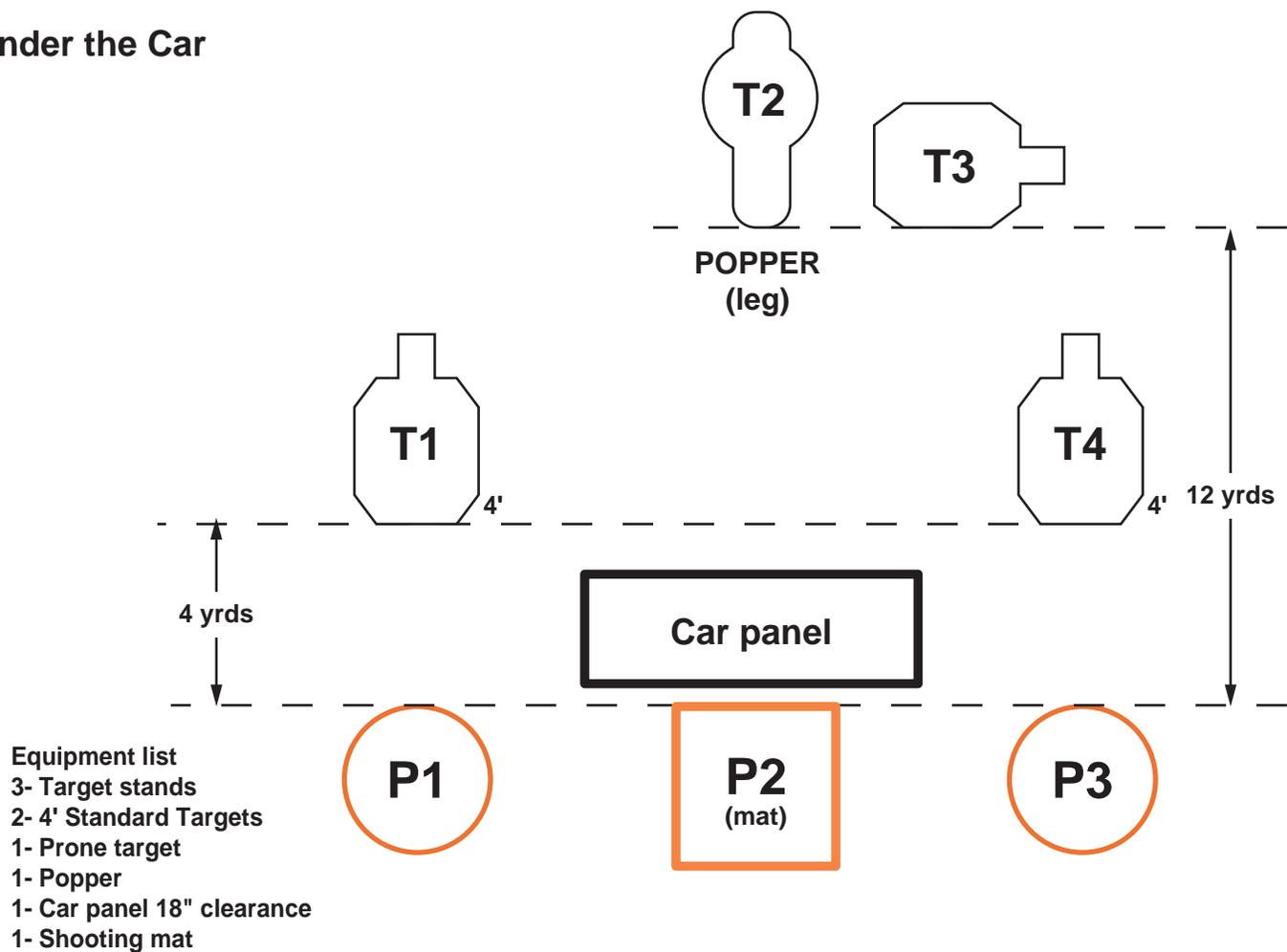
- At the signal - draw and engage one target while moving to cover at P2. Once behind cover engage all threats until finished.

Unload show clear. Score and tape. Best of 3 per target.

STRING TWO- repeat first string.

Unload show clear. Score and tape. Best of 3 per target.

## Under the Car



**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 on paper- Steel must fall to engage T3**  
You are involved in three attempted carjackings - but refuse to cooperate - and later quit your job as a valet.

Minimum 5 rounds strings 1 and 2 - 7 rounds on String 3 - 17 rounds minimum per Cof

**START-STOP:** Audible - Last shot **CONCEALMENT REQUIRED:** Yes

**Starting Position -** Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

**STRING ONE -**Starting P1 (engage 2 paper)

- At the signal draw and fire a minimum of 2 rounds at T1 - advance to P2 and go prone - engage the Popper (leg) until it falls then engage T3 with a minimum of 2 rounds. Unload show clear.

Reset steel , Score and tape - 2 rounds on T1 and T3.

**STRING TWO -**Starting P3 (engage 2 paper)

- At the signal draw and fire a minimum of 2 rounds at T4 - advance to P2 and go prone - engage the Popper (leg) until it falls then engage T3 with a minimum of 2 rounds. Unload show clear.

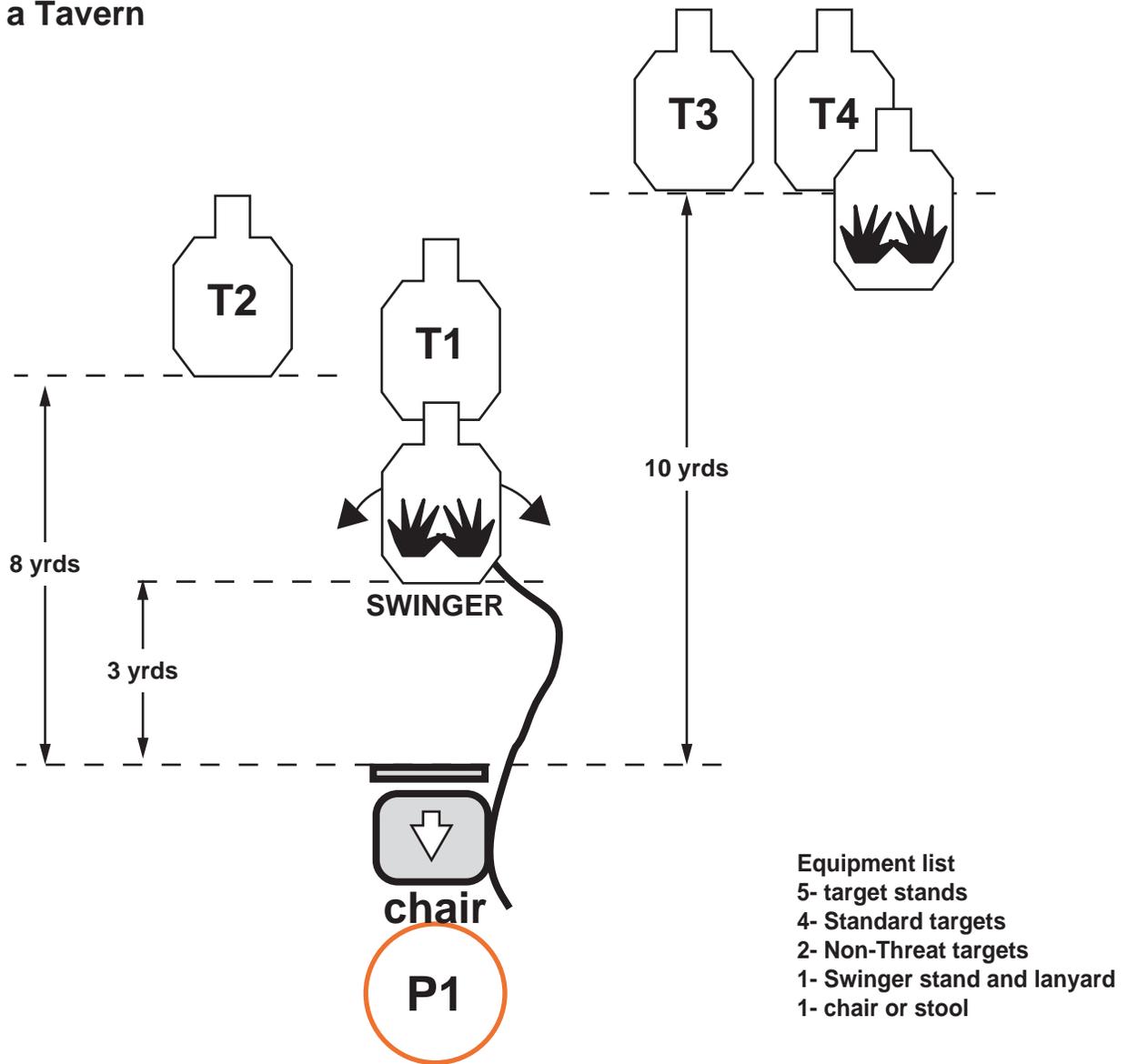
Reset steel , Score and tape - 2 rounds on T3 and T4.

**STRING THREE -**Start Standing at P2. (Engage all paper)

- At the signal draw, go prone, engage all paper targets with 2 rounds each - popper must fall before engaging T3. Unload show clear.

Reset steel , Score and tape - 2 rounds on T1, T3 and T4.

## Trouble at a Tavern



### SCENARIO

It's free chips and salsa night and your friend is involved in a parking lot fender bender, an armed group chases him/her into the tavern intent on grievous bodily harm. Defend yourself and your buddy.

- Unlimited Count - FTN in Effect - Scored Hits: Best of 2 per target - Swinger must activate.

8 rounds min. per string - 16 rounds min. per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes (Wild Hawaiian Shirt is best).

Starting Position - Sitting on chair/stool - lanyard in holster side hand - facing up range - Pistol loaded to div. capacity and holstered.

### STRING ONE -

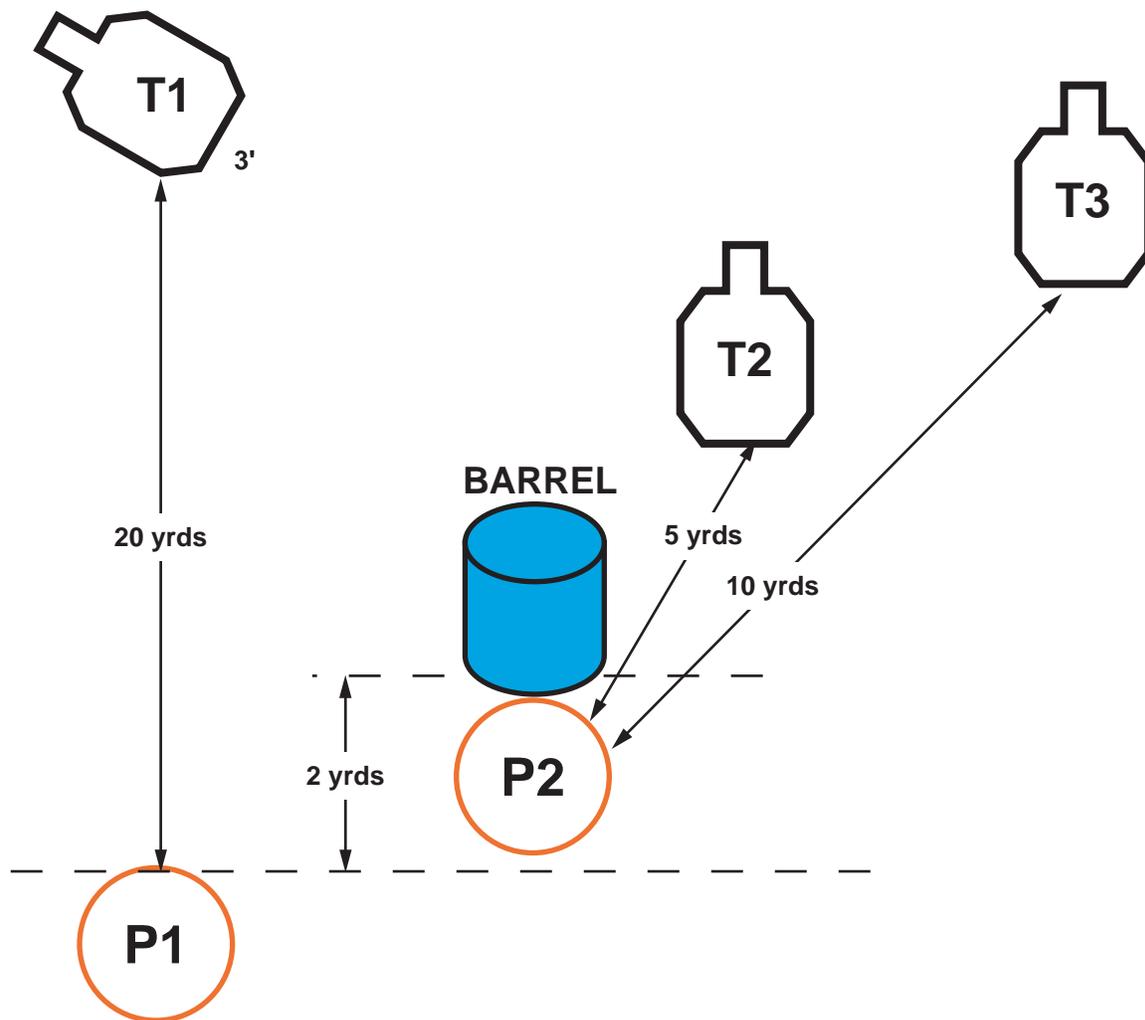
- At the signal - pull lanyard to activate swinger non-threat, stand, turn, and draw inside P1 Fire 2 rounds minimum at all threats in tactical order (near to far).

Reload and Reholster. Score and tape reset swinger - Best 2 rounds per target.

STRING TWO- repeat first string.

Unload show clear. Score and tape - Best 2 rounds per target.

# THE GRASSY KNOLL



Equipment list  
3- target stands  
3- targets  
1- barrel

## Scenario

You are leading the VIP motorcade when you see a man at a grassy knoll aiming a rifle at the lead car. You will engage the lone gunman while moving to cover at the low wall (or barrel today) and then engage an attacker running from the book depository carrying a pistol.

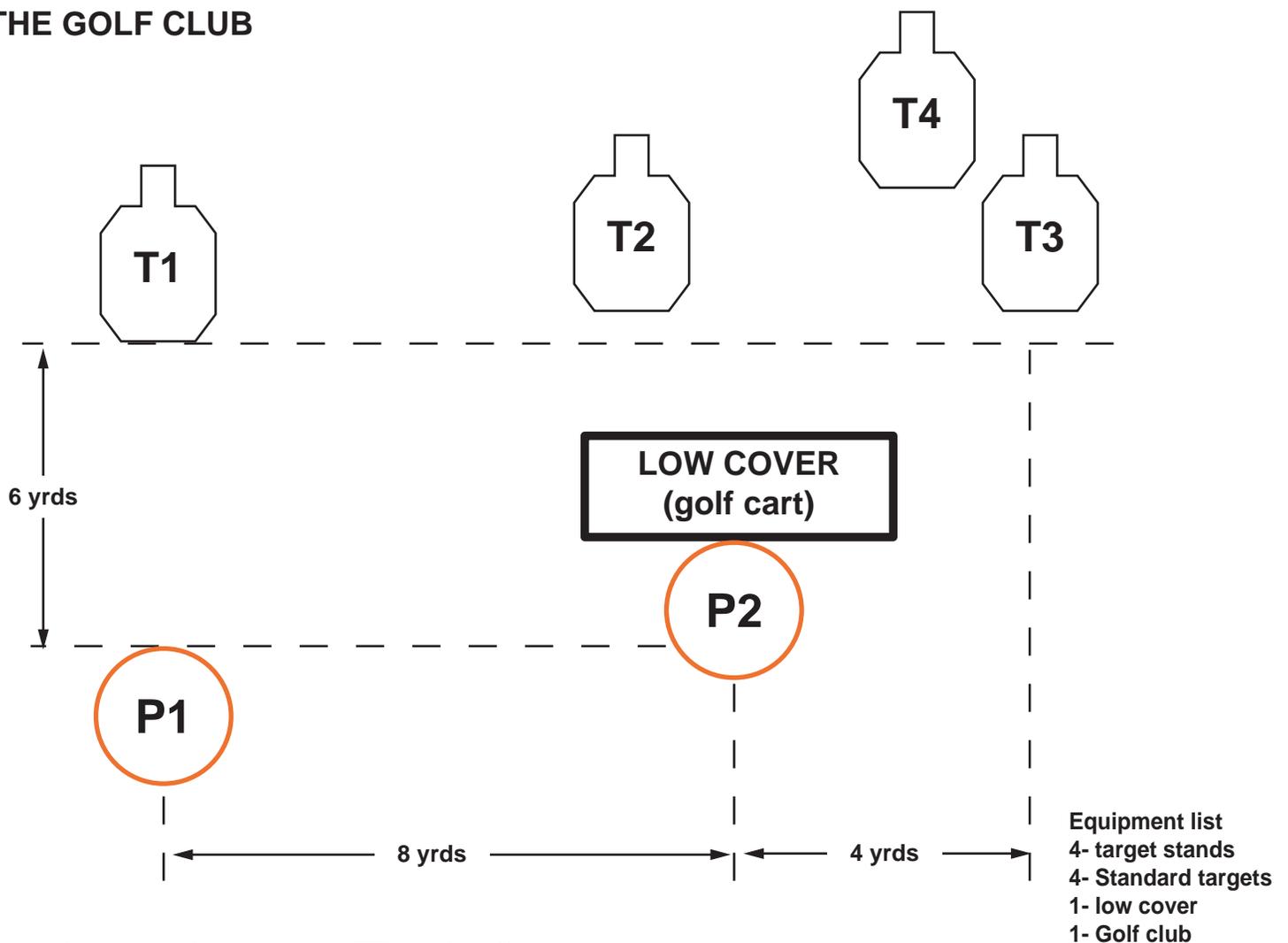
Unlimited count - FTN in effect - 6 round minimum

-Start standing at P1 - handgun holstered and loaded to division capacity, hands relaxed at the sides.

- At the signal, draw and fire at least 2 rounds at T1 while moving to P2. Using cover at P2, engage T2 and T3 with at least 2 rounds each. Any make up shots can be made behind cover.
- Unload show clear.

Score and tape - Best of 2 rounds per target.

# THE GOLF CLUB



**Scenario - Unlimited count - FTN is in effect**  
**12 round minimum per string - 24 Round minimum for Cof**

You have "borrowed" a \$1,200 driver from your Boss/Spouse/Brother-in-law and have sneaked onto the back nine of an unfamiliar golf course for a quick equipment test. You shanked the first ball through the front window of some doomsday prepper nutjobs - who assume the Zombie apocolypse has begun - and come out shooting. The nearest cover is a golf cart.

**Starting position - Start in P1 with pistol loaded to division capacity and holstered. Both hands on the grip of the golf club, club resting on weak side shoulder.**

## STRING ONE

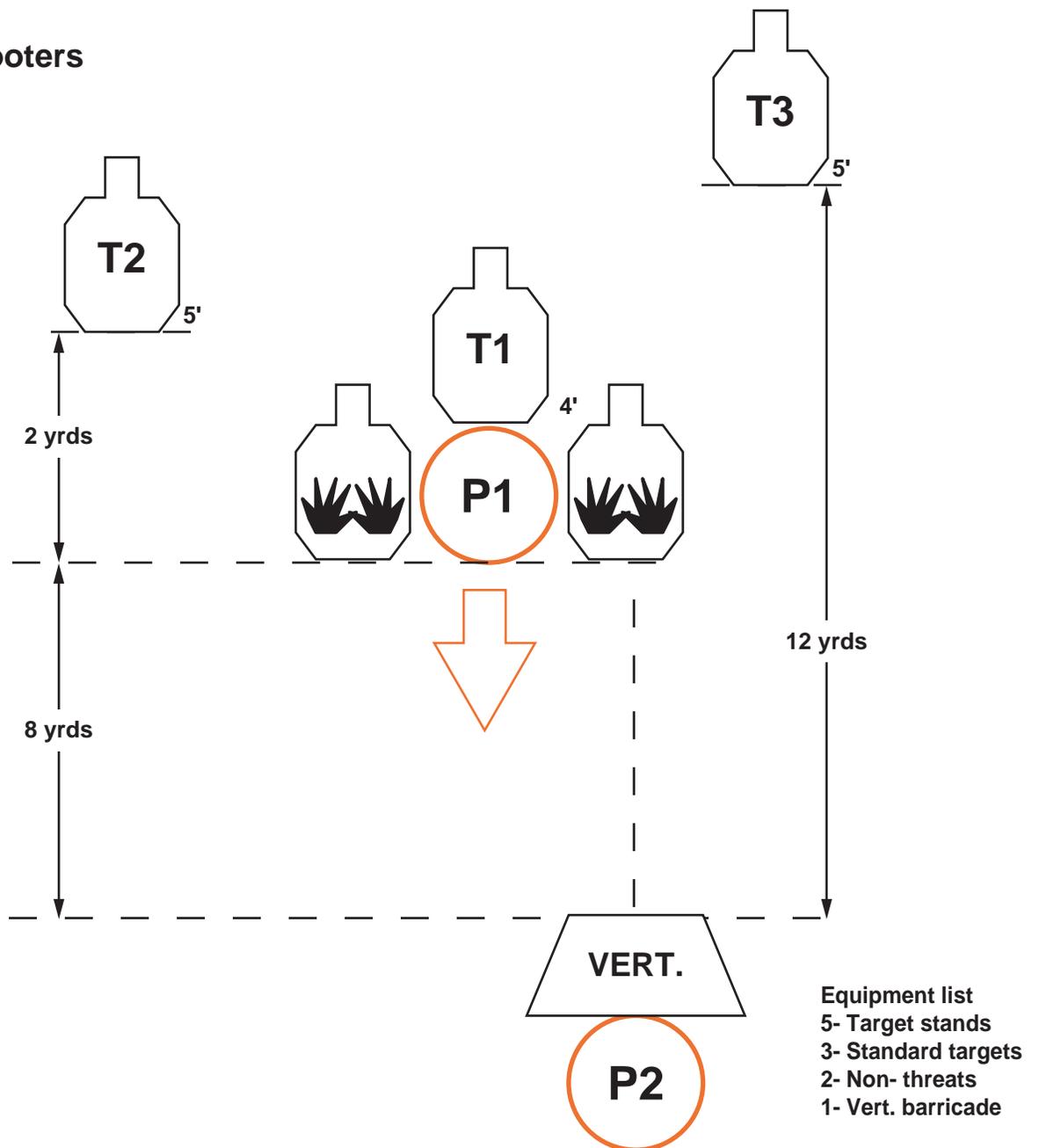
- At the signal stand, decide whether to take the club, draw and engage T1 with 3 rounds minimum, while moving to cover at P2.
- From cover at P2 engage targets T2, T3, and T4 with a minimum of 3 rounds each.

**Unload show clear. Score and Tape. Best 3 rounds per target.**

**STRING TWO- Repeat string One - but keep the club with you.**

**Unload show clear. Score and tape - Best 3 rounds per target.**

# Subway Attack Coastal Bend Shooters



**STANDARDS STAGE - Limited count - Scored hits: 6 rounds per target - 18 rounds per Cof**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing at P1 facing UP range - hands relaxed at sides - Pistol loaded to div. capacity and holstered. Retention grip on first two shots requires shooting side elbow to touch the body (close present). Safety Officers have to be ready to move back at the signal to avoid barricade.**

**STRING ONE -Starting in P1 facing uprange- back to T1**

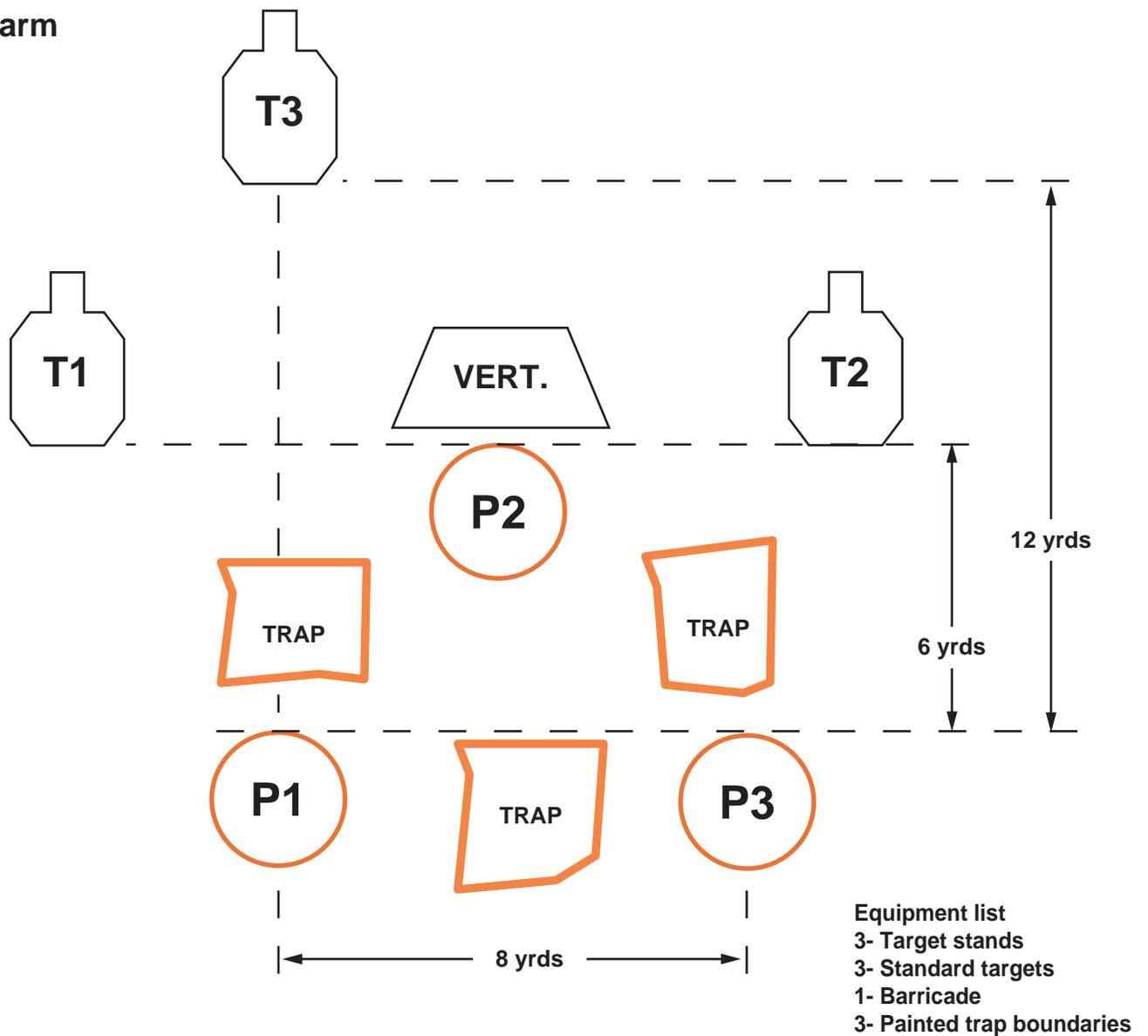
**- At the signal, turn, draw and fire 2 rounds at T1 using retention grip- retreat to P2 while engaging T2 and T3 in any order with 2 rounds each.**

**Once at P2, re-engage all targets from one side of the Vertical barricade with 2 rounds each, shift to the other side of the barricade and engage all targets with 2 rounds each.**

**Unload show clear.**

**Score and tape - 6 rounds per target.**

# The Pot Farm



You are hiking in Lassen County and wander into a patch of lush vegetation. The pot farmers have booby trapped the pathway and attack you on sight. Engage all threats with a minimum of 2 rounds each and get to the nearest tree for cover.

SCENARIO - Unlimited Count - FTN in Effect - Scored Hits: Best of 2 per target per string- Stepping in a Trap is a procedural. 6 rounds min. per string - 18 min. rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Standing in P1.

- At the signal, draw and engage T1 and T2 with a min. of 2 rounds each while advancing to cover at P2.  
At P2 engage T3 with a min. of 2 rounds. Unload show clear - score and tape.

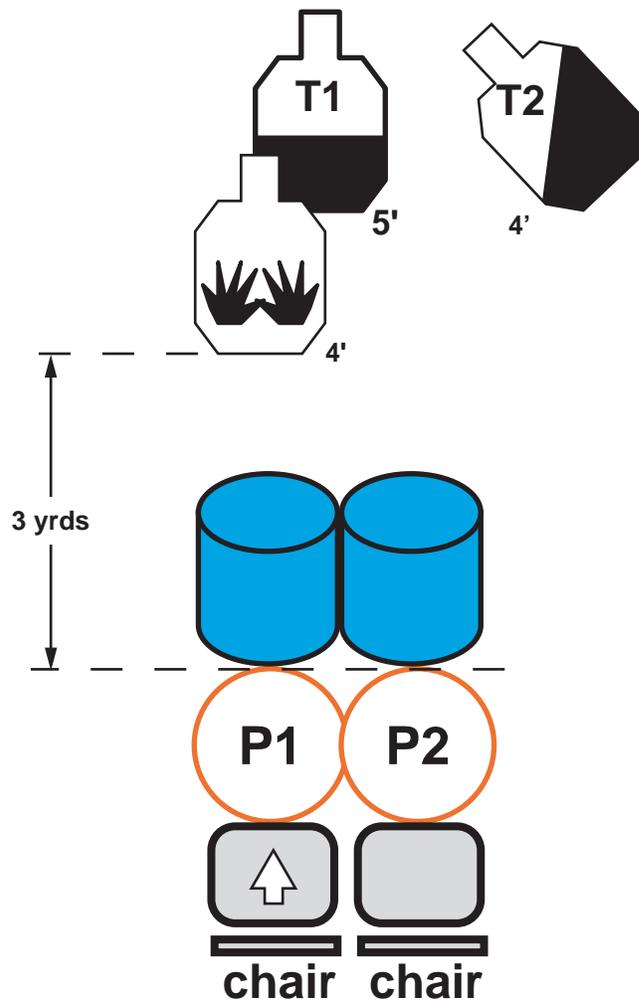
STRING TWO- Standing in P3.

- At the signal, draw and engage T1 and T2 with a min. of 2 rounds each while advancing to cover at P2.  
At P2 engage T3 with a min. of 2 rounds. Unload show clear - score and tape.

STRING THREE- Standing in P1. (No tree this time.)

- At the signal, draw and engage all threats with a min. of 2 rounds each while moving to P3. Unload show clear - score and tape.

## On the Bus



**Equipment list**  
3- Target stands  
1- Horiz. painted  
1- Diagonal painted  
1- Non-threat  
2- Barrels  
2- Chairs

You are attempting to use public transportation when two armed assailants attempt a "bus Jacking." The lead attacker has pistol whipped the driver and is attempting to get to the steering wheel.

**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 3 per target**  
180 degree muzzle rule in effect.  
6 rounds min. per string - 12 rounds min. per Cof

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Sitting facing down range - hands relaxed on knees - Pistol loaded to div. capacity and holstered.**

**STRING ONE -Starting in chair behind P1**

- At the signal stand, and draw inside P1 and engage all targets with a minimum of three rounds.

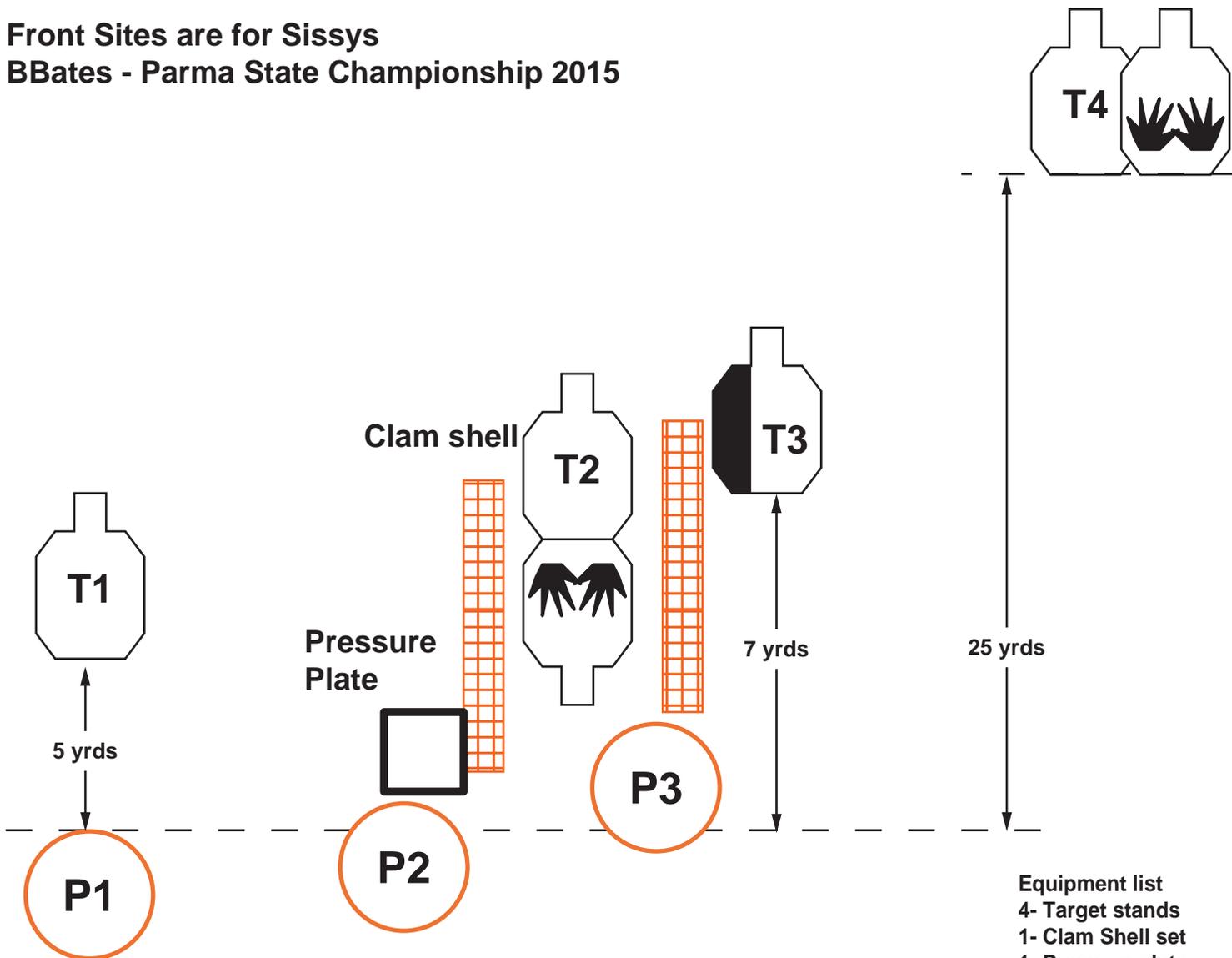
**Unload show clear. Score and tape - best of 3 rounds per target.**

**STRING TWO -Starting in chair behind P1**

- At the signal stand, and draw inside P1 - move to low cover at P2 - engage all targets with a minimum of three rounds.

**Unload show clear. Score and tape - best of 3 rounds per target.**

**Front Sites are for Sissys  
BBates - Parma State Championship 2015**



- Equipment list**
- 4- Target stands
  - 1- Clam Shell set
  - 1- Pressure plate activator
  - 3- Standard targets
  - 1- Vert. painted
  - 2- Non-threats
  - 2- Mesh walls
  - 4- Stakes for walls

**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 3 per target**

After a heated debate on the merits of point shooting, you walk out to your car only to find armed thugs eyeballing your range bag with guns drawn.

180 degree muzzle rule in effect.

12 rounds min. per string - 24 rounds min. per Cof Scored Hits Best of 3 on Paper

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing at P1 - facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

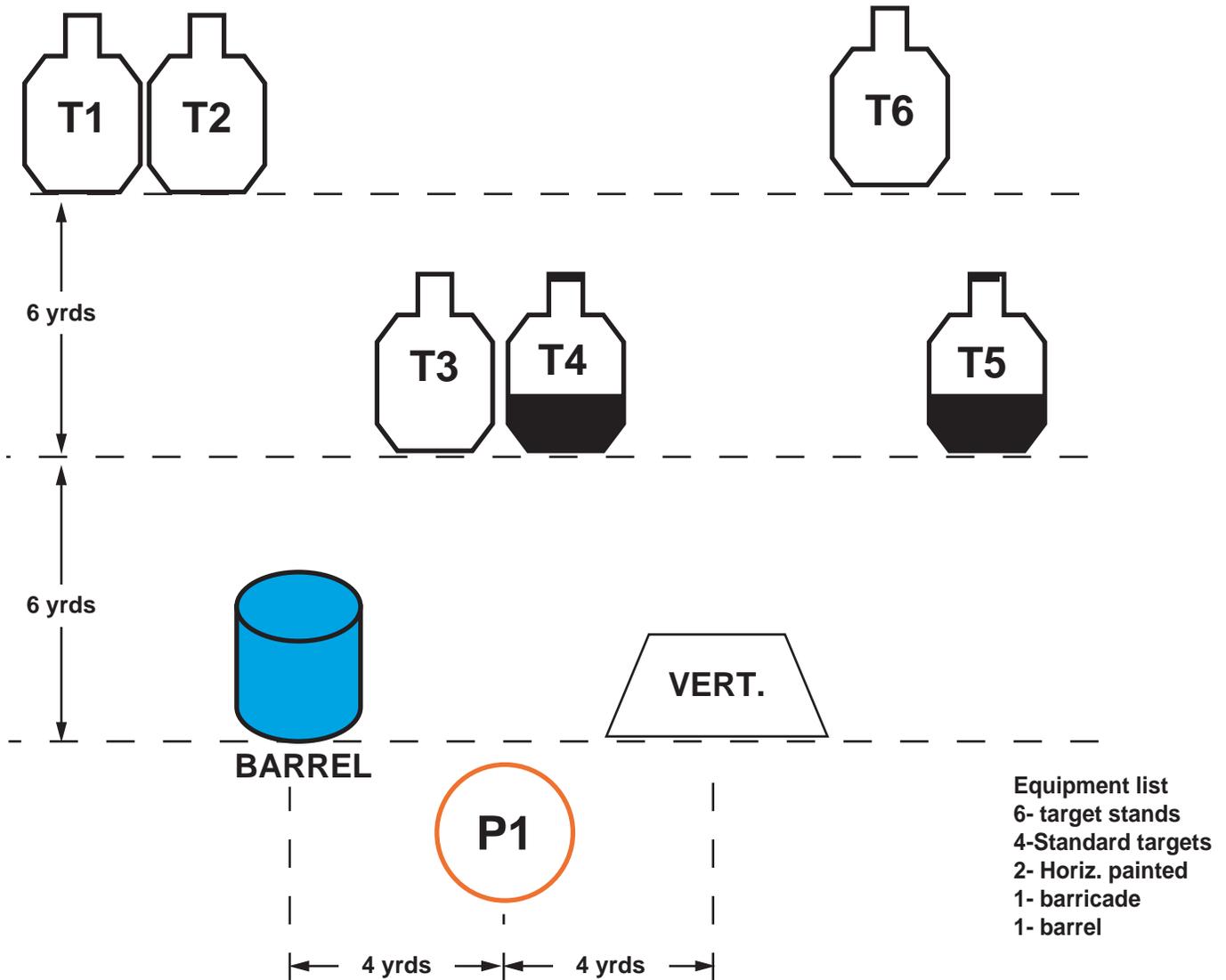
**STRING ONE -**

- At the signal draw inside P1 and fire a min. of 3 rounds at T1 - while advancing to P2. Once at P2, step on the pressure plate to activate the Clamshell target - engage T2 with a minimum of 3 rounds. Move to P3. Engage the remaining targets with a min. of 3 rounds each.

Unload show clear. Score and tape and reset.

**STRING TWO-** repeat first string.

## Mods Vs. Rockers



You are enjoying the car show until rival motorcycle gangs start shooting at everyone. Move to cover and engage all threats with at least 3 rounds each.

**SCENARIO - Vickers Count - FTN in Effect - Scored Hits: Best of 3 per target -18 rounds per string - 36 rounds per CoF.**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**String 1-**

**At the signal, draw and move to cover of your choice , targets can be engaged while moving. Engage all targets with a minimum of 3 rounds each in tactical priority (slicing the pie).**

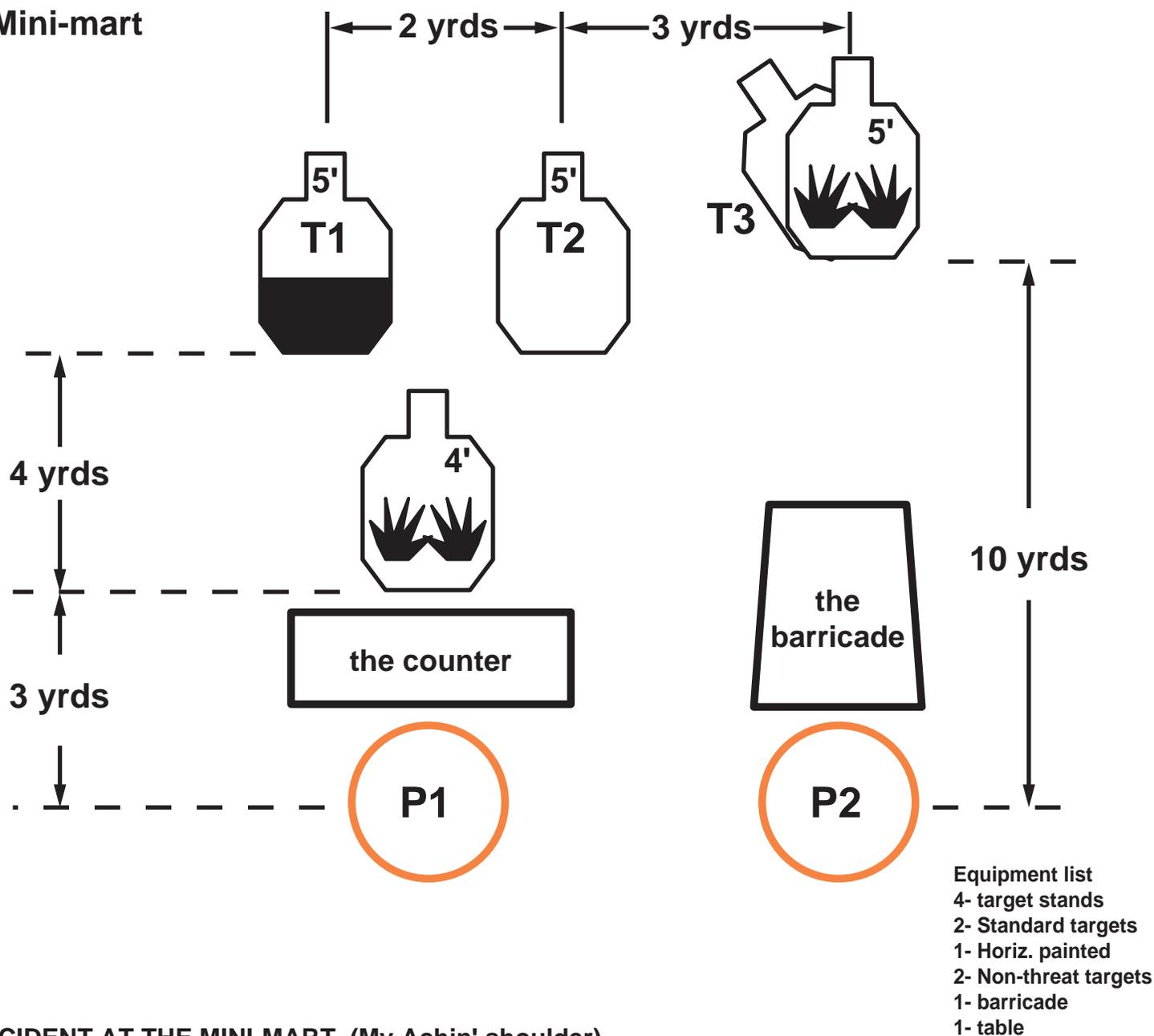
**Unload and show clear. Score and tape - score best of 3 rounds per target.**

**String 2-**

**Repeat string one.**

**Unload and show clear. Score and tape - score best of 3 rounds per target.**

## Mini-mart



### INCIDENT AT THE MINI-MART (My Achin' shoulder)

Scenario - Having taken a job as a clerk at the local minimart to offset ammo costs, you are sitting behind the counter when a midday armed robbery is attempted.

Unlimited count - FTN in effect - Min. 9 rounds per string - minimum 18 rounds per Cof.

String 1 Starting standing at P1 - pistol holstered and loaded to division capacity.

At the Signal - Draw and engage T1 and T2 with min. 3 rounds each.

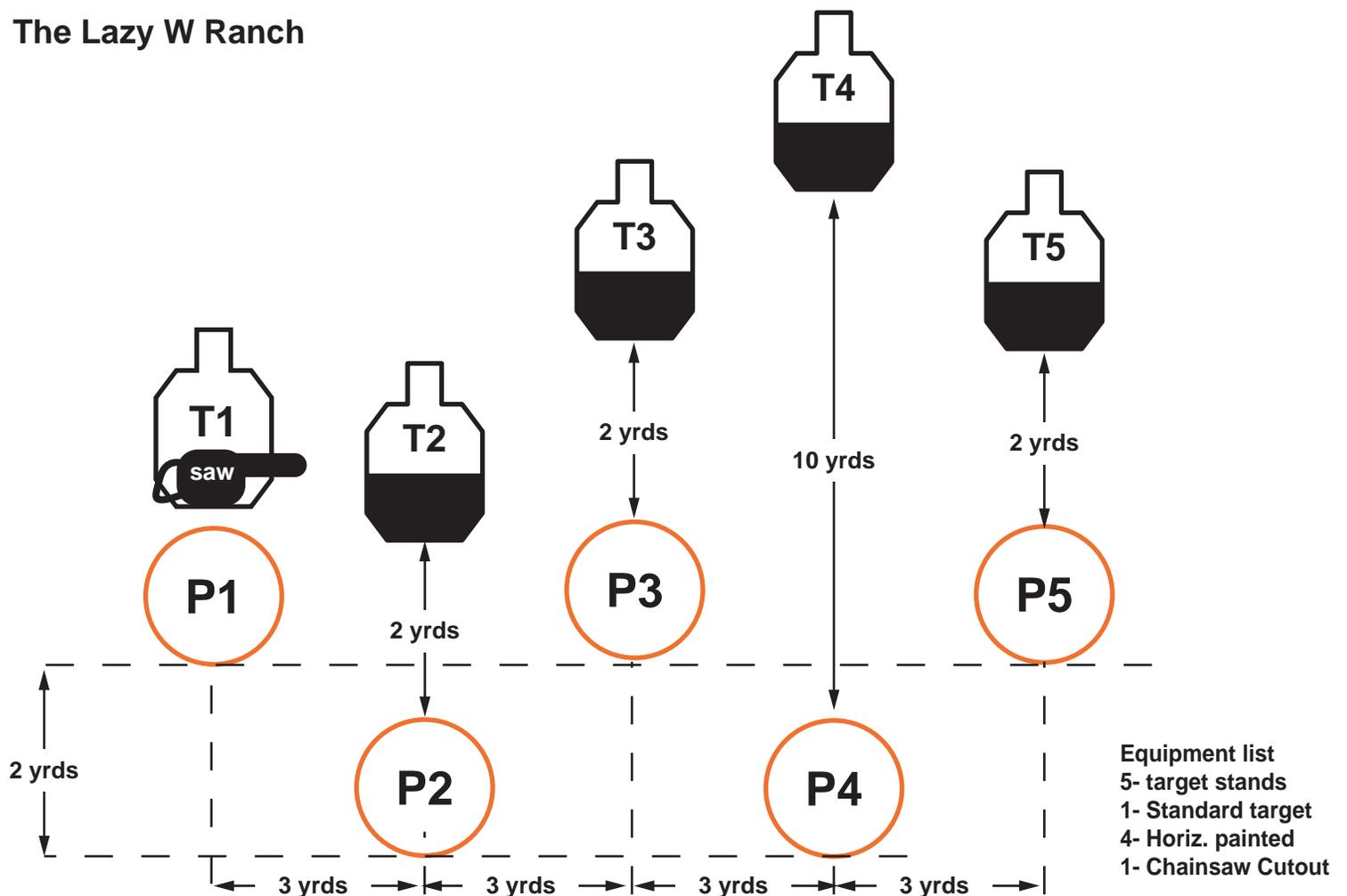
Reload if required before advancing to cover at P2, then engage T3 with a min. of 3 rounds.

Unload show clear. Score and tape - best of 3 rounds per target

String 2 - Repeat String 1

Unload show clear. Score and tape - best of 3 rounds per target

# The Lazy W Ranch



## SCENARIO -

You are out moseying in the fields of the Lazy W Ranch when confronted by a large open space, cows, and 5 armed rustlers. Naturally, the closest rustler is carrying a chainsaw which he is trying to start. There is no cover, so movement is your only friend in this pasture.

Vickers Count - FTN in Effect - Scored Hits: Best of 3 per target - Min. 15 rounds per String. Min. 30 Rounds per COF. All shots fired from designated shooting positions P1 for T1, P2 for T2, etc. Reload in designated shooting positions. The Saw is hard cover.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing, facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

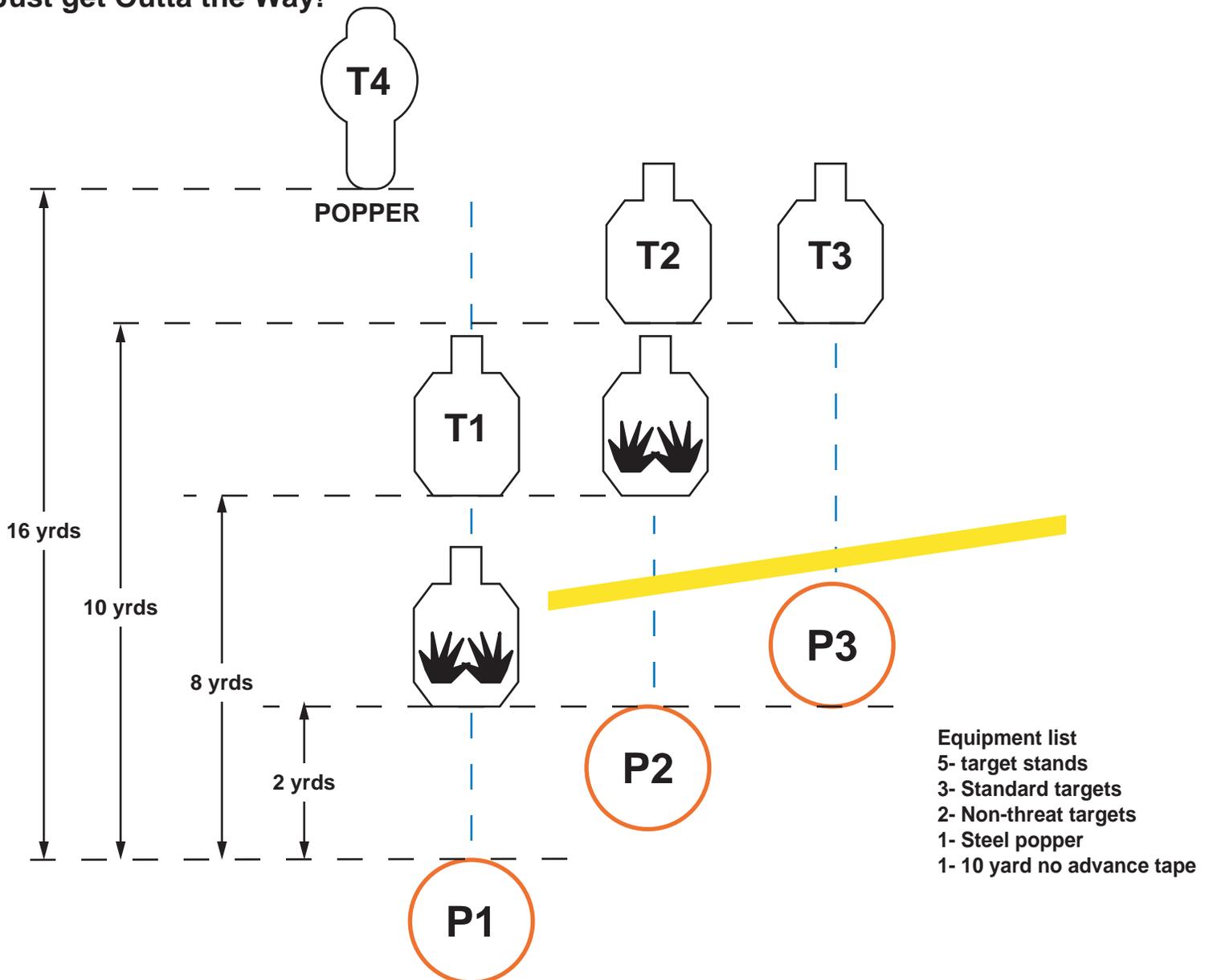
- At the signal, draw inside P1 and fire a min. of 3 rounds at T1 - move to P2.  
Inside P2 engage T2 with a min. of 3 rounds - move to P3.  
Inside P3 engage T3 with a min. of 3 rounds - move to P4.  
Inside P4 engage T4 with a min. of 3 rounds - move to P5.  
Inside P5 engage T5 with a min. of 3 rounds.

Unload show clear. Score and tape - Best of 3 rounds per target.

STRING TWO- repeat first string

Unload show clear. Score and tape - Best of 3 rounds per target.

# Just get Outta the Way!



**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 3 on paper- Steel must fall 180 degree muzzle rule in effect.**

**The leader of the armed gang is way in the back barking orders to shoot everyone - by standers are blocking your shots and won't get out of the way.**

**10 rounds minimum per Cof - reloads must be done inside a shooting position. Movement is up to the shooter.**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing at P1 facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

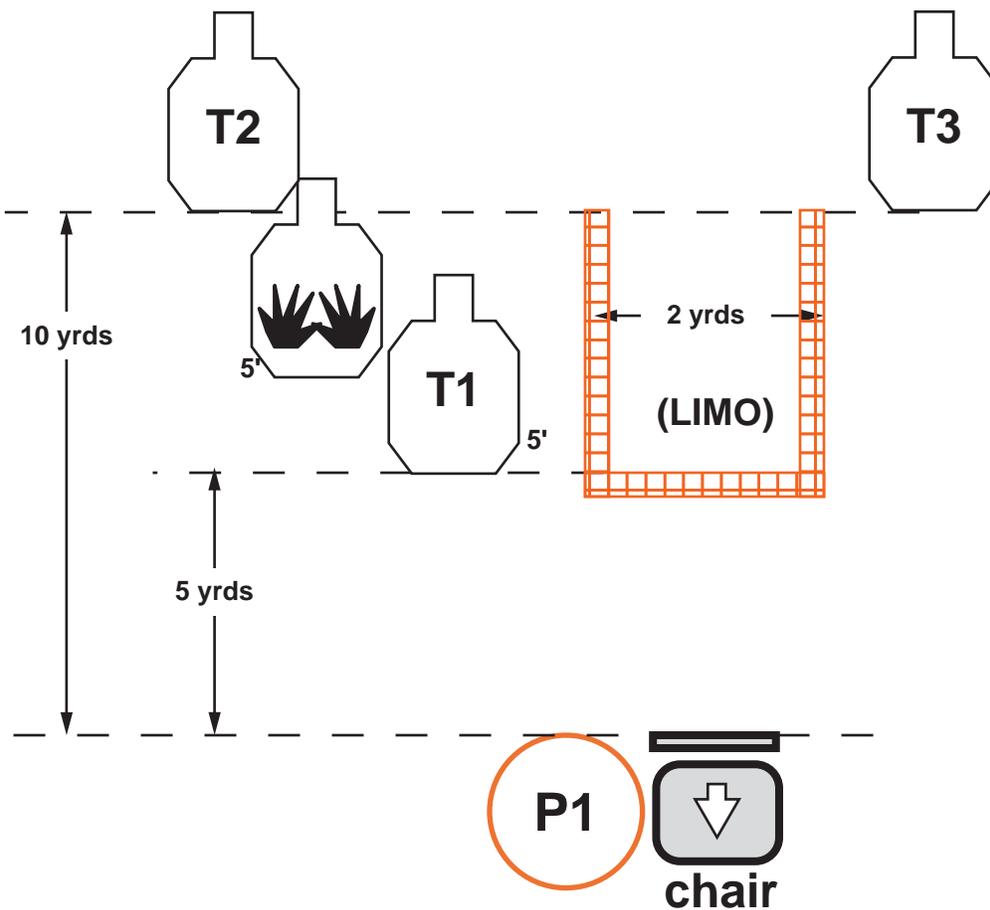
**STRING ONE**

**- At the signal engage all paper with a minimum of 3 rounds and engage the steel until it falls.**

**Unload show clear.**

**Score and tape.**

## In the lead Car



- Equipment list
- 4- target stands
  - 3- Standard targets
  - 1- Non-threat target
  - 1- Orange net
  - 4- Stakes
  - 4- Poles
  - 1- Chair

### SCENARIO - Unlimited count- FTN in Effect

You are sitting in the right hand seat of the lead car when the Limo with the VIP is rammed by attackers. The Client is being pulled from the vehicle when you exit the lead car to stop the kidnapping. Watch for the obvious shoot through!

180 degree muzzle rule in effect.

6 rounds minimum per string - 18 rounds per Cof Scored Hits Best of 2 on Paper

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Sitting in chair facing up range - hands relaxed on knees - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting in chair facing up range back to T1

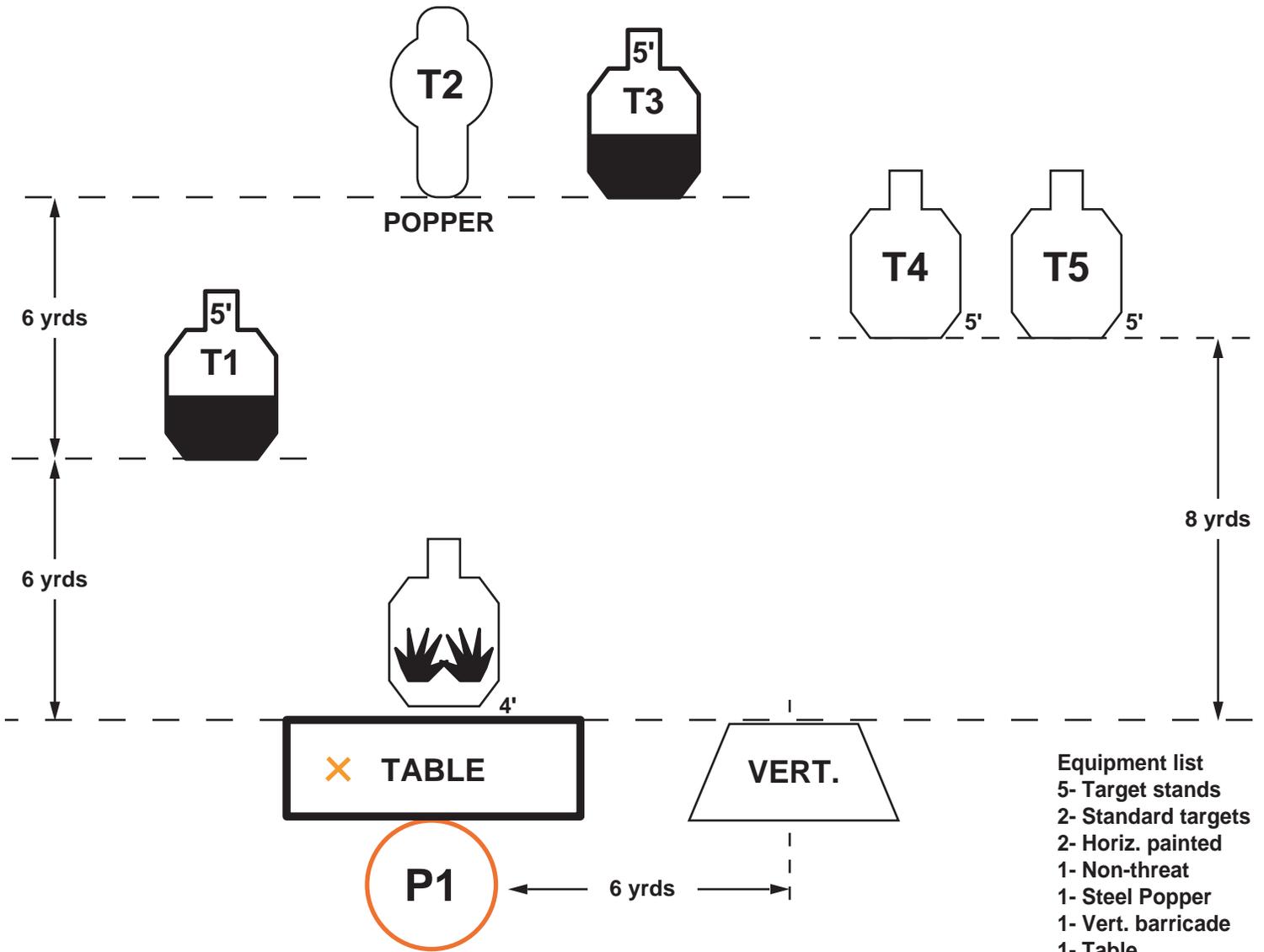
- At the signal stand, turn, and draw inside P1 and engage all threats with a minimum of 2 rounds each.

Unload show clear. Score and tape.

STRING TWO- repeat first string.

STRING Three- repeat first string.

# Hooligan Colors Change



**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 on paper per string - Steel must fall**

**9 rounds minimum per string - 18 rounds minimum per Cof**

You are enjoying a beverage at a cafe when a group of Hooligans storm the scene - you attempt to put on the right colored shirt - but it is too late.

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes, but it starts on the table.**

**Starting Position - Standing at P1- facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered. Concealment garment is laying on the table. All reloads done from cover.**

## STRING ONE

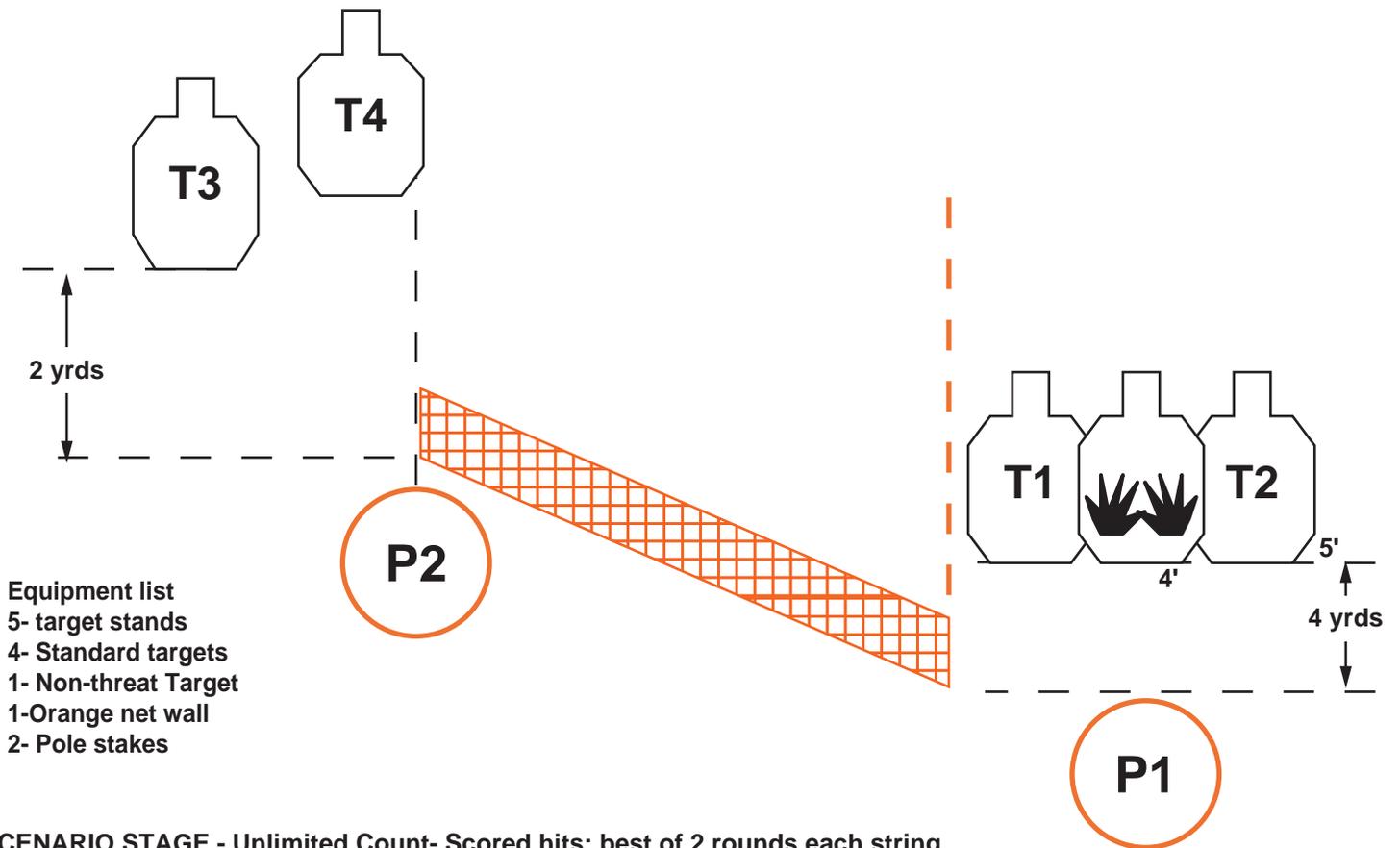
- At the signal, put on your concealment garment, draw and engage T1 with a min. of two rounds and T2 until it falls or you need to reload. Move to cover at P2, and engage remaining targets with a min. of two rounds each.

Unload show clear. Score and tape - 2 rounds per target.

**STRING TWO- repeat first string.**

Unload show clear. Score and tape - 2 rounds per target.

# Home Defense 1



**SCENARIO STAGE - Unlimited Count- Scored hits: best of 2 rounds each string.  
16 rounds per CoF**

**When arriving at home you find your garage door open and a family member being threatened by two hostiles. After dealing with the initial threat , you move to the side yard to engage two more threats.**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -Starting at P1**

**- At the signal, and draw inside P1 and engage T1 and T2 with a minimum of 2 rounds each in tactical SEQUENCE. Once the initial threats are engaged, move to P2 and engage T3 and T4 as they become visible with a minimum of 2 rounds each.**

**Unload show clear.**

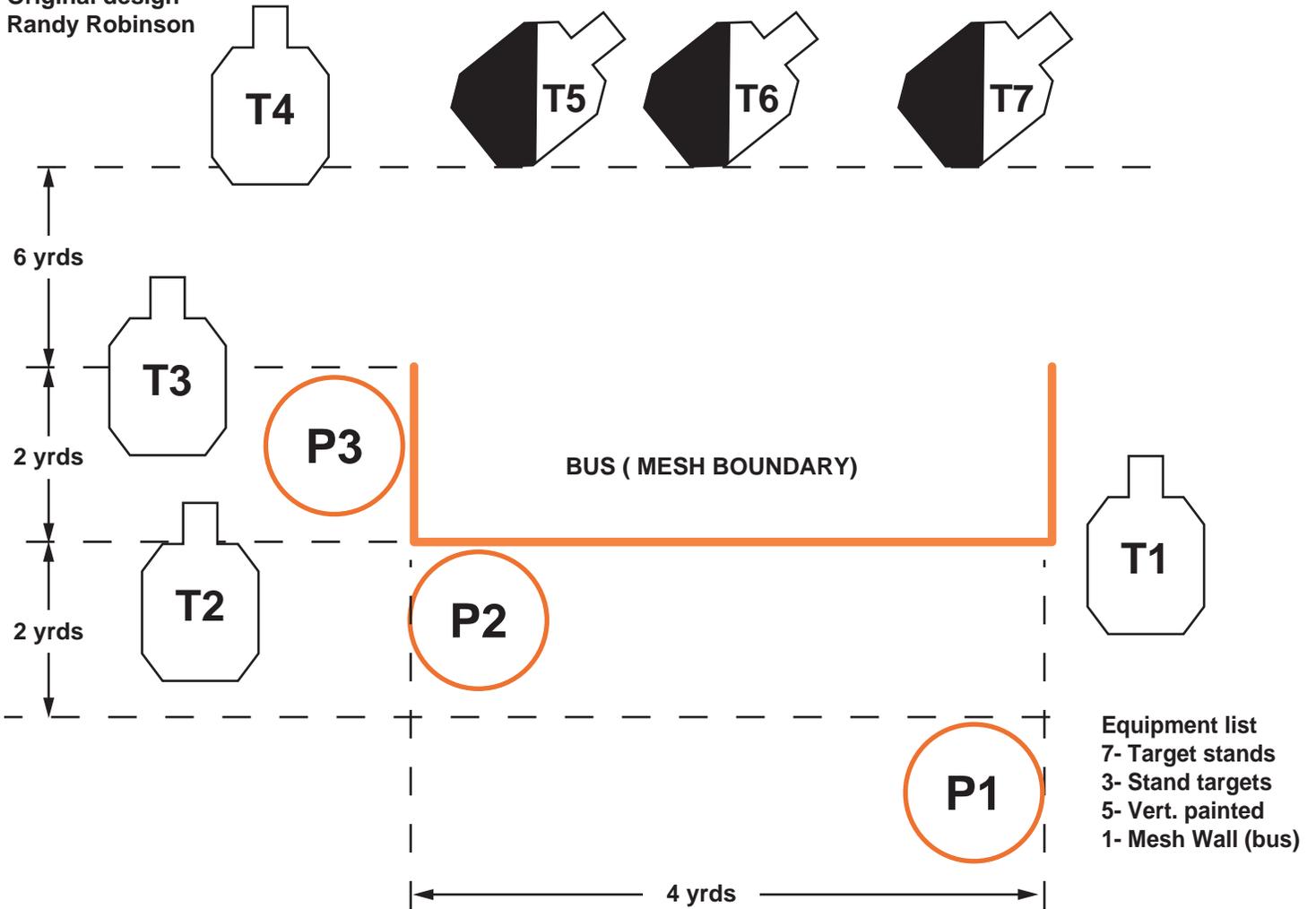
**Score and tape - best of 2 rounds on all targets.**

**STRING TWO- repeat first string**

**Unload show clear.**

**Score and tape - best of 2 rounds on all targets.**

**Heads? 2.0**  
Original design  
Randy Robinson



**SCENARIO :** You are attacked in a parking lot. Eliminate the first two threats and then take cover behind a bus. Work your way around the bus to engage all remaining threats.

- Vickers Count - FTN in Effect - Scored Hits: Best of 2 per target

14 rounds min. per string - 28 rounds min. per Cof

**START-STOP:** Audible - Last shot **CONCEALMENT REQUIRED:** Yes

**Starting Position -** Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

**STRING ONE -**Starting at P1

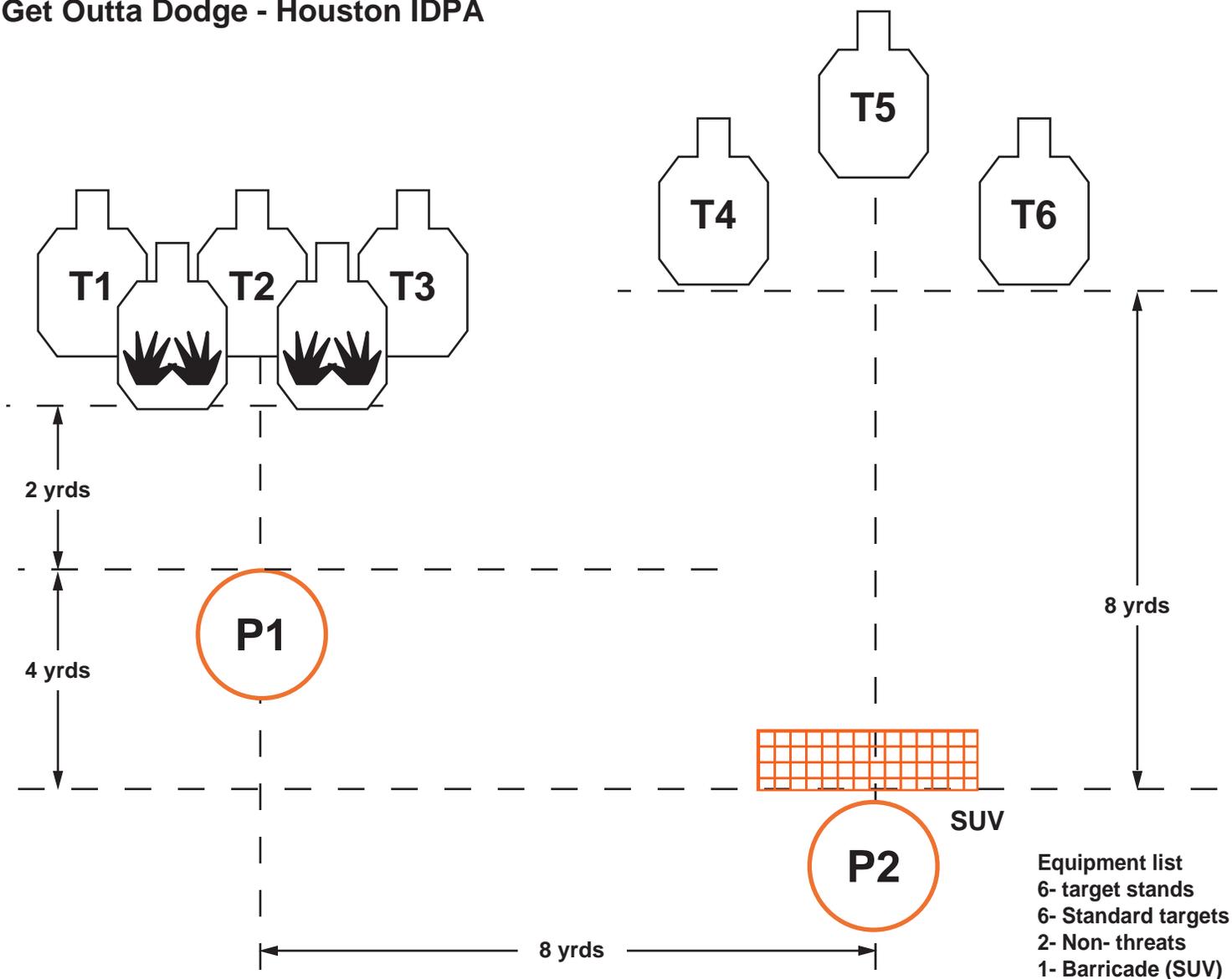
- At the signal draw inside P1 and fire a min. 2 rounds at T1 - then a min. of 2 rounds at T2 - advance to cover at P2. Once at P2 engage T3 and T4 with a min. of 2 rounds each using tactical priority (slice the pie) - advance to P3. Once at P3 engage T5, T6 and T7 with a min. of 2 rounds each.

Unload show clear. Score and tape - Best 2 rounds per target.

**STRING TWO-** repeat first string.

Unload show clear. Score and tape - Best 2 rounds per target.

# Get Outta Dodge - Houston IDPA



**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 per target per string**

**You are walking to your vehicle in a parking garage when attacked by armed assailants - three are using human shields.**

**12 rounds per string - 24 rounds per Cof**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**- Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -Starting at P1**

**- At the signal, draw and engage T1, T2, T3 in tactical SEQUENCE with a minimum of 2 rounds each. Shots can be fired in place or on the move - move to P2 and engage the remaining threats with a minimum of 2 rounds each using cover.**

**Unload show clear.**

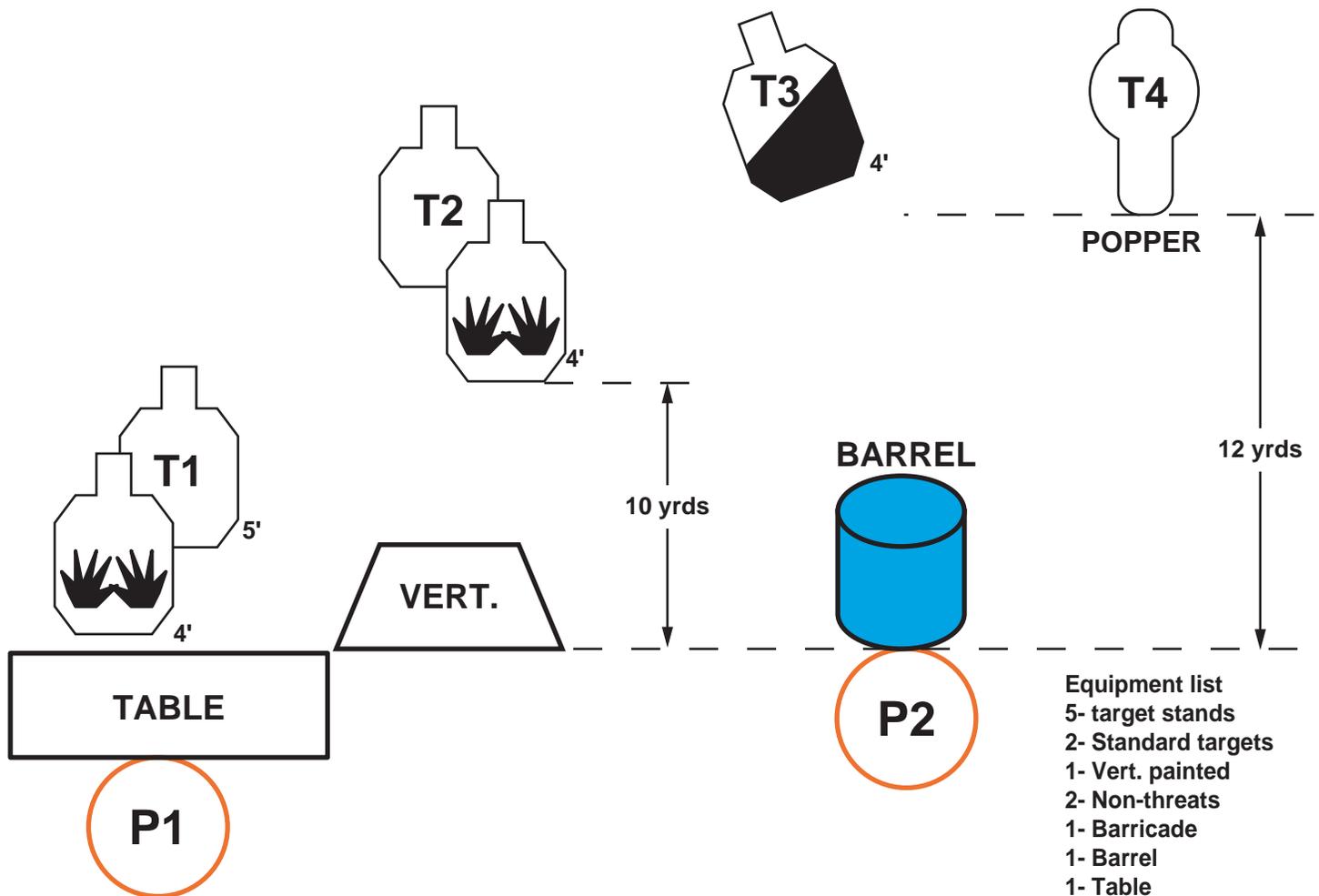
**Score and tape - best 2 rounds per target.**

**STRING TWO- repeat first string.**

**Unload show clear.**

**Score and tape - best 2 rounds per targe**

# Food Court



You are drinking awful mall coffee waiting for the store to open when a self-radicalized thug enters the food court with his grandfather's lever action rifle. He is unfamiliar with the weapon, so noone has been hit yet, but he'll get lucky eventually. The threat is moving and shooting wildly. Use cover to defend yourself and return fire

**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 on Paper - Steel must fall.**

180 degree muzzle rule in effect. Reloads must be done behind cover. All shots from behind cover. Popper must be engaged from P2.

7 rounds minimum per string - 14 minimum rounds per Cof

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing at P1 facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -**

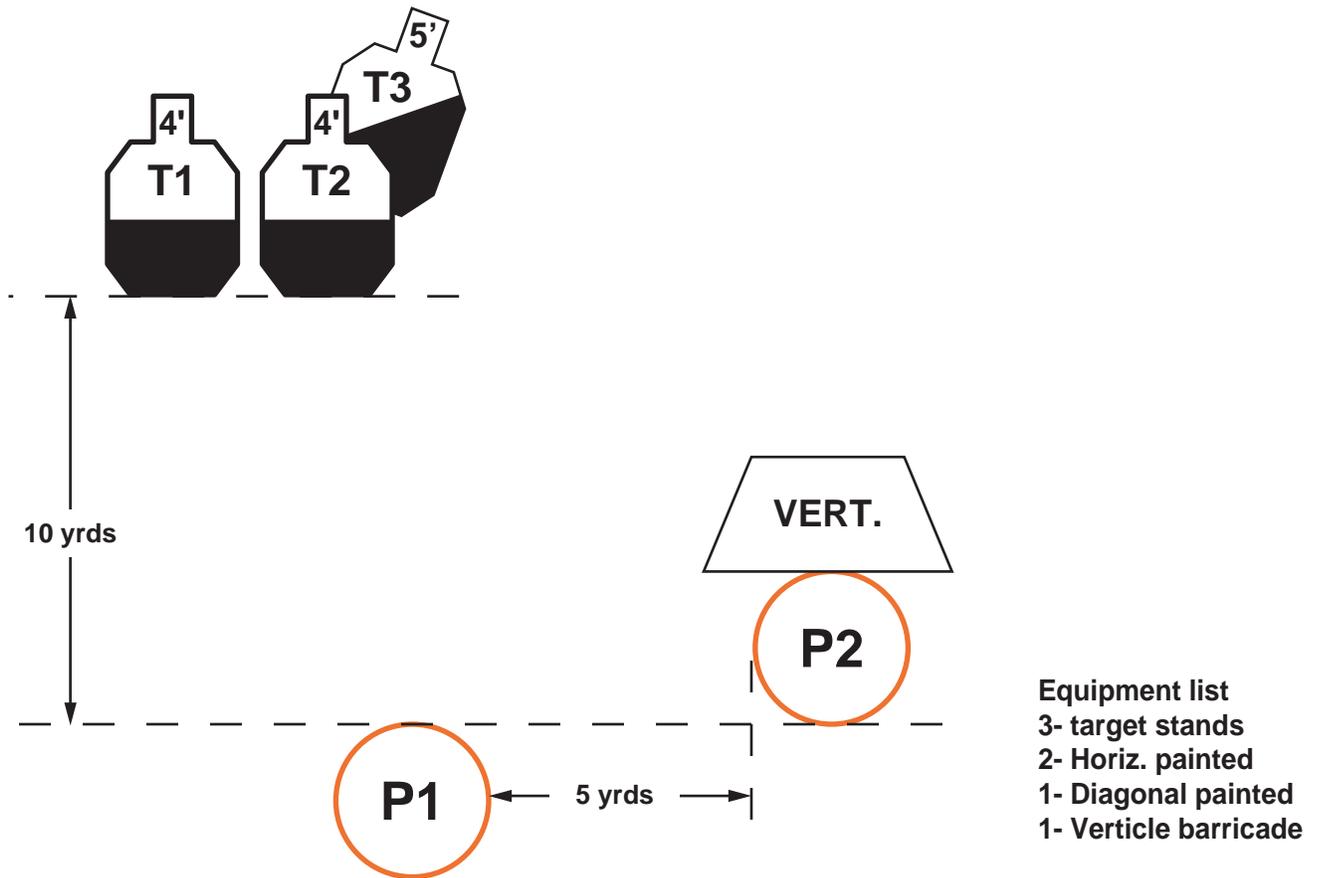
- At the signal, draw and fire 2 rounds at all paper targets from cover. T4 (the popper) must be engaged from P2.

Unload show clear. Score, tape and reset - 2 rounds per target.

**STRING TWO- repeat first string.**

Unload show clear. Score, tape and reset - 2 rounds per target.

## Drive by Trio



**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 3 per target  
180 degree muzzle rule in effect.**

**Three armed thugs in a little hatchback nearly run over you when you're crossing the street. They decide to stop you from reporting to law enforcement and turn back to finish their attack. Move quickly to cover while defending yourself.**

**9 rounds minimum per string - 18 rounds minimum per Cof**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

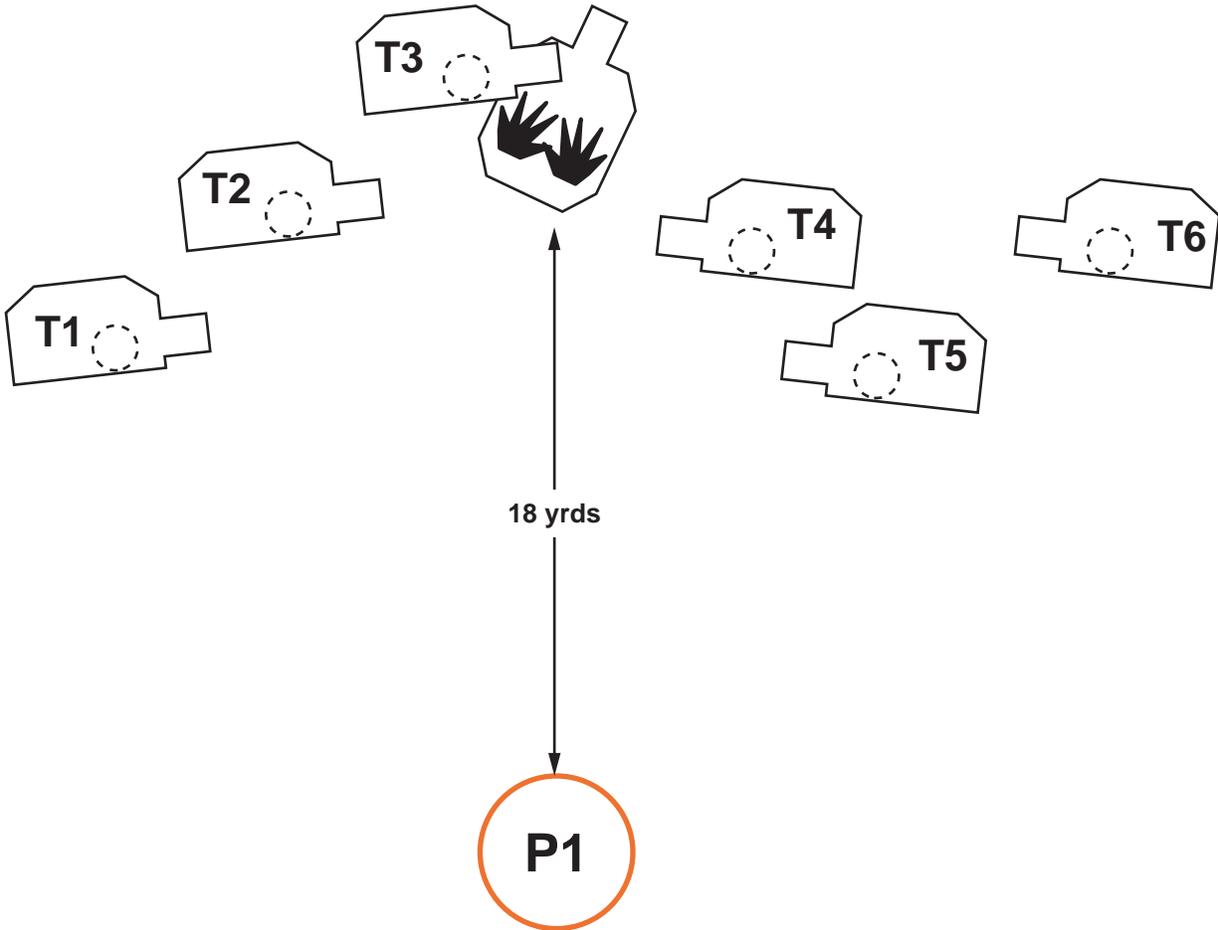
**STRING ONE -Starting at P1**

**- At the signal draw inside P1 and engage all targets while moving to P2 - use cover for make up shots.**

**Unload show clear. Score and tape - Best of 3 rounds per target.**

**STRING TWO- repeat first string.**

# Cujo and Friends



Equipment list  
6- Target stands  
6- Dog targets  
1- Non-threat

**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 per target**

**A rabid Saint Bernard and his pack are attacking the mail carrier - save your mail.**

**12 rounds per Cof**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

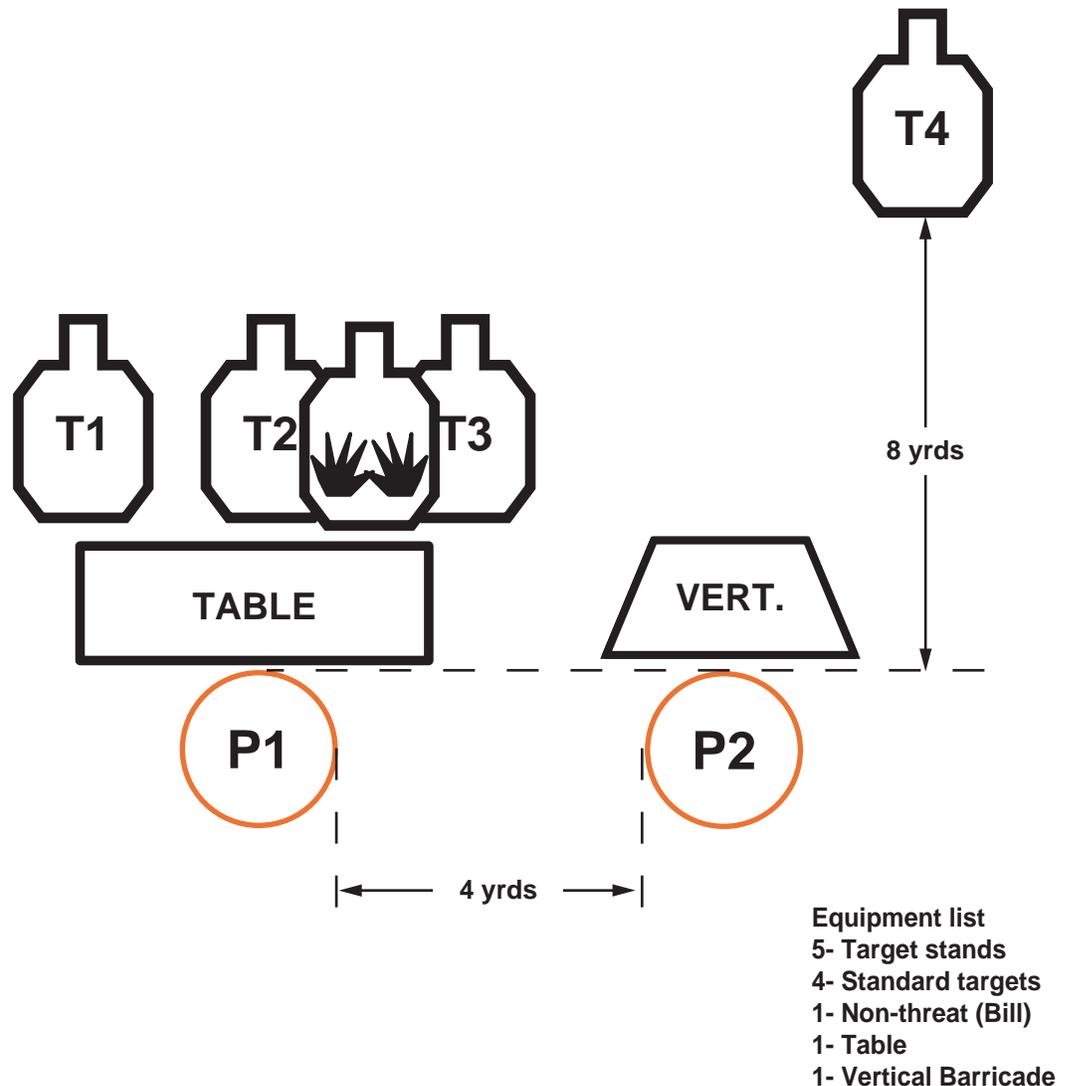
**Starting Position - Standing at P1 - facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -At the signal engage all threat targets with a minimum of 2 rounds, moving forward is optional, but probably prudent.**

**Unload show clear.**

**Score and tape - 2 rounds per target.**

## Playin' cards with Bill



### Scenario-

The card game isn't friendly after all. Engage the hostiles at the table, move to cover to reload, and neutralize the hostile blocking the door.

Vickers count - FTN in effect - 8 round minimum

Start standing at P1 - pistol holstered and loaded to division capacity.

- At the signal - draw and engage T1, T2, and T3 in tactical sequence (one per target first) with at least 2 rounds per target. Try not to shoot Bill.

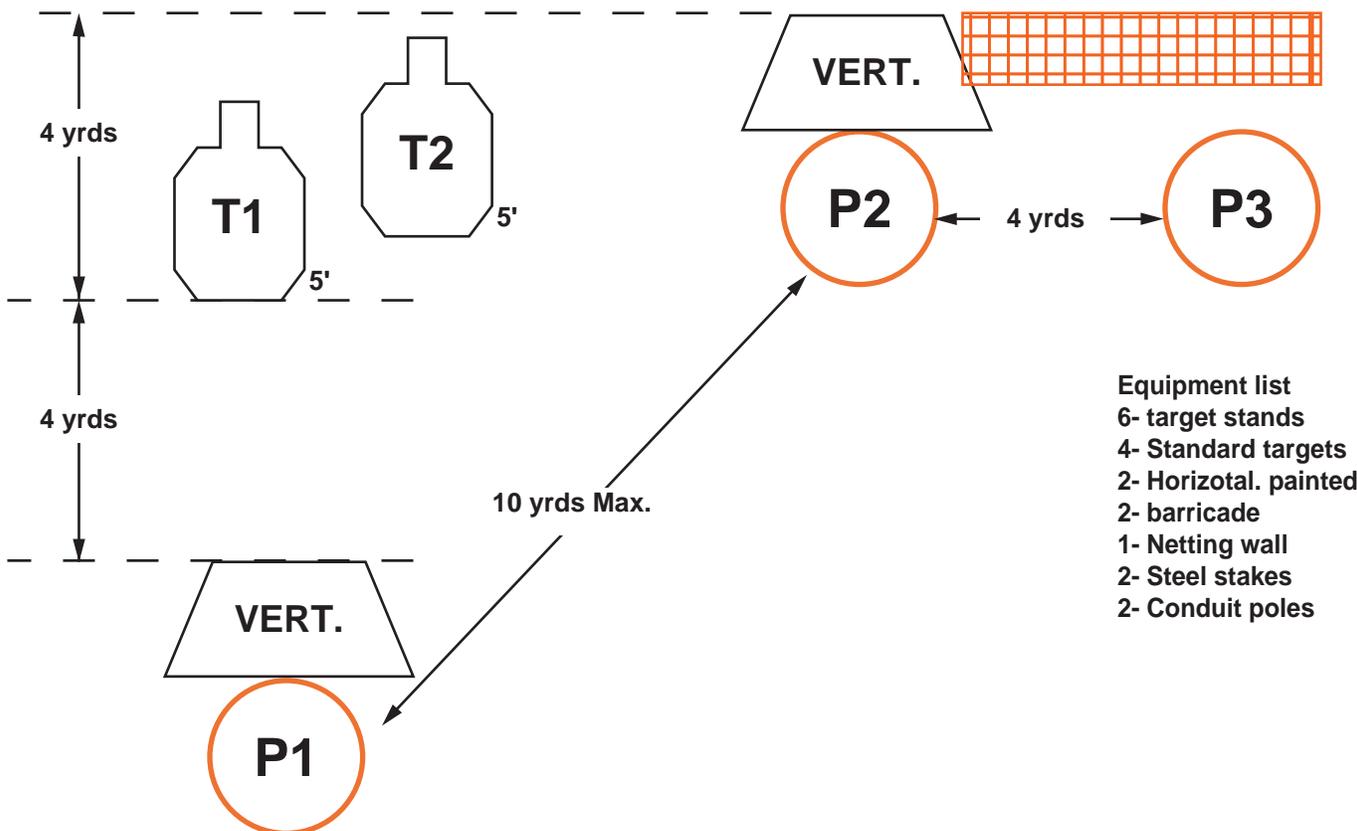
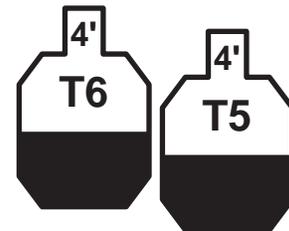
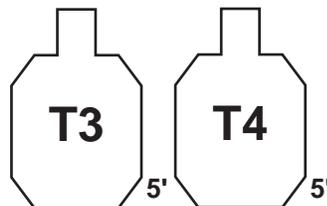
Move to cover at P2 and perform a reload if required, fire at least 2 rounds at T4.

Unload show clear.

Score and tape - score best 2 rounds on each target.

# Famous last stands of History -2

## Butch in Bolivia - Nov. 7 1908



- Equipment list
- 6- target stands
  - 4- Standard targets
  - 2- Horizontal. painted
  - 2- barricade
  - 1- Netting wall
  - 2- Steel stakes
  - 2- Conduit poles

**STANDARDS STAGE - Limited count - Scored hits: 2 rounds per target - 12 rounds per string**  
 180 degree muzzle rule in effect.

Your not-so-brilliant business partner has brought you to Bolivia were the "pickens are better" and we all know how that ends up...

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: No - what's the point?**

**Starting Position - Standing at P1 - facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

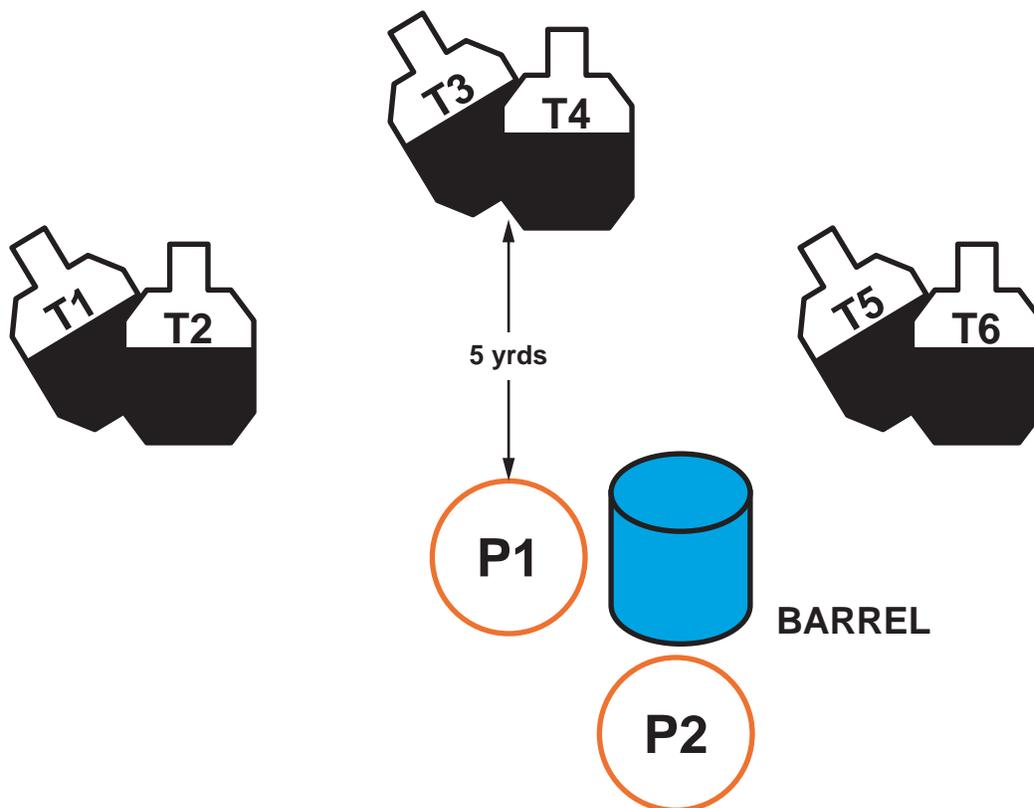
### STRING ONE

- At the signal, draw inside P1 and fire 2 rounds at T1 and T2 while advancing to P2.
  - When at P2, engage T3 and T4 with 2 rounds from the LEFT side of the barricade, move to P3.
  - From P3 engage T5 and T6 with 2 rounds from cover -OR- while advancing in cinematic glory.
- (Then comes the career ending hail of gunfire).

Unload show clear.

Score and tape - 2 rounds per target.

# Biker Blast - Houston IDPA



Equipment list  
3- Target stands  
6- Horiz. Painted  
1- Barrel

**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 per target per string**

You are leaving a coffee shop when a group of %1 bikers take offense to your choice of vests. You try to leave but they draw weapons while setting on their motorcycles. Start with hands at chest level. All threats are equally distant.

12 rounds per string - 24 rounds per Cof

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -Starting at P1**

- At the signal, draw and engage all threats in tactical SEQUENCE with a minimum of 2 rounds on each target.

Unload show clear.

Score and tape - 2 rounds per target.

**STRING TWO- Starting at P1**

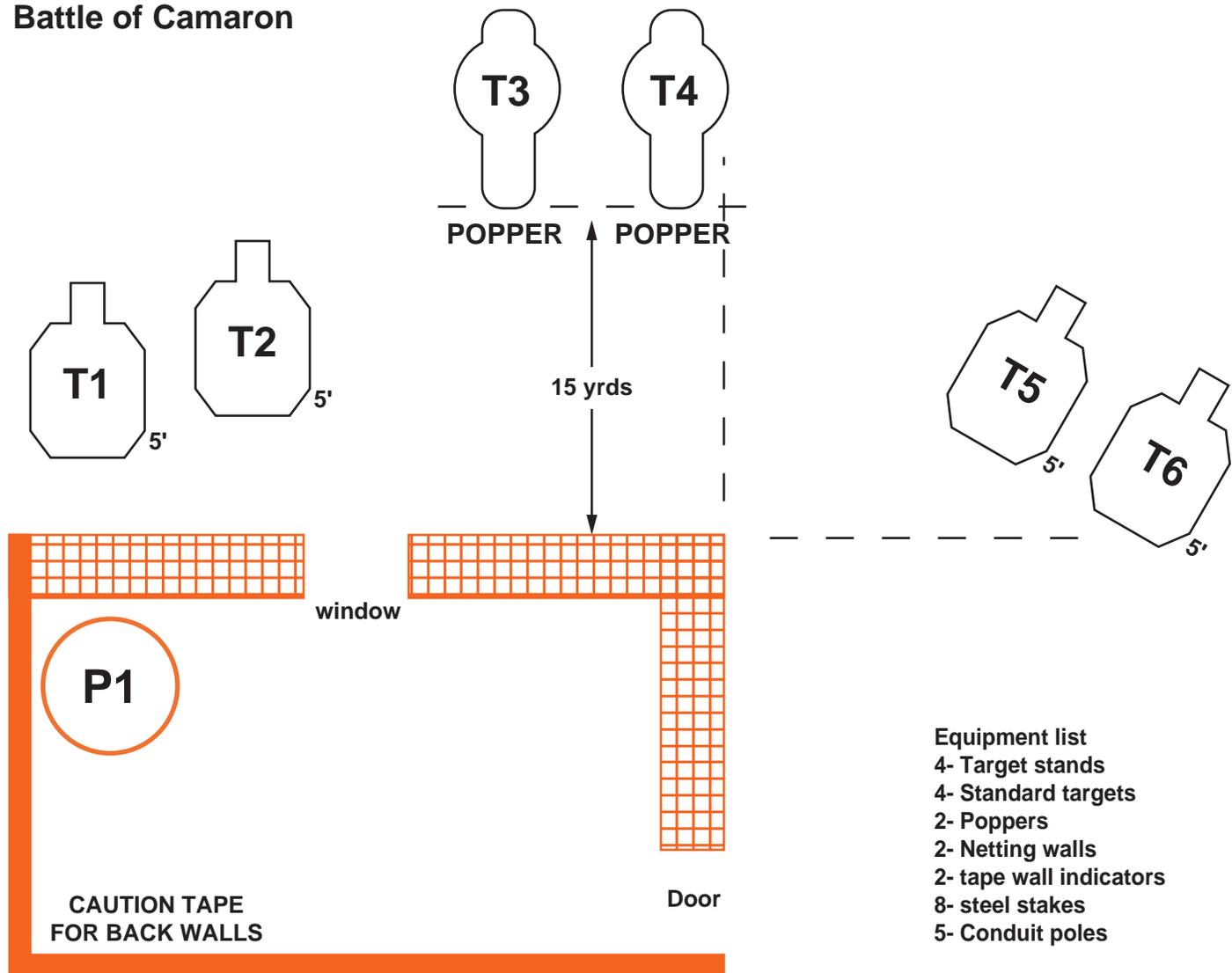
- At the signal, draw, move to cover at P2, and engage all threats with a minimum of 2 rounds on each target.

Unload show clear.

Score and tape - 2 rounds per target.

# Famous last stands of History - 1

## Battle of Camaron



### SCENARIO - April 30, 1863

You, your range bag, and 65 Legionnaires find yourselves in a little Mexican Hacienda surrounded by troops sent by Napoleon III. Outnumbered 30 to 1 - the outcome is obvious - but Capt. Danjou will fight to the bitter end. Ammo is critically short - and cover is your only friend now.

Unlimited count- FTN in Effect - Scored Hits: Best of 1 per target - Steel must fall to be scored.  
180 degree muzzle rule in effect.

6 rounds minimum per string - 18 rounds minimum per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range at P1 - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

#### STRING ONE -Starting at P1

- At the signal stand, draw inside P1 and engage all targets with a minimum of one round from cover- Unload show clear. Score and tape - best of 1 round per target.

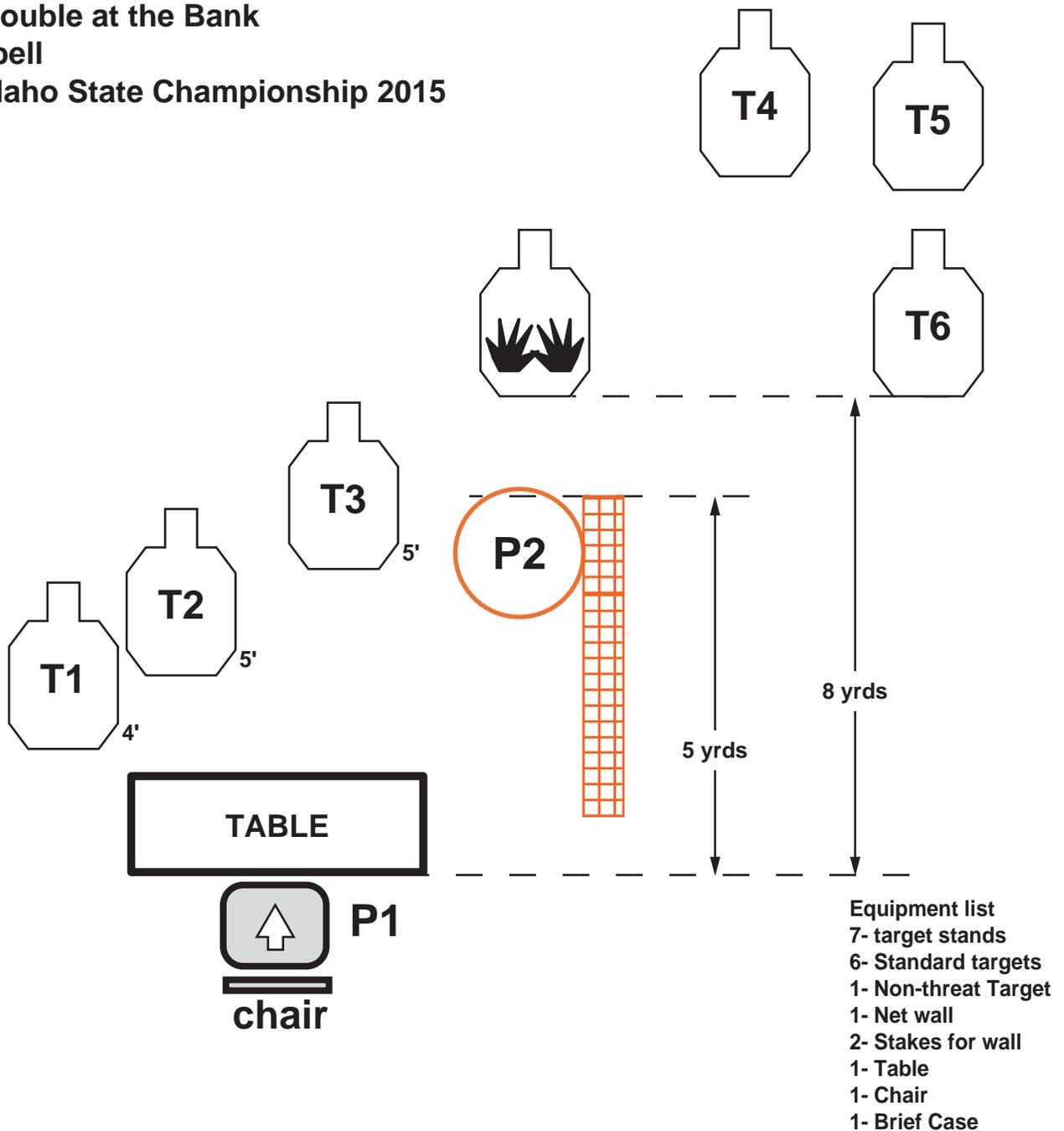
#### STRING TWO -Starting at P1

- At the signal stand, draw inside P1 and engage all targets with a minimum of one round from cover- Unload show clear. Score and tape - best of 1 round per target.

#### STRING THREE - DOMINANT HAND ONLY -Starting at P1

- At the signal stand, draw inside P1 and engage all targets with a minimum of one round from cover- Unload show clear. Score and tape - best of 1 round per target.

**Office Trouble at the Bank**  
**K Campbell**  
**Parma Idaho State Championship 2015**



**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 per target -180 degree muzzle rule in effect.**

**Armed thugs have taken the bank, but don't know how to tie knots. Your pistol and ammo are stashed in your brief case and you have freed your hands.**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: No**

**Starting Position - Sitting facing down range - hands at back of chair - Pistol loaded to div. capacity and stored in brief case with all ammunition loading devices.**

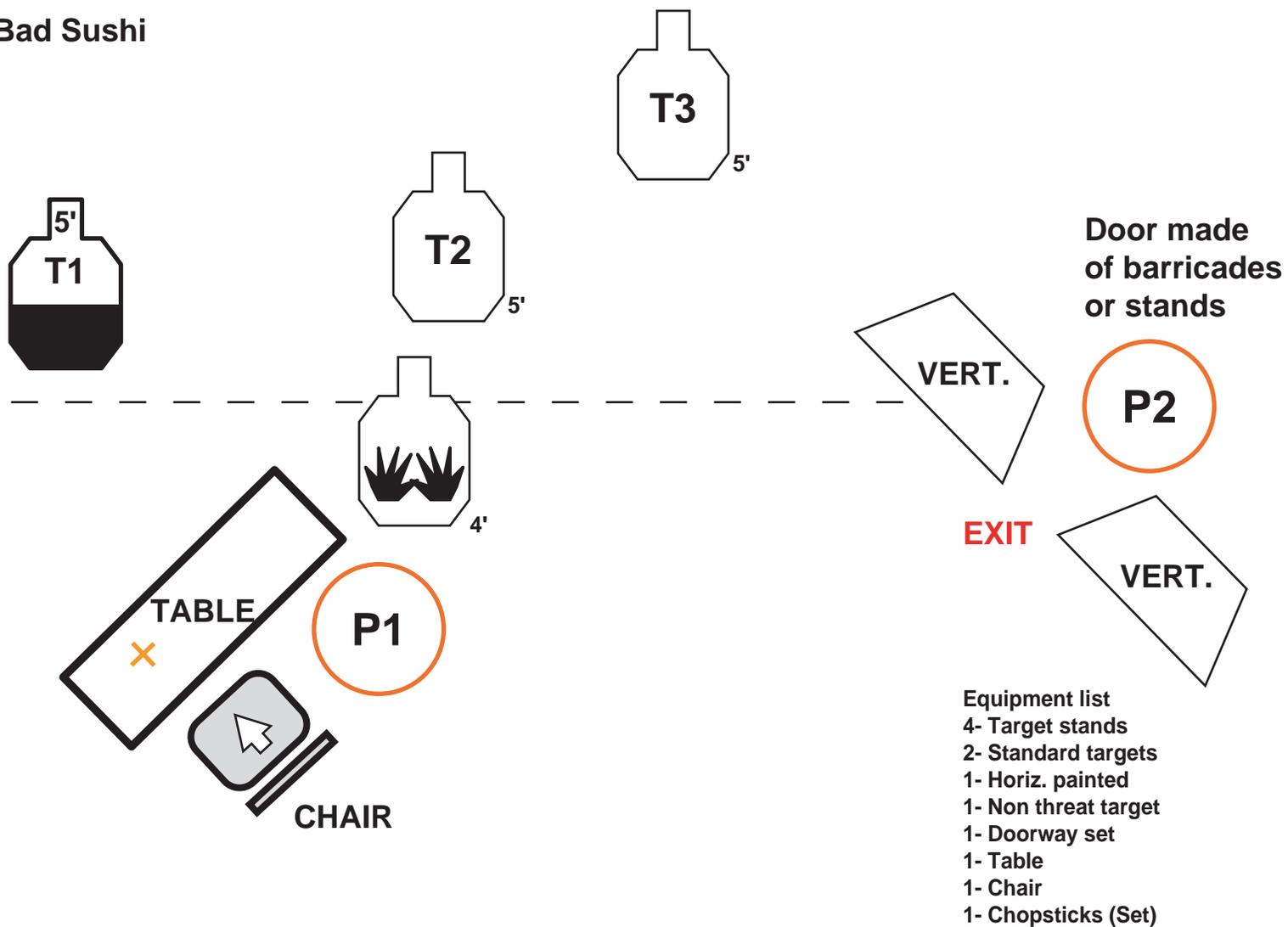
**STRING ONE -**

**- At the signal retrieve your pistol from from the brief case and engage targets T1, T2, and T3 while sitting at the desk. Retrieve and stow any loading devices to be used on the stage, then stand and advance to P2. Once at P2, engage all remaining targets from cover.**

**Unload show clear. Score and tape - Best of 2 rounds per target.**

**STRING TWO- repeat first string.**

## Bad Sushi



### SCENARIO

The Carson City Yakuza (all three of them) are attacking the sushi bar. Fight your way out the back door.

- Vickers Count - FTN in Effect - Scored Hits: Best of 2 per target

6 rounds min. per string - 18 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position 1 & 2 - Sitting at table - dominant hand holding chopsticks - Pistol loaded to div. capacity and holstered. Starting position String 3 - Standing at P2 - hands at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Sitting in chair.

- At the signal stand, draw inside P1 and fire a min. of 2 rounds at T1 - move to doorway while engaging T2 and T3.

Unload show clear. Score and tape - Best 2 rounds per target.

STRING TWO- Repeat first string.

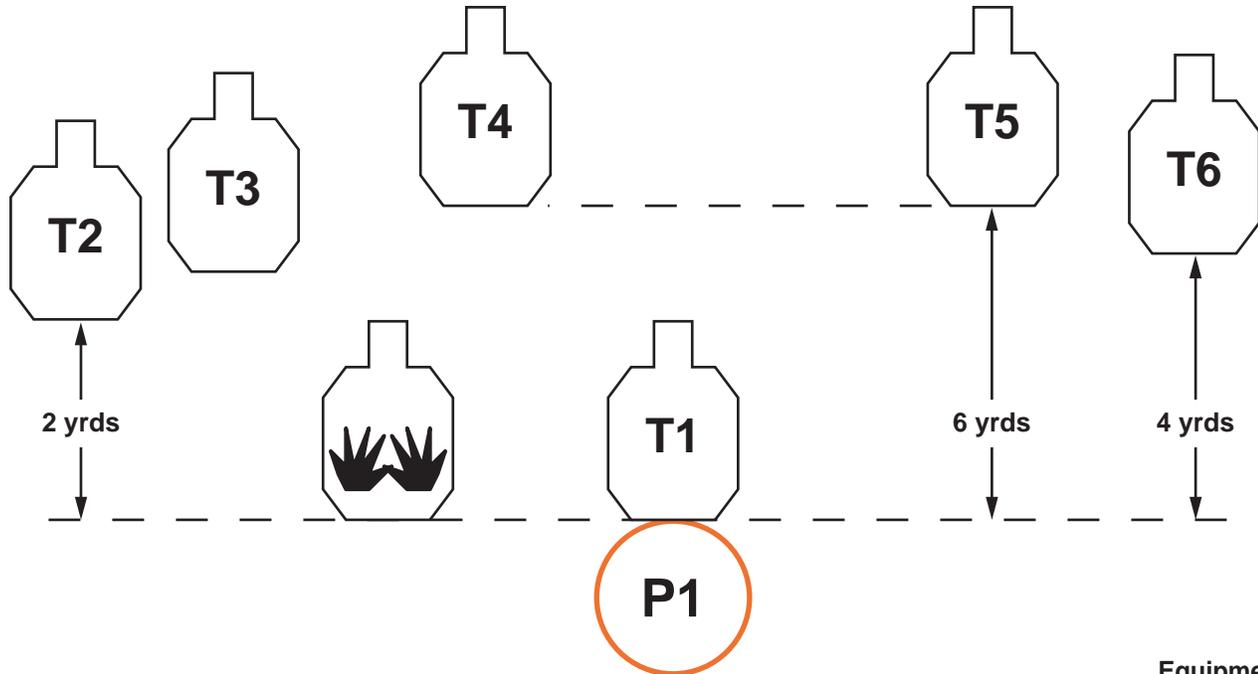
STRING THREE - Reverse the Engagement- Standing at P2 - Pistol loaded to div. capacity and holstered.

-At the signal, walk through the door and engage T3 and T2 while advancing to P1. Once at P1, engage T1 with a minimum of 2 rounds. Ask for a to go menu.

Unload show clear. Score and tape - Best of 2 rounds per target.

# Backup Blues

Course Designer: Lin Edwards



Equipment list  
7- target stands  
6- Standard targets  
1- Non-threat Target

**STANDARDS STAGE - Limited - Scored hits: 3 rounds per target per string.**

**18 rounds per string - 36 rounds per Cof - all shots fired while backing up.**

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing facing down range - close enough to touch T1 - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -Standing at P1 - Close enough to touch T1**

**- At the signal draw and engage T1 with 3 rounds from retention grip (shooting elbow on side)- back up while engaging T2 through T6 using freestyle form.**

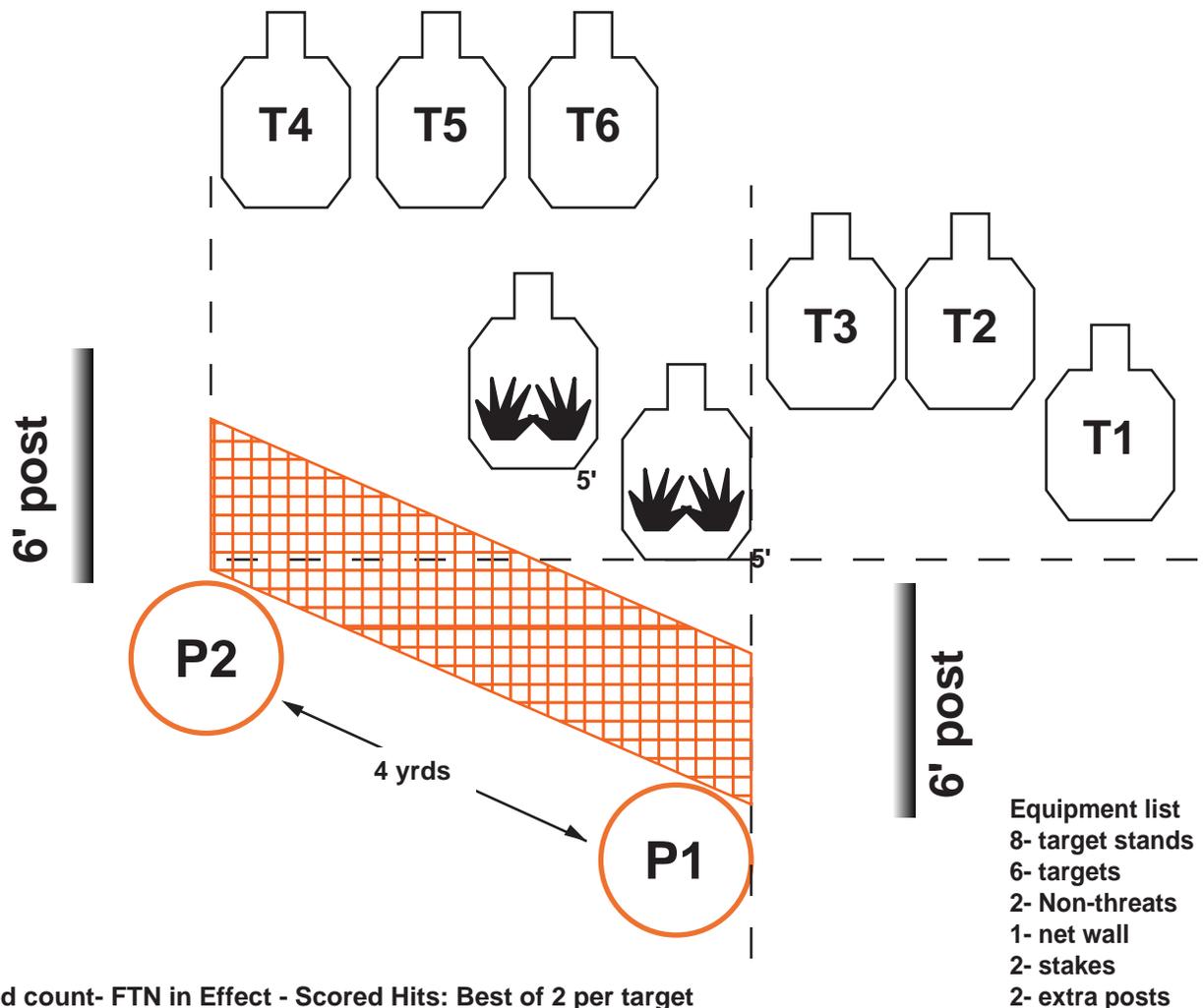
**Reload and Reholster.**

**STRING TWO- repeat first string.**

**Unload show clear.**

**Score and tape - 6 rounds per target.**

## And Behind Door #2...



**SCENARIO - Unlimited count- FTN in Effect - Scored Hits: Best of 2 per target**

Six armed attackers have cornered you in a park lavatory. There are two doors approximately four yards apart and there are two non-threats blocking most of the sight lines on three of the threats. Engage all targets with 2 rounds each using cover.

180 degree muzzle rule in effect. Doorways are 48" across. Wall is angled to aid in 180 degree safety.

12 rounds per string - 24 rounds per Cof Scored Hits Best of 2 on Paper

**START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes**

**Starting Position - Standing at P1 -facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.**

**STRING ONE -Starting at P1**

- At the signal draw and fire 2 rounds at all targets with good sight pictures - move to P2 when required and engage all remaining targets.

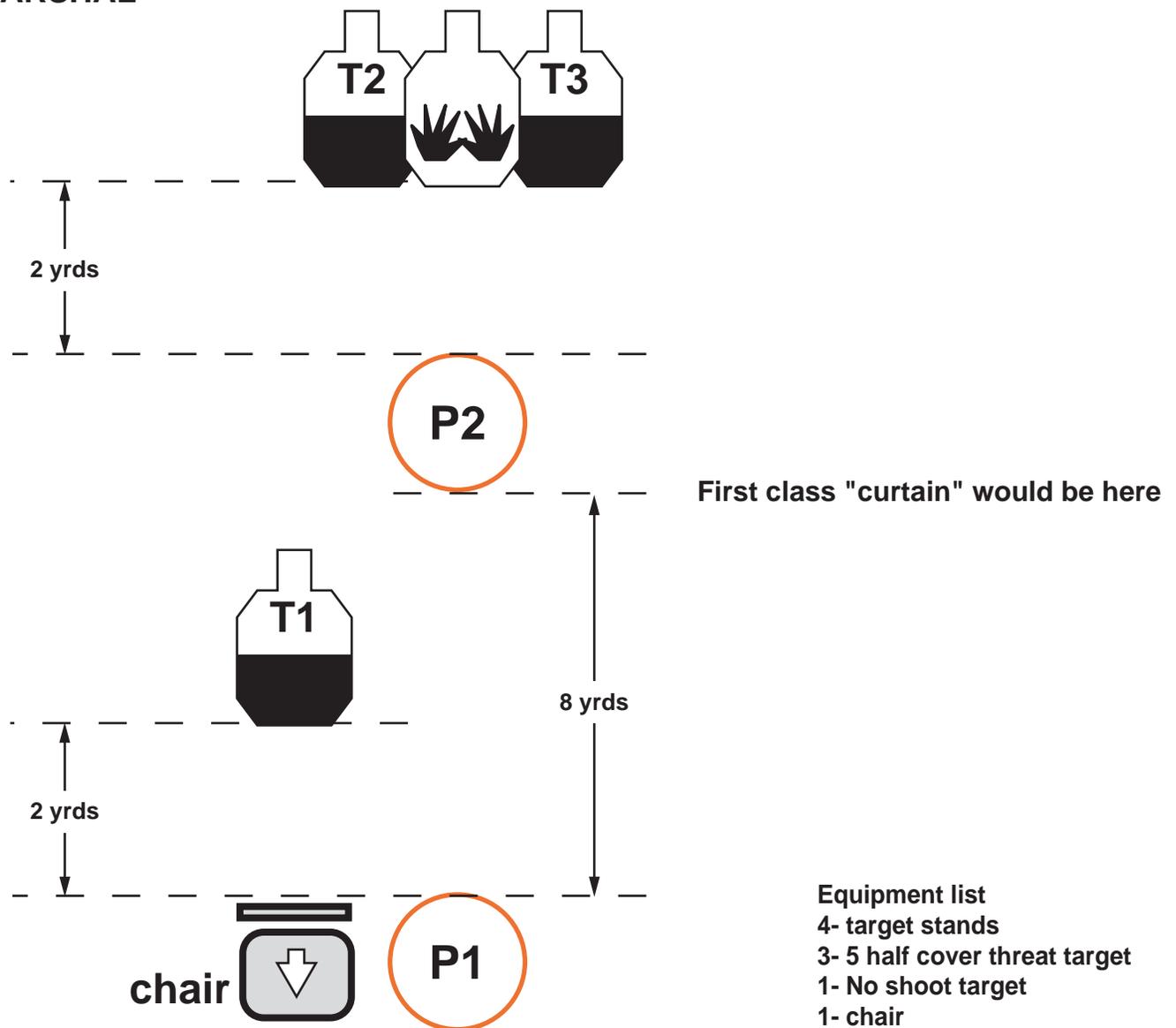
Unload show clear. Score and tape - 2 rounds per target.

**STRING TWO- Starting at P1.**

- At the signal draw and fire 2 rounds at all targets with good sight pictures - move to P2 when required and engage all remaining targets.

Unload show clear. Score and tape - 2 rounds per target.

# AIR MARSHAL



Exercise in firing while changing position, and tactical sequence.

Limited Vickers count

12 round total

**STRING ONE** -Starting in chair facing uprange back to T1

- At the signal stand, turn, and draw inside P1 and fire 2 rounds at T1 - advance to P2 while engaging T2 and T3 in tactical sequence (1-2-1).

Reload and Reholster.

**STRING TWO**- repeat first string.

Unload show clear.

Score and tape - 4 rounds per target.