

STAGE 1 Bay A: BANG BANG SH*T!

Orig. Designer: Jay L Hile/WSSC-PAS

SCENARIO: A bunch of bad guys to shot in tactical sequence. At some point during the match you'll hear "BANG BANG SH*T".

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T5 with three shots each in tactical sequence (1-1-1-1-3-2-2-2-2).

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 12

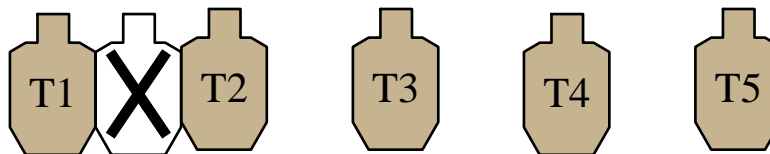
SCORING: Vickers Count

ROUND COUNT: Minimum 15 rounds.

SCORED HITS: Best three shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 2 Bay A: Day's Receipts are in Jeopardy

Orig. Designer: Robert Standley/Gallatin Gun Steam Plant Shootout **Modified:** Jay L. Hile/WSSC-PAS

SCENARIO: You have the day's receipts; the garage gang wants them, save your cash.

STAGE PROCEDURE: Standing at P1, facing down-range, weak hand holding the briefcase, strong hand at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T2 with three shots each in tactical priority strong hand only while carrying the briefcase to P2. At P2 you may put down the briefcase and engage with T3-T5 with three shots each from cover (slicing the pie).

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 7 to 15

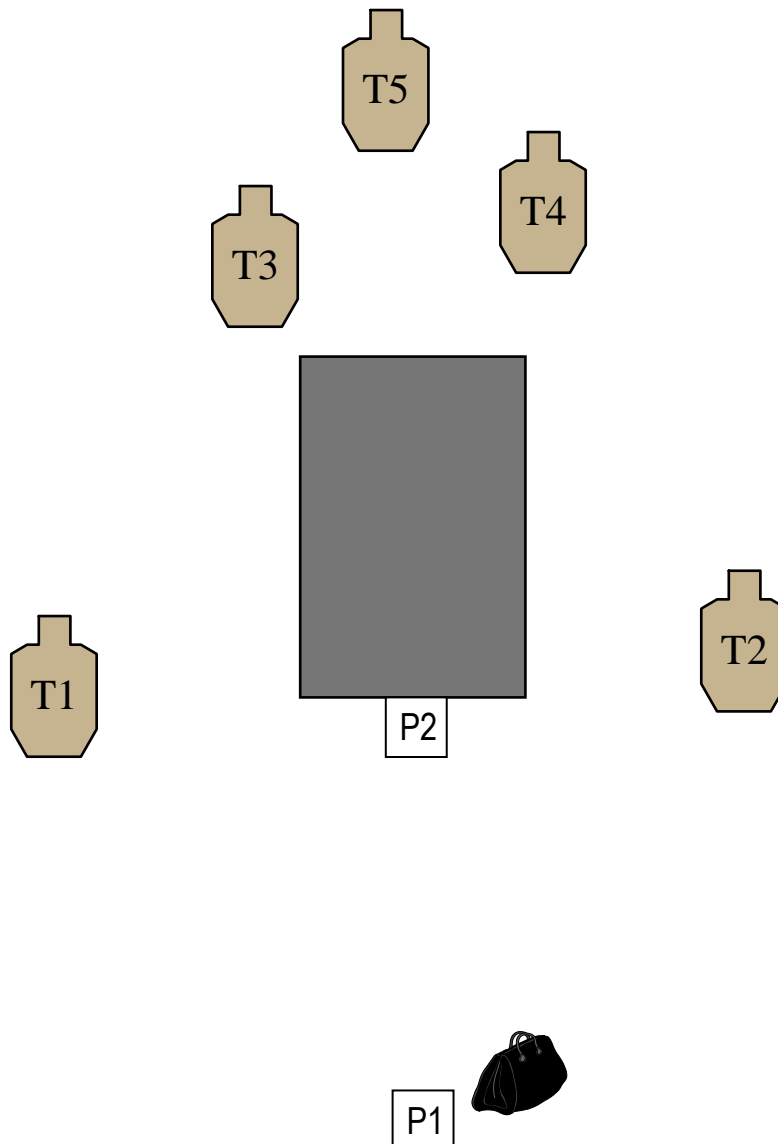
SCORING: Vickers Count

ROUND COUNT: Minimum 15 rounds.

SCORED HITS: Best three shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 3 Bay B: Through the Portholes

Orig. Designer: W.T. Jones **Modified:** Jay L. Hile/WSSC-PAS

SCENARIO: You are recovering from a case of sea sickness in the cabin of your expensive pleasure yacht when it is attacked by Somali Pirates who have immigrated to Patoka Lake thanks to our current President's lenient immigration policies. Your wonderful spouse is on deck and running back and forth screaming. Because the way the pirates are approaching your overpriced dingy you can only see them through the portholes. Defend your ship.

STAGE PROCEDURE: Standing at P1, facing down-range, holding a bottle of pills in weak hand and strong hand holding the activator rope. Weapon loaded to division capacity and holstered. At the audible start signal, pull the rope, draw, and engage T1-T2 through the left porthole, T3-T4 through center porthole and T5-T6 through the right port hole.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 7-9

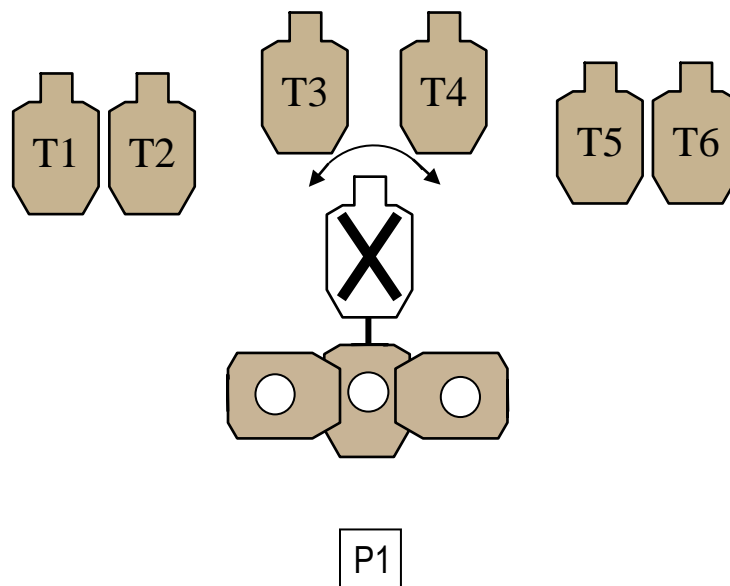
SCORING: Vickers Count.

ROUND COUNT: Minimum 12 rounds.

SCORED HITS: Best two shots on paper.

SPECIAL NOTES: Portholes are made from target with the zero down portions removed.

SAFETY ISSUES:



STAGE 4 Bay B: Standards-Tactical Mozambique

Orig. Designer: Jeff Kline **Modified:** Jay L. Hile/WSSC-PAS

SCENARIO: Standards

STAGE PROCEDURE:

String 1-Standing at P1, facing down-range, hands at your side. Weapon loaded with 6 rounds and holstered. At the audible start signal draw your weapon and engage T1-T6 two shots each in tactical sequence (1,2,1) and tactical priority (near to far). Perform a tactical reload and reengage T1-T6 one shot to the head in any order.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 5, 7 and 9

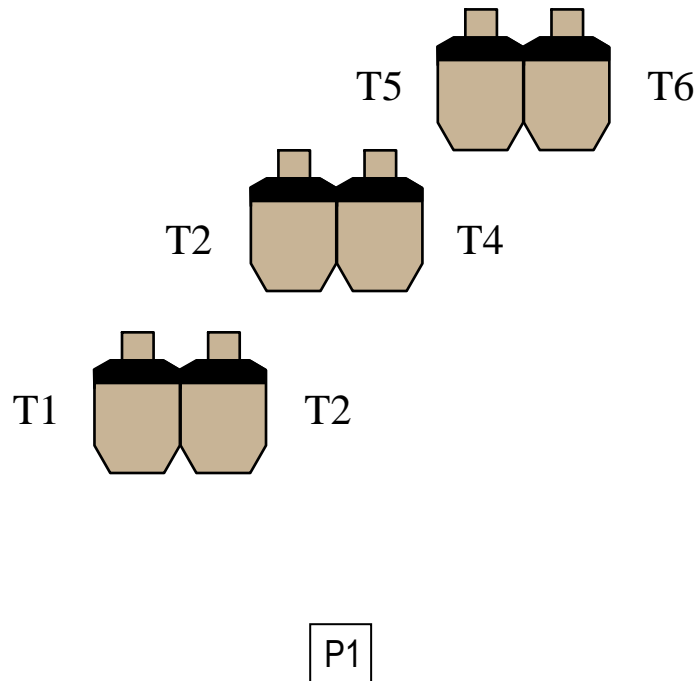
SCORING: Limited Vickers.

ROUND COUNT: Minimum 18 rounds.

SCORED HITS: Three shots on paper including one head shot.

SPECIAL NOTES: Hard cover from upper 0 down zone to the lower 0 down zone.

SAFETY ISSUES:



STAGE 5 Bay C: Wish I had My Assault Rifle

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You are working as arm security at an Anti-Gun rally where Dianne Feinstein is speaking. A bunch of thugs with guns arrive and start accosting the defenseless attendees. You have your pistol, but you wish you had your Assault Rifle to defend the unarmed crowd.

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T2 with three shots each while moving to P2. Engage T3-T6 with three shots each from cover (slicing the pie).

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 5 to 15

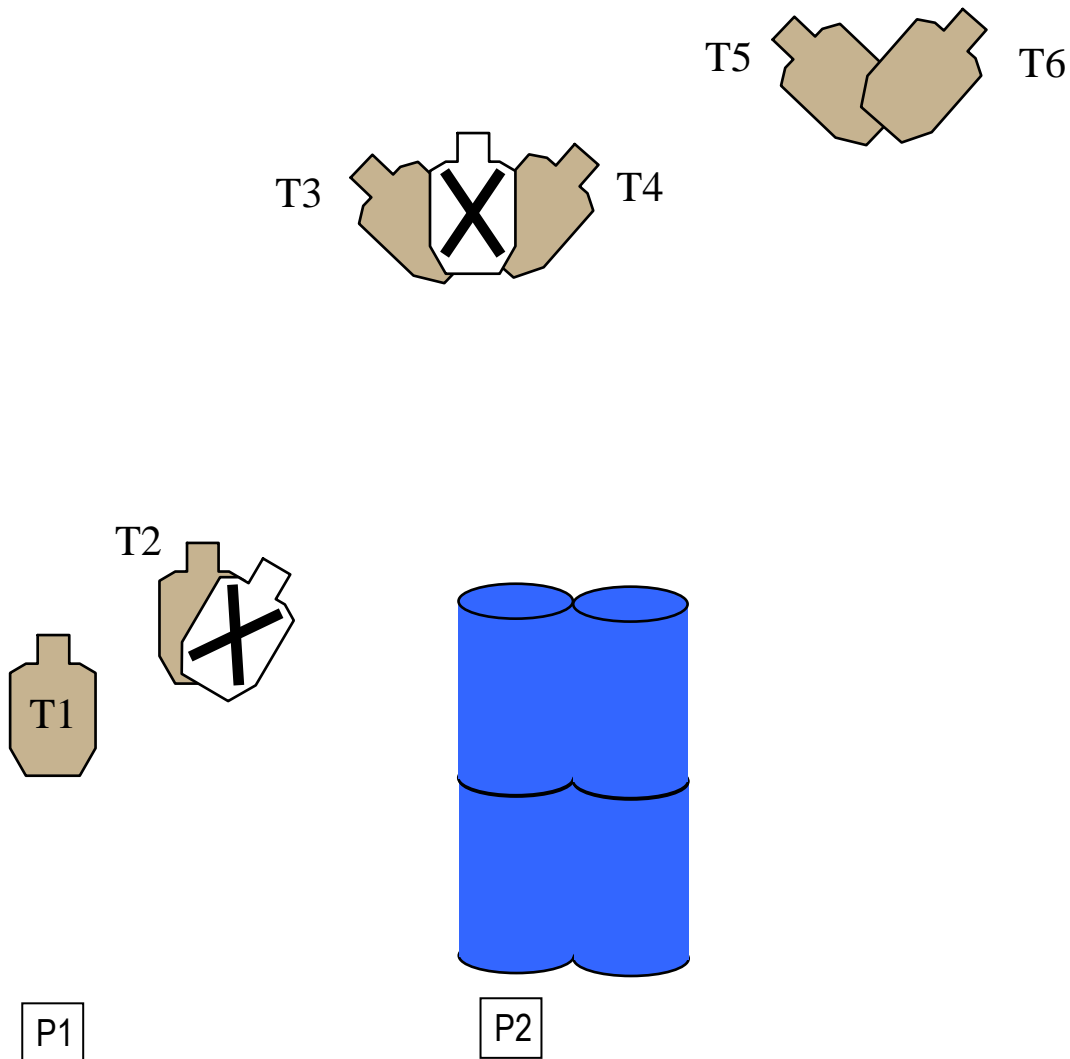
SCORING: Vickers Count

ROUND COUNT: Minimum 18 rounds.

SCORED HITS: Best three shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 6 Bay C: Not Enough Hostages to go Around

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO:

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T7 with two shots each in tactical sequence (1-1-2-1-1) and in tactical priority (near to far) .

CONCEALMENT: Yes/No

TARGET DISTANCE IN YARDS: 7, 12 and 16

SCORING: Vickers Count/Limited Vickers

ROUND COUNT: Minimum 14 rounds.

SCORED HITS: Best two shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:

