

STAGE 1 Bay A: Standard Strong Hand Weak Hand-02

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

SCENARIO: Standards

STAGE PROCEDURE: Arm's length back from facing down-range, hands at your side.
Weapon loaded to division capacity and holstered.

String 1-At the audible start signal draw and engage T1-T3 with two shots each.

String 2-At the audible start signal draw and engage T1-T3 with two shots each strong hand only.

String 3-Form low ready, at the audible start signal engage T1-T3 with two shots each weak hand only.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 7

SCORING: Limited Vickers.

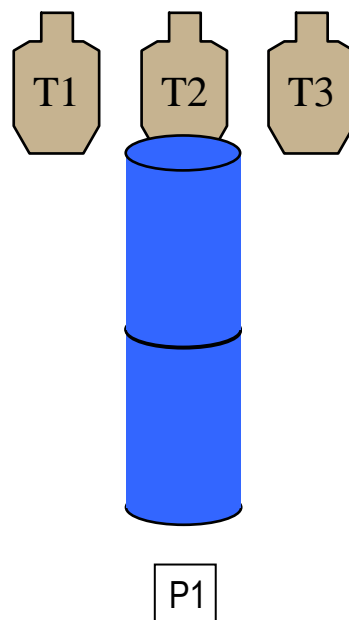
ROUND COUNT: 18 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: 6 shots on paper.

SPECIAL NOTES:

SAFETY ISSUES: Weak hand at the low ready.



STAGE 2 Bay A: Lone Gunman

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

SCENARIO: A man is walking toward you and you hear him say “I’m Gonna Kill You”

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 with six shots.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 15

SCORING: Vickers Count.

ROUND COUNT: Minimum 6 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best six shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 3 Bay B: You Can't Make Up This Shit-01

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

SCENARIO: You are in your backyard when some guys approaches you. The leader asks you for cigarettes, you tell him you don't have any. Enraged, the leader pulls out a large kitchen knife and they attack you.

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 close retention with three shots. Then engage T2-T5 with two shots each in tactical priority. Then reengage T2-T5 one shot to the head in any order.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 2 to 10

SCORING: Vickers Count.

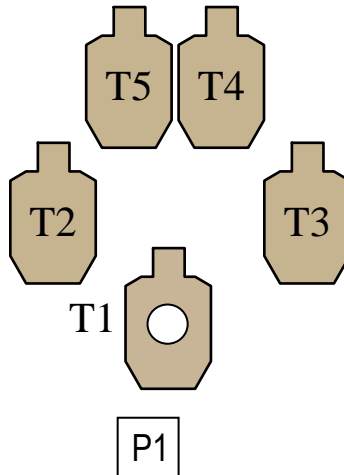
ROUND COUNT: Minimum 15 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best three shots including one head shot on T2-T5.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 4 Bay B: The Racing Crackhead

Orig. Designer: J. Van Gieson and L. Edwards **Modified:** Jay L. Hile/WSSC-PAS

SCENARIO: A crazy crackhead waving a knife, charges you while threatening to “Cut you to pieces”.

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 (in order) three shots each. T1-T5 simulates a crackhead advancing toward you.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 10-7

SCORING: Limited Vickers.

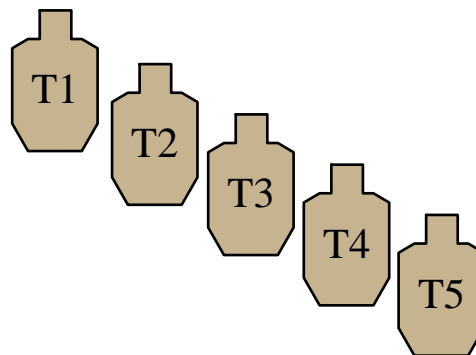
ROUND COUNT: Minimum 15 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Three shots on paper.

SPECIAL NOTES: Shooting T1-T5 out of order will result in a procedural penalty.

SAFETY ISSUES:



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STAGE 5 Bay C: Whack-A-Mole

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

SCENARIO: You... Convenience store... Bad Guys... Save yourself... You don't like it, you give me a 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-T5 with two shots in tactical sequence (1-1-1-1-2-1-1-1-1) starting from either side. Reengage T1-T5 one head shot each in any order.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 7

SCORING: Vickers Count.

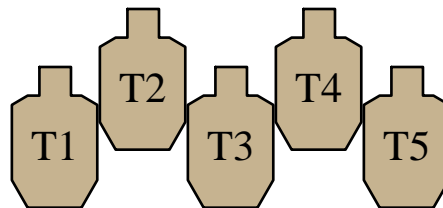
ROUND COUNT: Minimum 15 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best three shots on paper including one head shot.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 6 Bay C: Save the Hostage

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: You are at the mall when you hear screaming. Three thugs are trying to drag a woman away. You know what to do.

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-T3 with three shots each in tactical sequence (1-1-2-1-1).

CONCEALMENT: Yes/No

TARGET DISTANCE IN YARDS: 9

SCORING: Vickers Count

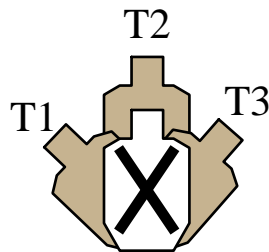
ROUND COUNT: Minimum 9 rounds.

MUZZLE SAFE POINTS: Muzzle Safe Sticks

SCORED HITS: Best three shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



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