

1. Stage 1 - Subway Shoot N Scoot

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Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 plates, 2 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

2. Stage 2 - Gamblers Revenge #6

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Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper,	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

3. Stage 3 - UPS Delivery Dump

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Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

4. Stage 4 - Bus Stop Shootout

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Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper, 1 plates, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

5. Stage 5 - Drill Stage Classifier

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Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	3
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

6. Stage 6 - Reach Out & Touch Someone

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Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					