

# 1. Homeland Security

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	7 paper, 3 popper, 3 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure	There has been unusual criminal activity in your neighborhood so you decided you better be prepared for trouble, so you decided to carry your weapon at all times. You hear your back door being kicked in and fearful screaming coming from your family. You must search your house and eliminate any threats you encounter. At the signal, proceed down the hallway and engage any and all threats as seen in tactical priority with two shots each on T1-T7, all steel down.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 2. Warehouse Worries

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	<p>Scenario: When shopping at your favorite Big Box electronic store you find yourself in the middle of a armed robbery. Hearing shots and turn to find many armed bad guys. You need to find your kids and get out of the store. Stage Procedure: Shooter begins with back to targets holding a large box with both hands. On signal turn, draw and engage T1-T4 from barricade. Move to P2 and engage T5 on the move or at P2. Move to P3 and engage T5-T9 from low cover (side of barrel) with at least 1 knee on ground. All targets receive 2 shots each, and must be shot in tactical priority.</p>				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

### 3. Goldilox

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Scenario: You're at your campsite when you turn around to discover three hungry bears who (for the purposes of this stage) want to eat you. Neutralize the threat! Stage Procedure: At buzzer, turn then draw and engage T1 through T3 with six (6) shots each in tactical sequence (1-1-6-5-5, etc.)				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 4. Home Invaders

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper,	Total	8 targets	Strings	1
Scenario & Procedure	Scenario: You've come home to find some really bad guys waiting for you, several in your house with your family and a few more in the back yard. Deal with the threats. They're everywhere. Stage Procedure: Starting at P1, hands at side, at the buzzer, draw, move and engage T1 & T2. Move thru the door way and engage the threats on both sides of the hall. Move to the back wall and engage available threats in the back yard. Tactical priority, you must use cover.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. Multi-Gun Side Match

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Scoring	Vickers Count	Firearm	Handgun	Rounds	26
Targets	13 paper,	Total	13 targets	Strings	1
Scenario & Procedure	Scenario: You've come home to find some really bad guys waiting for you, several in your house with your family and a few more in the back yard. Deal with the threats. They're everywhere Stage Procedure: Starting at P1, hands at side, at the buzzer, draw, move and engage T1 & T2. Move thru the door way and engage the threats on both sides of the hall. Move to the back wall and engage available threats in the back yard. Tactical priority, you must use cover. Rounds: (12 pistol - 14 rifle)				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Targets T7-8 and beyond are all rifle engagements.				