

ASC Defensive Shooting

Stage 1 - Four Headed Dog Attack

START POSITION: Facing down range. Firearm loaded to division capacity. PCC at low ready. Concealment Required.

Stage Scenario: Two four headed steel bot dogs are leading the attack on you. Stop them and the five steel bots that follow.

Stage Procedure: At the start signal draw and engage all targets from P1 in Tactical Priority

Setup notes - P1 to T1+T2-30' Feet T3+T4-45' Feet T5-53' T6+T7 - 60' Feet

SCORING: Unlimited -18 rounds

TARGETS: 5" and 8" Steel plates

SCORED HITS: Hit on target

START-STOP: Audible - Last shot

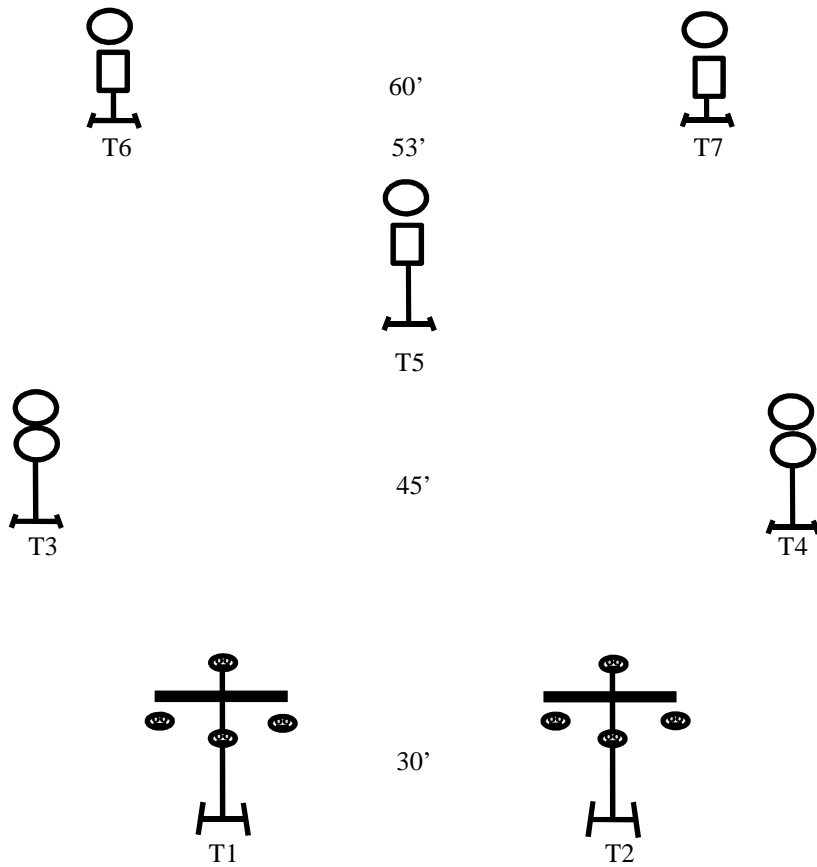
Muzzle Safe Plane 180 Degree

PENALTIES: Procedural. 3 sec

No-shoot hit. NA

Flagrant FP 10 sec

Failure to do right. 20 sec



P1

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Stage 2 - In Your Face

START POSITION: Facing down range. Firearm loaded to division capacity. PCC at low ready. Concealment required.

Stage Scenario: Bad guys are in your face and the gang has your family! Take 'em out and save the day.

Stage Procedure: Start facing down range at P1. Draw and from retention, engage T1 with three rounds. Then while on the move to P2 engage T2 – T6 with three rounds each.

Setup notes - P1 to T1 –3' Feet - P1 to P2 10' Feet - P1 to T3+ T6 - 21' Feet.

SCORING: Unlimited - 18 rounds

TARGETS: 6 IDPA / 3 NT

SCORED HITS: Best 3 on T1 and best 3 on T2 - T6 **START-STOP:** Audible - Last shot

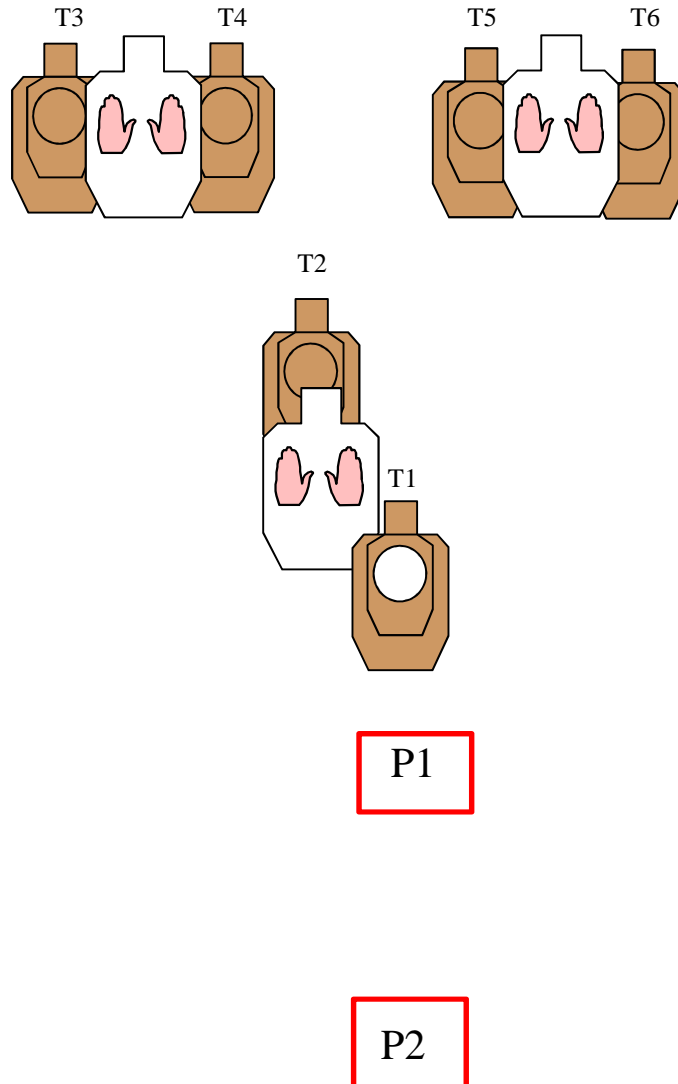
Muzzle Safe Plane 180 Degree

PENALTIES: Procedural. 3 sec

No-shoot hit. 5 sec

Flagrant FP 10 sec.

Failure to do right. 20 sec



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Stage 3 - Steel Army

START POSITION: Facing down range firearm downloaded to six rounds, holstered. All other mags loaded to division capacity. PCC at low ready. Concealment Required.

Stage Scenario: The Steel Army of evil bots is attacking! Stop the three leaders without hitting the hostage and destroy the Steel Army.

Stage Procedure: At the start signal draw and engage all targets from P1 using Tactical Priority. Two hits each on targets. One hit on steel plates and rectangles. Optional: Hit the lower steel activator under T-3 to expose the full T-3 target.

Setup notes - P1 to T1+T2-25' Feet T3 - T5 30' Feet T6+T7 45' Feet T8+T9-60' Feet T10+T11-90' Feet - T12+T13 - 105' Feet.

SCORING: Unlimited - 16 rounds
TARGETS: Three IDPA target / Six 10" Steel plates, four steel rectangles. One NT.
SCORED HITS: Best two hits on targets. One each on Steel. Optional steel activator not counted.

START-STOP: Audible - Last shot

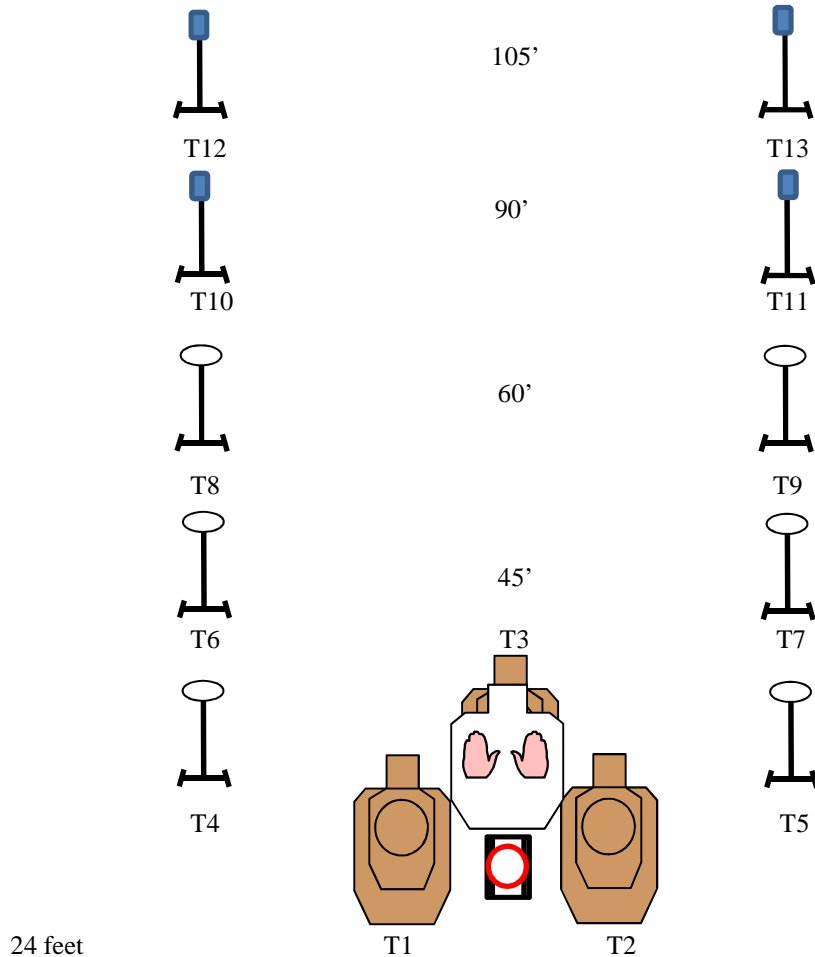
Muzzle Safe Plane 180 Degree

PENALTIES: Procedural. 3 sec

No-shoot hit. 5 sec

Flagrant FP 10 sec.

Failure to do right. 20 sec



P1

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Stage 4 – Peekaboo – I Shoot You

START POSITION: Facing down range. Firearm loaded to division capacity. PCC at low ready. Concealment required.

Stage Scenario: Bad guys are at school and they have your kids! Take them out but look out for the peekaboo bad guys ...they jump out.

Stage Procedure: At the start signal draw and engage all targets from P1 **with two rounds** each on T1+T9 Targets. Steel (T7) must fall.

Setup notes - P1 to T8 – 6’ Feet P1 to T1 + T2 – 12’ Feet P1 to T9 – 25’’ Feet P1 to T3-T6 – 30’ Feet P1 to T7 45’ Feet.
Set up notes T1 + T2 need to be low to / on the ground and T3 - T6 need to be off the ground 6’ Feet .

SCORING: Unlimited - 17 rounds

TARGETS: 8 IDPA / 3 NT / 1 steel

SCORED HITS: Best 2 on targets T1+T9 - 1 on steel T7

START-STOP: Audible - Last shot

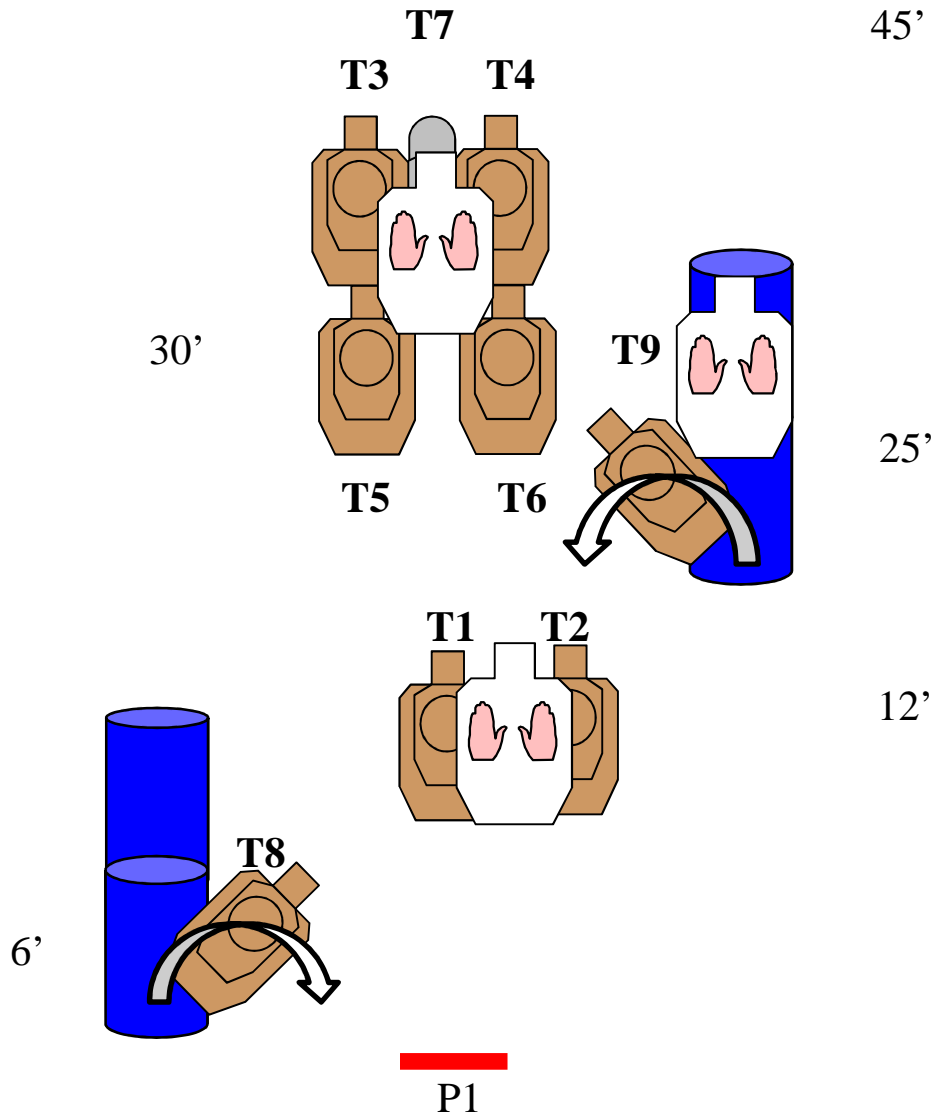
Muzzle Safe Plane 180 Degree

PENALTIES: Procedural. 3 sec

No-shoot hit. 5 sec

Flagrant FP 10 sec

Failure to do right. 20 sec



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Stage 5 – Lesson Time for the Crazy Nine

START POSITION: Facing down range. Firearm loaded to division capacity. PCC at low ready. Concealment required.

Stage Scenario: The Crazy Nine gang is coming to get ya ... show them how use a firearm.

Stage Procedure: At the start signal draw and engage all targets from P1 with two rounds each on T1 -T8. One round each on steel near T9 and one on T9. Steel must fall.

Setup notes - P1 to T1-T2-10' feet. P1 to T5-T6-20' Feet. P1 to T8-30' Feet. P1 to T9 and steel plate is 40' feet. P1 to T3, 4, and 7 is 60 feet.

SCORING: Unlimited - 18 rounds

TARGETS: 9 IDPA/2 NT

SCORED HITS: Best 2 on target / 1 on steel and T9 target

START-STOP: Audible - Last shot

Muzzle Safe Plane 180 Degree

PENALTIES: Procedural. 3 sec

No-shoot hit. 5 sec

Flagrant FP 10 sec

Failure to do right. 20 sec

