



Cheshire County Shooting Sports
Education Foundation
Stage 1: The Wrong Poker Game

Course Designer: *Mark Timney*



SCENARIO: You're involved in another high-stakes poker game that suddenly turns rough when several thugs break in to rob everybody.

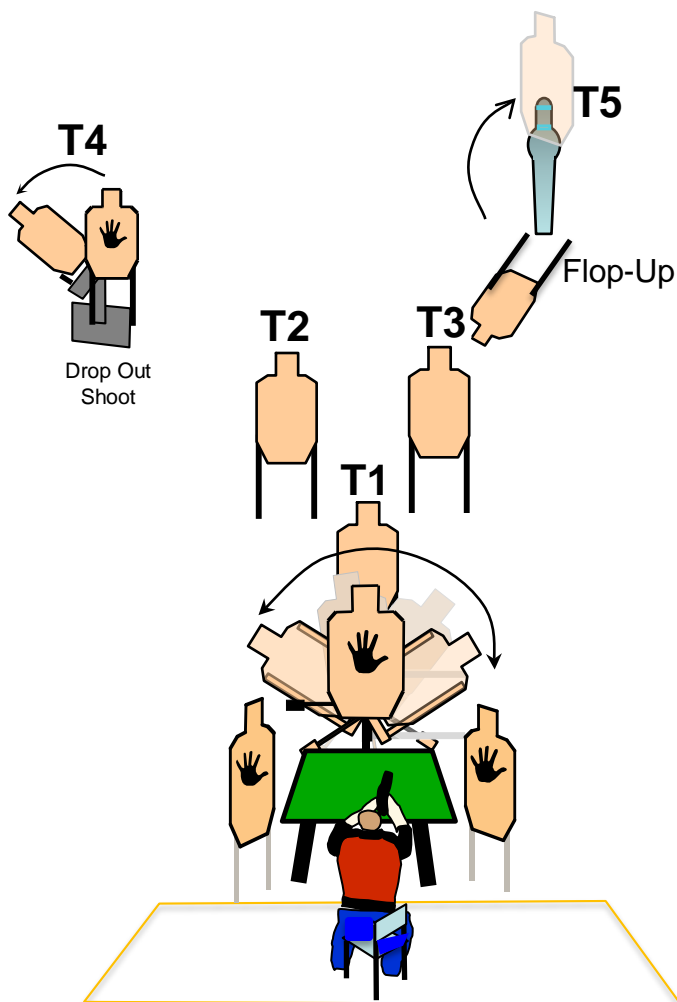
GUN READY CONDITION: Gun holstered and loaded to division capacity **on EMPTY chamber.**

STRINGS 1
SCORING: Unlimited, Best 2/target
Steel must fall.

STAGE PROCEDURE: Begin with back against chair. At the buzzer, pull the swinger rope with your strong hand and then engage targets in Tactical Priority while sitting or standing.

START-STOP: Audible - Last shot
COVER GARMENT: Required

12 Rounds Minimum





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Stage 2: Mirror, Mirror
Course Designer: *Mark Timney*



SCENARIO: This stage will force you to show an ability to shoot fast and accurately, as well as the ability to shoot on the move.

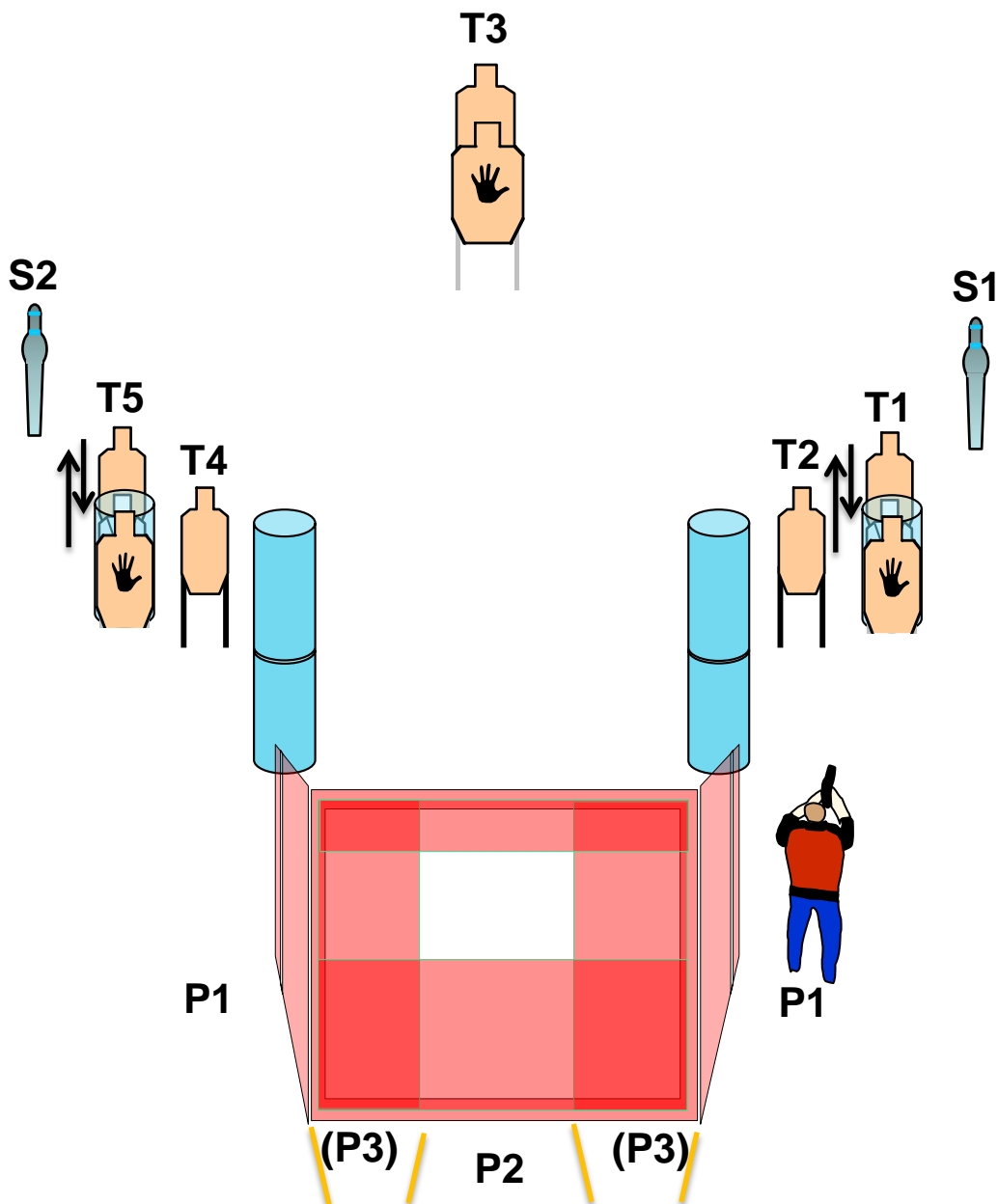
GUN READY CONDITION: Holstered and loaded to division capacity. Magazines/loaders on body.

STRINGS 1
SCORING: Unlimited, Best 3/target
(Revolvers- Best 2/target!)
Steel Must Fall

STAGE PROCEDURE: Begin at either P1. At the buzzer engage the steel first and then the paper targets with 3 shots each while on the move to P2. Engage T3 from behind cover at P2, then move to P3 to engage the remaining targets and steel.

START-STOP: Audible - Last shot
COVER GARMENT: Required

17 Round Minimum





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Stage 3: Fighting Retreat
Course Designer: *Mark Timney*



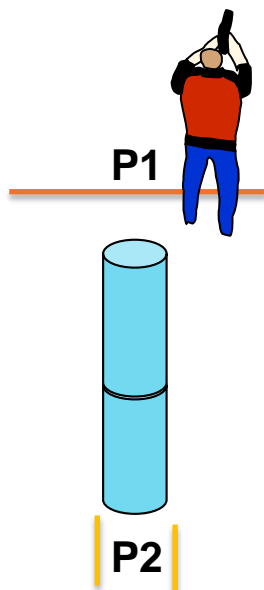
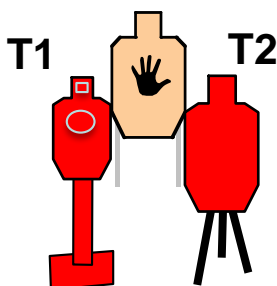
SCENARIO: This stage will force you to demonstrate your ability to shoot and reload quickly.

GUN READY CONDITION: Firearm holstered and loaded with magazine of 6. Spare magazine of six on body.

STRINGS: 1
SCORING: Limited, 6/target

STAGE PROCEDURE: Standing with hands in a surrender position at P1, draw at the audible and engage both targets with three rounds while retreating to P2. Reload and reengage both targets with three rounds each from cover at P2.

START-STOP: Audible - Last shot
COVER GARMENT: Required
12 Rounds





Cheshire County Shooting Sports Education Foundation Stage 4: From Cover to Cover

Course Designer: *Mark Timney*



SCENARIO: This stage will test your ability to shoot accurately and on the move.

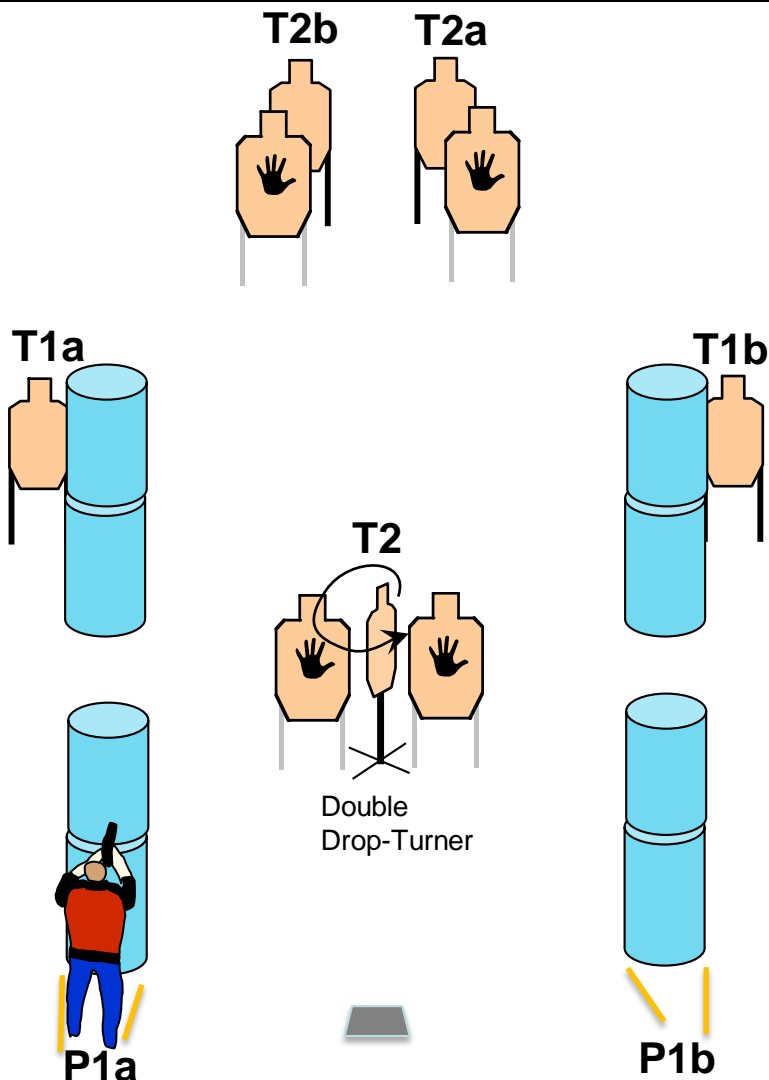
GUN READY CONDITION: Firearm holstered and loaded to division capacity. Spare magazines on body.

STRINGS: 1
SCORING: Unlimited, Best 3/target

STAGE PROCEDURE: Begin at either P1. At the signal, engage the visible T1 & T2 targets from cover with 3 rounds. (If you start at P1a you'll engage T1a and T2a.) Then move to the other barrels (stepping on the 'bear trap') and engage T2 with 3 rounds on the move. Once at the barrels, engage the remaining targets with 3 rounds.

START-STOP: Audible - Last shot
COVER GARMENT: Required

18 Rounds Minimum





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Stage 5: Either Hand Will Do!

Course Designer: *Mark Timney*



SCENARIO: This stage will force you to demonstrate your ability to shoot with one hand.

GUN READY CONDITION: Two magazines of 6. Gun holstered for Strings 1. Gun at high ready in support hand for String 2.

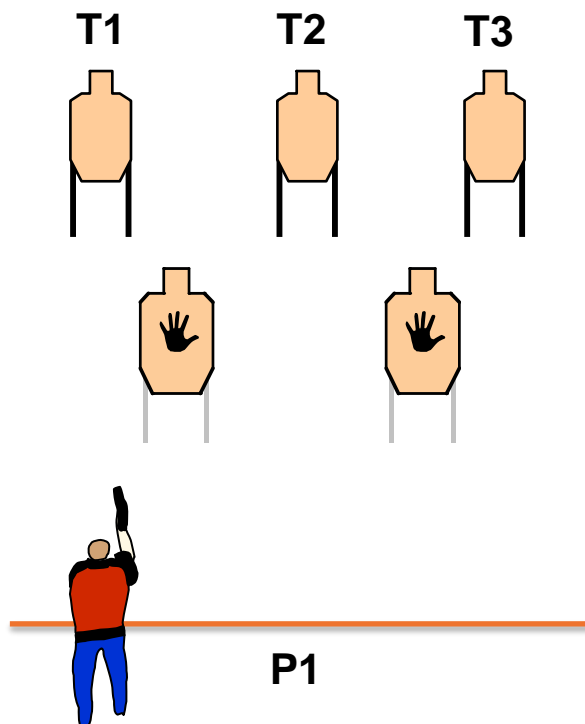
STRINGS 2
SCORING: Limited, 4/target

STAGE PROCEDURE: STRING 1- Begin anywhere on P1 and engage all targets with two shots each strong hand only while on move along the line.

START-STOP: Audible - Last shot
COVER GARMENT: Required

STRING 2- Begin anywhere on P1 and engage all targets with two shots each support hand only while on move along the line.

12 Rounds





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Stage 6: The Quick & the Dead

Course Designer: *Mark Timney*



SCENARIO: This stage will force you to demonstrate your ability to acquire targets quickly.

GUN READY CONDITION: Firearm holstered and loaded to division capacity. Spare magazines on body.

STRINGS: 1
SCORING: Unlimited, 3/target

STAGE PROCEDURE: At the buzzer, push the popper down to trigger the targets and then engage them with three shots each.

START-STOP: Audible - Last shot
COVER GARMENT: Required

6 Rounds Minimum

