

Chief PNP Bato Cup

REVISED COURSES OF FIRE CIVILIAN MATCH

STAGE 1: Stars and Pins

Designed by: Bogie Castro

Type: Speed Course

Targets: 4 Star Falling Plates, 5 Bowling Pins

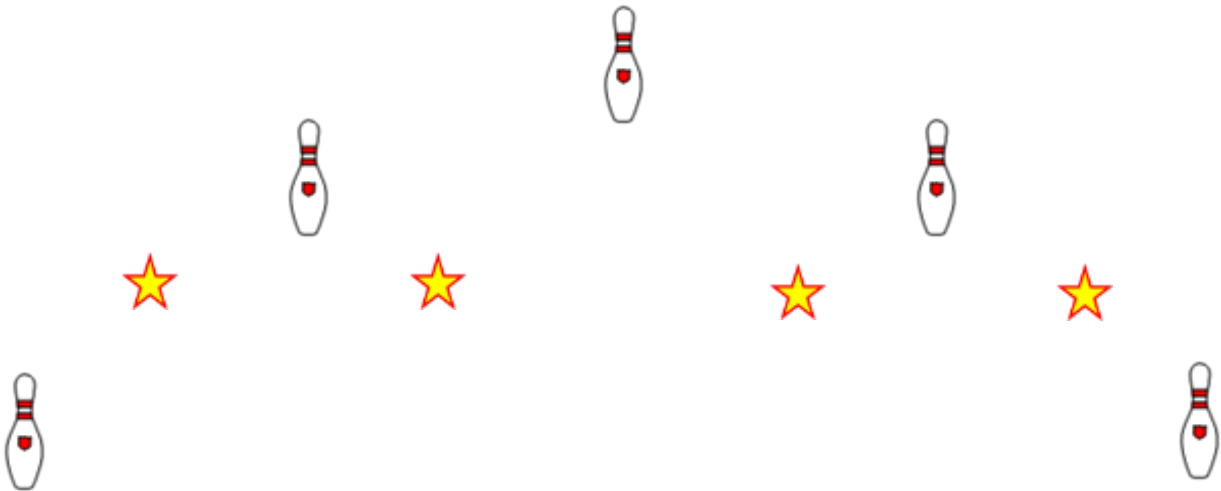
Minimum Number of Rounds: 9

Handgun Ready Condition: Condition 1 holstered

Start Position: Standing relaxed inside the box. Hands hanging naturally.

Time Starts: Audible

Procedure: On audible signal, shoot all targets within the shooting area.



STAGE 2 : MARITIME GROUP

Designed by Bogie Castro

Title: Maritime Group

Type: Intermediate Course

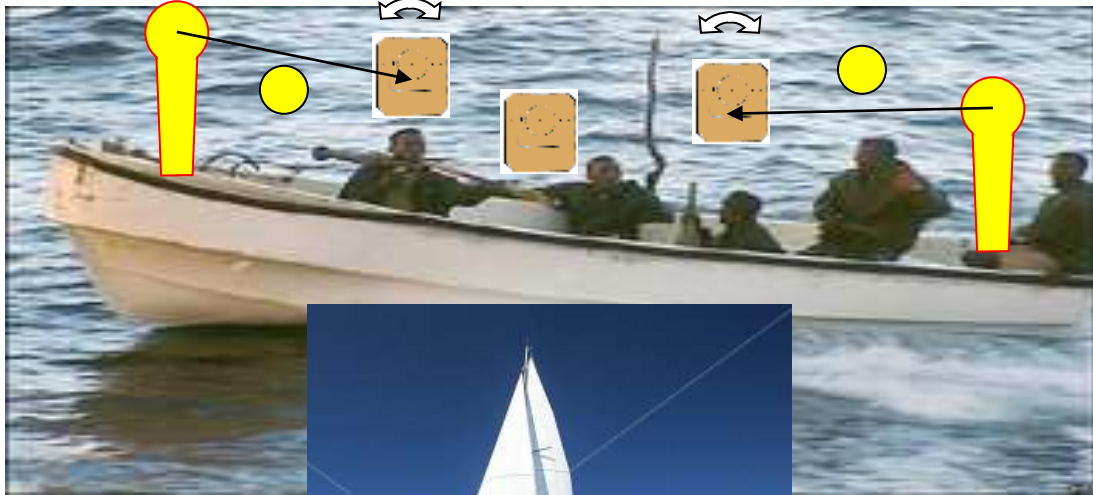
Targets: 3 PSMOC Targets, 2 Falling Plates, 2 Big Falling Targets

Minimum Number of Rounds: 10

Handgun Ready Condition: Condition 2 holstered

Start Position: Standing anywhere inside the boat.

Procedure: On beep, shoot targets while inside the boat. At least 2 rounds on paper. falling targets and plates must fall to score.



STAGE 3: Golf Course Security Detail

Designed by: Bogie Castro

Type: Ultimate Course

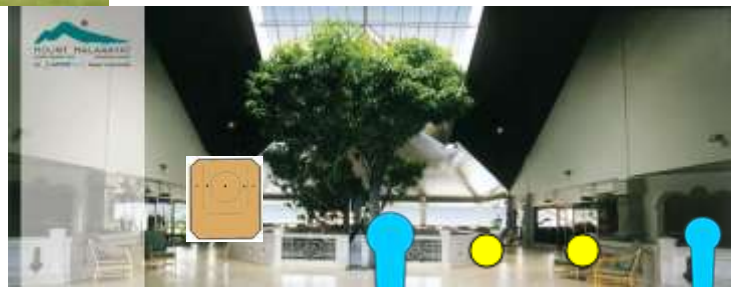
Targets: 4 PSMOC Targets, 6 Small PSMOC Targets, 1 Small & 1 Big Falling Target, 2 Round Falling Plates

Minimum Number of Rounds: 24

Handgun Ready Condition: Condition 1 holstered

Start Position: Standing beside golf cart holding steering wheel with stronghand.

Procedure: On audible signal, shoot all targets within the shooting area. At least 2 rounds on paper targets
Falling targets and plates must fall to score.



STAGE 4: Shooting Gallery

Designed by Bogie Castro

STAGE: Shooting Gallery

Type: Speed Course

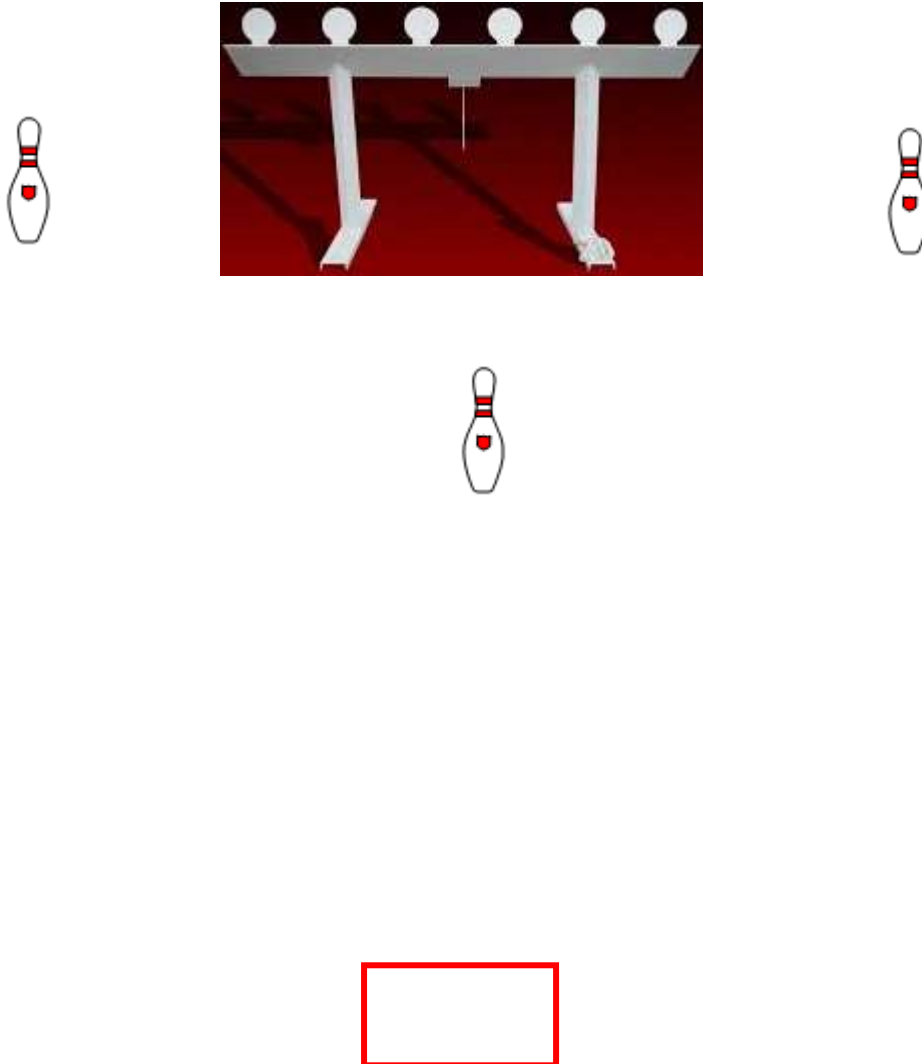
Targets: 6 Falling Plates, 3 bowling pins

Minimum Number of Rounds: 9

Handgun Ready Condition: Condition 3 holstered

Start Position: Standing inside the shooting area both hands hanging naturally

Procedure: On beep, shoot targets within the shooting area. Shoot the round plates then do a **mandatory reload** before shooting the bowling pins or vice versa.



STAGE 5: Raid on Criminal Hideout

Designed by Bogie Castro

Type: Ultimate Course

Targets: 15 PSMOC Targets, 1 Big Falling Target, 3 No Shoots

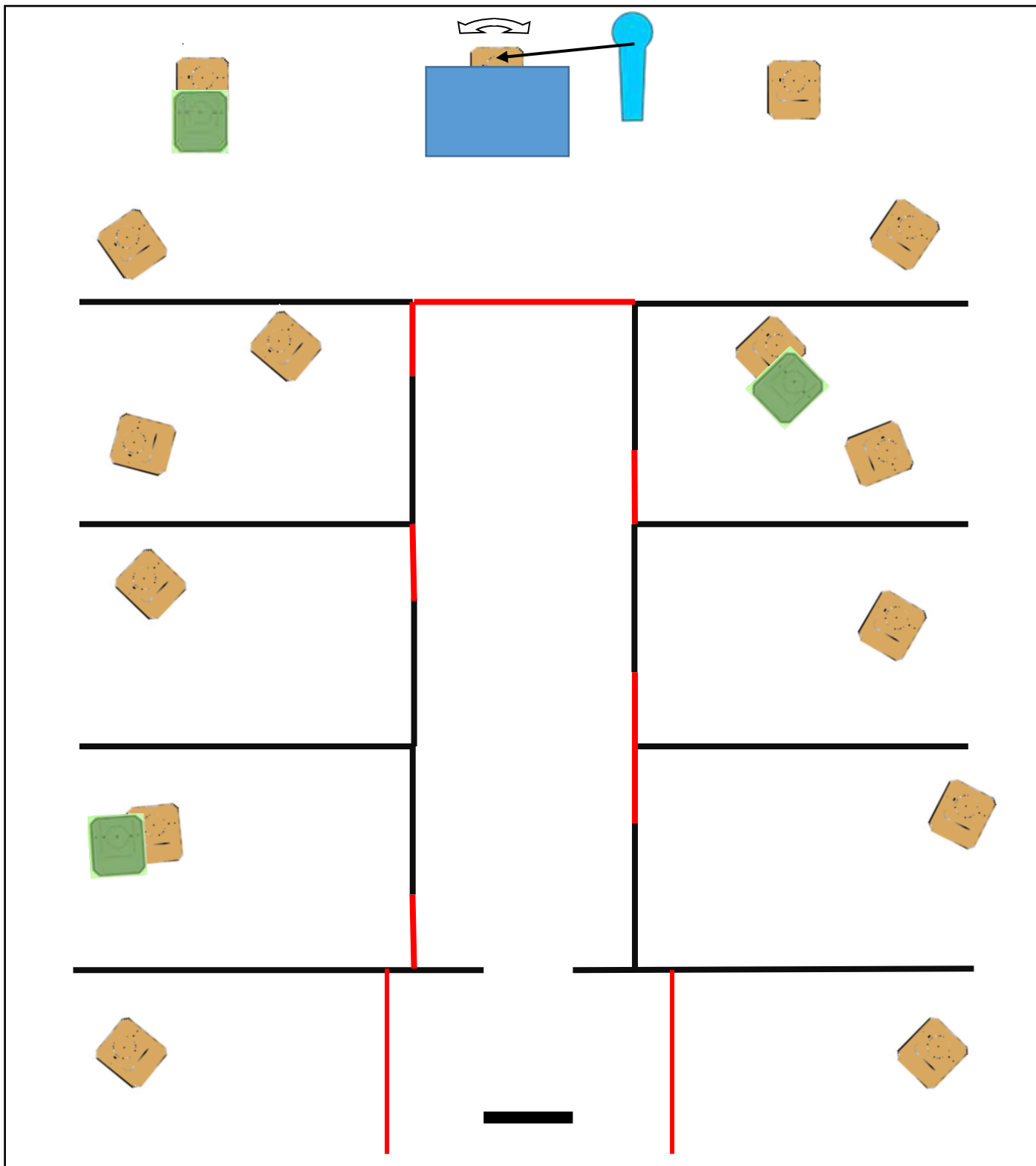
Minimum Number of Rounds: 31

Handgun Ready Condition: Condition 1 Holstered

Start Position: Standing relaxed outside the house on mark. Hands hanging naturally.

Procedure: On beep, shoot all targets within the well demarcated firing zone. At least 2 rounds on paper targets.
Falling target must fall to score.

Note: Popper(Falling Target) will activate the swinging target.



STAGE 6: Zipline

Designed by: Bogie Castro

Type: Intermediate Course

Targets: 4 PSMOC Targets, 2 Round Falling Plates, 2 Big Falling Targets

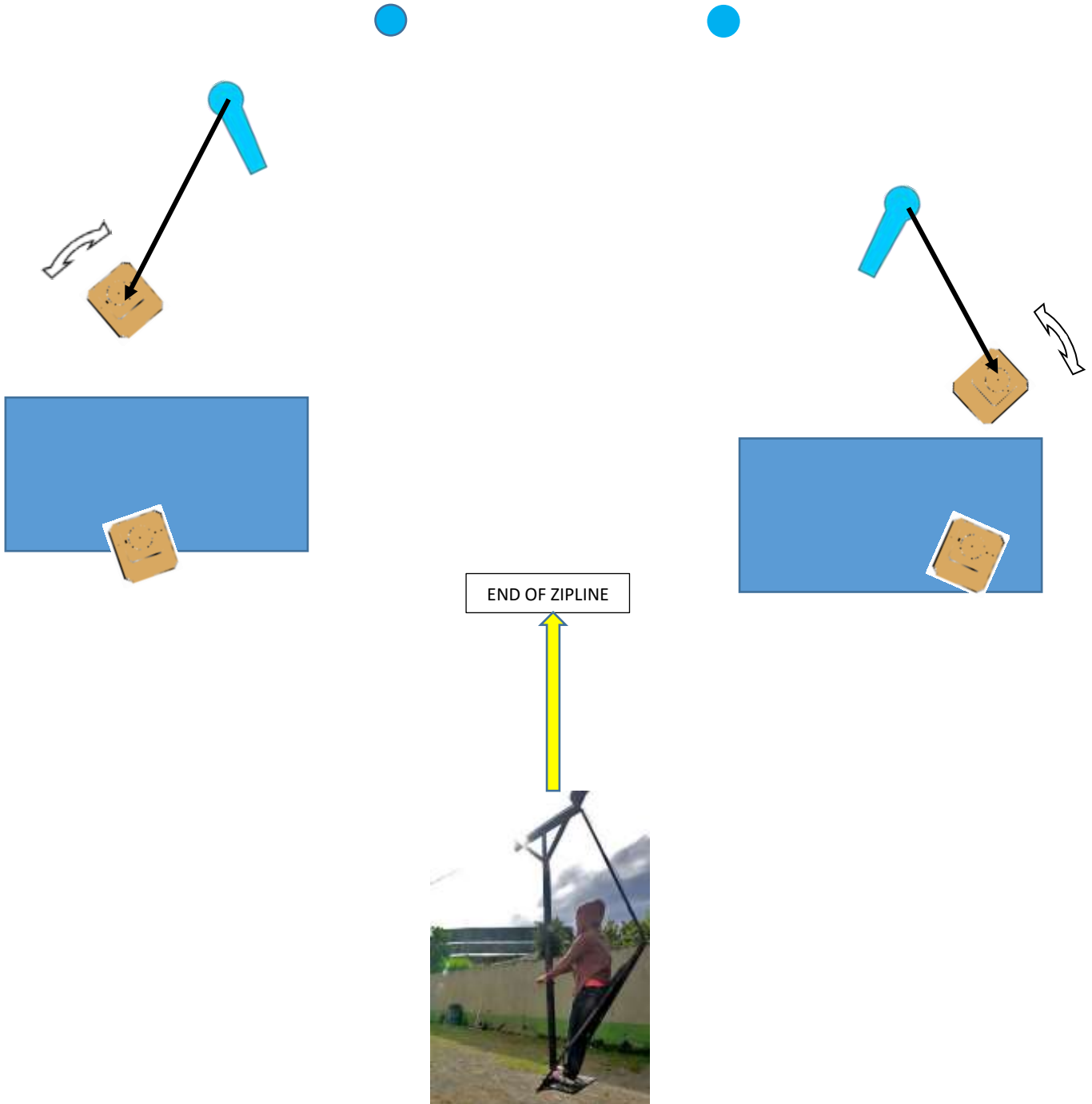
Minimum Number of Rounds: 12

Handgun Ready Condition: Loaded and holstered

Start Position: Standing on-board the zipline carrier with both hands holding the safety bar
Shooter should wear the seatbelt (mandatory).

Time Starts: Audible

Procedure: On audible signal, shooter will activate the zipline by stepping on the lever (Mandatory) before engaging the targets with at least 2 rounds on paper targets. Falling targets and plates must fall to score.



STAGE 7 : Raid on Shabu Tiangge

Designed by Bogie Castro

Type: Ultimate Course

Targets: 10 PSMOC Targets, 2 Small & 2 Big Falling Targets, 1 No Shoot

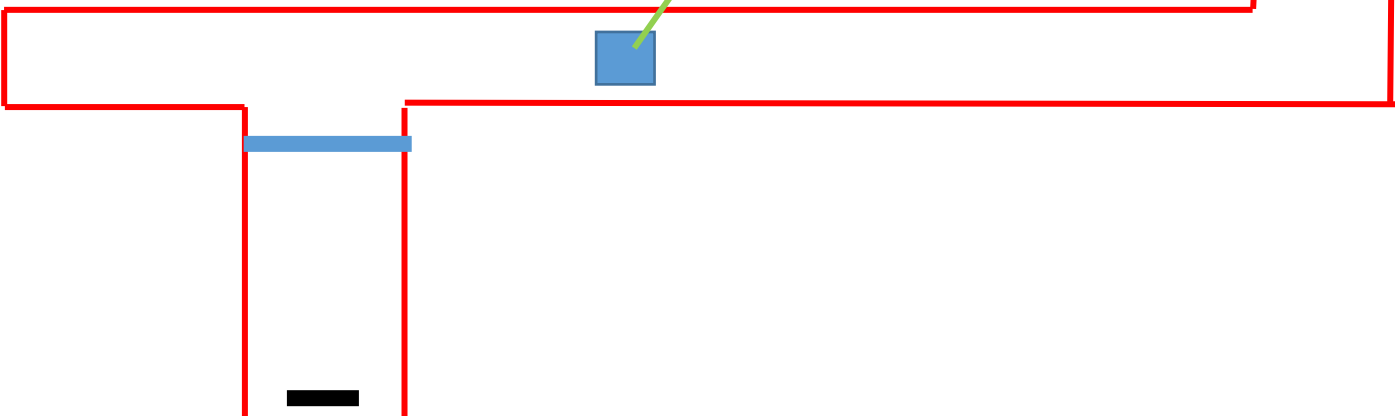
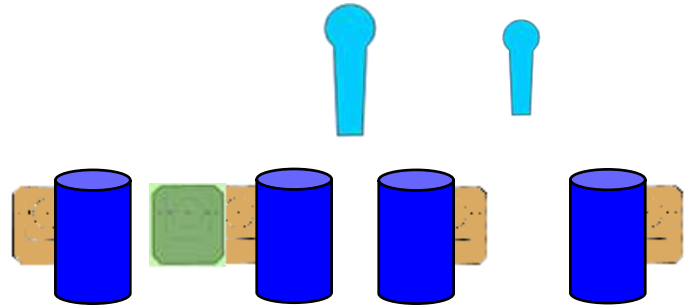
Minimum Number of Rounds: 24

Handgun Ready Condition: Condition 1 Holstered

Start Position: Standing relaxed on mark.

Procedure: Upon the command "Stand By", the shooter should start walking in a normal pace and manner towards the blue line. When one foot of the shooter touches or crosses the blue line, the Match Officer will activate the timer. Upon audible signal, the shooter will draw his/her firearm and shoot the targets within the shooting area.

Note: Foot activator will activate the motorcycle with one Target which will remain visible when at rest. In the last position, shooter will pull the doorknob to enter the last shooting area.



STAGE 8 : Warehouse

Designed by: Bogie Castro

Type: Ultimate Course

Targets: 8 PSMOC Targets, 1 Small & 2 Big Falling Targets, 1 Triangle Plate, 1 Star Plate, 3 Round Plates, 1 No Shoot

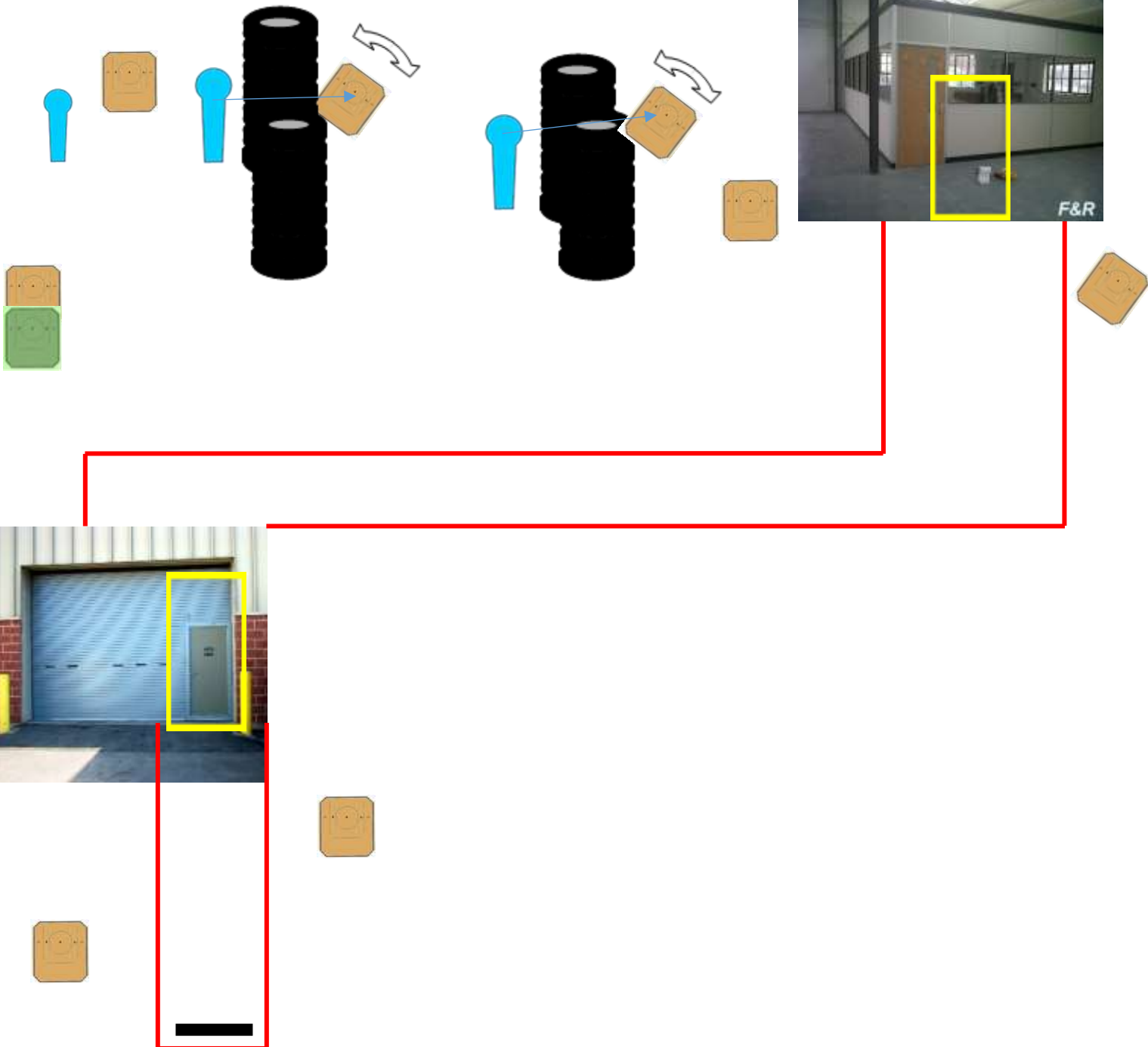
Minimum Number of Rounds: 24

Handgun Ready Condition: Handgun in Condition 1 holstered.

Start Position: Standing relaxed on mark.

Procedure: On audible, shoot all targets within the shooting area

Note: Respective poppers will activate swingers



STAGE 9 : Alley Encounter

Designed by Bogie Castro

Type: Ultimate Course

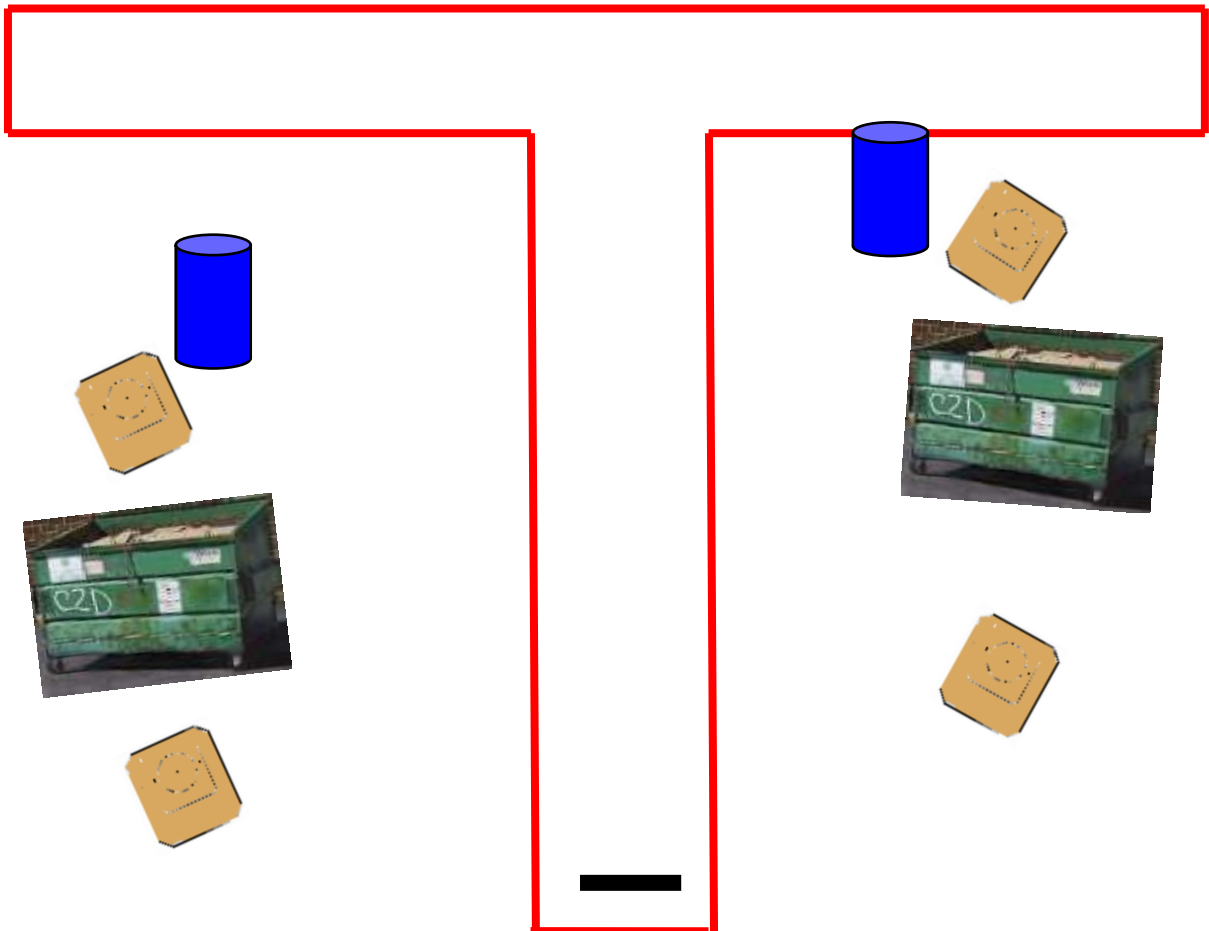
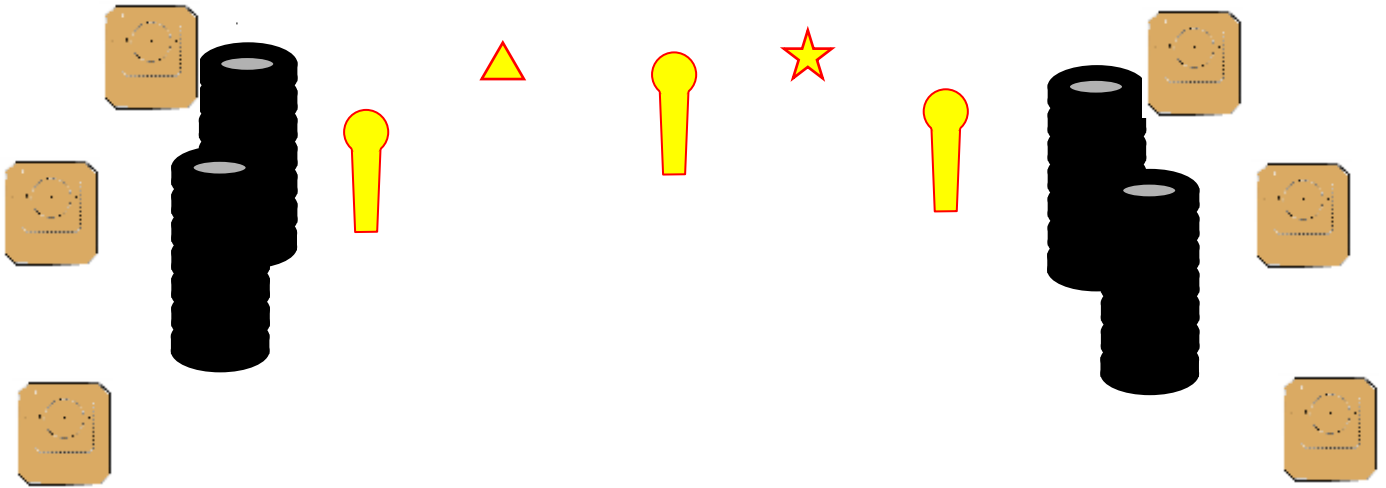
Targets: 10 PSMOC Targets, 3 Small Falling Targets, 1 Triangle Falling Plate, 1 Star Falling Plate

Minimum Number of Rounds: 25

Handgun Ready Condition: Condition 2 Holstered

Start Position: Standing with one foot on mark.

Procedure: On audible signal, engage targets within a well demarcated firing zone



STAGE 10 : Convenience Store Encounter

Designed by Bogie Castro

Type: Intermediate Course

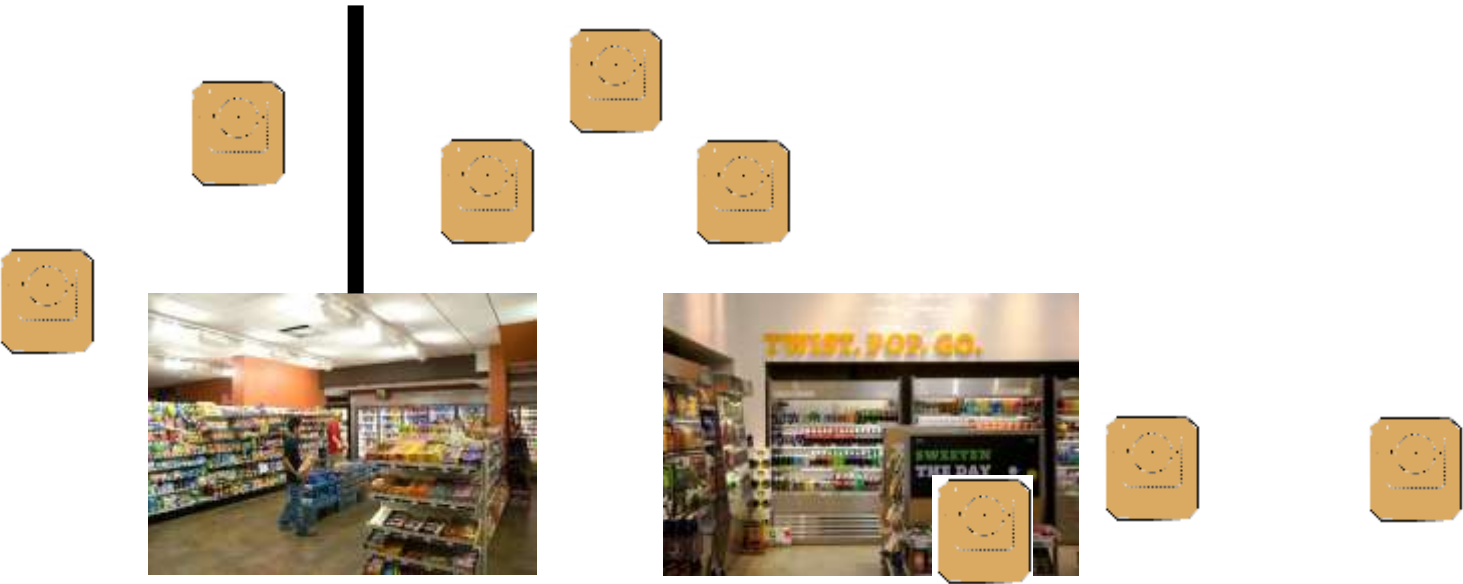
Targets: 7 PSMOC Targets, 1 Bowling Pin

Minimum Number of Rounds: 15

Handgun Ready Condition: Condition 1 Holstered

Start Position: Standing relaxed on mark

Procedure: On audible signal, engage targets within a well demarcated firing zone



STAGE 11 : Bank

Designed by: Bogie Castro

Type: Ultimate Course

Targets: 7 PSMOC Targets, 2 Small & 2 Big Falling Targets, 2 Triangle Falling Plates, 2 Star Falling Plates, 1 No Shoot

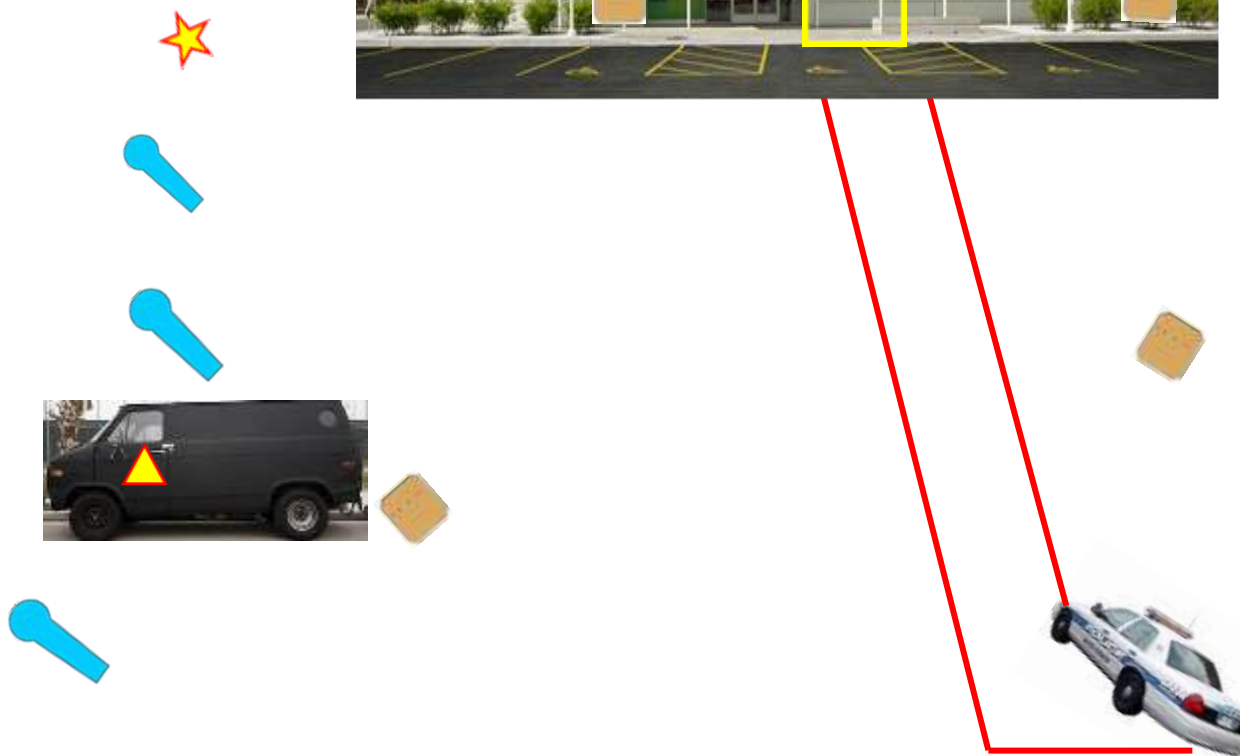
Minimum Number of Rounds: 22

Handgun Ready Condition: Gun in Condition 1 holstered.

Start Position: Standing relaxed beside the patrol car with stronghand holding the driver side door handle

Procedure: On audible signal, shoot all targets within the shooting area.

Note: Opening the door of the bank will activate swinging target and Popper will activate the 2nd swinging target



STAGE 12: Bunker

Designed by: Bogie Castro

Type: Intermediate Course

Targets: 7 Small PSMOC Targets, 2 Small & 2 Big Falling Targets, 2 Round Falling Plates

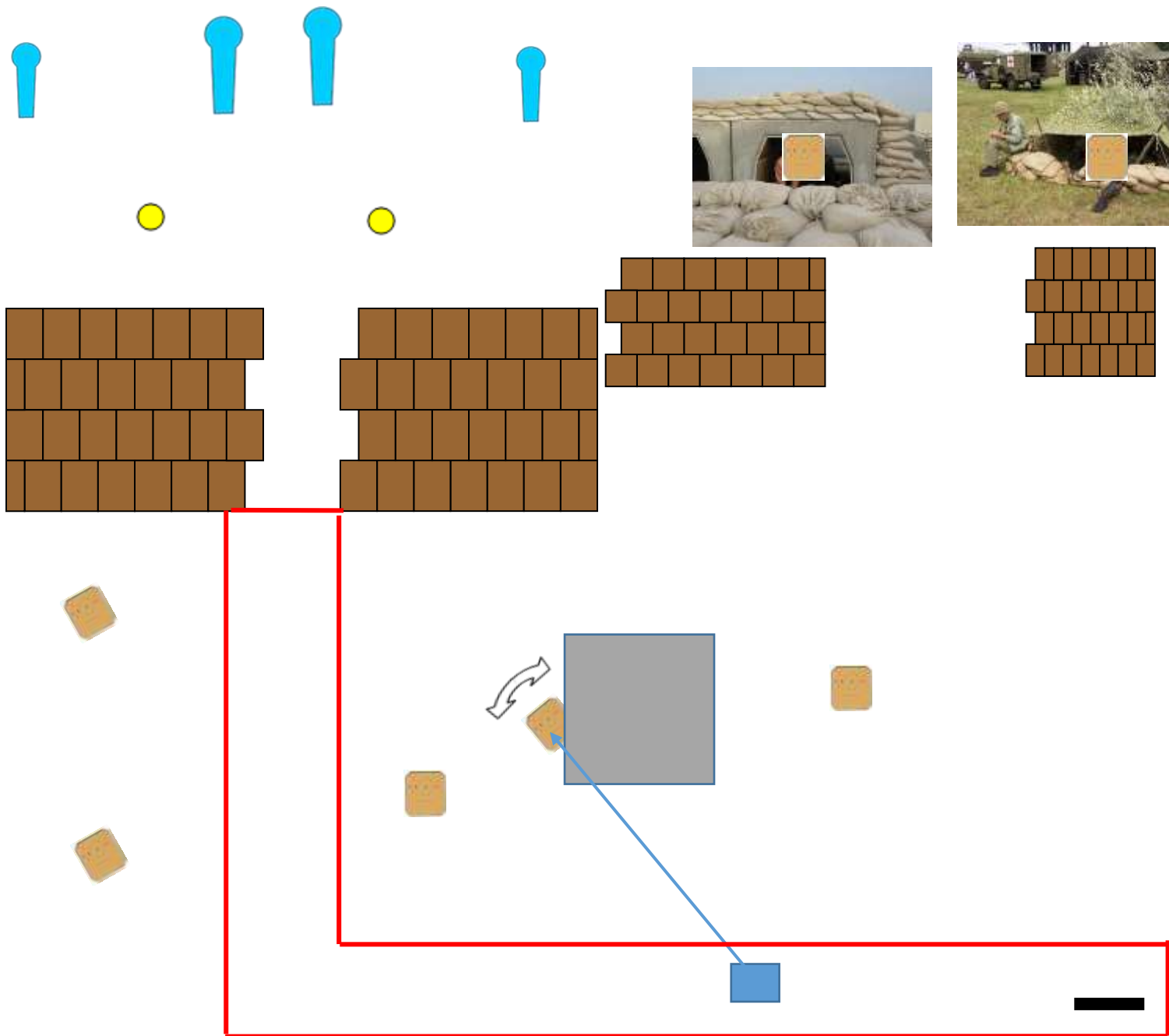
Minimum Number of Rounds: 20

Handgun Ready Condition: Handgun in Condition 1 holstered

Start Position: Standing on mark hands hanging naturally

Procedure: On audible signal, shoot all targets within the shooting area

Note: Foot activator will activate swinging target.



STAGE 13: Run and Gun-2

Designed by: Bogie Castro

Type: Ultimate Course

Targets: 11 PSMOC Targets, 4 Big Falling Targets

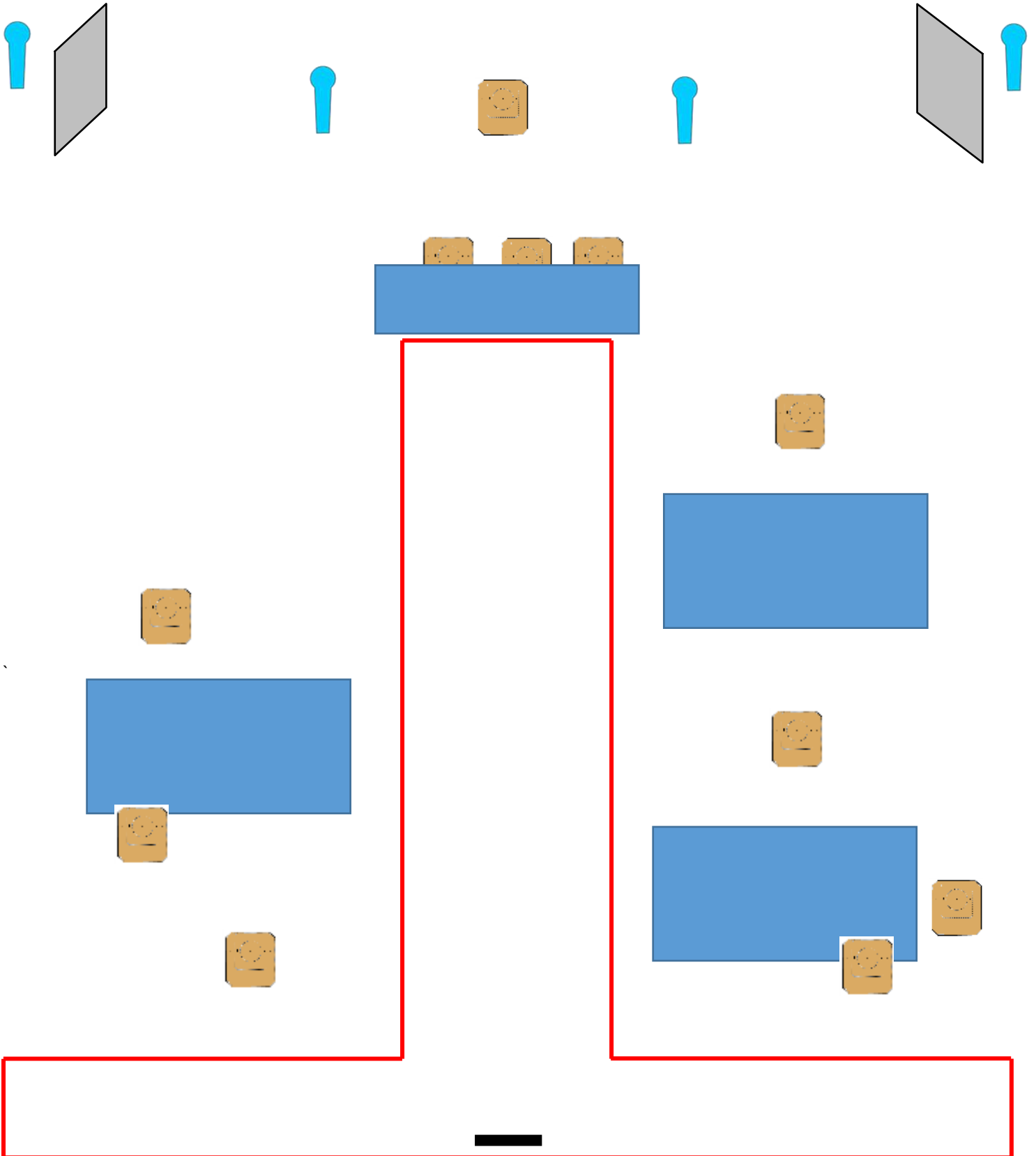
Minimum Number of Rounds: 26

Handgun Ready Condition: Condition 1 holstered

Start Position: Standing relaxed on mark. Hands hanging naturally.

Time Starts: Audible

Procedure: On signal, shoot all paper targets within the shooting area. with at least 2 rounds each. Falling targets and plates must fall to score



STAGE 14: Roller Coaster

Designed by Bogie Castro

Type: Intermediate Course

Targets: 6 PSMOC Targets, 3 Big Falling Targets

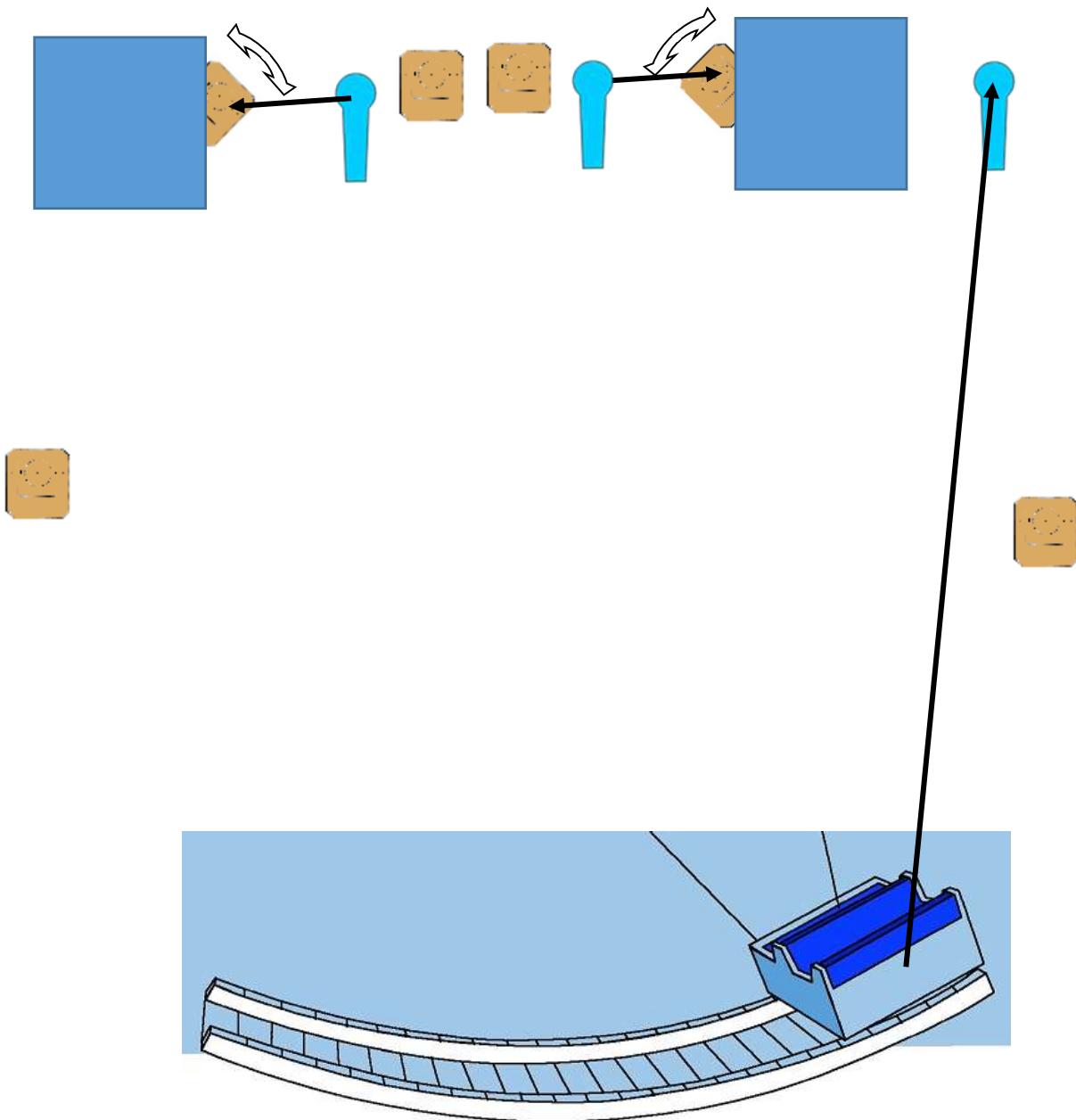
Minimum Number of Rounds: 15

Handgun Ready Condition: Gun in Condition 3 holstered

Start Position: Sitting inside the roller coaster within the 2 marks wearing seatbelt (mandatory)

Procedure: On beep, activate the roller coaster by shooting the Activator Popper (Mandatory) before shooting all the targets with at least 2 rounds each and falling targets and plates must fall to score while inside or on-board the roller coaster seated between the 2 marks.

Note: Big Falling Target will activate the roller coaster while the other two big falling targets will activate the respective Swingers as indicated by the arrows.



STAGE 15: Run and Gun

Designed by: Bogie Castro

Type: Intermediate Course

Targets: 8 PSMOC Targets, 3 Round Falling Plates

Minimum Number of Rounds: 19

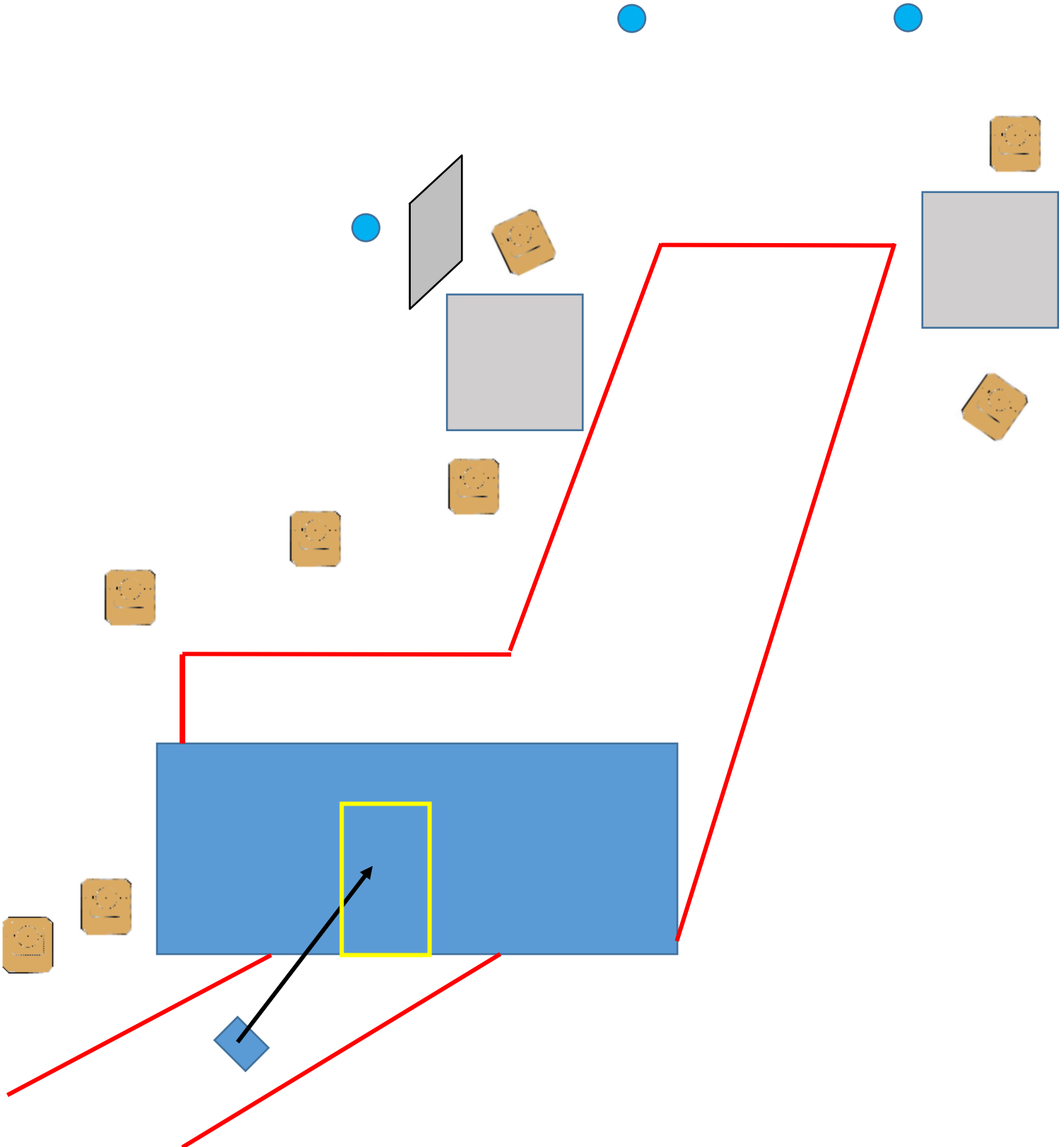
Handgun Ready Condition: Loaded and holstered

Start Position: Standing with one foot on mark hands hanging naturally at sides

Time Starts: Audible

Procedure: On signal, shoot all paper targets with at least 2 rounds each within the shooting area. Falling targets and plates must fall to score

Note: Foot activator will open doorway as indicated by the arrow.



STAGE 16: Ting, Ting, Ting

Designed by Bogie Castro

Type: Ultimate Course

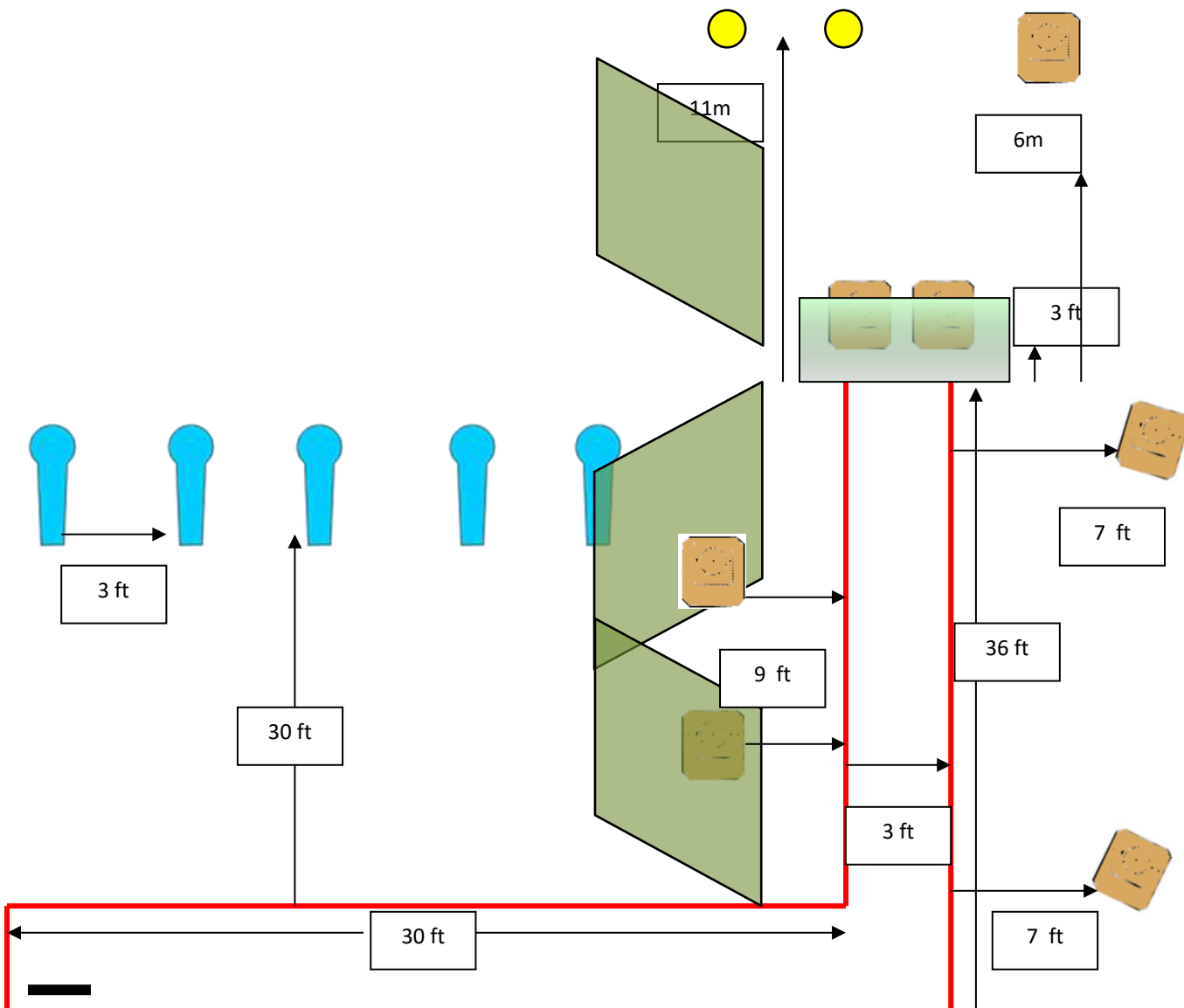
Targets: 7 PSMOC Targets, 2 Falling Plates, 5 Big Falling Targets

Minimum Number of Rounds: 21

Gun Ready Condition: Gun in Condition 1 holstered

Start Position: Standing on mark hands hanging naturally

Procedure: On beep, shoot all targets within the shooting area. At least 2 rounds on paper targets. Falling targets and plates must fall to score.



STAGE 17 : STATE OF EMERGENCY

Designed by Bogie Castro

Title: State of Emergency

Type: Intermediate Course

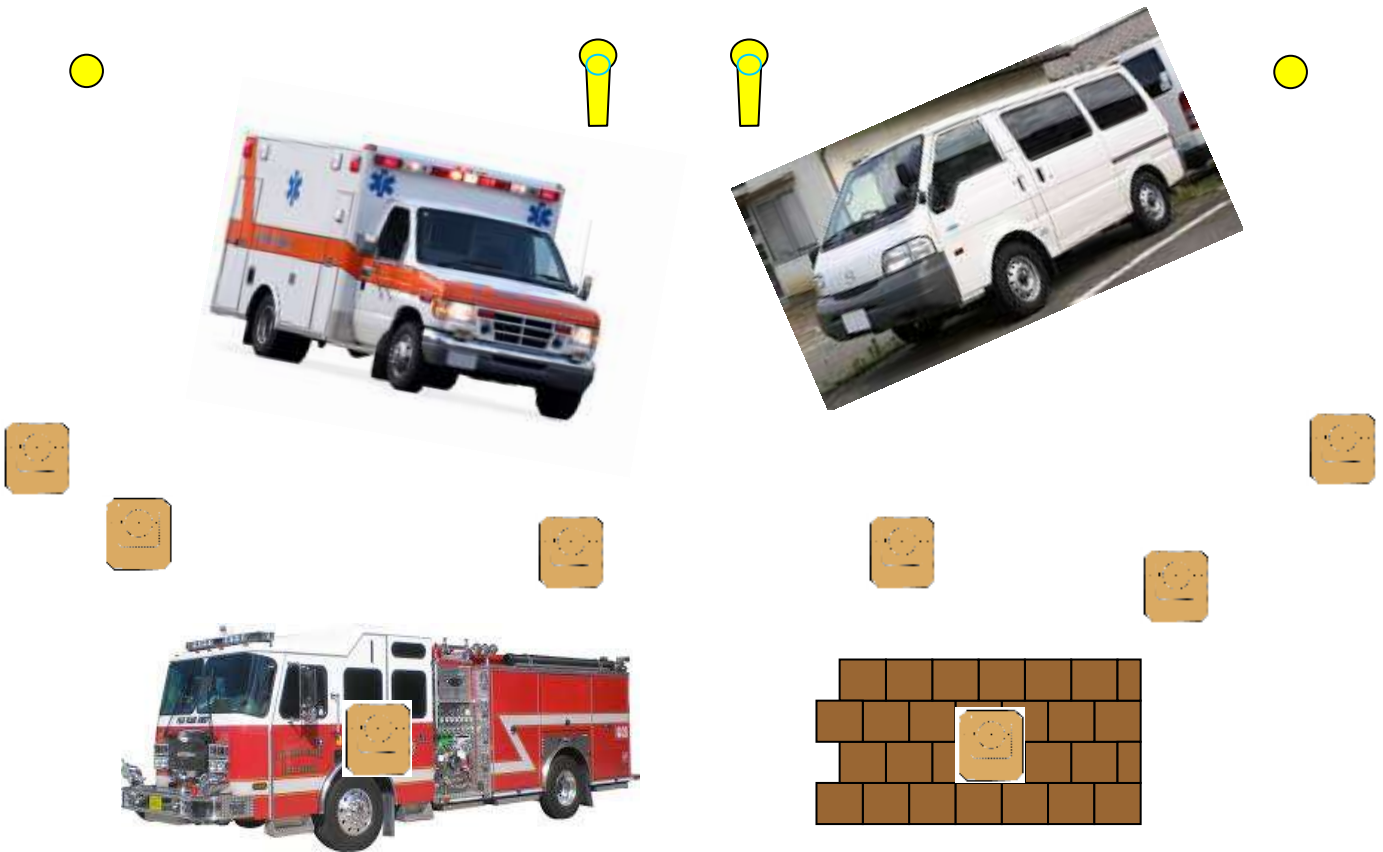
Targets: 8 PSMOC Targets, 2 Big Falling Targets, 2 Falling Plates

Minimum Number of Rounds: 20

Handgun Ready Condition: Condition 1 holstered

Start Position: Standing anywhere within the shooting area.

Procedure: On beep, shoot the targets within the shooting area with at least 2 rounds each on paper and falling targets and plates must fall to score.



Shooting Area

STAGE 18: Door and Windows

Designed by: Bogie Castro

Type: Ultimate Course

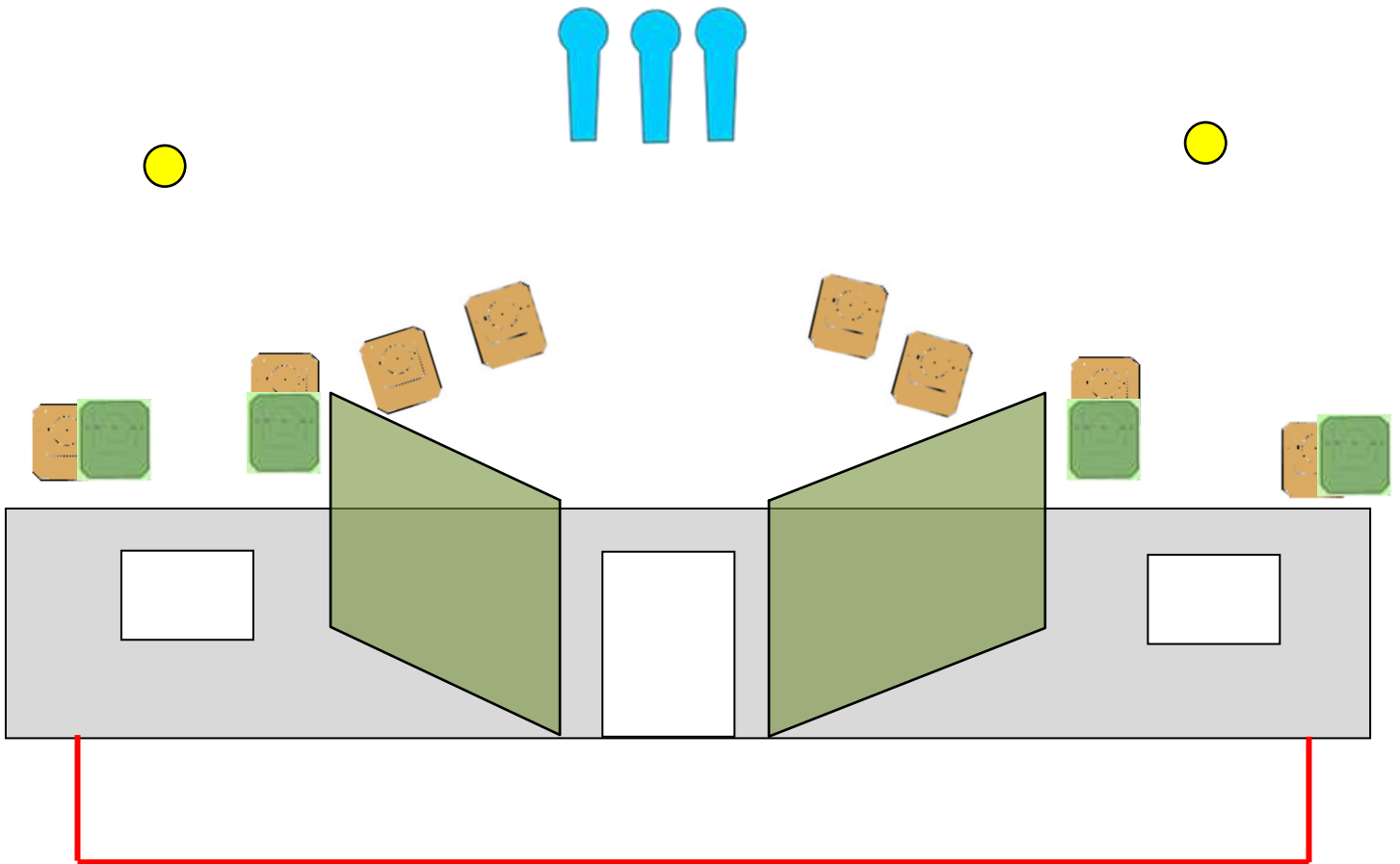
Targets: 8 PSMOC Target, 3 Big Falling Targets, 2 Round Falling Plates, 4 Penalty Targets

Minimum Number of Rounds: 21

Handgun Ready Condition: Condition 1 holstered

Start Position: Standing anywhere within the demarcated shooting area.

Procedure: On signal, shoot all paper targets with at least 2 rounds each within the shooting area. Falling targets and plates must fall to score



STAGE 19: Steel Run and Gun

Designed by: Bogie Castro

Type: Intermediate Course

Targets: 14 Big Falling Targets

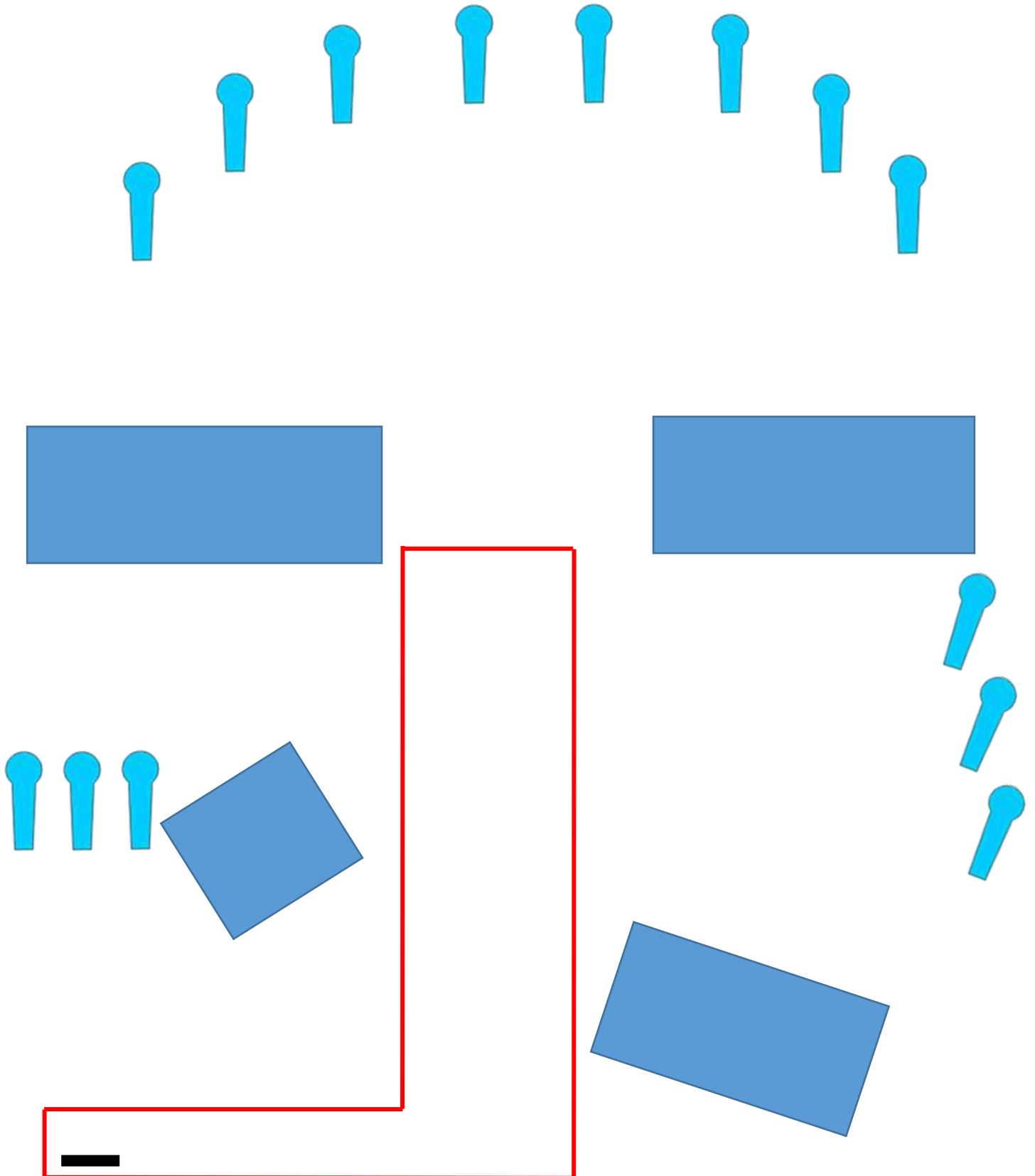
Minimum Number of Rounds: 14

Handgun Ready Condition: Condition 1 holstered

Start Position: Standing relaxed on mark. Hands hanging naturally.

Time Starts: Audible

Procedure: On audible signal, shoot all falling targets within the shooting area.



STAGE 20: Star Challenge

Designed by: Bogie Castro

Type: Ultimate Course

Targets: 11 PSMOC Targets, 4 Big Falling Targets

Minimum Number of Rounds: 26

Handgun Ready Condition: Condition 1 holstered

Start Position: Standing relaxed on mark. Hands hanging naturally.

Time Starts: Audible

Procedure: On audible signal, shoot all targets within the well demarcated firing area.

