

Stage 1

START POSITION: Handgun loaded to division capacity. Concealment Required.

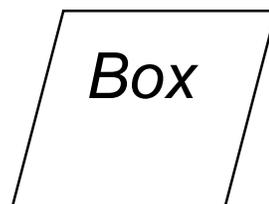
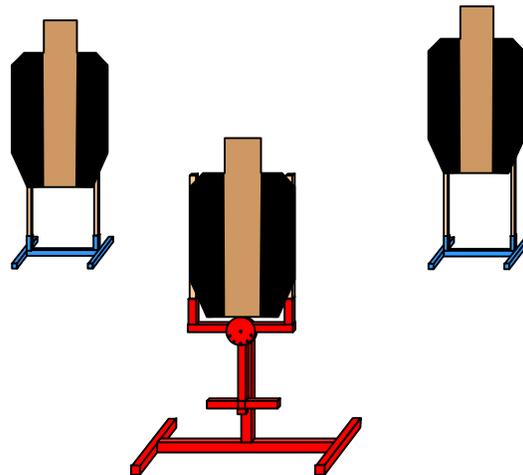
STAGE PROCEDURE

At signal engage each target with 2 rounds each- freestyle.
Tactical Priority is in effect.

Setup Notes: Swinger to be set at edge of railroad ties and 5 yds from front edge of box. Static targets to be set as far back in the rubber as we can get them. Swinger is shooter activated at buzzer with either hand.

SCORING

SCORING: Vickers -6 rds
TARGETS: 3 IDPA
SCORED HITS: Best 4 on target
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec



Stage 2

START POSITION: Handgun loaded to **SIX**. Subsequent reloads will be limited to **SIX**. Concealment Optional.

STAGE PROCEDURE

Start in box. At signal advance to barrel of choice and engage the static targets while advancing to the other barrel. **At the other barrel perform a mandatory reload** and proceed to the first barrel and engage the pins while moving. Shooters finding they are empty during a pass at the targets may reload at any time but must still perform a mandatory reload between target types. Make ups can be done from a barrel.

Ammo carriers limited to IDPA specified quantity for division.

Setup Notes: Pins are to be five yards from front edge of box. Side targets to be 7 yds from the rear of the barrels. Center target to be ten yards from the rear of barrel base line. **Set this up near center so that angled make up shots will not hit the wall.**

SCORING

SCORING: Vickers

TARGETS: 3 IDPA, 5 bowling pins

SCORED HITS: **Best 2 on paper**, 5 Pins off board

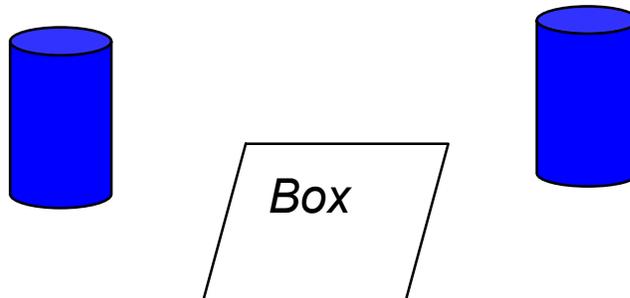
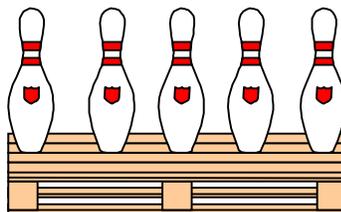
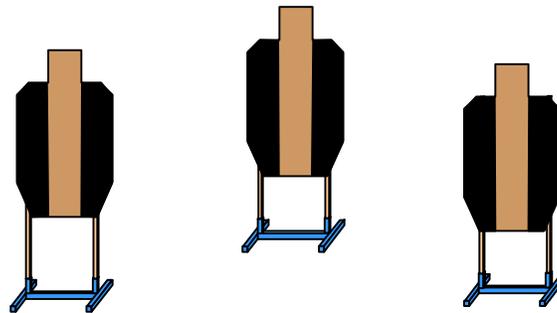
START-STOP: Audible - Last shot

PENALTIES: Procedural. 3 sec

No-shoot hit. NA

Failure to do right. 20 sec

Failure to neutralize. 5 sec



Stage 3

START POSITION: Handgun loaded to division capacity. Concealment Required.

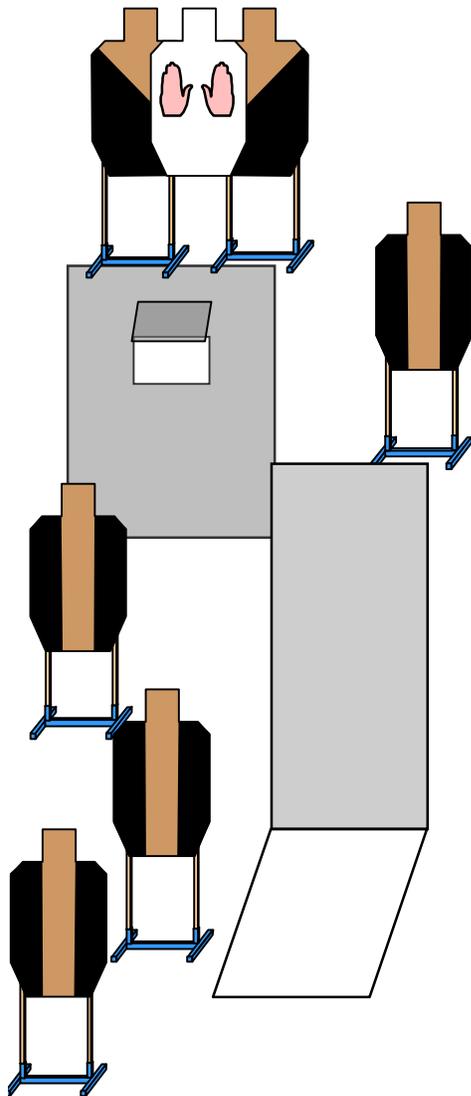
STAGE PROCEDURE

Starting in box fight your way to the hostage using cover and ports as available. 2 on each.

Setup Notes: Use bullet traps along the wall short up close and a medium in the back if necessary. Use a corner wall & tarp instead of barricade shown.

SCORING

SCORING: Vickers -12rds
TARGETS: 6 IDPA
SCORED HITS: Best 2 on target
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec



Box

Stage 4

START POSITION: Handgun loaded to division capacity. Concealment Optional.

STAGE PROCEDURE

String 1: Freestyle 1 shot to each target.

String 2: SHO 1 shot to each target.

String 3: WHO 1 shot to each target.

Setup Notes: Set box 5 yds off targets. Four tall traps with a medium on either side all butted close together.

All targets set even with bottom of traps to allow for a head shot miss.

SCORING

SCORING: Limited Vickers -18rds

TARGETS: 6 IDPA

SCORED HITS: 3 ONLY on target

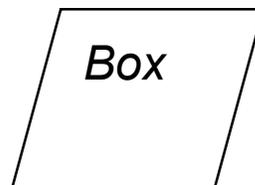
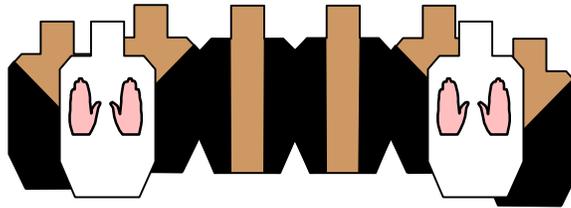
START-STOP: Audible - Last shot

PENALTIES: Procedural. 3 sec

No-shoot hit. NA

Failure to do right. 20 sec

Failure to neutralize. 5 sec



Stage 5

START POSITION: Handgun loaded to division capacity facing UPRANGE. Concealment Required.

STAGE PROCEDURE

At buzzer turn fully downrange, draw and engage moving target with six rounds. Shooter may continue to engage target at maximum distance after carrier has stopped.

TO ALL: WATCH THE 180! If you break this plane or the SO arrests your motion because you would have... you will be disqualified for endangering yourself and others.

Setup Notes: Target is to start at three feet from front edge of box and flee to backstop at the buzzer. Box to be positioned on any open lane. **Make SURE that tall shooters will not shoot the floor at ANY point of the target's movement** and this will likely mean the target needs to be started further downrange than planned. Hard cover line even with bottom of -0 zone.

SCORING

SCORING: Limited Vickers -6rds
TARGETS: 1 IDPA
SCORED HITS: 6 ONLY on target
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec

