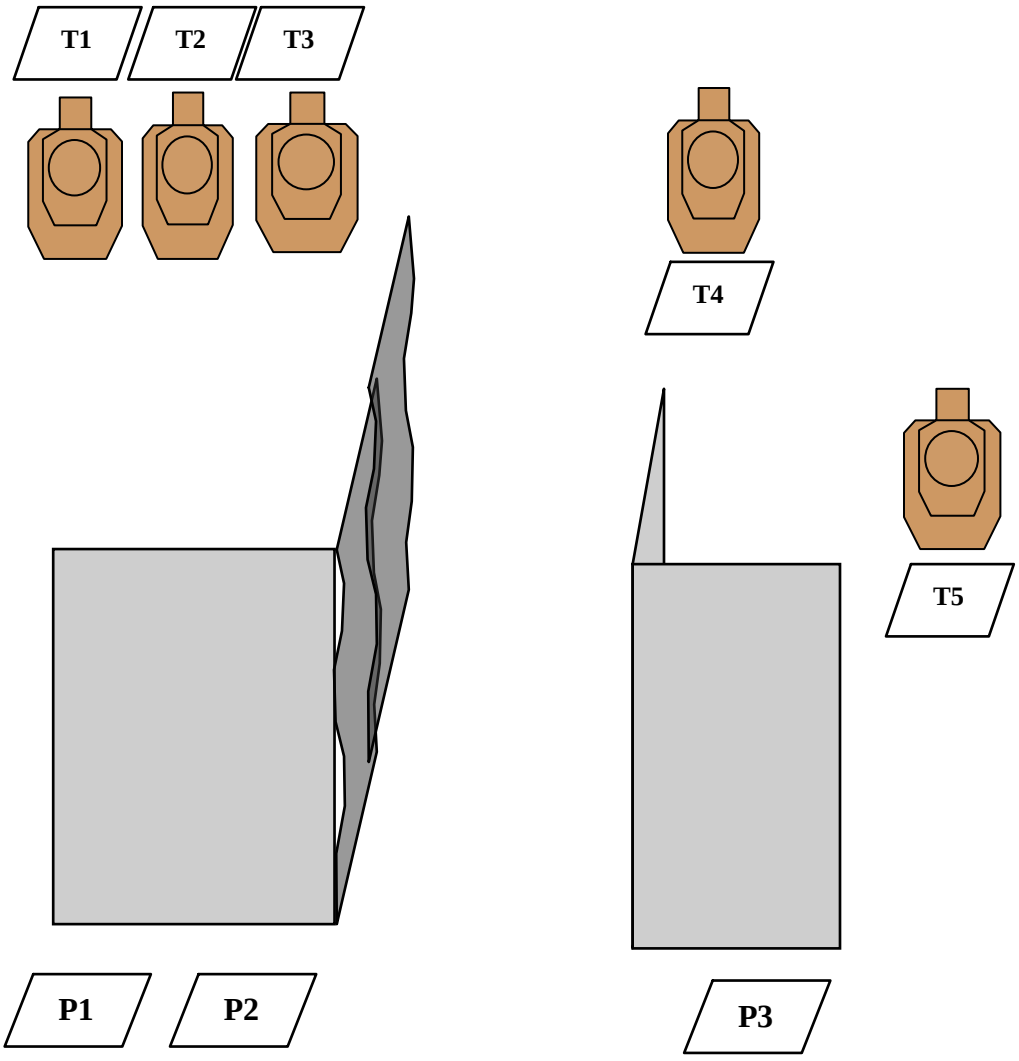
Stage __ – Enemies within the Walls

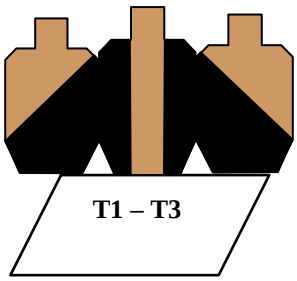
START POSITION: Handgun loaded to division capacity. Concealment Required. Reload as necessary. Shooter starts facing up range.

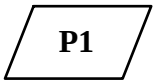
STAGE SCENARIO: You're running late leaving your office building Friday Night when you stumble into some sort of Mafia Hit. Take action to end the threat. **STAGE PROCEDURE: Shooter starts at P1. On signal, shooter will engage T1 – T3 with 3 rounds each. Then shooter will move to P2 and engage T4 with 3 rounds. Shooter will then move to P3 and engage T5 with 3 rounds.** **Setup: Distance from P1 to T1 – T3 is 15'. P2 to T4 is 15' and P3 to T5 is 10'**	**SCORING: Vickers – 15 rounds min** **TARGETS: 5 IDPA** **SCORED HITS: Best 3 per threat** **START/STOP: Audible - Last shot** **PENALTIES:** **Procedural: 3 sec** **No-Shoot Hit: 5 sec.** **Failure To Do Right: 20 sec** **Failure To Neutralize: 5 sec**



Stage __ – Mini El Presidente' With a Twist

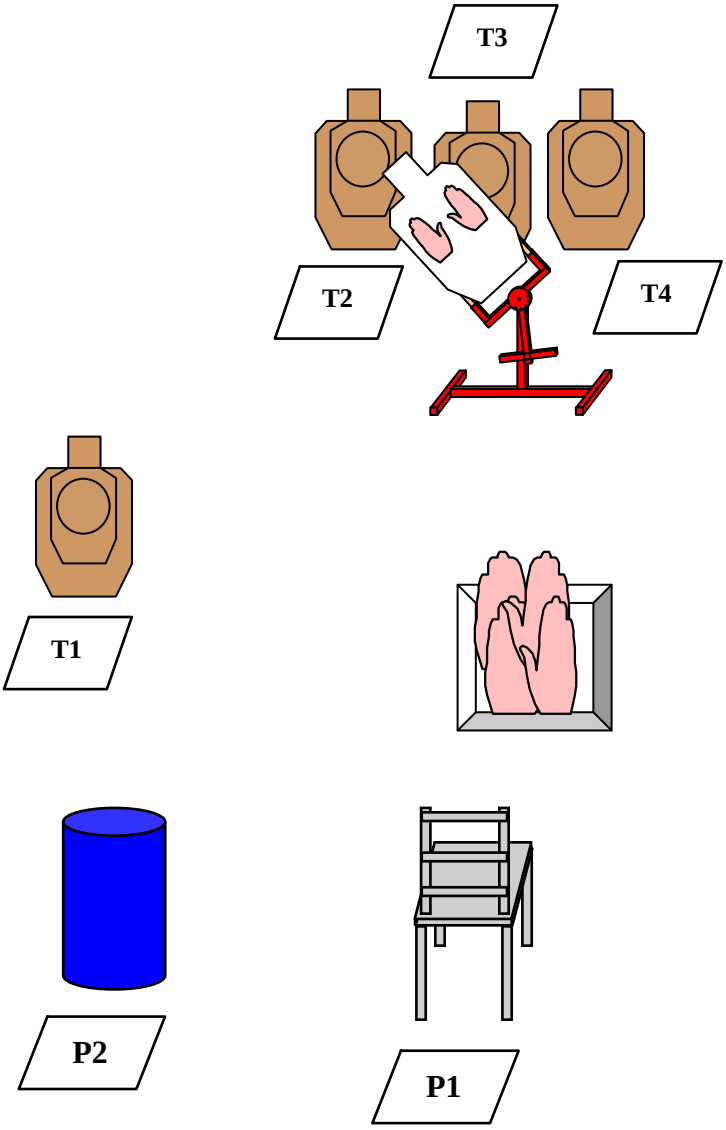
START POSITION: Shooter starts facing up range. Handgun loaded to division capacity. Concealment Required. Reload as necessary.	
STAGE SCENARIO: **STAGE PROCEDURE: Shooter starts standing on P1, facing up range, hands behind your head. On the signal, shooter will turn, draw and engage T1 – T3 with 2 rounds each in tactical sequence, perform an IDPA legal reload, and then re-engage T1 - T3 with 2 rounds each in any order. Hits on Blacked Out sections will be considered a miss.** **Setup: Distance from P1 to T1-T3 is 18'**	**SCORING:** **SCORING: Limited – 12 rounds** **TARGETS: 3 IDPA** **SCORED HITS: 4 per threat** **START/STOP:** Audible - Last shot **PENALTIES:** **Procedural: 3 sec** **No-Shoot Hit: 5 sec** **Failure To Do Right: 20 sec** **Failure to Neutralize: 5 sec**

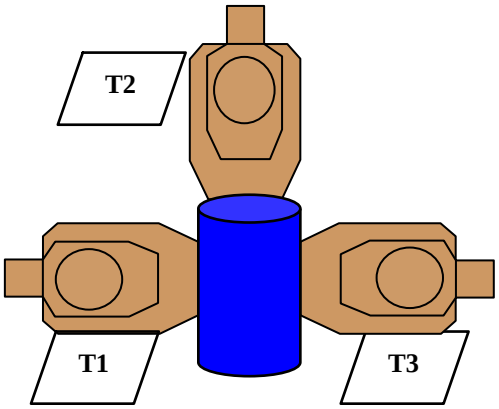
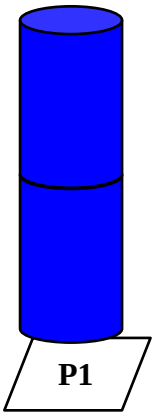




Stage __ – Camping Problems

START POSITION: Shooter starts seated, facing down range. Handgun loaded to division capacity. Concealment Required. Reload as necessary.	
STAGE SCENARIO: You and your son / daughter / spouse or significant other are out camping, enjoying a camp fire when 4 escaped convicts try to take your car and intend on taking your loved one as a hostage. End the threat. **STAGE PROCEDURE: Shooter starts seated, facing down range at P1 with rope in hand. On signal, shooter will activate the swinger, and while seated draw and engage T1 with 3 rounds. Shooter will then transition to the large oak tree stump. Using tree stump as low cover, engage T2 – T4 with 3 rounds each while avoiding your loved one.** **Setup: Distance from P1 – T1 is 10 Feet. From P2 – T2 / T4 is 18 Feet.**	**SCORING: Vickers – 12 rounds min** **TARGETS: 4 IDPA / 1 Non-threat** **SCORED HITS: Best 3 per threat** **START/STOP: Audible - Last shot** **PENALTIES:** **Procedural: 3 sec** **No-shoot hit: 5 sec** **Failure To Do Right: 20 sec** **Failure to Neutralize: 5 sec**



Stage __ – Speed vs. Accuracy

START POSITION: Shooter starts seated, facing down range. Handgun loaded to division capacity. Concealment Required. Reload as necessary.	
STAGE SCENARIO: **STAGE PROCEDURE: Shooter starts at P1 facing down-range with hands at their side. On the signal, draw and engage T1 – T3 with 3 rounds each (2 to the Body and 1 to the Head) from one side of the barrels. Then switch to the other side of the barrels and engage T1 – T3 with 3 rounds each (2 to the Body and 1 to the Head).** **Setup: Distance from P1 to T1 – T3 is 15'**	**SCORING** **SCORING: Vickers – 18 Rounds** **TARGETS: 3 IDPA** **SCORED HITS: Best 6 per threat** **START-STOP: Audible - Last shot** **PENALTIES:** **Procedural: 3 sec** **No-Shoot Hit: 5 sec** **Failure To Do Right: 20 sec** **Failure To Neutralize: 5 sec**