

## Stage \_\_ – Kidnapped

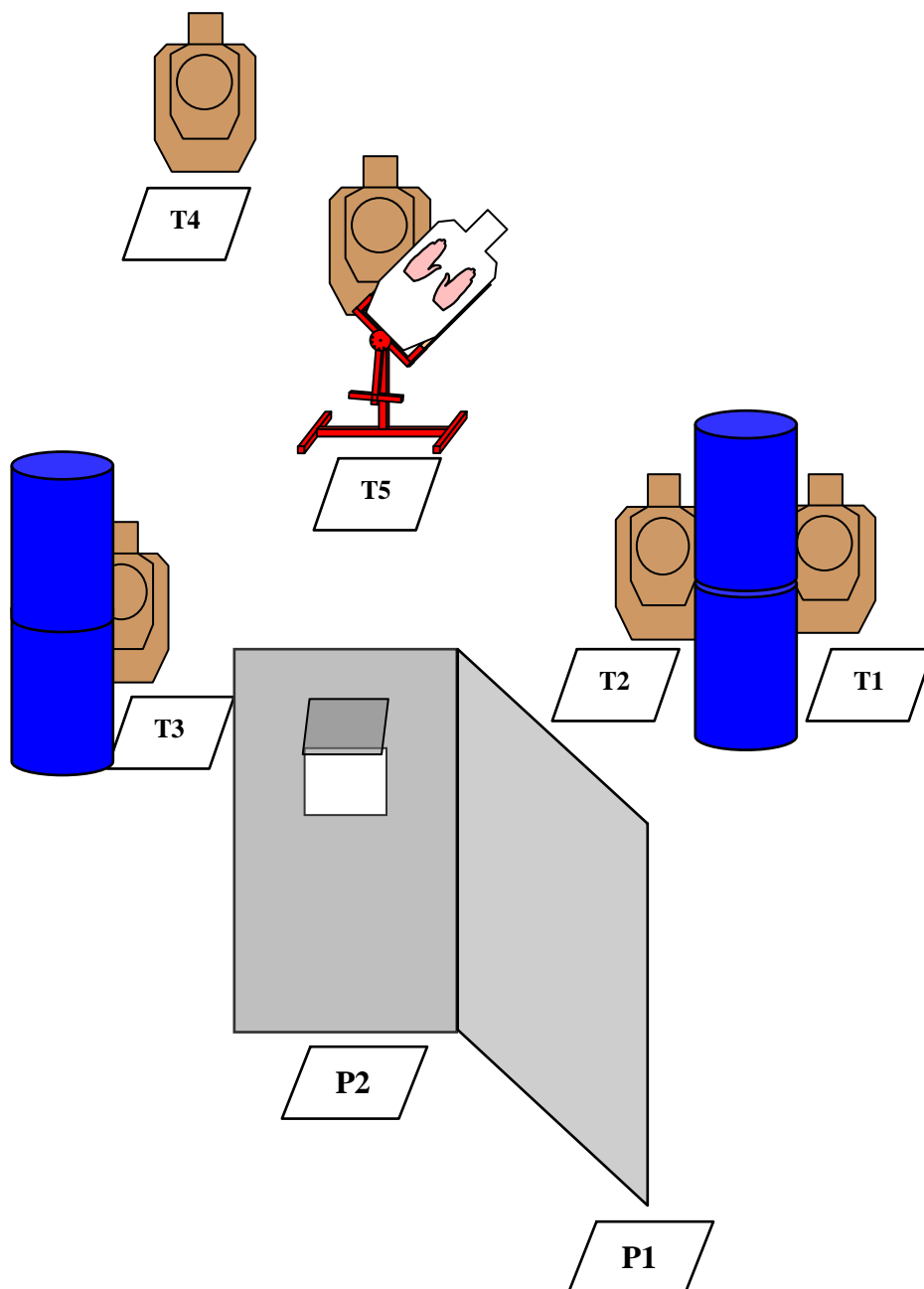
**START POSITION:** Handgun loaded to division capacity. Concealment Required. Reload as necessary.  
Shooter starts facing down range.

**STAGE PROCEDURE:** Starting at P1, facing down range, hands at your side. On signal, shooter will draw and engage T1 and T2 with 3 rounds each. Shooter will then activate the swinging non-threat and then proceed to P2. Shooter will then engage T3 – T5 with 3 rounds each as you see them.

**Note to RO:** Tall Shooters may shoot through window or around the wall. Short Shooters may shoot around the wall. Shooter must declare which way they will shoot this stage prior to starting this stage.

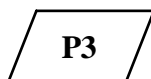
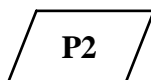
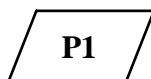
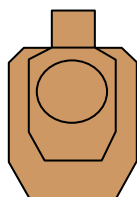
**SCORING:** Vickers – 15 rounds min  
**TARGETS:** 5 IDPA / 1 Non-Threat  
**SCORED HITS:** Best 3 per Target  
**START/STOP:** Audible - Last shot  
**PENALTIES:**

**Procedural:** 3 sec  
**No-Shoot Hit:** 5 sec.  
**Failure To Do Right:** 20 sec  
**Failure To Neutralize:** 5 sec



## Stage \_\_ – JC's Speed Drill

<b>START POSITION:</b> Handgun loaded to division capacity. Concealment Not Required. Reload as necessary. Shooter starts facing down range.	
<b>STAGE PROCEDURE:</b> <u>String 1:</u> Shooter starts standing at P1, facing down range, hands behind their head. On the signal, shooter will draw and engage T1 with 3 rounds to the body <b>FROM RETENTION</b> . Shooter will then re-holster and move to P2.  <u>String 2:</u> Shooter will place hands behind their head and on signal draw and engage T1 with 3 rounds to the body <b>FREESTYLE</b> . Shooter will then re-holster and move to P3.  <u>String 3:</u> Shooter will place hands behind their head and on signal draw and engage T1 with 3 rounds to the <b>HEAD</b>	<b>SCORING:</b> <b>SCORING:</b> Limited – 9 rounds <b>TARGETS:</b> 1 IDPA <b>SCORED HITS:</b> 6 Body / 3 Head <b>START/STOP:</b> Audible - Last shot <b>PENALTIES:</b>  Procedural: 3 sec No-Shoot Hit: 5 sec Failure To Do Right: 20 sec Failure to Neutralize: 5 sec  Distance from P1 to T1 is 6' Distance from P2 to T1 is 9' Distance from P3 to T1 is 12'



## Stage \_\_ – Jihad Cowards

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

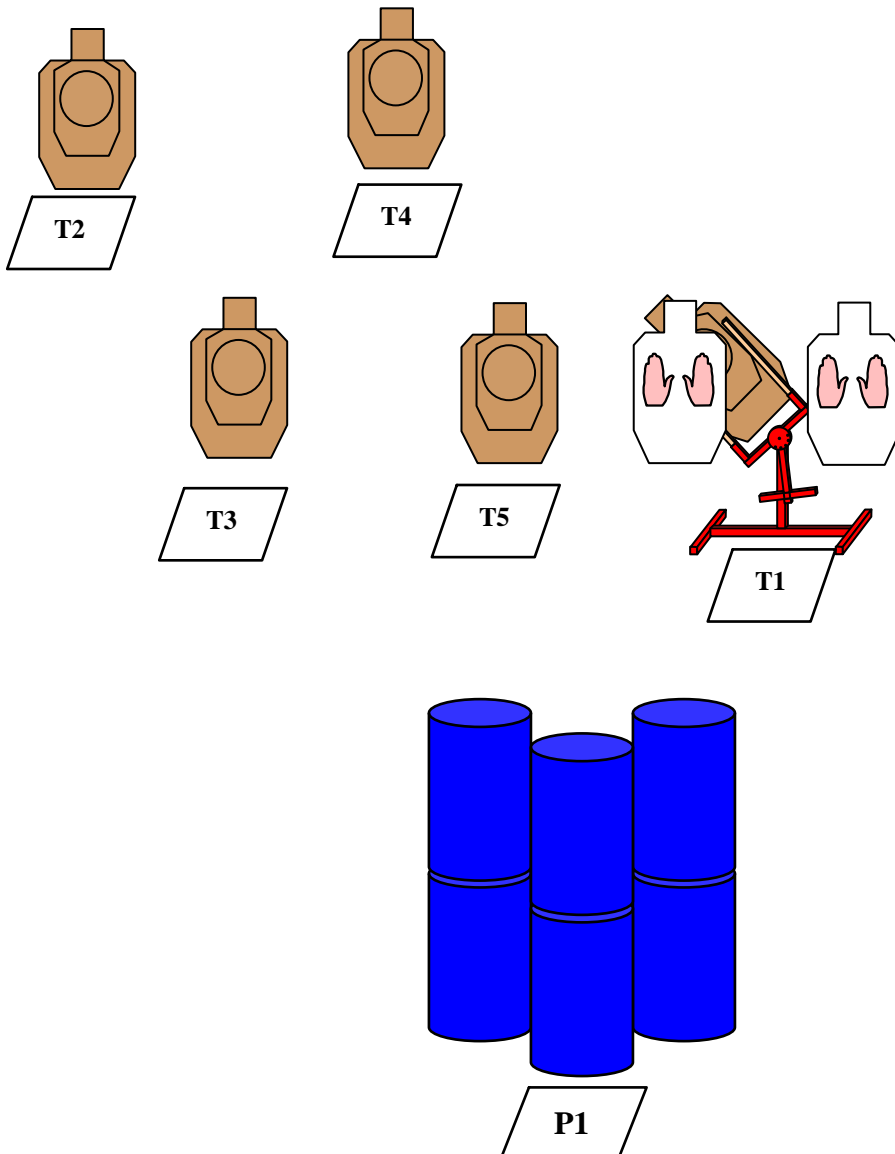
**STAGE SCENARIO:** You are out walking in your neighborhood when you come upon a scene that looks like it came straight from a B movie about JIHAD. 5 Bad Guys have taken 2 women (your neighbors) hostage and are preparing to use them as cover to commit their various crimes.

**STAGE PROCEDURE:** Shooter starts facing down range at P1 with rope in hand. On signal, shooter will activate the swinger, which will swing behind the static pair of hostages, and then draw and engage T1 with 3 rounds avoiding the non-threats from the right side of the barrels. Then shooter will transition to the left side of the barrels and engage T2 – T5 with 3 rounds each.

Distance from P1 – T1 is 10 Feet. From T1 – T2 / T4 is 18 Feet.  
Set-up note: Make sure that the Swinging Threat lines up between the 2 non-threats so that as it swings it is covered by a non-threat and covers the other non-threat

**SCORING:** Vickers – 15 rounds min  
**TARGETS:** 5 IDPA / 2 Non-Threats  
**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 \_\_ – Refuse To Be A Victim

**START POSITION:** Handgun holstered and loaded to division capacity. Concealment Required.  
**Shooter starts facing down range.**

**STAGE SCENARIO:** You and your best friend and their spouse are walking down the street discussing the latest movie that you just watched when a group of thugs jump out of an alley and attack the 3 of you. Two begin mugging your buddy while two begin dragging your buddies spouse back down the alley from which they sprang. Save the day.

**STAGE PROCEDURE:** Shooter starts facing down range at P1. On signal, shooter will draw and engage T1 and T2 with 3 rounds each while on the move from P1 to P2. [Shooter MAY NOT reengage T1 or T2 from P2]. From P3, shooter will engage T3 and T4 with 3 rounds each using available cover. Shooter will then move to P3 and engage T5 and T6 with 3 rounds each to end the threat.

### SCORING

**SCORING:** Vickers – 18 Rounds  
**TARGETS:** 6 IDPA / 2 Non-Threats  
**SCORED HITS:** Best 3 per target  
**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

