

Stage 1

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

STAGE PROCEDURE

Starting position hand at shooters side , at the signal shooter will engage target with 3 rounds each in any order

SCORING

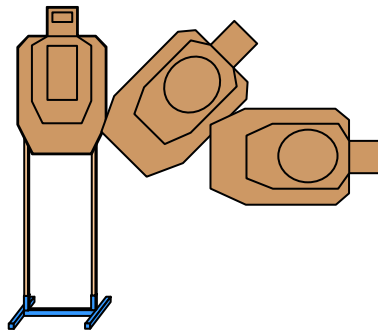
SCORING: Vickers -9 rounds

TARGETS: 3 IDPA

SCORED HITS: Best 3 on ea 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



5 yds



Stage 2

START POSITION: Handgun loaded to division capacity. Concealment Required**STAGE PROCEDURE****TWIN TACTICAL ROOMS WITH A TOTAL OF 9 THREATS AND 3 NON-THREATS**

Starting at the first doorway with hands at side at the signal shooters will enter the and clear both rooms of all threat targets with 2 rounds each. Shooters will use all available cover at all times.

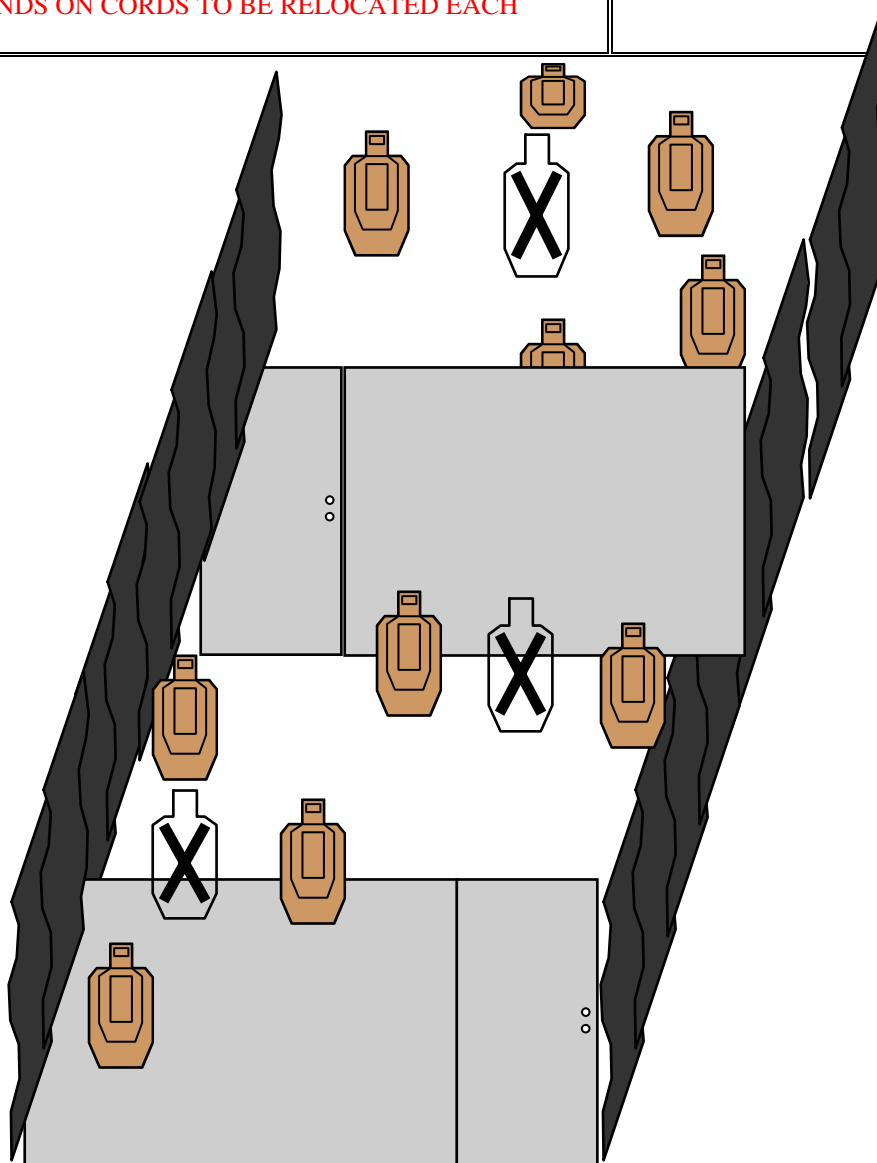
SET-UP NOTE REQUIRES BULLET TRAPS FOR AND 3 NON-THREAT HANDS ON CORDS TO BE RELOCATED EACH STRING

SCORING**SCORING:** Vickers -18 rounds**TARGETS:** 9 IDPA**SCORED HITS:** Best 2 on ea 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

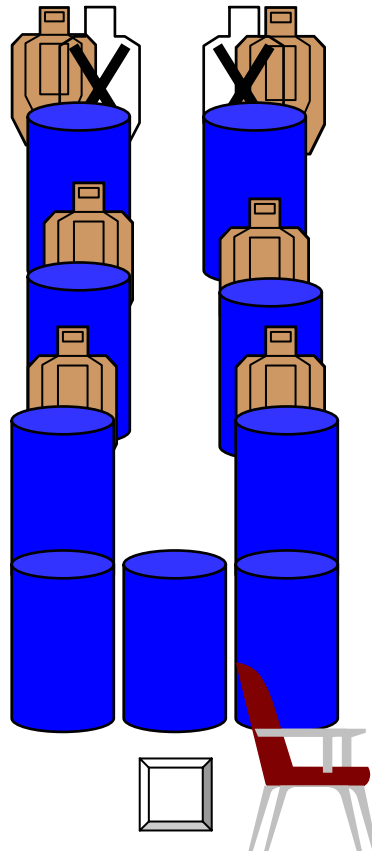


Stage 3

START POSITION: Shooter sitting looking up range Handgun loaded to division capacity. Concealment required**STAGE PROCEDURE**

At the signal , shooter will stand turn and engage all threat targets with 2 rounds each from low cover

MARYLAND STATE MATCH 2008
STAGE 2 BAD BUS RIDE

SCORING**SCORING:** Vickers -12 rounds**TARGETS:** 6 IDPA**SCORED HITS:** Best 2 on 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 4

START POSITION: Handgun loaded to division capacity. Concealment required

STAGE PROCEDURE

String 1: At the signal, shooter will engage targets with 3 rounds each on the advance

String 2: At the signal, shooter will engage targets with 3 rounds each on the retreat

SCORING

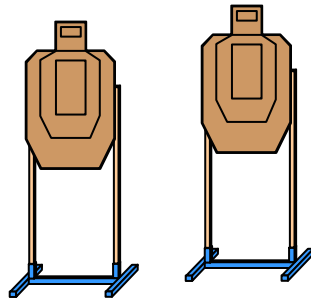
SCORING: Limited Vickers -12 rds

TARGETS: 2 IDPA

SCORED HITS: Best 6 on each 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



5yds



10 yds

