

## Stage 1 – Variation on a Standard (downrange on left)

**START POSITION:** Handgun loaded with 6 rds only; spare magazines loaded to 6 rds only. Concealment Optional. Shooter standing, facing down range.

**STAGE PROCEDURE:** On signal draw and engage T-1 and T-2 with 2 to the body and 1 to the head (i.e. all 3 shots on the first target before engaging the second). Order of target engagement is up to the shooter, but T-1 must be shot from left side of barrels and T-2 from the right. Reload on the clock and repeat the shot sequence.

**NOTES:**

T-1 to T-2 are 1 yd apart side-to-side;  
P-1 to T-1/T-2 is 7 yds  
Barrels centered on target gap

**SCORING**

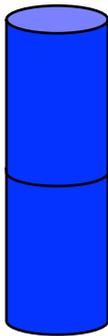
**SCORING:** Limited Vickers - 12 rounds  
**TARGETS:** 2 IDPA  
**SCORED HITS:** 4 body / 2 head  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural - 3 sec  
Hit on Non-Threat - NA  
Failure to do right - 20 sec  
Failure to neutralize - 5 sec



T-1



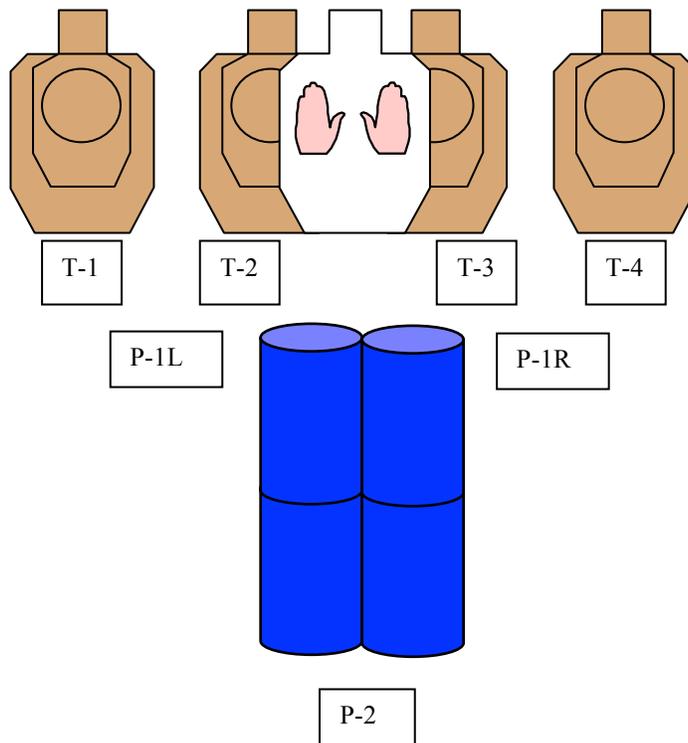
T-2



P-1

## Stage 3 – Damsel in Distress (downrange on right)

<b>START POSITION:</b> Handgun loaded to division capacity. Concealment Required. Shooter standing, facing down range.	
<p><b>SCENARIO:</b> <i>You are walking in the woods when you round a bend in the trail and encounter four armed thugs accosting a female hiker. While engaging the first two vermin on the retreat, you are wounded in your strong-side arm. After taking cover behind a large boulder and reloading, you engage the second two cretins weak-hand-only.</i></p> <p><b>STAGE PROCEDURE:</b></p> <p><b>Right handed shooters start at P-1R; Left handed shooters start at P-1L:</b> On signal engage the 2 targets directly in front of you with 3 rounds each in Tactical Sequence while retreating to cover. Take cover behind barrels, <b>reload then engage</b> the last 2 un-engaged targets with 3 rounds each weak-hand-only.</p> <p><b>NOTES:</b></p> <p><b>Reloads will be conducted using both hands.</b></p> <p>P-1L / P-1R to Targets is 2 yds. P-2 to Targets is 5 yds.          P-1L / P-1R centered on T-1 &amp; T-2 / T-3 &amp; T-4;          Barrels centered on T-2/T-3.</p>	<p><b>SCORING</b></p> <p><b>SCORING:</b> Vickers - 12 rounds min</p> <p><b>TARGETS:</b> 4 IDPA, 1 Non-Threat</p> <p><b>SCORED HITS:</b> Best 3 on target</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>PENALTIES:</b> Procedural - 3 sec          Hit on Non-Threat - 5 sec          Failure to do right - 20 sec          Failure to neutralize - 5 sec</p>



## Stage 2 – Not in *This House* (downrange middle)

**START POSITION:** Handgun loaded to division capacity. Concealment optional. Start seated.

**SCENARIO:** *You are sitting at your kitchen table reading the paper with your door open on a cool evening when three armed thugs suddenly rush into the room. After dispatching these three, you hear a commotion outside; upon reaching your door you encounter six more armed intruders on your screened-in porch.*

**STAGE PROCEDURE:** Starting seated, news paper in both hands, gun in box on table and spare mags stowed on your person, engage T-1 thru T-3 with 2 rounds each in Tactical Priority. Proceed to the open doorway and dispatch the pins as you see them.

**SET UP NOTES:**

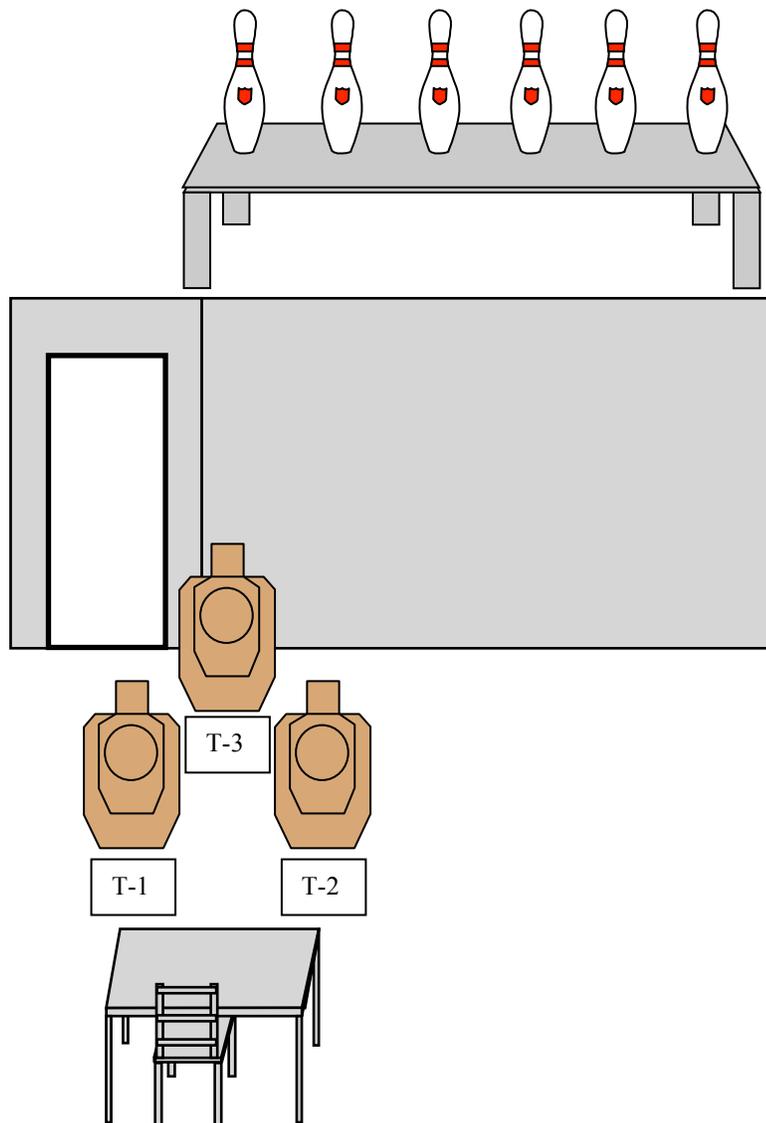
Block the door open throughout. **Pins must be engaged from right side of door regardless of shooter's strong side.**

Must knock down pin being engaged before proceeding to the next pin; each pin must be off the table when finished or scored as a miss.

2 yds from chair to T-1/T-2; 2 yds from T-1/T-2 to T-3; 2 yds from T-3 to wall; 4 yds. from wall to pins.

**SCORING**

- SCORING:** Vickers - 12 rounds min;
- TARGETS:** 3 IDPA, 6 bowling pins
- SCORED HITS:** Best 2 on target / each pin must be off the table or scored 5 points down
- START-STOP:** Audible - Last shot
- PENALTIES:** Procedural - 3 sec  
Hit on Non-Threat - NA  
Failure to do right - 20 sec  
Failure to neutralize - 5 sec



## Stage 4 – Why I Carry a Gun (up range center to left)

<p><b>START POSITION:</b> Handgun loaded to division capacity. Concealment Required. Shooter facing down range.</p>	
<p><b>STAGE SCENARIO:</b> <i>You, your spouse and friends are walking down the street discussing the movie you just saw, when a group of thugs jump out of an alley. They start thumping your buddy and dragging his wife back into the alley.</i></p> <p><b>STAGE PROCEDURE:</b> Shooter starts facing down range. On signal draw and engage T1 &amp; T2 with 3 rounds each while on the move from P1 to P2. Engage T3 &amp; T4 with 3 rounds each from behind cover at P2, and then engage T5 &amp; T6 with 3 rounds each from P3.</p> <p><b>NOTES:</b>                  Barrel represents a mailbox, ~2 yds from wall and P-3.                  P-1 to T-1 is 2 yds; P-2 to T-3/T-4 is 7 yds; P-3 to T-5/T-6 is 5 yds  <b>Cannot make up shots on T-1 or T-2 once P-2 is reached.</b></p>	<p><b>SCORING</b></p> <p><b>SCORING:</b> Vickers - 18 rounds min</p> <p><b>TARGETS:</b> 6 IDPA, 2 Non-Threats</p> <p><b>SCORED HITS:</b> Best 3 on target</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>PENALTIES:</b> Procedural - 3 sec                  Hit on Non-Threat - 5 sec                  Failure to do right - 20 sec                  Failure to neutralize - 5 sec</p>

