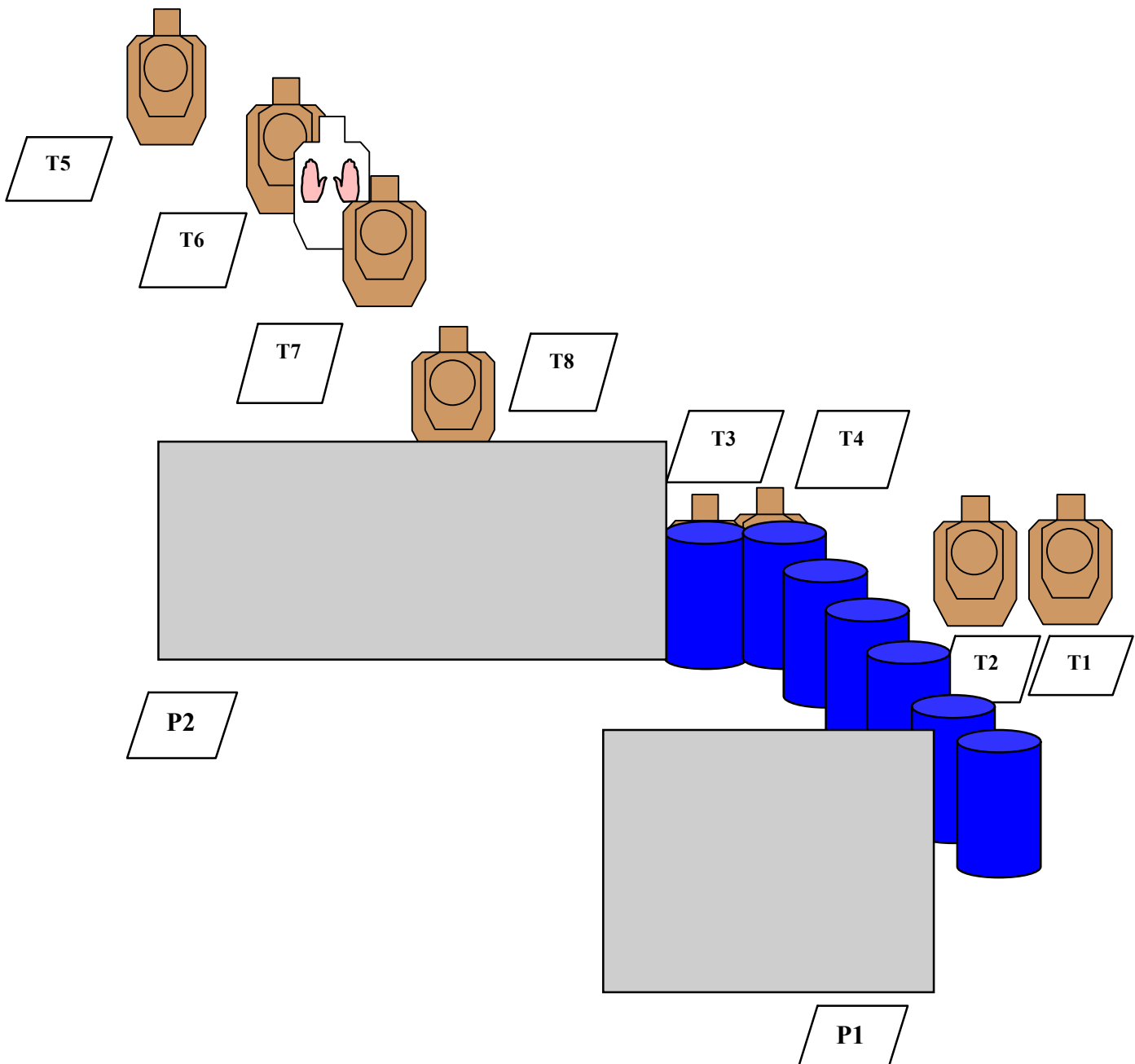


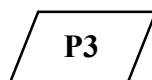
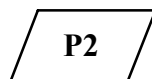
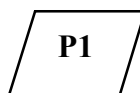
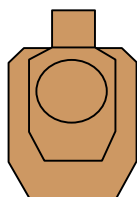
## Stage 1 – Stop the Bombers First

<b>START POSITION:</b> Handgun loaded to division capacity. Concealment Required. Reload as necessary.	
<p><b>STAGE SCENARIO:</b> <i>You arrive at your office early one morning to find a group of Eco-Terrorist planting a bomb in an attempt to make a political statement. You also notice that a co-worker has arrived before you and been taken hostage. Engage the ET's and save the day</i></p> <p><b>STAGE PROCEDURE:</b> Starting at P1, facing down range, hands at your side. On signal, shooter will draw and engage T1 and T2 with 2 rounds each. Shooter will then proceed down the “wall” (to the left of the barrels) and while on the move, engage a second pair of ET's, T3 and T4 with 2 rounds each – Head Shots Only, who are busy setting a bomb. Shooter will then proceed to P2 and engage the remaining 4 ET's with 2 rounds each without hitting your co-worker.</p>	<p><b>SCORING:</b> Vickers – 16 rounds min  <b>TARGETS:</b> 8 IDPA / 1 Non-Threat  <b>SCORED HITS:</b> Best 2 per Target  <b>START/STOP:</b> Audible - Last shot  <b>PENALTIES:</b></p> <p>Procedural: 3 sec          No-Shoot Hit: 5 sec.          Failure To Do Right: 20 sec          Failure To Neutralize: 5 sec</p>



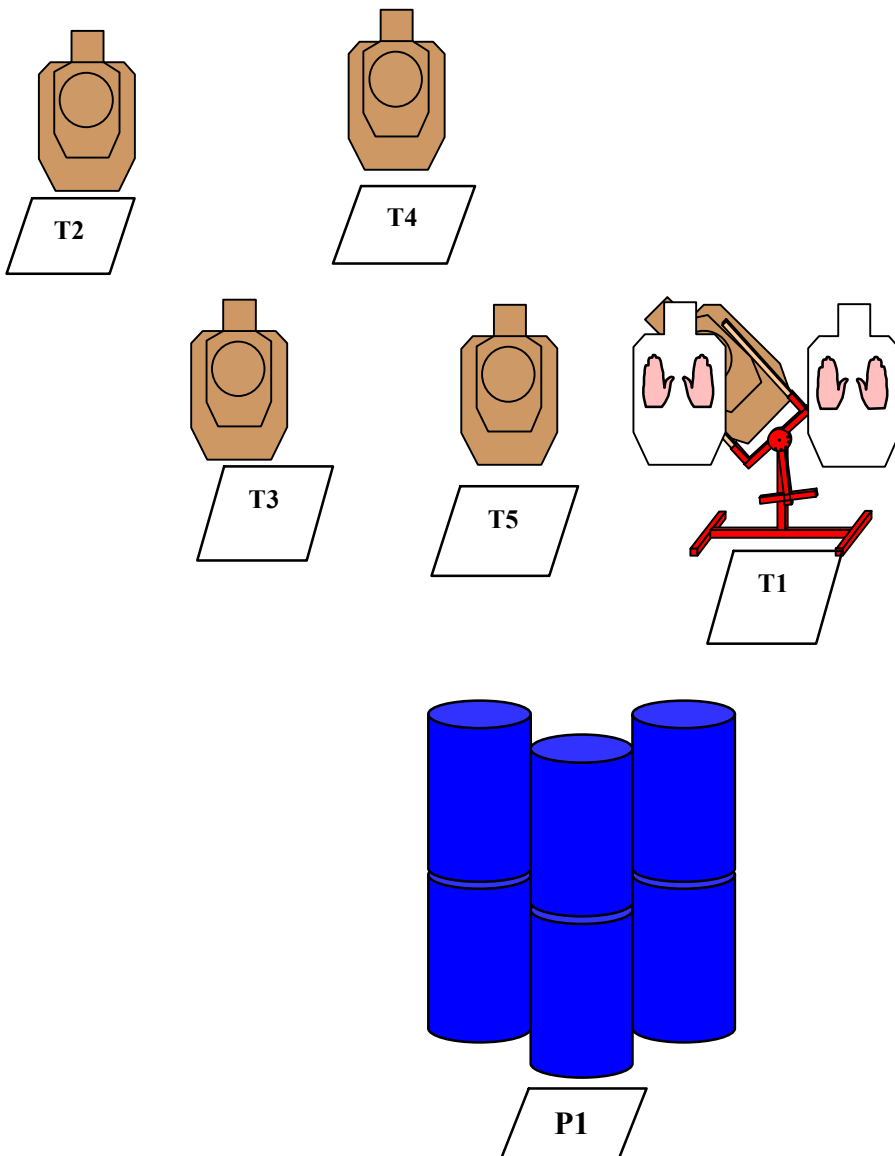
## Stage 2 – JC's Speed Drill

<b>START POSITION:</b> Handgun loaded to division capacity. Concealment Not Required. Reload as necessary. <b>Shooter starts facing down range.</b>	
<b>STAGE SCENARIO:</b> 3 Strings  <b>STAGE PROCEDURE:</b> <u>String 1:</u> Shooter starts standing on P1, facing down range, hands behind their head. On the signal, shooter will draw and engage Target 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 replace 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 replace 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 4' Distance from P2 to T1 is 7' Distance from P3 to T1 is 10'



### Stage 3 – Jihad Cowards

<b>START POSITION:</b> Handgun loaded to division capacity. Concealment Required. Reload as necessary.	
<p><b>STAGE SCENARIO:</b> <i>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.</i></p> <p><b>STAGE PROCEDURE:</b> Shooter starts facing down range at P1 with rope in strong 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.</p> <p>Distance from P1 – T1 is 10 Feet. From T1 – T2 / T4 is 18 Feet.</p> <p>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</p>	<p><b>SCORING:</b> Vickers – 15 rounds min</p> <p><b>TARGETS:</b> 5 IDPA / 2 Non-Threats</p> <p><b>SCORED HITS:</b> Best 3 per threat</p> <p><b>START/STOP:</b> Audible - Last shot</p> <p><b>PENALTIES:</b></p> <p>Procedural: 3 sec</p> <p>No-shoot hit: 5 sec</p> <p>Failure To Do Right: 20 sec</p> <p>Failure to Neutralize: 5 sec</p>



## Stage 4 – Kidnapping / Hostage Problem

**START POSITION:** Handgun holstered and loaded to division capacity. Concealment Required.

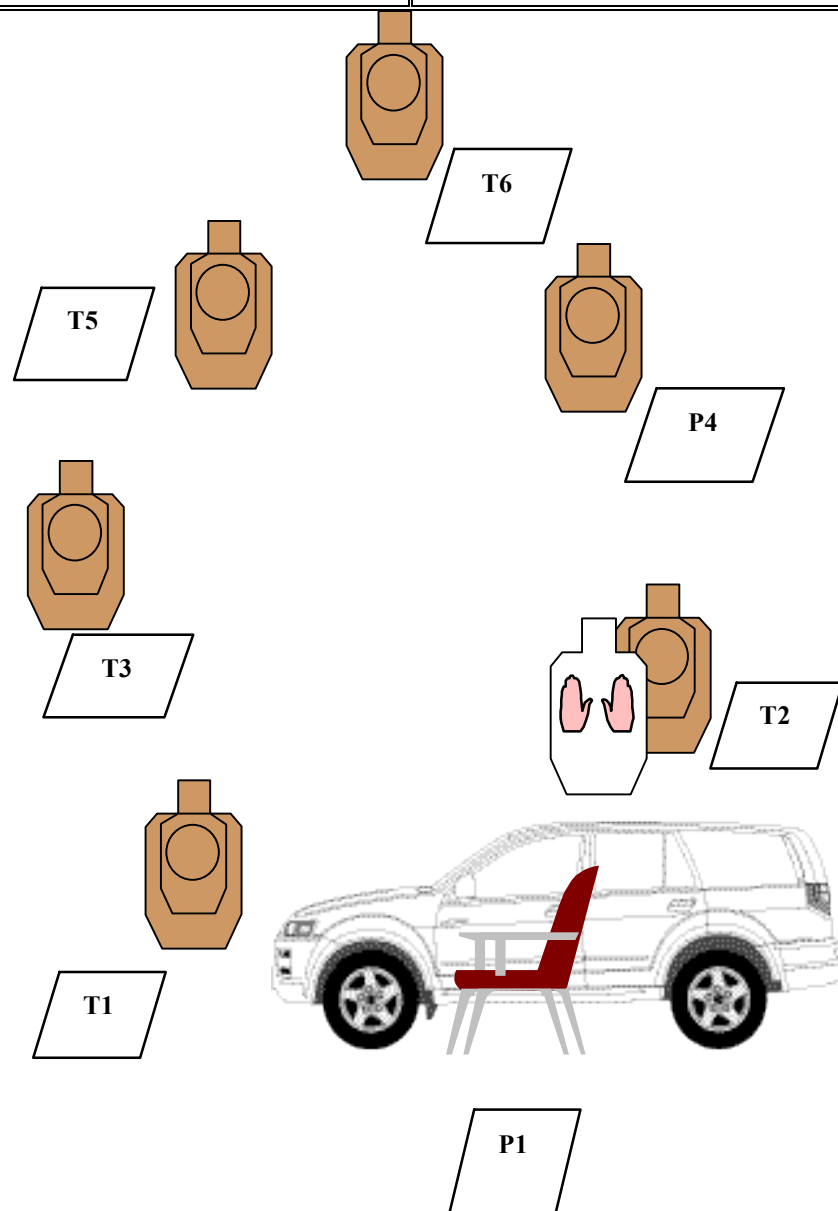
**STAGE SCENARIO:** *After shopping at your local Wal-Mart you and your spouse return to your car and while loading the car with your bags a group of 6 thugs rush up. 1 Thug grabs your wife before she can get into the car and demands the keys to the car. You hear sirens in the distance and notice that all of the Thugs look over their shoulders.*

**STAGE PROCEDURE:** Shooter starts facing down range. On signal, shooter will toss the vehicle keys away and then draw and engage T1 through T6 with 3 rounds each from P1 in Tactical Priority. Shooter may stand and shoot over the car or kneel and shoot over the hood.

### SCORING

**SCORING:** Vickers – 18 Rounds  
**TARGETS:** 6 IDPA / 1 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



**To use the graphics on the next page, double click and it will open the object to it's full 4 pages.**

