

Stage 1

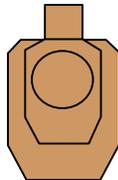
START POSITION: Handgun loaded to division capacity and holstered. Shooter standing, hands at sides, facing down range behind 20 yd barrel set. Concealment required.

STAGE PROCEDURE: On signal draw and engage T-1 and T-2 with two shots each from each side of barrels then advance to next set of barrels and repeat until you have shot from all four sets of barrels.

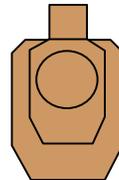
NOTE: Shooter may engage from either side of barrels first *but MUST shoot from both sides of each set.*

SCORING

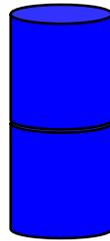
SCORING: Limited Vickers – 16 rds
TARGETS: 2 IDPA
SCORED HITS: 8 only on each
START-STOP: Audible - Last shot
PENALTIES: Procedural - 3 sec
Hit on Non-threat - NA
Failure to do right - 20 sec
Failure to neutralize - 5 sec



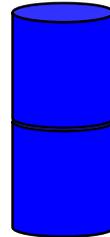
T-1



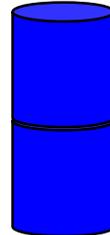
T-2



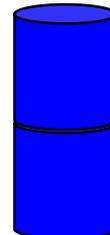
5 yds from T-1/T-2



10 yds from T-1/T-2



15 yds from T-1/T-2



20 yds from T-1/T-2

Stage 2

START POSITION: Handgun loaded with 6 rounds in first magazine, division capacity in all other mags. Shooter standing, hands at sides, facing down range. Concealment required. **Dimly Lit Stage (flashlight optional).**

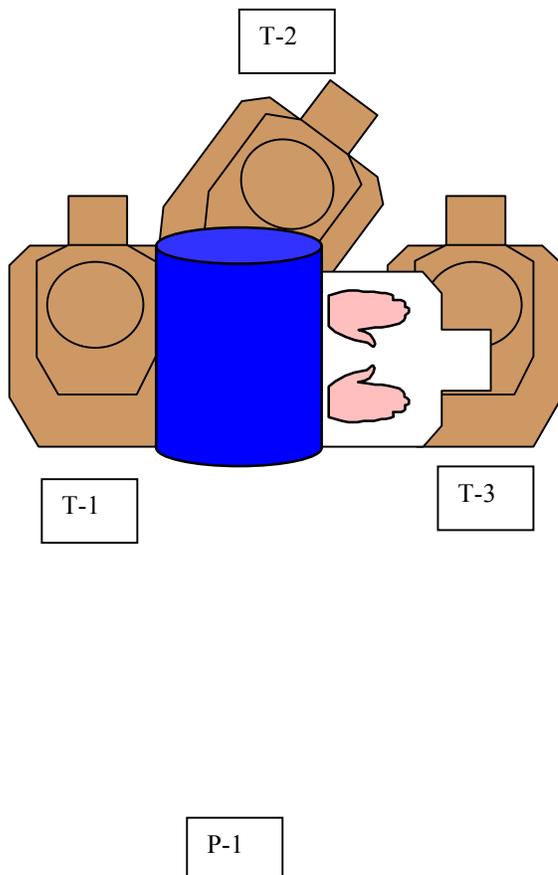
SCENARIO: *You're taking a shortcut through an alley when you encounter three armed thugs violating a fellow citizen's civil rights behind a burn barrel. After the initial engagement, while you're reloading, one of miscreants gets off a shot to your strong side arm so you have to finish neutralizing the threat weak hand only.*

STAGE PROCEDURE: On signal draw and engage T-1 thru T-3 with two shots each in tactical sequence; slide-lock reload and reengage T-1 thru T-3 with one head shot each weak hand only. Targets may be engaged in any order.

SET UP: Targets in pit in area of Lanes 3, 4 & 5. P-1 is 7 yds from targets and centered on barrel.

SCORING

SCORING: Vickers – 9 rds min
TARGETS: 3 IDPA; 1 Non-threat
SCORED HITS: Best 2 body /1 head each target
START-STOP: Audible - Last shot
PENALTIES: Procedural - 3 sec
Hit on Non-threat - 5 sec
Failure to do right - 20 sec
Failure to neutralize - 5 sec



Stage 3

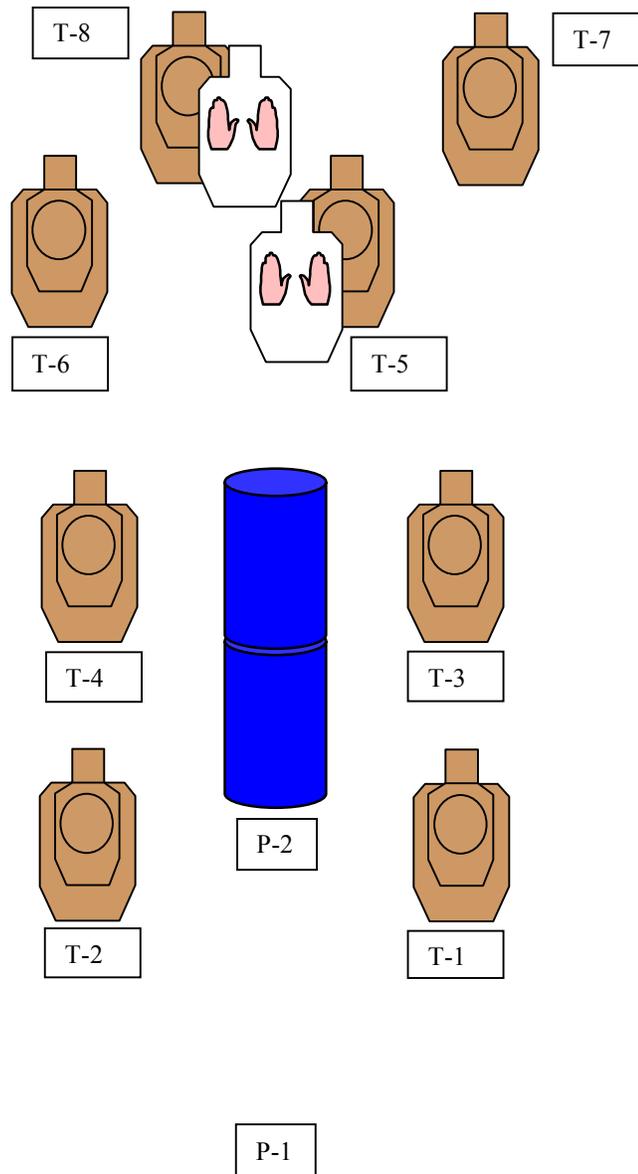
START POSITION: Handgun loaded to division capacity and holstered. Shooter standing, hands at sides, facing down range at P-1. Concealment required. Flashlight may be in hand but it is turned off. **Dark Stage.**

STAGE PROCEDURE: On signal, draw and engage T-1 thru T-4 with 2 shots each while advancing to P-2. All shots on T-1 thru T-4 must be shot on the move. From P-2, engage T-5 thru T-8 with 2 shots each.

SET UP: Left side of range. Use bullet traps for T-1 thru T-4; T-5 thru T-8 in pit area of Lanes 6, 7 & 8. T-7 & T-8 are in the back of the pit; T-5 & T-6 are 3 yds forward of T-7/T-8; T-3 & T-4 are 3 yds forward of T-5/T-6; T-1 & T-2 are 3 yds forward of T-3/T-4. P-2 is 7 yds from T-5/T-6; P-1 is 5 yds from P-2.

SCORING

SCORING: Vickers -16rds min
TARGETS: 8 IDPA; 2 Non-threat
SCORED HITS: Best 2 on each
START-STOP: Audible - Last shot
PENALTIES: Procedural - 3 sec
 Hit on Non-threat - 5 sec
 Failure to do right - 20 sec
 Failure to neutralize - 5 sec



Stage 4

START POSITION: Handgun loaded with 6 rounds in first magazine, division capacity in all others. Start **facing down range** in surrender position at P-1. Gun holstered. Concealment required. **Dimly Lit Stage (no flashlight).**

SCENARIO: *You and your significant other are out for an evening walk in your neighborhood when suddenly three armed crack heads rush you from inside a house that's under construction. The first two confront you while the third grabs your companion. Neutralize the threat.*

STAGE PROCEDURE:

On signal draw and engage T-1 & T-2 with two to the body and one to the head in tactical sequence; slide-lock reload and then engage T-3 with two to the body and one to the head.

SET UP: Up-range center; use bullet traps. P-1 is centered on T-1 at 1 yard; T-2 is 1 yard behind and 1 yard to the shooter's right from T-1; T-3 is 3 yds behind T-2 and centered between T-1 & T-2.

Set Up Caution: ALL TARGETS THAT REQUIRE A HEAD SHOT MUST BE MOUNTED LEVEL WITH THE BOTTOM OF THE TRAP FACE!

SCORING

SCORING: Vickers - 9 rds min
TARGETS: 3 IDPA; 1 Non-threat
SCORED HITS: Best 2 body /1 head each target
START-STOP: Audible - Last shot
PENALTIES: Procedural - 3 sec
Hit on Non-threat - 5 sec
Failure to do right - 20 sec
Failure to neutralize - 5 sec

