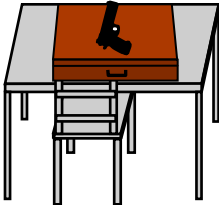
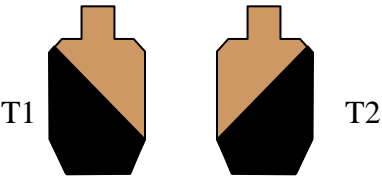


Stage 1 – Speed Test

Start Position: Handgun loaded to 6 rounds. Concealment Required. Shooter seated facing downrange.	
Stage Procedure: Shooter will be seated at the table with the firearm in the IDPA box. Spare magazines stowed on belt. On signal, retrieve your firearm and engage T1 and T2 with 3 body shots each in tactical sequence. Reload and re-engage T1 and T2 with 2 head shots each, again using tactical sequence.	SCORING: Limited Vickers -10 rounds TARGETS: 2 IDPA SCORED HITS: 3 body / 2 head START-STOP: Audible - Last shot
Hits in the black will be scored a miss.	PENALTIES: Procedural. 3 sec No-shoot hit. NA Failure to do right. 20 sec Failure to neutralize. 5 sec
Distance to T1-T2 15 feet	



Stage 2 – Clear the House

START POSITION: Handgun loaded to division capacity. Concealment Required. Shooter facing downrange.

STAGE Scenario: You come home and are attacked by two people outside your house while you hear a scream from inside your house. Remove the threat from you and your family.

STAGE PROCEDURE: Shooter will begin stage at P1. On signal, shooter will engage T1 and T2 with 2 rounds each, shots may be taken on the move. Shooter will then enter through the door, clear the rest of the house eliminating the intruders (T3–T6) with 2 rounds each and save your loved ones.

Note - T3 should be mounted on the outside of wall simulating coming through window.

SCORING: Vickers -12 rounds

TARGETS: 6 IDPA / 2 Non-Threat

SCORED HITS: Best 2 on target (T3 head shots only)

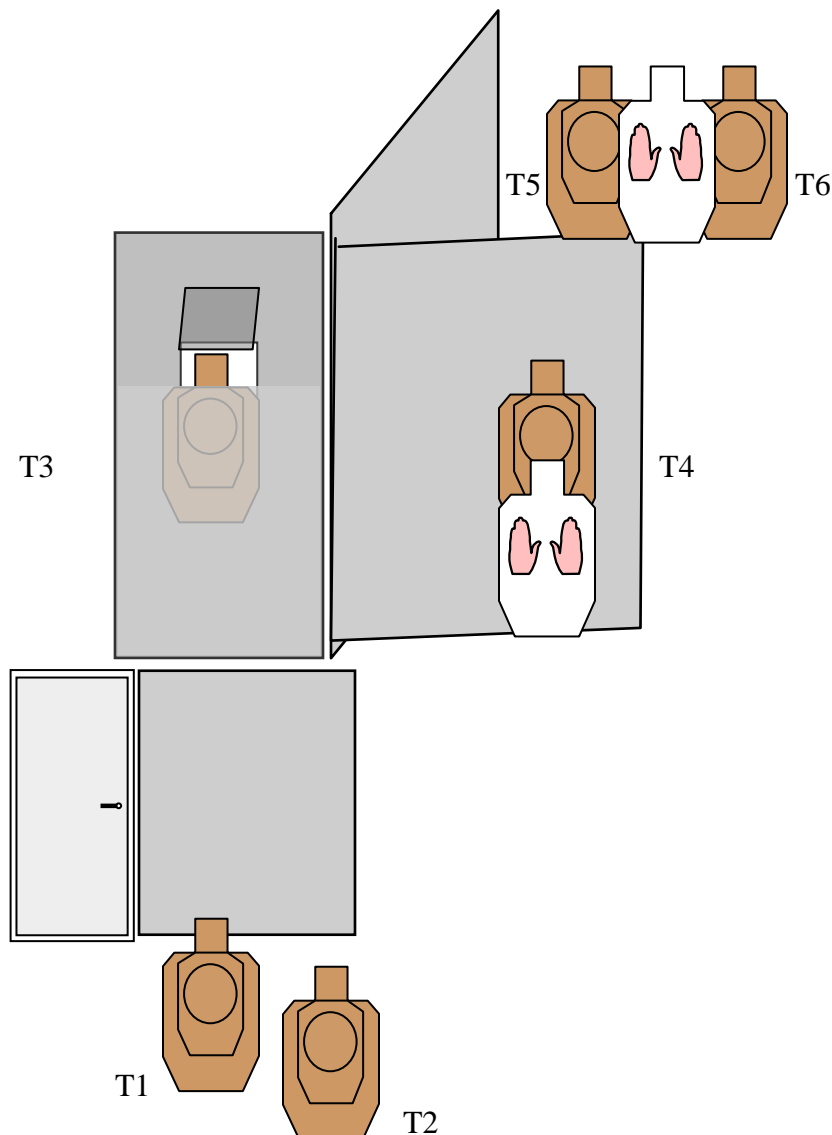
START-STOP: Audible - Last shot

PENALTIES: Procedural. 3 sec

No-shoot hit. 5 sec

Failure to do right. 20 sec

Failure to neutralize. 5 sec



P1

Stage 3 – Defend yourself

START POSITION: Handgun loaded to division capacity. Concealment Required. Shooter facing downrange.

Stage Scenario: You have arrived home to find an intruder coming at you. Two other intruders have your wife while two additional intruders have taken cover and are taking a bead on you.

Stage Procedure: Shooter starts at P1 facing down range with hands at side. On signal, shooter will draw and engage T1 with 3 rounds (2 body/1 head) while moving to low cover at P2. From P2, shooting from around the barrel, engage T2 and T3 with 3 rounds each (2 body/1 head), engage the remaining targets with 2 rounds each.

Notes: T1-T3 must have 2 body /1 head shot each. T4/T5 must have 2 head shots each.

Distance P1 to P2 5 Feet

Distance P1 to T1 6 Feet

Distance P2 to T2 10 Feet / T4/T5 18 Feet

SCORING: 13 rounds

TARGETS: 5 IDPA / 1 Non-Threat

SCORED HITS: Best 3 on target T1-T3 (2 body/1 head), Best 2 on target T4/T5

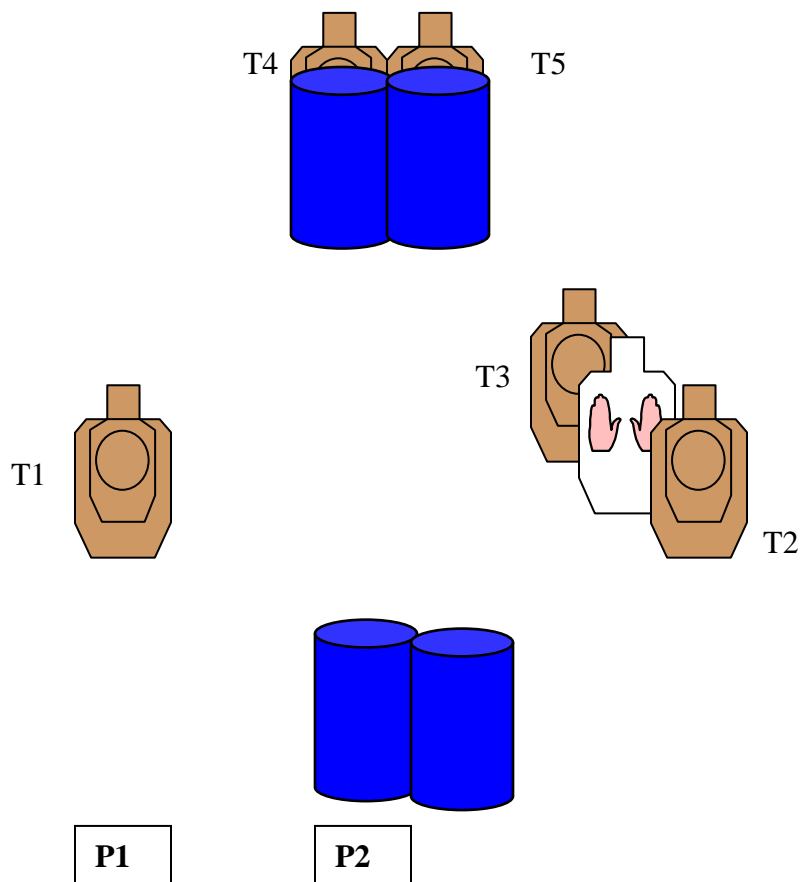
START-STOP: Audible - Last shot

PENALTIES: Procedural. 3 sec

No-shoot hit. 5 sec

Failure to do right. 20 sec

Failure to neutralize. 5 sec



Stage 4 – Save Oscar

START POSITION: Handgun loaded to division capacity. Concealment Required. Shooter facing downrange.

Stage Scenario: Oscar has been taken out by the bad guys, you must rescue him.

Stage Procedure: On signal, engage T1 and T3 with 3 shots each while advancing towards Oscar. Upon reaching him, grab him and engage T1-T3 with 2 shots each as you drag him back towards P1. All shots must be fired on the move.

Distance from P1 to T1-T3 10 yards. Distance from Oscar's head to T1-T3 5 yards.

Note – Drop turner release is attached to Oscar

SCORING: Vickers -12 rounds

TARGETS: 3 IDPA

SCORED HITS: Best 5 on T1/T3. Best 2 on T2.

START-STOP: Audible - Last shot

PENALTIES: Procedural. 3 sec

No-shoot hit. NA

Failure to do right. 20 sec

Failure to neutralize. 5 sec

