



Stage 1: Wolf Pack

Round Count: 12

Target Distance: 8 to 15 yards

Targets Required: 2 threat targets, 4 "dog" targets, 1 "no shoot" target

Props Required: firewood

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

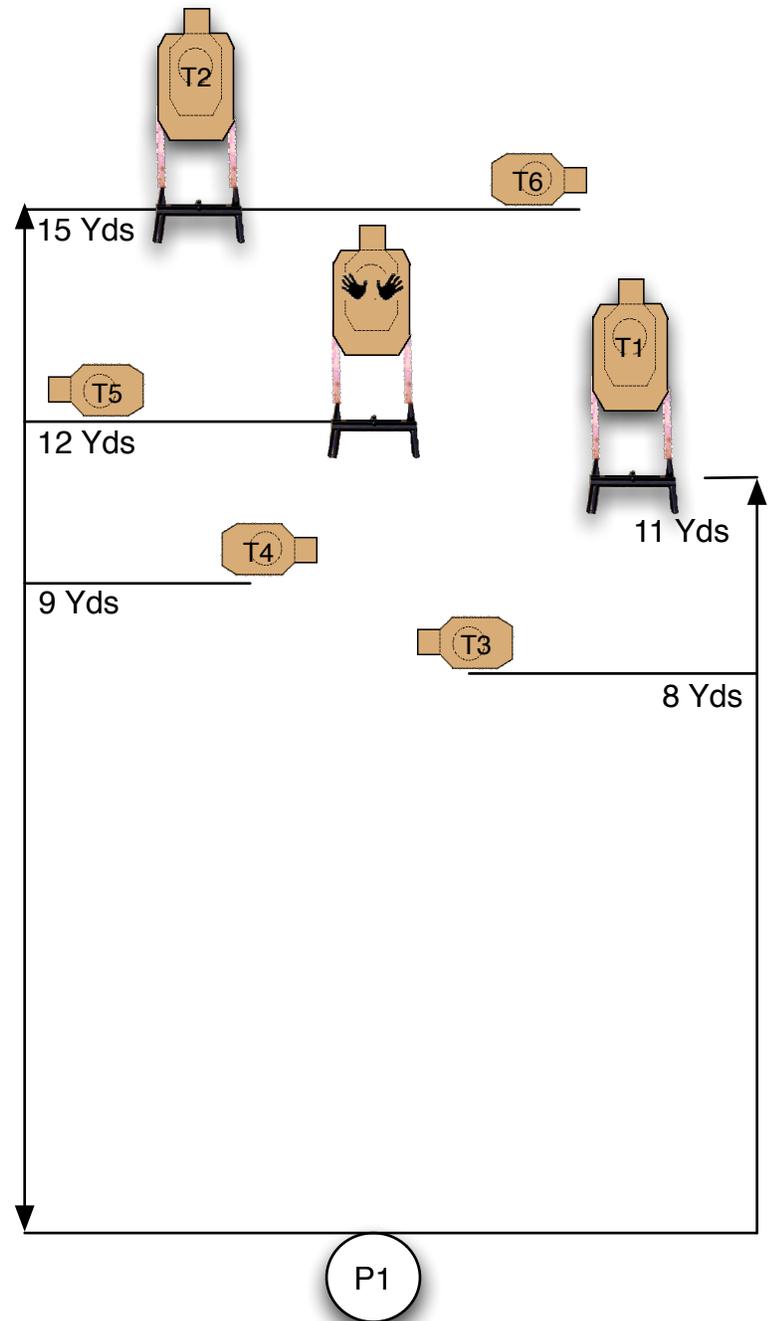
Stop Signal: Last Shot Fired

Scenario: You and your spouse are out camping. You went to gather some firewood, and came back to your campsite to discover your spouse surrounded by a couple of crazed survivalists and their dogs who are threatening to kill any "outsiders". They have weapons drawn, so you engage them and their dogs to save your spouse.

Procedure: Load all magazines to division capacity and top off.

String #1: Shooter begins at position P1. On start signal, draw and engage all targets. Targets T1 and T2 should be engaged first, then targets T3 through T6. All targets should be engaged in tactical priority (near to far).

Scoring: All targets should have 2 hits.



Notes: Make sure that there is little chance for shoot-throughs. All "dog" targets should be low to the ground. P1 is centered on the no-shoot target. Targets T1 and T2 should be no more than 3 yds away laterally from the no-shoot.



Stage 2: Thunder Alley

Round Count: 16

Target Distance: 3 to 20 yards

Targets Required: 6 Threat Targets

Props Required: 2 barricades

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You are attacked by a gang of muggers while walking down an alley. You engage the immediate threats, and then move to the end of the alley, engaging threats as you go.

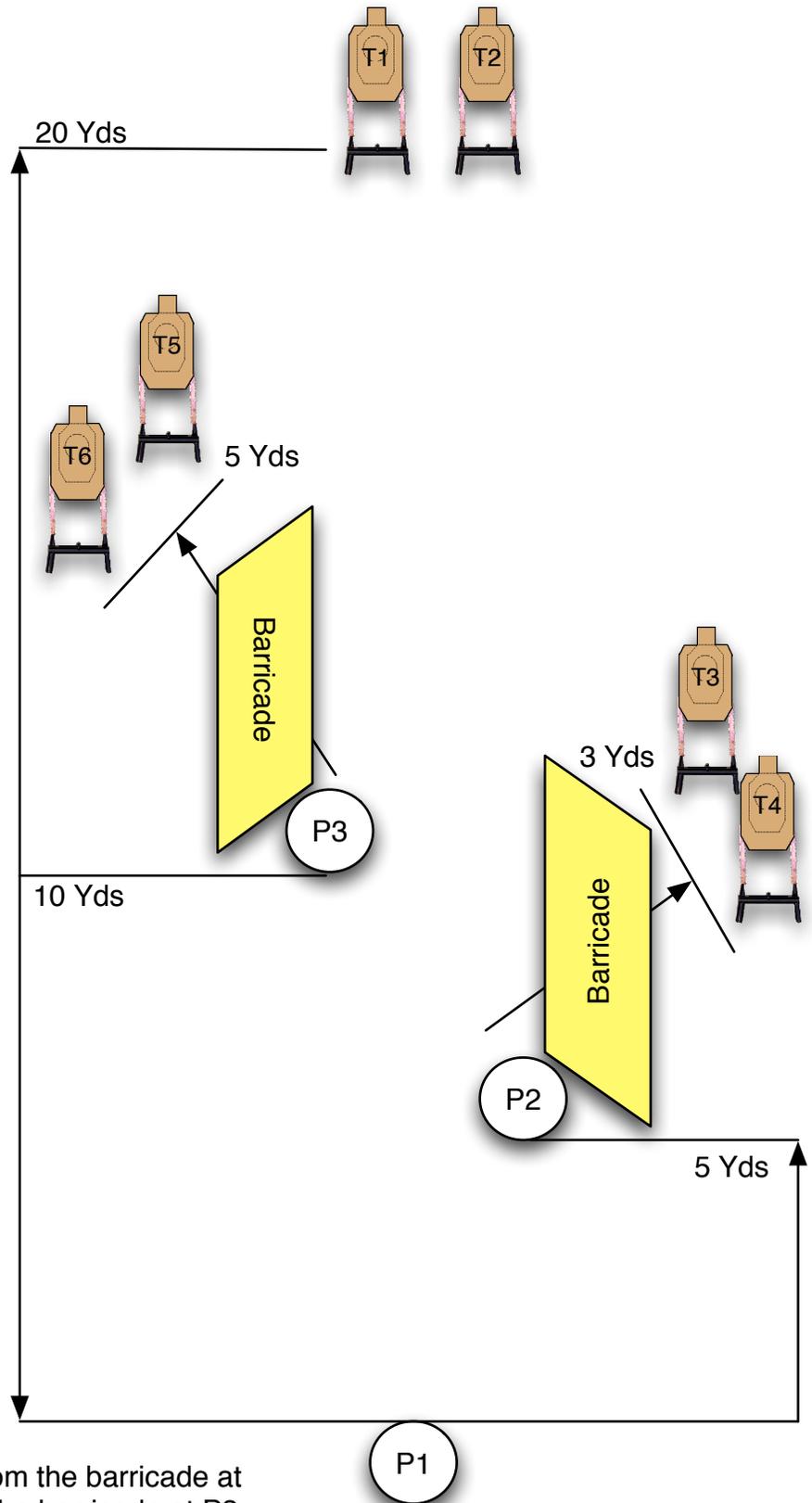
Procedure: Load all magazines to division capacity and top off.

String #1: Shooter begins at position P1.

On start signal, draw and engage targets T1 and T2 with 2 rounds each. Then advance to position P2 and engage targets T3 and T4 from the left side of the barricade (slicing the pie) with 2 rounds to the body and 1 to the head. Then advance to position P3 and engage targets T5 and T6 from the right side of the barricade (slicing the pie) with 2 rounds to the body and 1 to the head.

Scoring: T1 and T2 should each have 2 hits. T3 through T6 should have 2 body hits and 1 head hit each.

Notes: Targets T3 and T4 should be 3 yds from the barricade at P2. Targets T5 and T6 should be 5 yds from the barricade at P3. Each pair of targets should be separated by about 2 yds. Target heights should vary. Targets T1 and T2 must be engaged from either P1 or while moving to P2. They *Must* be engaged before shooter arrives at P2.





Stage 3: Slicing That *#\$^%&@ Pie

Round Count: 12

Target Distance: 4 to 15 yards

Targets Required: 6 threat targets

Props Required: 2 barricades

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1,

Start Signal: Audible

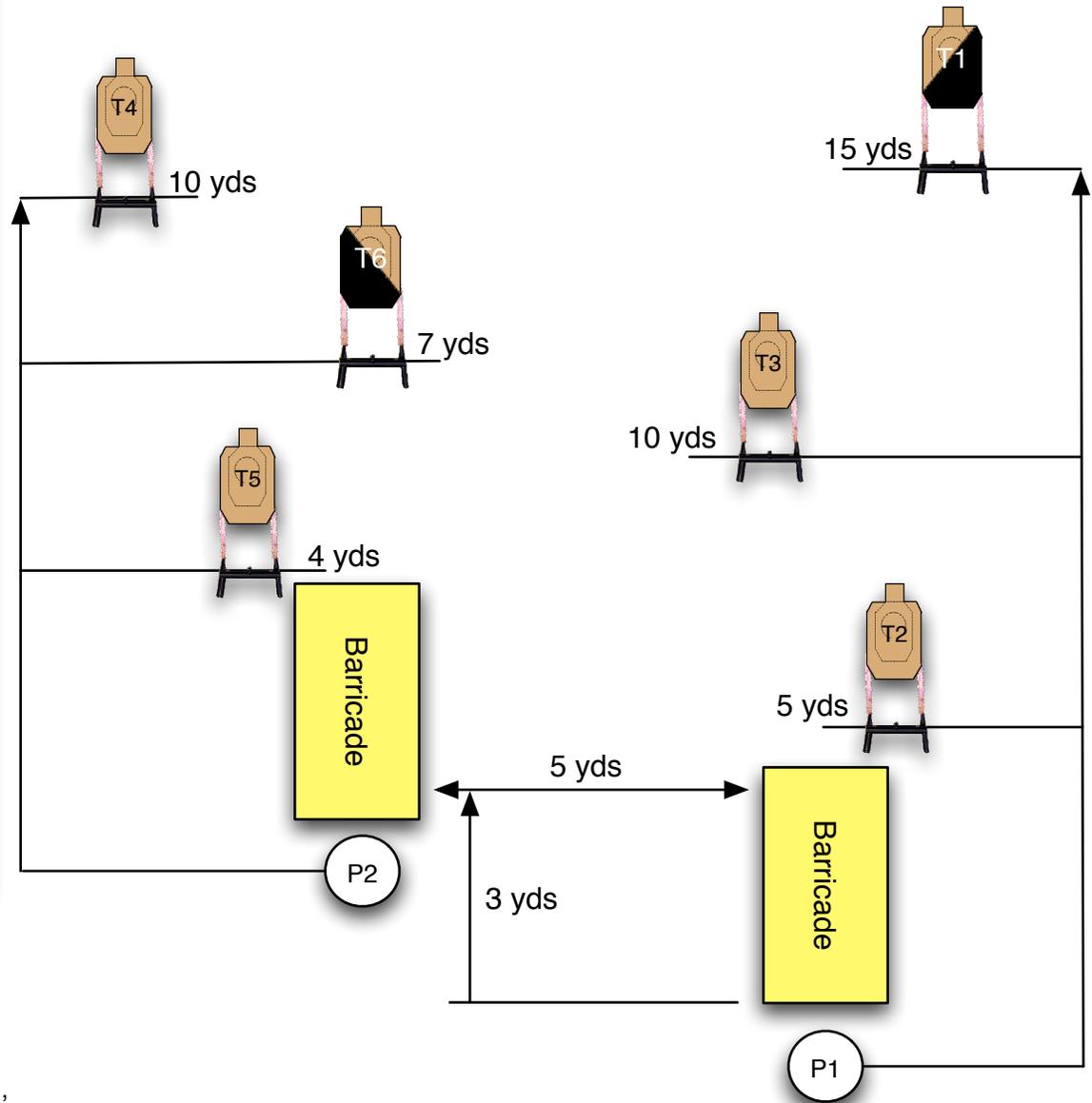
Stop Signal: Last Shot Fired

Scenario: None

Procedure: Load to division maximum and top off.

String #1: Shooter begins at Position P1. On the start signal, shooter will draw and engage Targets T1 through T3 from the right side of the barricade, slicing the pie, with 2 rounds each. Shooter will perform a Tactical Reload or Reload With Retention using the barricade for cover, and then move to Position P2. Shooter will then engage Targets T4 through T6 from the left side of the barricade, slicing the pie, with 2 rounds each.

Scoring: All targets should have 2 hits.



Notes: Target heights should vary. Targets should be aligned so that there is little or no chance of a shoot-through occurring. Targets should be set up so that they become visible in numeric order (IE: T1, then T2, then T3). The barricades are offset by 5 yds left-to-right, and by 3 yds front-to-back.



Stage 4: Backyard Invasion

Round Count: 13

Target Distance: 3 to 10 yards

Targets Required: 4 threat targets, 1 popper, 1 drop-turner, 1 "dog" target, 1 non-threat target, 1 "dog" non-threat target

Props Required: 2 barricades, 1 barrel, 1 chair

Scoring Method: Vickers Count

Starting Position: Sitting facing down range at position P1, with hands across the chest.

Start Signal: Audible

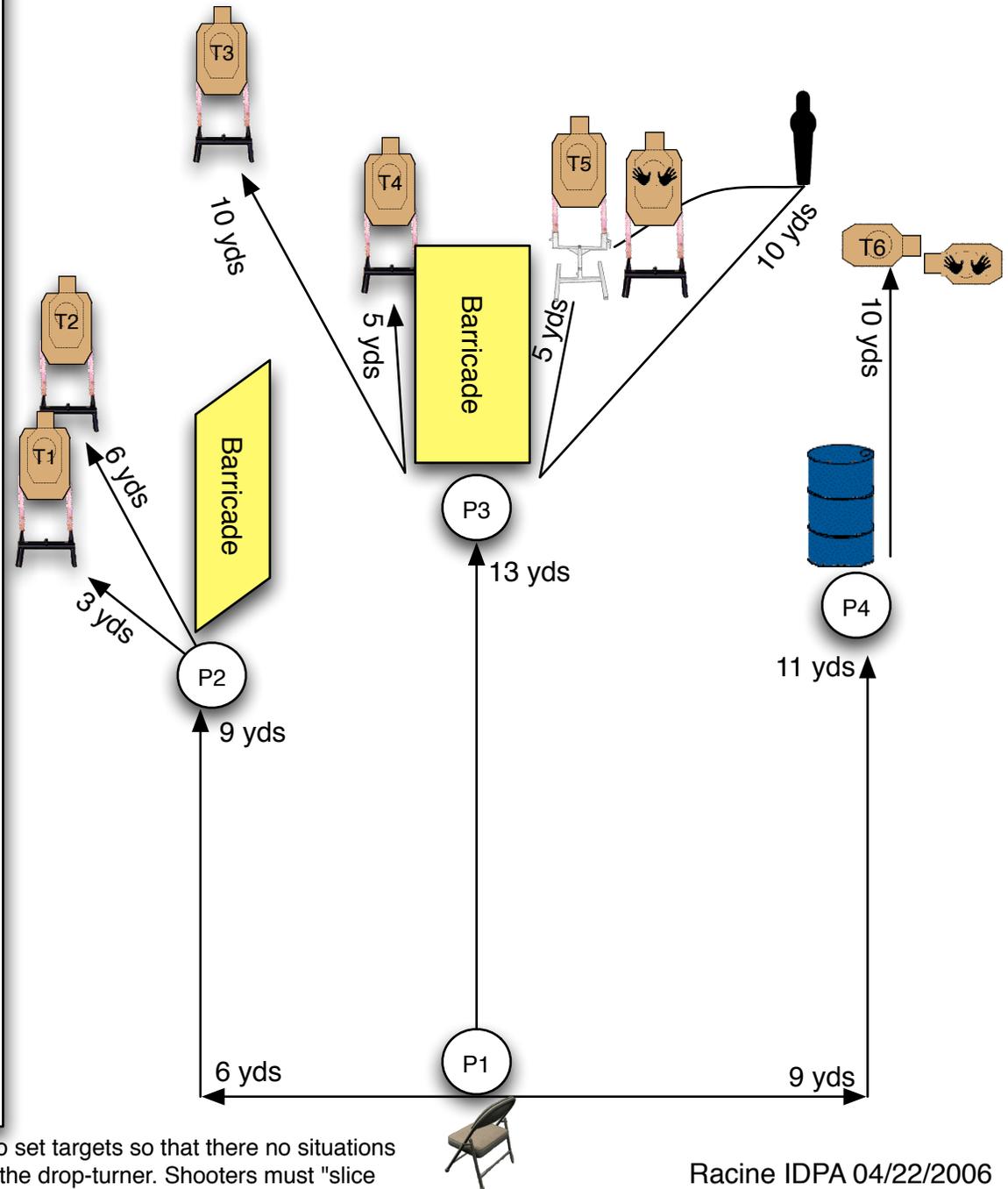
Stop Signal: Last Shot Fired

Scenario: You've fallen asleep in your back yard when you wake to your daughter's yell for help. You discover that a local gang has decided to try and steal your guns, and you must stop them. You move through your yard engaging threats as you see them. You know your daughter is out there somewhere, so watch out for her. You also discover that the gang-bangers brought a Pit Bull, who's menacing your prize-winning Terrier, and have to save your dog as well.

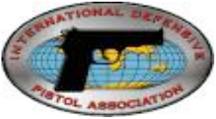
Procedure: Load to division maximum and top off.

String #1: Shooter begins seated at position P1 with hands on their chest. On the start signal, shooter will stand up, draw, and move to position P2. Shooter will engage targets T1 and T2 from the left side of the barricade. Shooter will then move to position P3, engage targets T3 and T4 from the left side of the barricade, and engage popper P1 and drop-turner T5 from the right side of the barricade. Shooter will then move to position P4 and engage target T6 from the right side of the barrel. Shooter should use any IDPA-legal reload as necessary.

Scoring: All targets should have two hits. All steel must fall.



Notes: P1 is centered on P2. Target heights should vary. Be sure to set targets so that there no situations where shoot-throughs are likely. The no-shoot target is adjacent to the drop-turner. Shooters must "slice the pie" when engaging targets from behind the barricades.



Side Match: Target Rich Environment

Round Count: 17

Target Distance: 7 to 14 yards

Targets Required: 5 threat targets, 2 poppers w/ attached threat targets, 1 standard popper

Props Required: 1 barricade, 1 barrel, 1 table

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

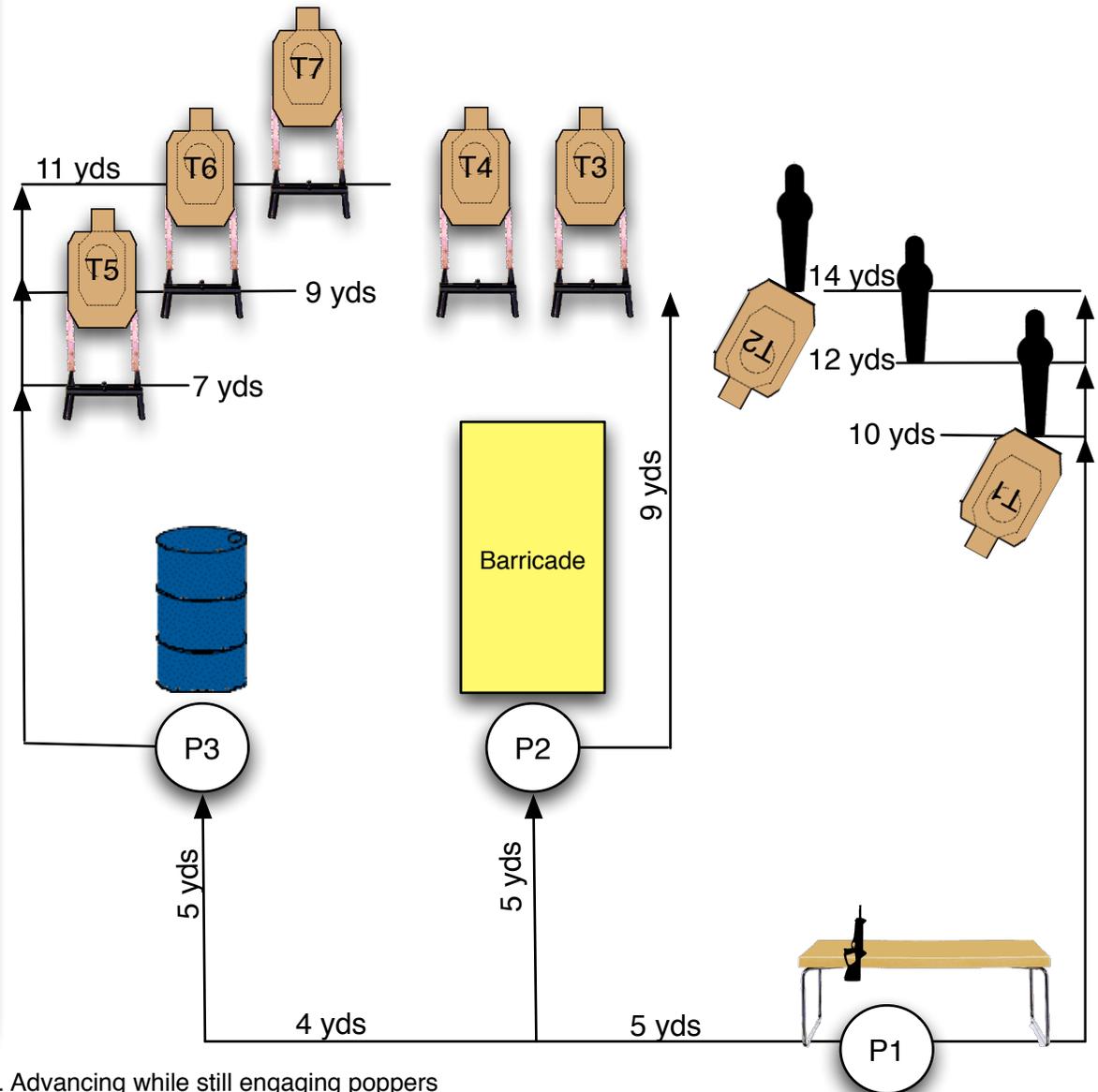
Stop Signal: Last Shot Fired

Scenario: The usual- lots of bad guys are trying to take you out, so you have to defend yourself. At least none of them are wearing body armor!

Procedure: Load to division maximum and top off.

String #1: Shooter begins at position P1. On the start signal, shooter will engage poppers PP1 through PP3 with the carbine. Shooter will then put the carbine down on the table, draw their side-arm, and engage targets T1 and T2 while moving to cover at position P2. The poppers *must* fall before shooter advances to P2. At P2, shooter will engage targets T3 and T4 from behind cover in tactical priority (slicing the pie). Shooter will then move to cover at position P3 and engage targets T5 through T7 in tactical priority (near to far). Shooter should use any IDPA-legal reload as necessary.

Scoring: All targets should have two hits. All steel must fall.



Notes: Poppers absolutely *MUST* fall before shooter advances. Advancing while still engaging poppers will result in a disqualification. T1 and T2 must be engaged while moving. Targets T3 and T4 can be engaged from either side of the barricade at P2. Shooters must shoot around either side of the barrel at P3. Poppers should be spaced about 2 yards apart, Other targets should be spaced about 1 yard apart.