



Stage 1: Standards

Round Count: 18

Target Distance: 7 to 15 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: See String Description

Start Signal: Audible

Stop Signal: Last Shot Fired

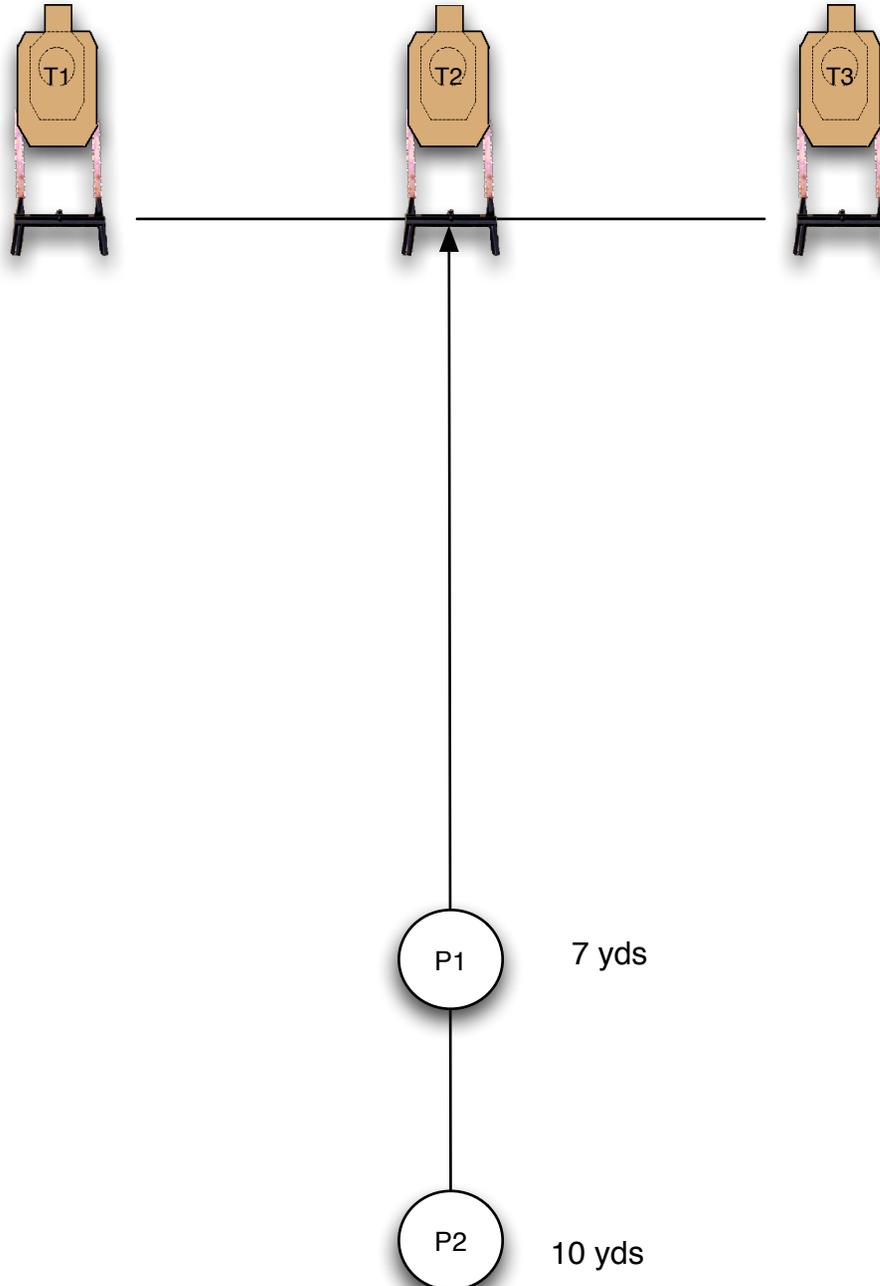
Scenario: None. This is a standards stage.

Procedure:

String 1: Start at position P1 with the gun in the weak hand, loaded with at least 6 rounds, and held at the low ready position. On the start signal, engage targets T1 through T3 with 2 rounds each.

String 2: Start at position P2 with the gun holstered with at least 6 rounds loaded. On the start signal, draw and engage targets T1 through T3 with 2 rounds each, strong hand only. Reload, using any legal IDPA reload, and engage targets T1 through T3 with 2 rounds each to the head, freestyle.

Scoring: T1 through T3 should each have 6 hits, with at least 2 head hits. Any missing head hits will be scored as misses.



Notes: Target heights should vary. Lateral distance shall be whatever fits best in the bay. Make sure that rounds hitting the targets will pass through to the backstop, not a wall.



Stage 2: Park Rescue

Round Count: 12

Target Distance: 8 to 10 yards

Targets Required: 2 Threat Targets, 2 Poppers, 1 Drop-Turner, 1 Swinger

Props Required: 1 Barricade, 1 Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides

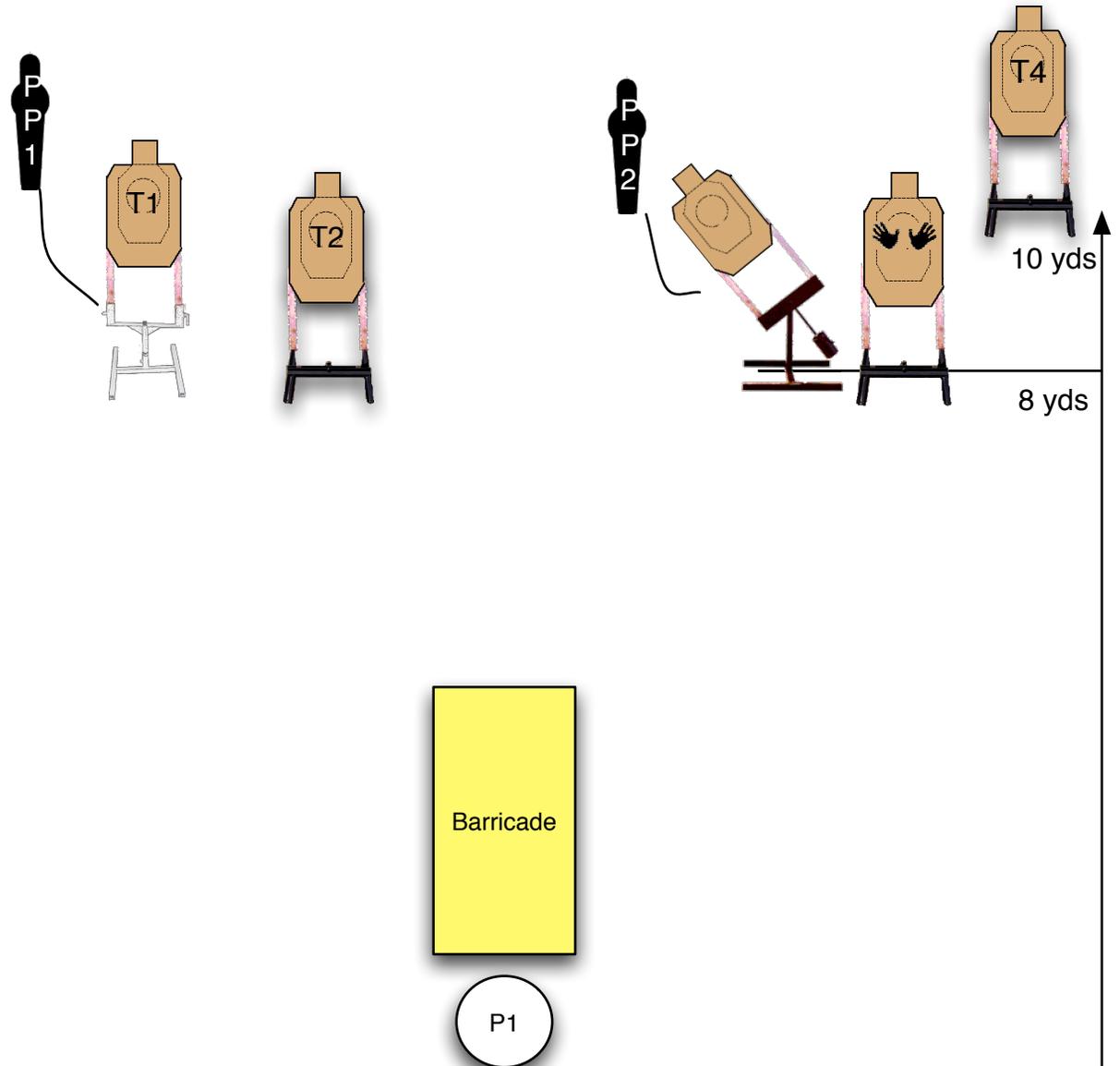
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're in the park when you come across a group of armed bad guys attacking an innocent park-goer. Using a tree for cover, engage the bad guys and save the innocent victim's life!

Procedure: Starting at position P1, on the start signal, draw and engage all threats using Tactical Priority. PP1, T1, and T2 must be engaged from the left side of the barricade. PP2, T3, and T4 must be engaged from the right side of the barricade. T2 and T4 should be engaged with 2 rounds to the body and 1 to the head.

Scoring: T1 and T3 should have 2 hits. T2 and T4 should have 2 hits plus a head hit. All steel must fall.



Notes: Target heights should vary. Lateral distance shall be whatever fits best in the bay. The no-shoot target should be placed adjacent to the swinger so it partially conceals the swinger when the swinger is in motion. Barricade should be set in the center of the bay. The barricade must be used as cover when engaging all targets. Shooter can begin from either side of the barricade. A concealment garment IS required for this stage.



Stage 3: Move!

Round Count: 10

Target Distance: 8 to 10 yards

Targets Required: 2 Threat Targets, 2 Poppers, 2 Drop-Turners

Props Required: 2 Barricades

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides

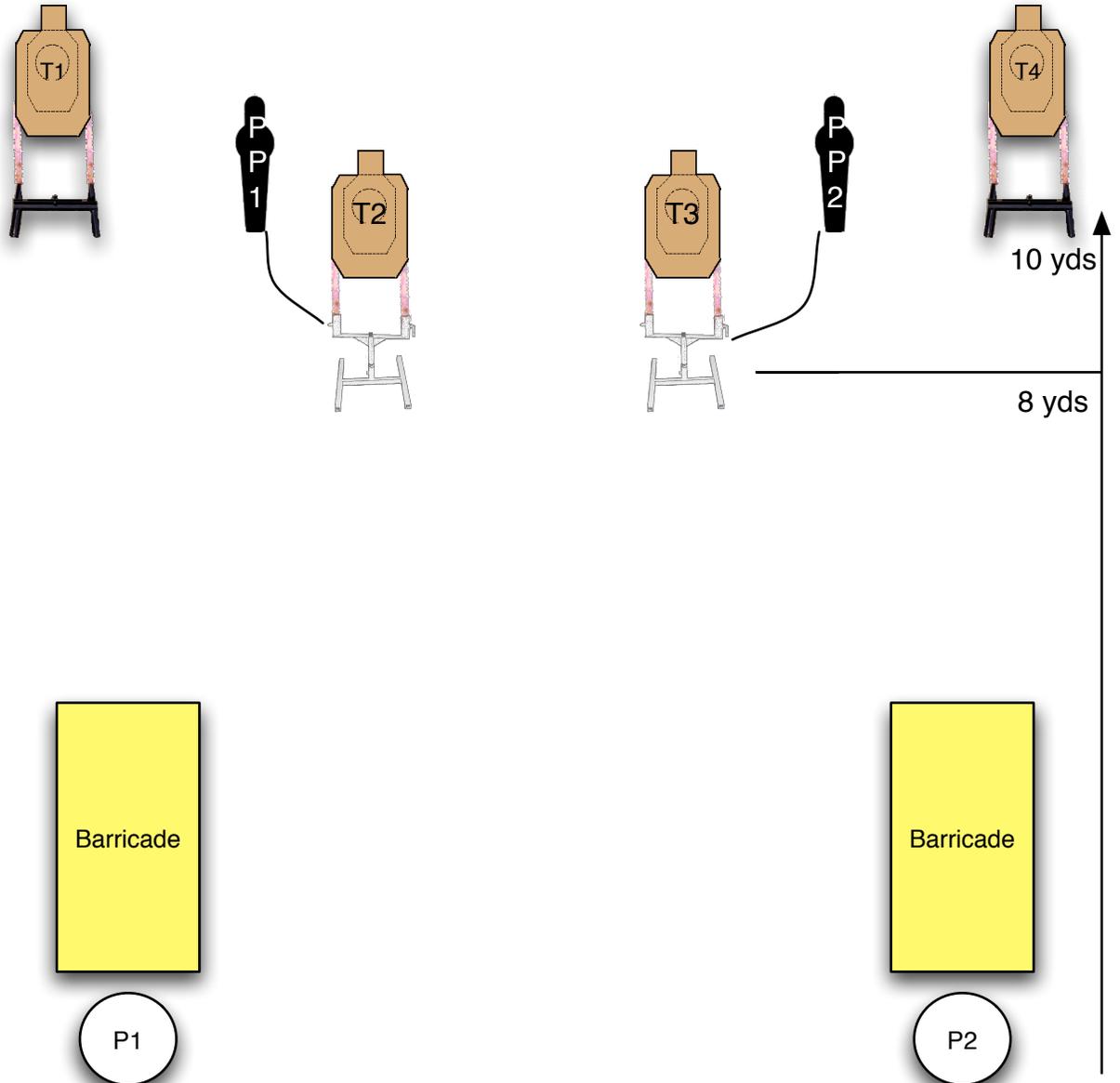
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're in your backyard one evening when a group of gang-bangers jumps your fence and attacks. They're all headed to the back of your house, and your daughter is asleep in the back room. Engage the threats and move to back of your house to keep them from getting in.

Procedure: Starting at position P1, on the start signal, draw and engage target T1 from the left side of the barricade. Start moving to position P2 and engage both poppers and both drop-turners WHILE MOVING. Once at P2, the poppers and drop-turners CANNOT be engaged. At P2, engage target T4 from the right side of the barricade.

Scoring: T1 through T4 should have 2 hits each. All steel must fall.



Notes: Target heights should vary. Lateral distance shall be whatever fits best in the bay. Barricades should be set near to either side of the bay, with the poppers aligned a few feet closer to the center of the bay than the inside edge of each barricade. Note that targets T1 and T4 can only be engaged from the "outside" of each barricade. The barricades must be used as cover when engaging targets T1 and T4. A concealment garment IS required for this stage.



Side: Uh Oh!

Round Count: 10

Target Distance: 7 to 15 yards

Targets Required: 4 Threat Targets, 1 Popper

Props Required: 1 table, 1 No-Shoot Target

Scoring Method: Limited Vickers Count

Starting Position: Standing, facing down range at position P1, hands on the table

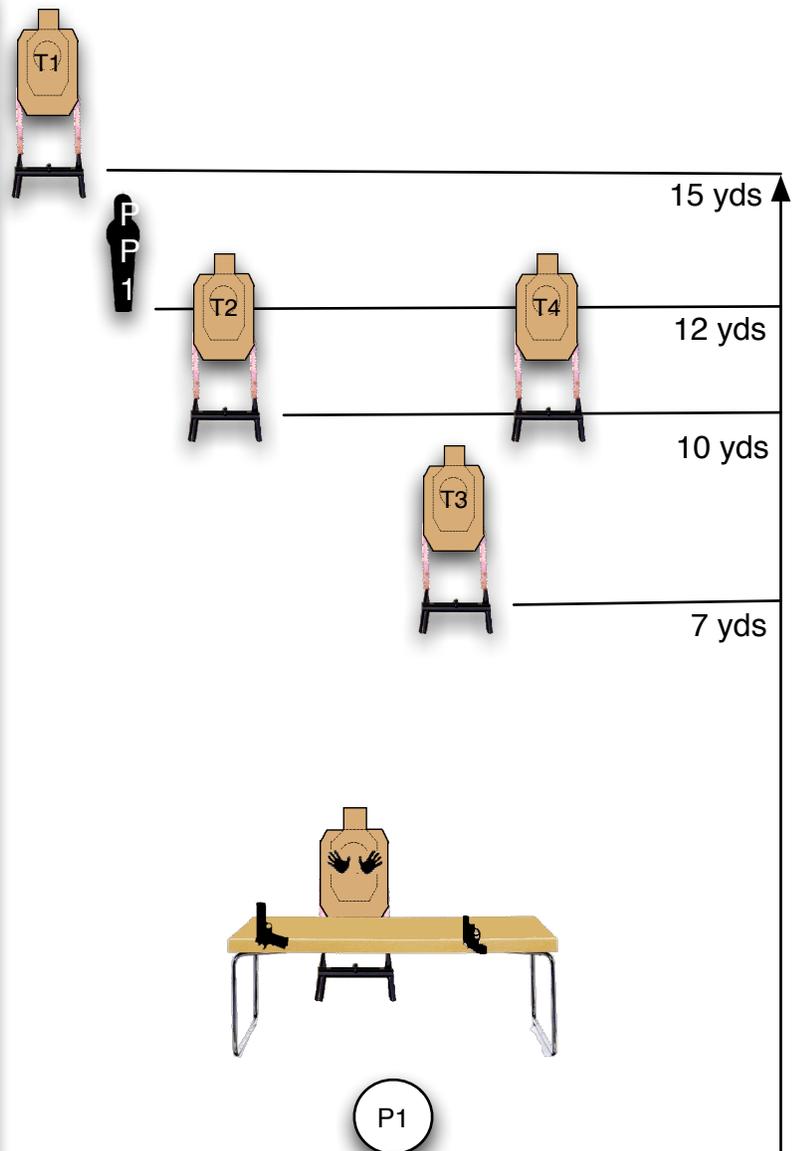
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're chatting with a friend at the gun shop you work at when a group of armed robbers rushes in. Unfortunately, you were showing your buddy your new gun and the robbers have caught you with your gun unloaded. You grab your gun and start engaging them, only to realize that you only had 5 rounds left after a recent range session. You put your gun down and grab your back-up gun to continue defending yourself (and your friend!). The nearest robber looks like he's wearing body armor, so you decide to perform a failure drill on him.

Procedure: On the start signal, Shooter will pick up their "main" gun, load with 5 rounds only, and engage T1, PP1, and T2. Shooter will then put their EMPTY gun back down on the table and pick up their loaded BUG gun and engage targets T3 and T4.

Scoring: T1 and T2 should have 2 hits each. T3 should have 2 hits to the body and 1 hit to the head. T4 should have 2 hits. All steel must fall. Since this is a Limited Vickers count stage, there can be no Failure To Neutralize penalties.



Notes: Target heights should vary. Lateral distance shall be whatever fits best in the bay. Make sure that rounds hitting the targets will pass through to the backstop, not a wall. The Shooter's "main" handgun should be on the table, unloaded, slide closed, hammer down. The Shooter's BUG gun should be loaded with 5 rounds only and placed on the table. Both guns shall be placed muzzle down range. If the BUG gun has a safety, it must be engaged. A concealment garment is NOT required for this stage.