



Stage 4: V

Round Count: 17

Target Distance: 6-10 yds

Targets Required: 1 Popper, 8 threats

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1

Start Signal: Audible

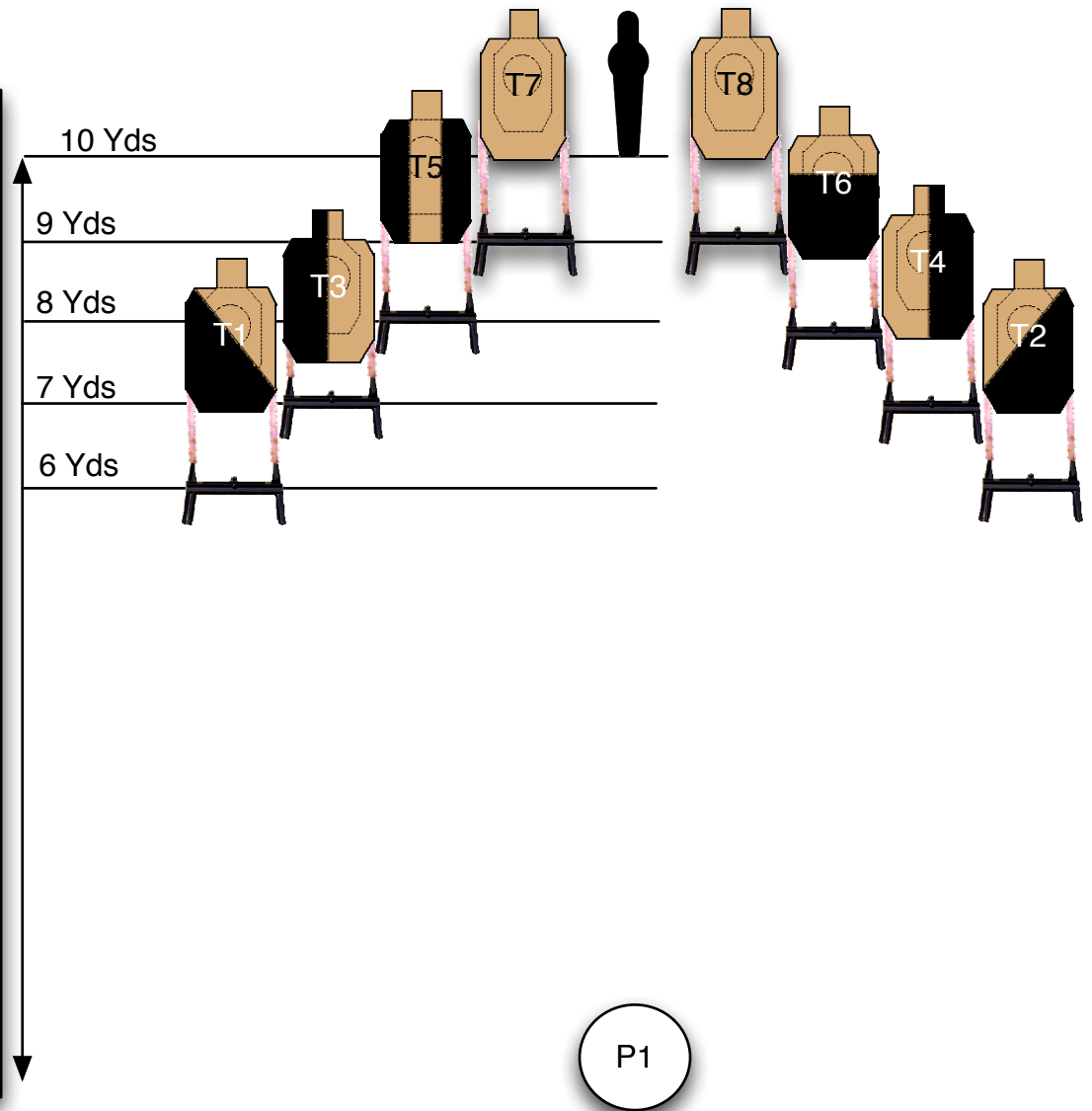
Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage all of the targets in Tactical Sequence, near to far.

Scoring: T1 through T8 should have 2 hits each. All steel must fall.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Shooter shall engage the nearest targets with one round each, then the next row, then the next, etc. The steel must fall before any of the standard targets are fired on a second time.



Stage 5: Warehouse Raid

Round Count: 18

Target Distance: 3-12 yds

Targets Required: 2 Poppers, 5 Threats, 1 MaxTrap, 2 Drop-Turners

Props Required: 4 Walls, 1 Windowed Wall, 2 Barrels, 1 Non-Threat, 1 Foot Activator

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides

Start Signal: Audible

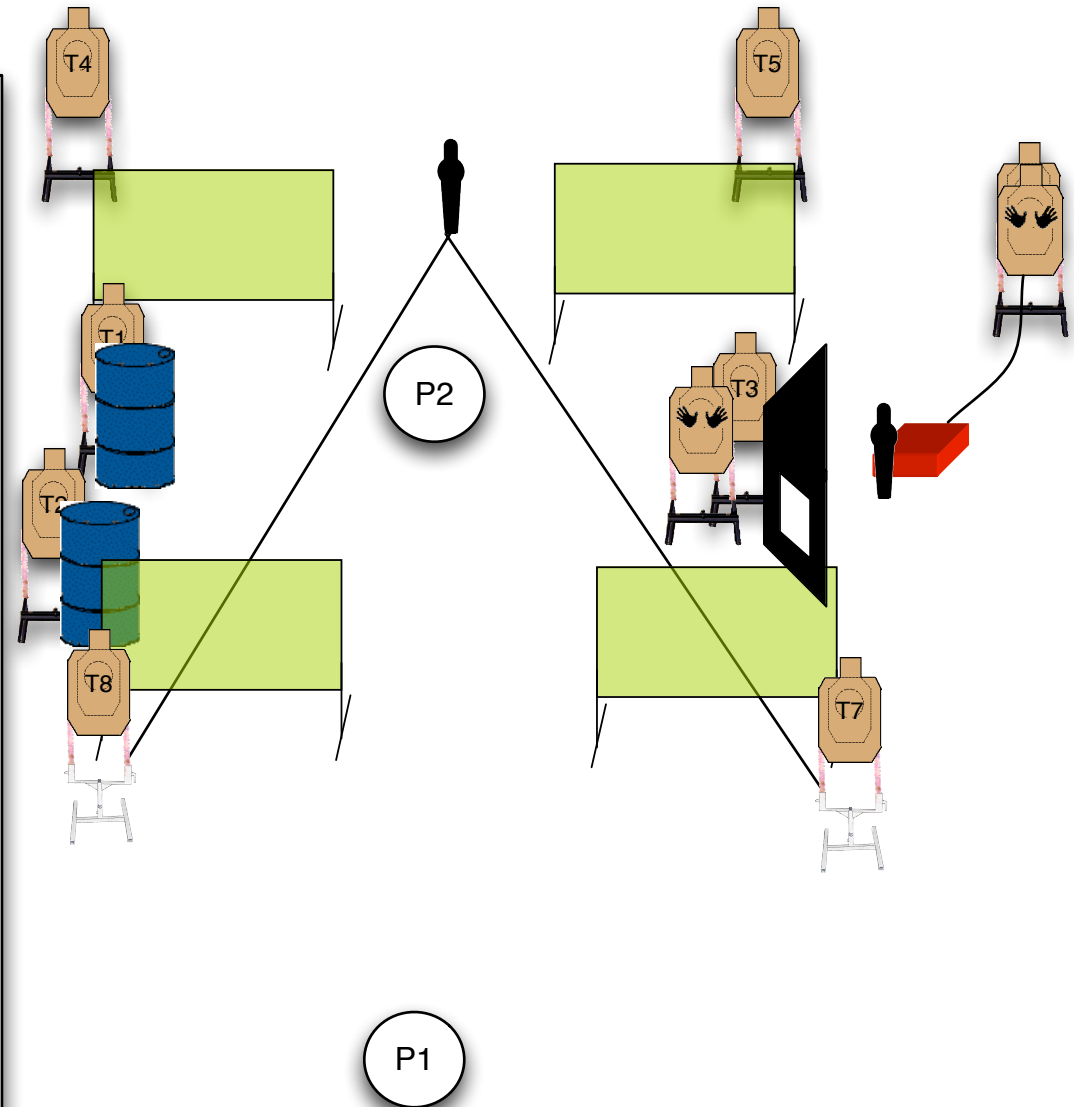
Stop Signal: Last Shot Fired

Scenario: It's the end of the day, and you're on your way out of your place of business when you discover a gang of armed thieves have broken into the storage area. They have one of your coworkers at gun point, and you are forced to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all of the targets as they become visible while advancing to position P2.

Scoring: T1 through T8 should have 2 hits each. All steel must fall.



Notes: Shooter should use proper cover per IDPA rules.



Stage 6: High Ground

Round Count: 18

Target Distance: 3-12 yds

Targets Required: 2 Poppers, 6 Threats, 2 Swingers

Props Required: 4 Walls, 2 Windowed Walls, 1 Platform with stairs, 1 Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides

Start Signal: Audible

Stop Signal: Last Shot Fired

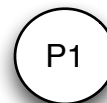
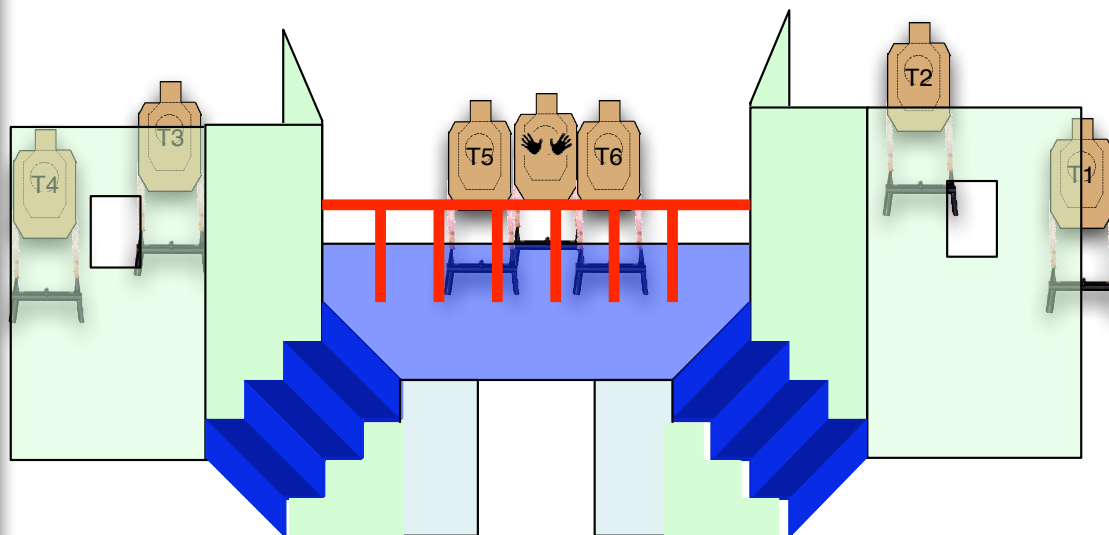
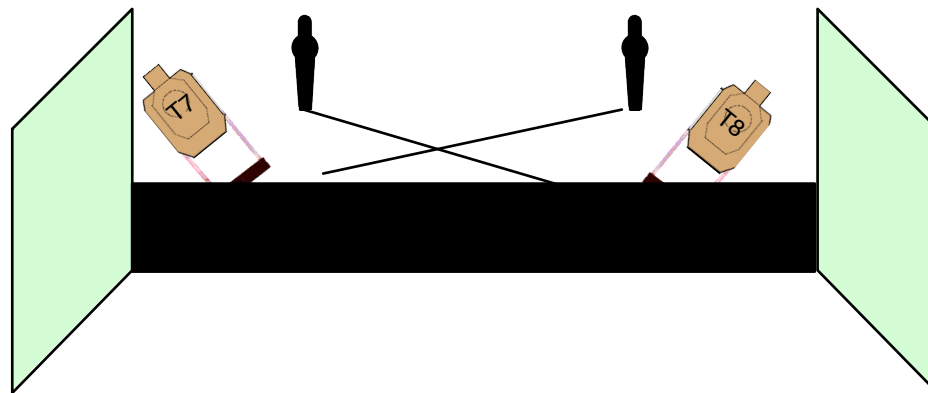
Scenario: You're at home when you hear your daughter scream. You look outside to see a gang of hoodlums has invaded your backyard and grabbed your daughter, so you engage them all. No one messes around with your daughter.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all of the targets as they become visible while advancing to position P2.

Scoring: T1 through T8 should have 2 hits each. All steel must fall.

Notes: Shooter should use proper cover per IDPA rules. Shooter can move to either side of the platform when starting the stage.





Stage 8: Conventioneers

Round Count: 17

Target Distance: 3-12 yds

Targets Required: 1 Popper, 7 Threats, 1 Tilt-Out

Props Required: Walls, 3 Windowed Wall, 1 Barrel, 2 Non-Threat, 1 Foot

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides

Start Signal: Audible

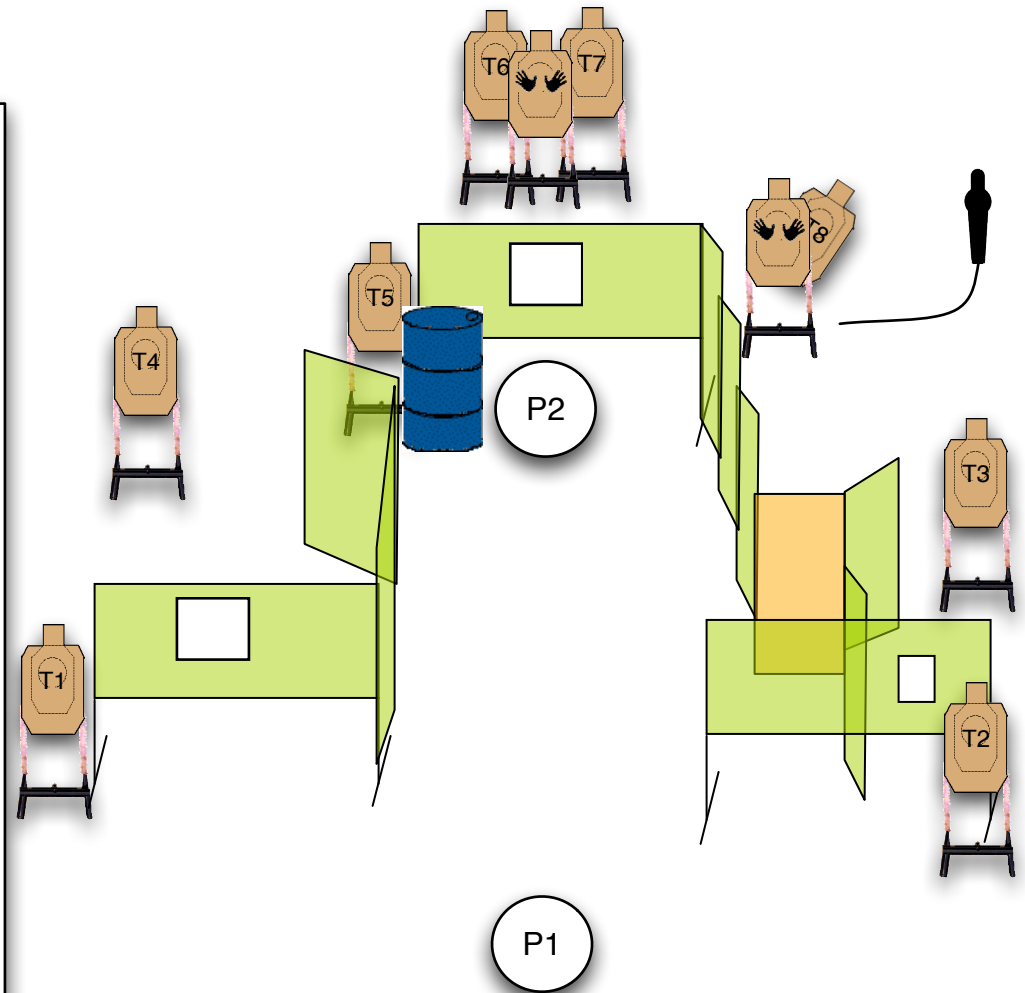
Stop Signal: Last Shot Fired

Scenario: You're at a local business convention, when a group of terrorists decides to strike. You eliminate the immediate threats and move towards the nearest exit, engaging threats as you try to escape.

Concealment Garment: Required

Procedure: On the start signal, draw and engage all of the targets as they become visible while advancing to position P2.

Scoring: T1 through T8 should have 2 hits each. All steel must fall.



Notes: Shooter should use proper cover per IDPA rules