



Stage 1: Armed Robbery



Round Count: 16

Target Distance: 6-12 yards

Targets Required: 2x Poppers, 1x Swinger, 6x Standard Threats

Props Required: 2x Non-Threats, 2x Barricades

Scoring Method: Vickers Count

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

Start Signal: Audible

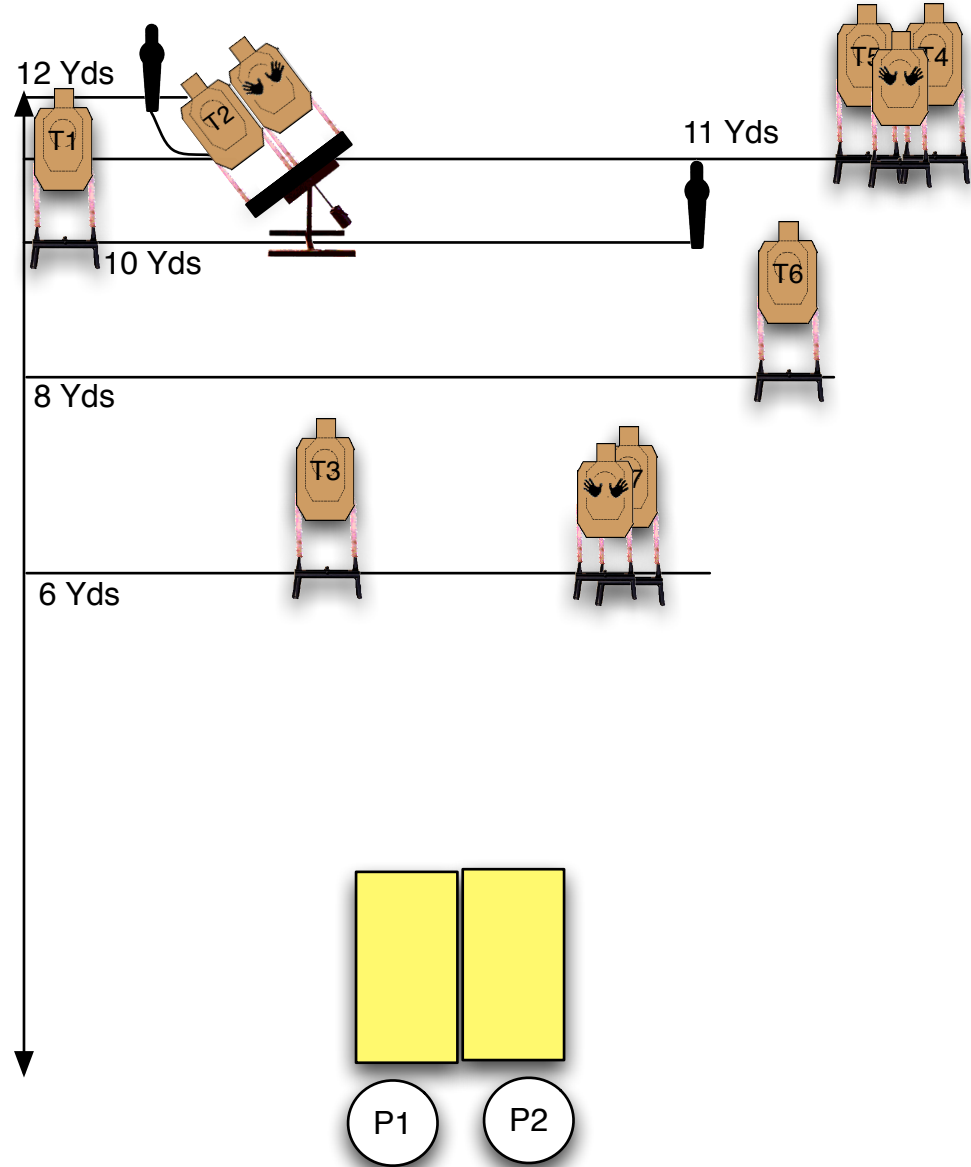
Stop Signal: Last Shot Fired

Scenario: You are a security guard for a jewelry store, and as you're coming back from your lunch break, you discover a group of armed robbers have taken over the store and are holding your coworkers hostage. You see that the armed robbers are not going to leave any witnesses, so you intervene and save everybody.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 through T3 and PP1 from the left side of the barricades. Move to the other side of the barricades and engage T4 through T7 and PP2 from the right side of the barricades.

Scoring: All threats must have two hits. All steel must fall.



Notes: Target heights should vary. T7 should be at least 50% covered by the non-threat in front of it. T4 and T5 should have all of their -0 zone visible.



Stage 2: Down Low



Round Count: 17

Target Distance: 4-15 yards

Targets Required: 1x MaxTrap, 1x Popper, 7x Threats

Props Required: 1x barrel, 1x tarp, 1x shooting mat, 1x very low cover, 1x snow fence, 1x 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

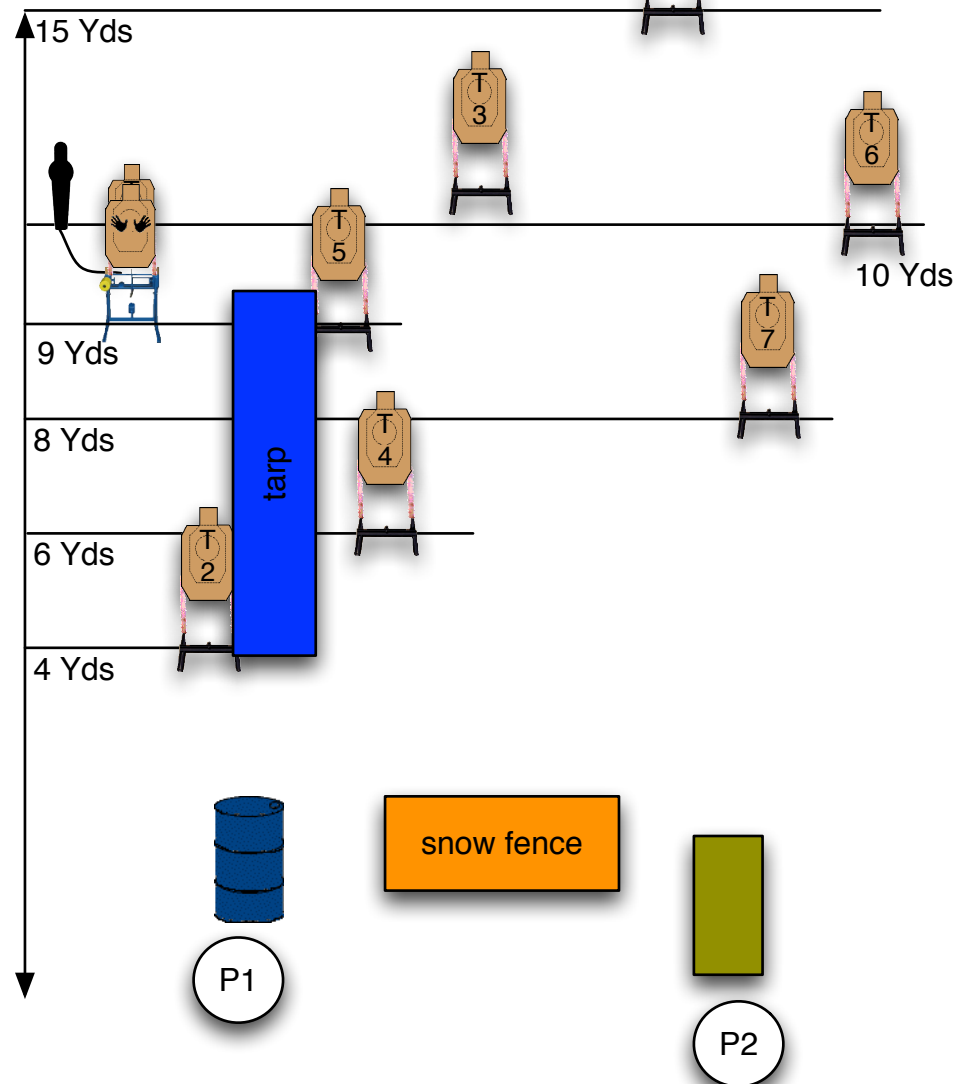
Scenario: You're walking through the park when you come across an gang causing mayhem. Making use of what little cover is available, you engage the armed gang members while you try to get out of there.

Concealment Garment: Required

Procedure: On the start signal, draw and engage PP1, T1, and T2 from the left side of the barrel. Then engage T3-T5 from the right side of the barrel. Move to position P2, drop prone, and engage T6 through T8.

Scoring: All threats must have two hits. All steel must fall.

Notes: Target heights should be low so that rounds will not go over the berm. Shooter may engage T3 through T5 first, from the right side of the barrel, if they choose. All shots from P1 must be fired from below the top of the barrel.





Stage 3: Standards



Round Count: 16

Target Distance: 4-10 yards

Targets Required: 8x Threat Targets

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at position P1, loaded handgun at low ready in weak hand.

Start Signal: Audible

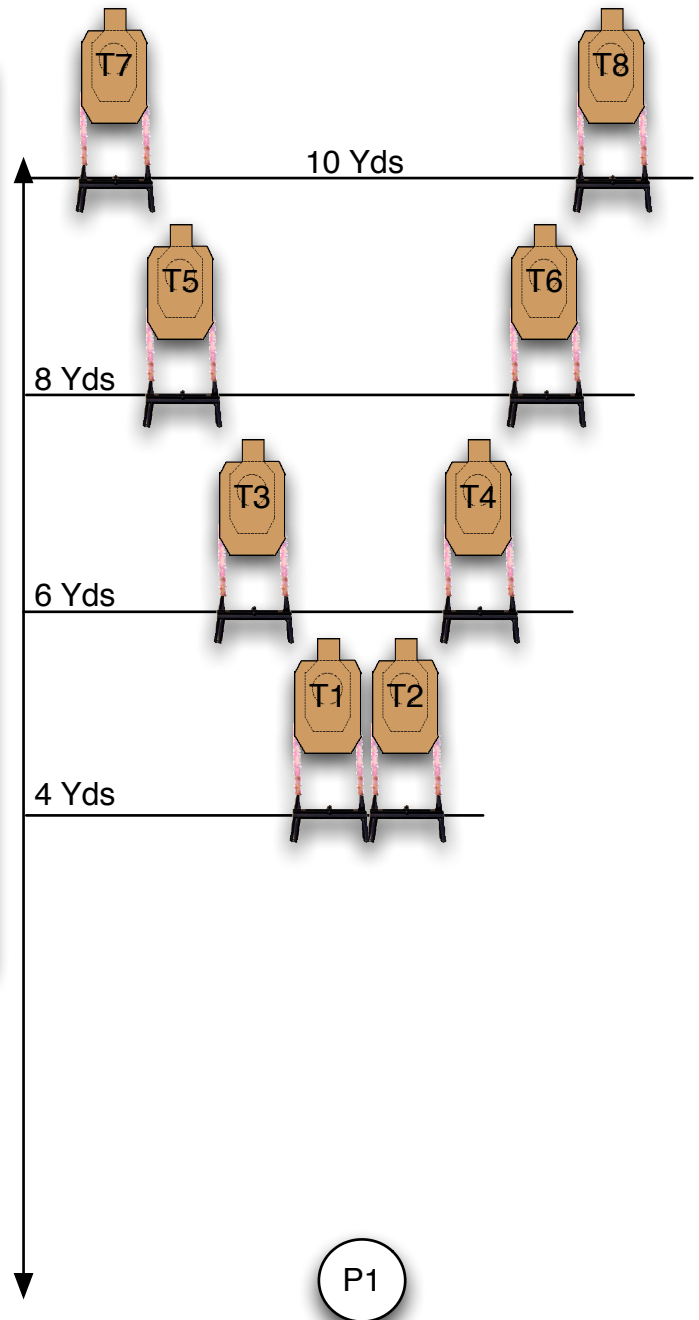
Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, engage T1 through T8 in Tactical Sequence weak hand only. Transfer your handgun to your strong hand and repeat. Reload as necessary using any legal IDPA reload.

Scoring: All threats must have two hits.



Notes: Target heights should vary. Shooter must engage threats near-to-far. Shooter may use both hands for reloading or malfunction clearing.



Stage 4: Home Invasion



Round Count: 17 rounds

Target Distance: 5 to 35 yards

Targets Required: 5x Threat Targets, 2x Poppers, 2x Drop-Turners

Props Required: 2x Non-Threats, 2x Barricades, 1x Window, 1x Barrel

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing down range

Start Signal: Audible

Stop Signal: Last Shot Fired

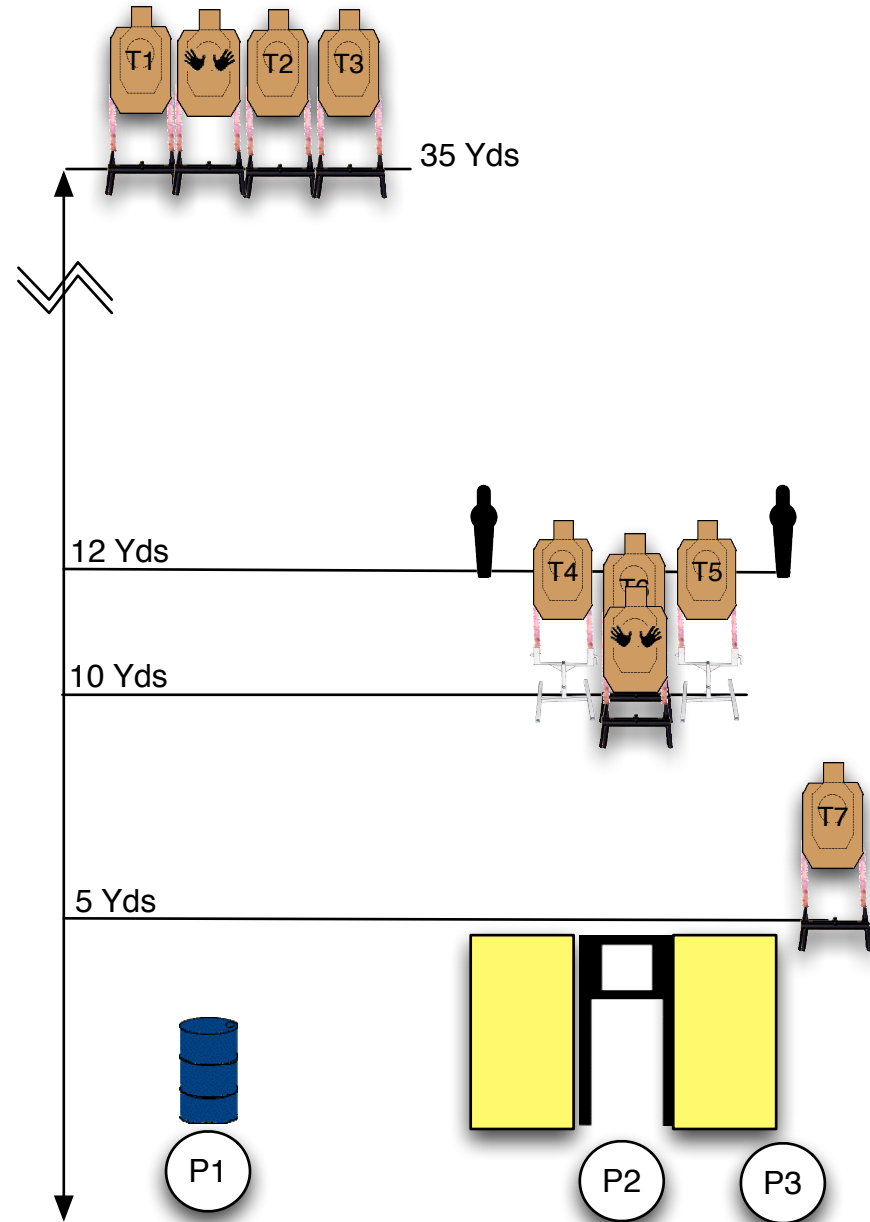
Scenario: You've come home from a walk around the block only to discover a group of armed men holding your daughter at gunpoint. You deal with those bad guys, and then move to your house to discover your spouse being held by more armed men. You engage them through the window, and then start heading to the front door to discover another bad guy responding to your shots.

Procedure: On the start signal, draw and engage T1-T3 from P1, using the barrel as cover. Move to P2 and engage T4-T6 and the Poppers through the window. Finally, move to P3 and engage T7.

Concealment Garment: Required

Scoring: Targets T1 through T6 should have 2 hits each. T7 should have 2 hits to the body and 1 to the head. All steel must fall.

Notes: Target heights should vary somewhat. T1 through T3 may only be engaged from P1. T4-T6 and the Poppers may only be engaged from P2 through the window. P7 may only be engaged from P3. The non-threat in front of T6 should have the top of it's head just above the bottom of the -0 area on T6.





Stage 5: Loose Rounds



Round Count: 3

Target Distance: 2-5 yards

Targets Required: 3x Threat Targets

Props Required: 1x Table, 1x Non-Threat

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides. Unloaded handgun, loose ammunition, and ammunition carrier on table.

Start Signal: Audible

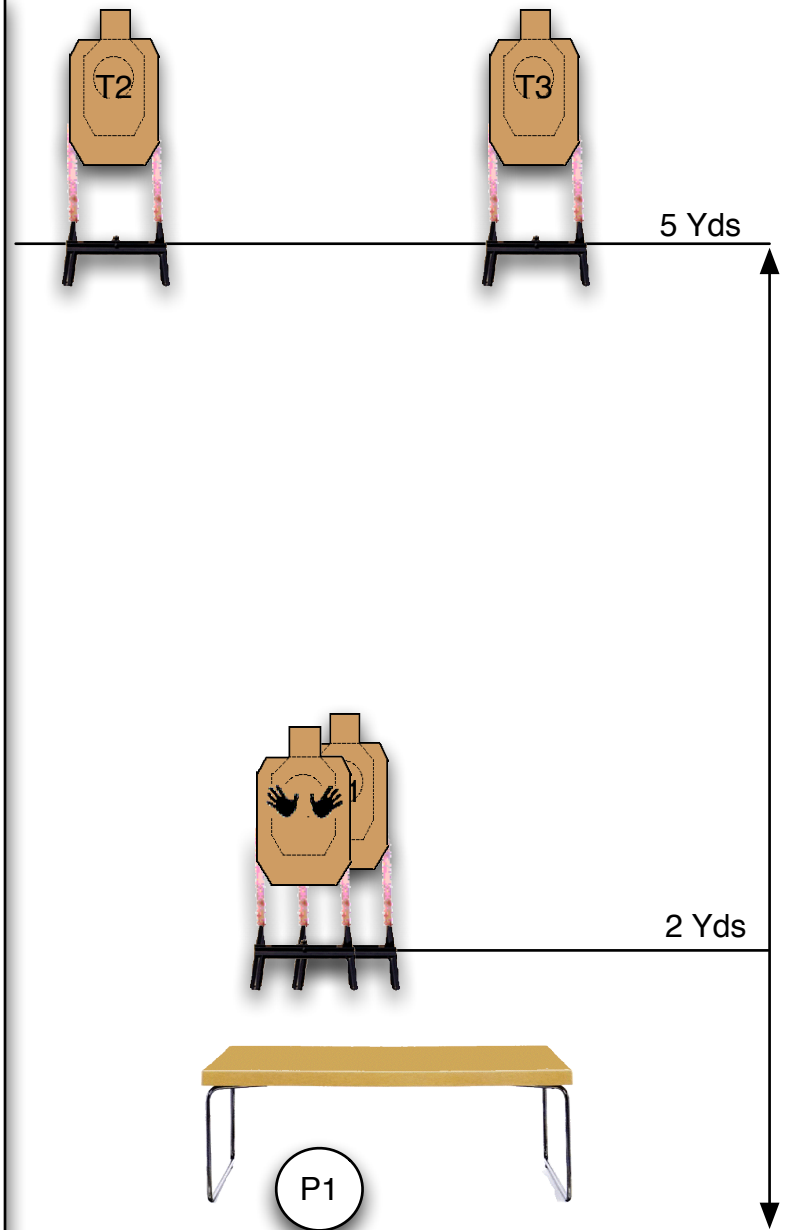
Stop Signal: Last Shot Fired

Scenario: You're about to show your new handgun to a friend of yours, and have unloaded it for safety. Right at that moment, the local gang-bangers decide to intrude. One is threatening your friend's life while the rest are about to bumrush you.

Concealment Garment: Not Required

Procedure: On the start signal, load your handgun and engage each threat with a minimum of one head shot each.

Scoring: All threats must have one head hit.



Notes: Target heights should vary. Shooter must place their division's maximum amount of loose ammunition on the table, but need only load the number of rounds that the desire. Shooter's handgun must be laying flat on the table (no propping on the magazine, etc.), with the muzzle facing down range.



Side: IDPA DMG Practice



Round Count: 22

Target Distance: 10-50 yards

Targets Required: 8x Threat Targets, 4x Poppers, 1x Drop-Turner

Props Required: 2x Tables, 1x Barricade, 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing at P1, loaded handgun in holster, loaded shotgun on table at P2 with muzzle pointed downrange, loaded rifle on table at P3 with muzzle pointed downrange.

Start Signal: Audible

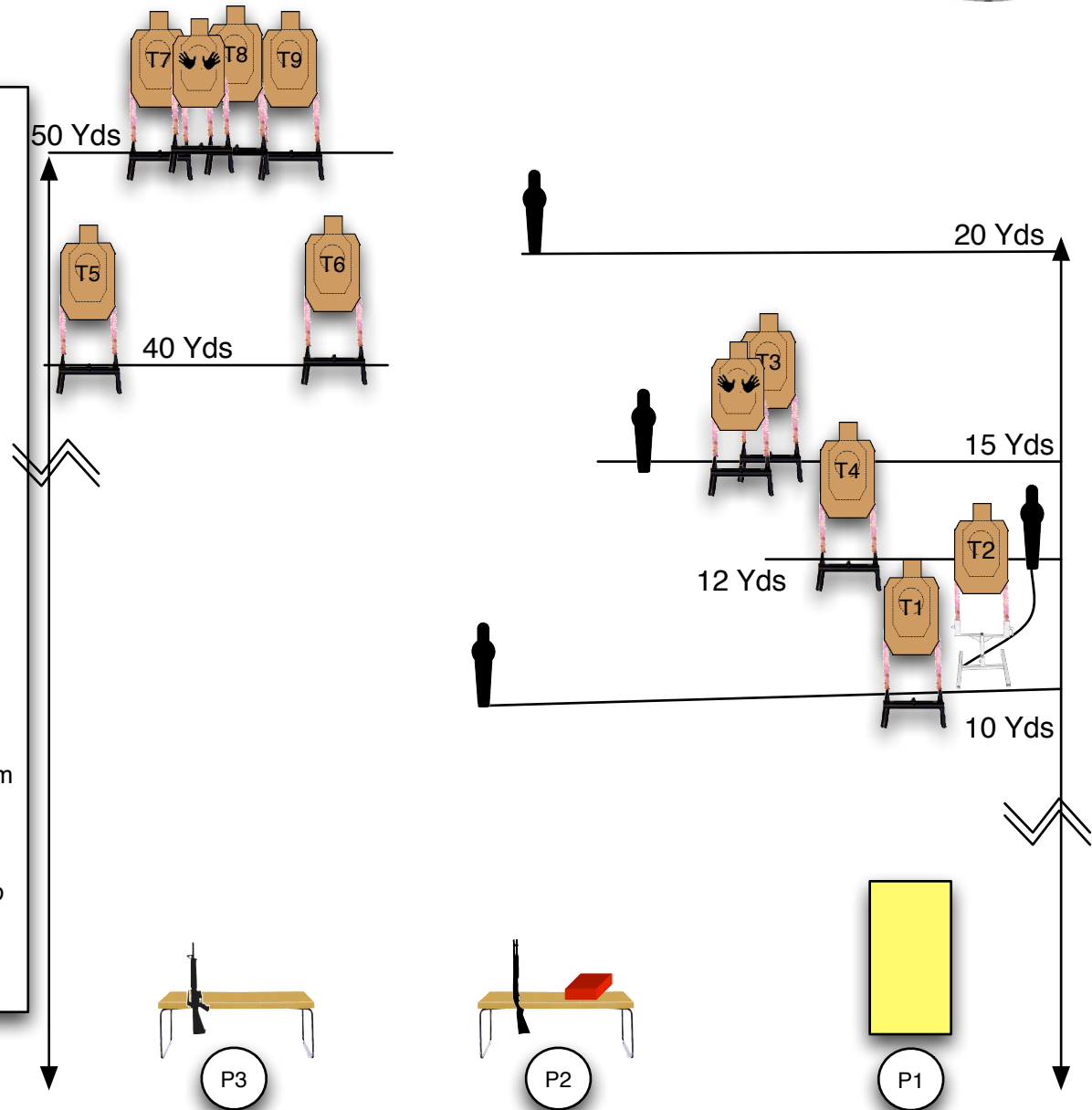
Stop Signal: Last Shot Fired

Scenario: None- this is a skills test.

Concealment Garment: Not Required

Procedure: On the start signal, engage T1 through T4 and PP1 from position P1, using the barricade for cover. Move to P2, put your handgun in the box with the muzzle facing down range, pick up the shotgun, and engage PP2 through PP3. Put the empty shotgun down and move to P3. Pick up the rifle and engage targets T5 through T9.

Scoring: All threats must have two hits. All steel must fall.



Notes: Target heights should vary. Shooter may engage PP2 through PP4 with their handgun if they fail to knock them down with the shotgun, but may only do so from P2. Likewise, Shooter may engage T5 through T9 with their handgun if they feel the need to, but may only do so from P3. Rifle starts loaded with 10 rounds, shotgun with 3, handgun per IDPA Division rules. Shooter may not leave P1 with an empty handgun. Shooter may not engage T1-T4 and PP1 after leaving P1.