



Stage 1: Tailgate Trouble



Round Count: 13

Target Distance: 6-15 yards

Targets Required: 3x Standard Threats, 1x Popper, 1x Double-Swinger

Props Required: 1x Car Silhouette, 1x Non-threat

Scoring Method: Vickers Count

Starting Position: Standing facing the rear of the car silhouette (left side of bay) loaded handgun in holster.

Start Signal: Audible

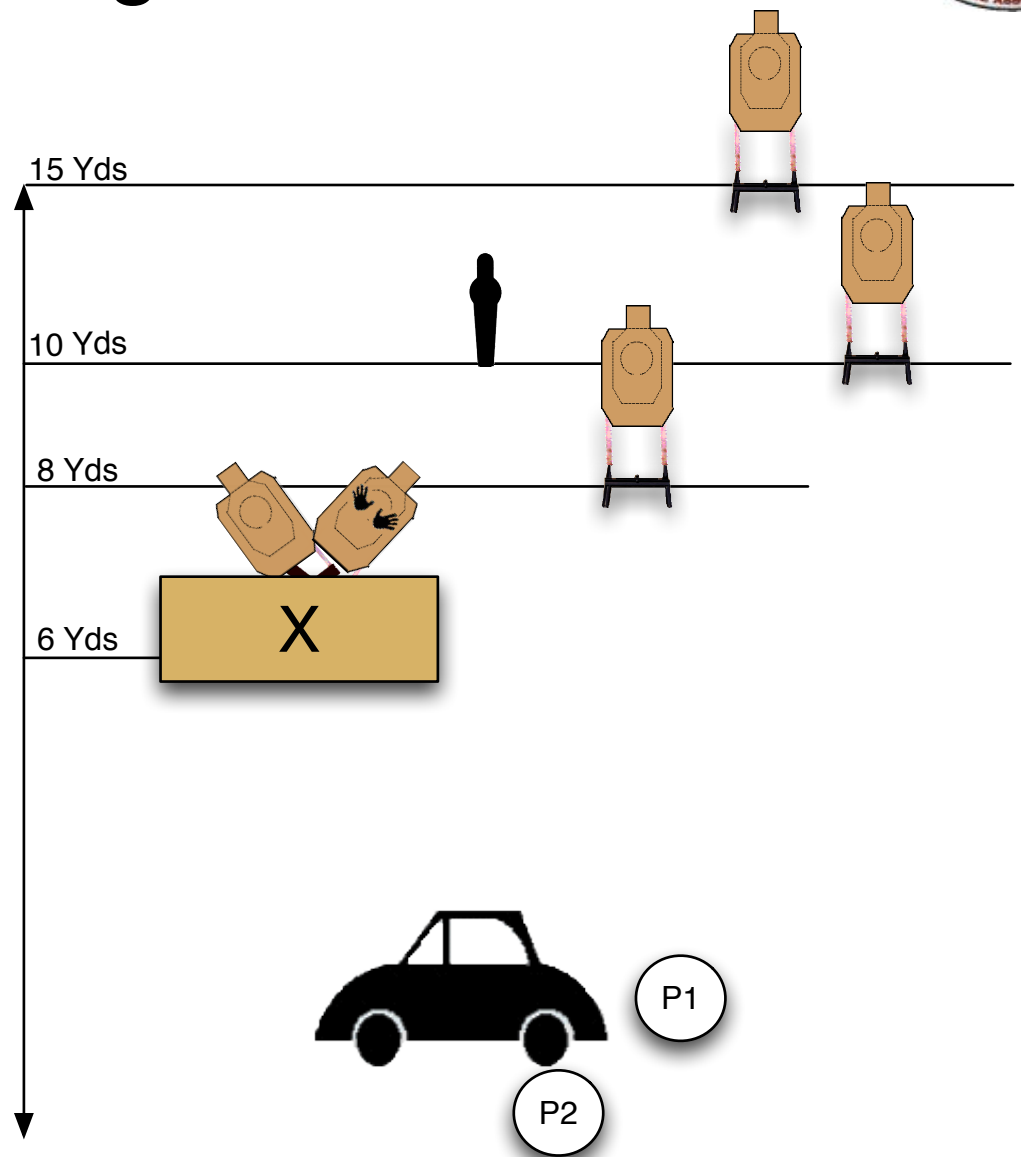
Stop Signal: Last Shot Fired

Scenario: You're having a little tailgate picnic at a local park when a group of armed robbers attacks. You move to use your car as cover, and engage all of the threats.

Concealment Garment: Required

Procedure: On the start signal, move to P2, then engage all threats.

Scoring: All threats must have three hits, all steel must fall.



Notes: Target heights should vary. Hits in the barrier in front of T1 shall be scored as misses.



Stage 2: Office Escape



Round Count: 15

Target Distance: 3-10 yards

Targets Required: 4x Standard Threats, 1x Popper, 1x Cheddar Charger

Props Required: 3x Barricades, 1x Barrel 1x Non-threat

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides, loaded handgun in holster.

Start Signal: Audible

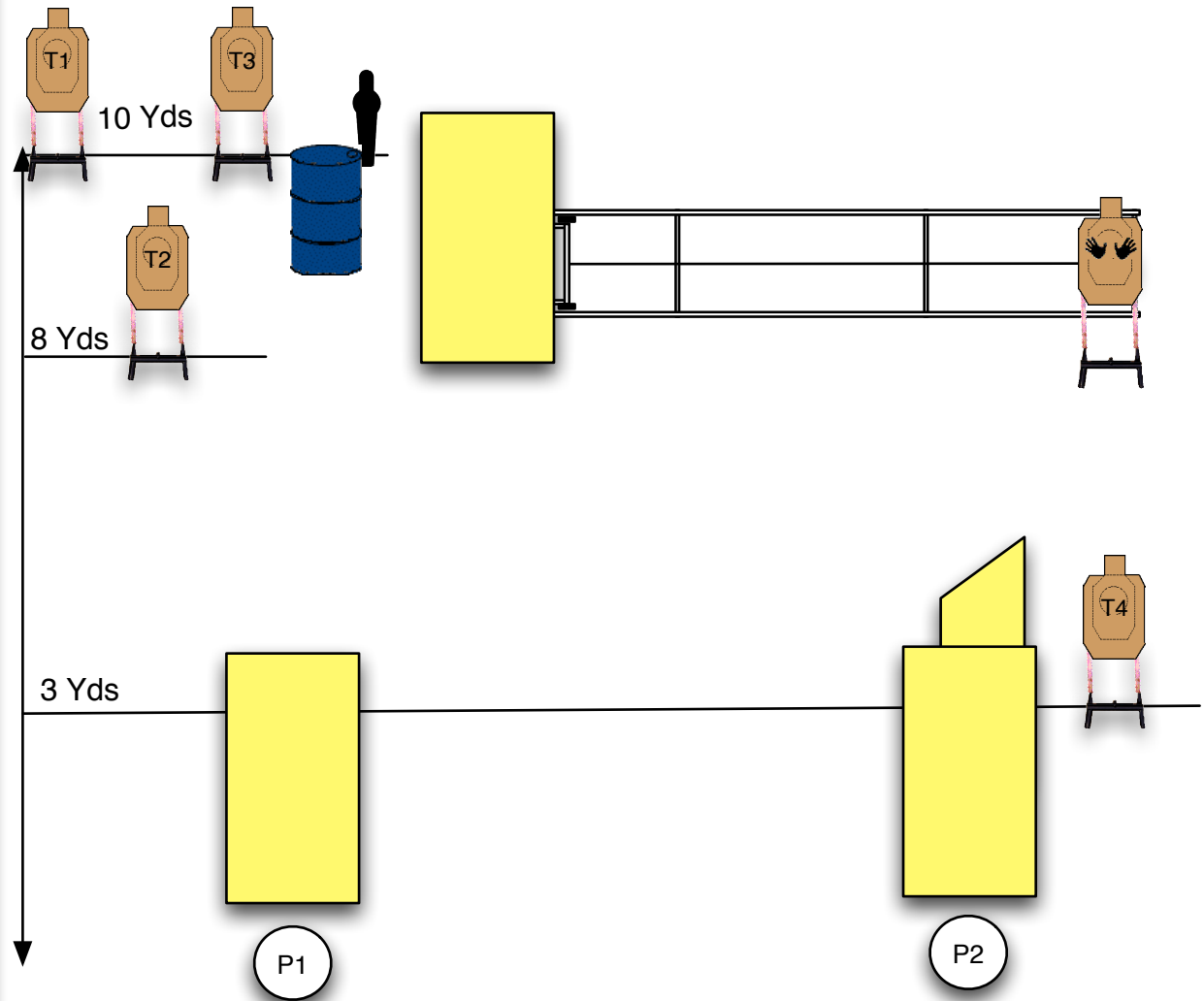
Stop Signal: Last Shot Fired

Scenario: You're wrapping up your day at work, when a group of armed men break in. You engage them and head for the exit, engaging additional bad guys on the way.

Concealment Garment: Required

Procedure: On the start signal, engage T1 through T3 from P1. Move to P2, engaging any targets that become visible while moving. At P2, engage T4.

Scoring: All threats except the mover must have three hits, one of which must be a head hit. The mover must have two hits. All steel must fall.



Notes: Target heights should vary. PP1 and the mover must be engaged while moving. PP1 should not be visible from P1.



Stage 3: Pizza Guy



Round Count: 16

Target Distance: 4-15 yards

Targets Required: 6x Standard Threats, 2x Poppers, 1x Drop-turner

Props Required: 1x Car Silhouette, 2x Non-threats, 1x pizza box

Scoring Method: Vickers Count

Starting Position: Standing facing down range at the center of the car, holding pizza box in hands.

Start Signal: Audible

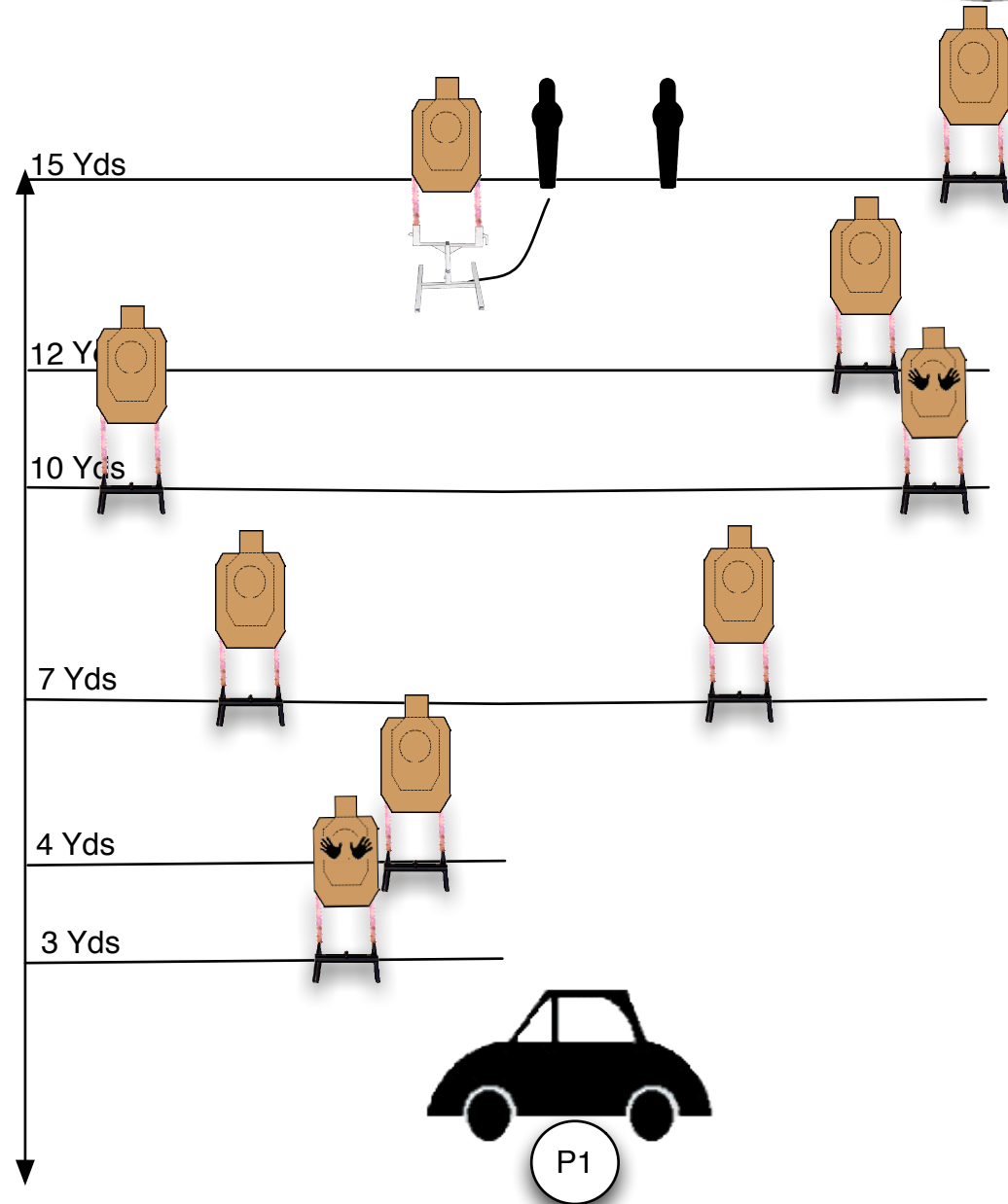
Stop Signal: Last Shot Fired

Scenario: You're working as a pizza delivery guy, and in the process of making a delivery when you're jumped by a group of Bad Guys. They're all brandishing weapons and headed towards you, so you're forced to defend yourself.

Concealment Garment: Required

Procedure: On the start signal, engage the poppers and T1 through the windows of the car. Then move to either side and engage the three threats over the hood/trunk of the car. Finally, move to the opposite side and engage the remaining three threats.

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



Notes: Target heights should vary.



Stage 4: Extended Range



Round Count: 14 rounds

Target Distance: 5 to 35 yards

Targets Required: 7x Threat Targets,

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing down range

Start Signal: Audible

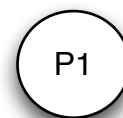
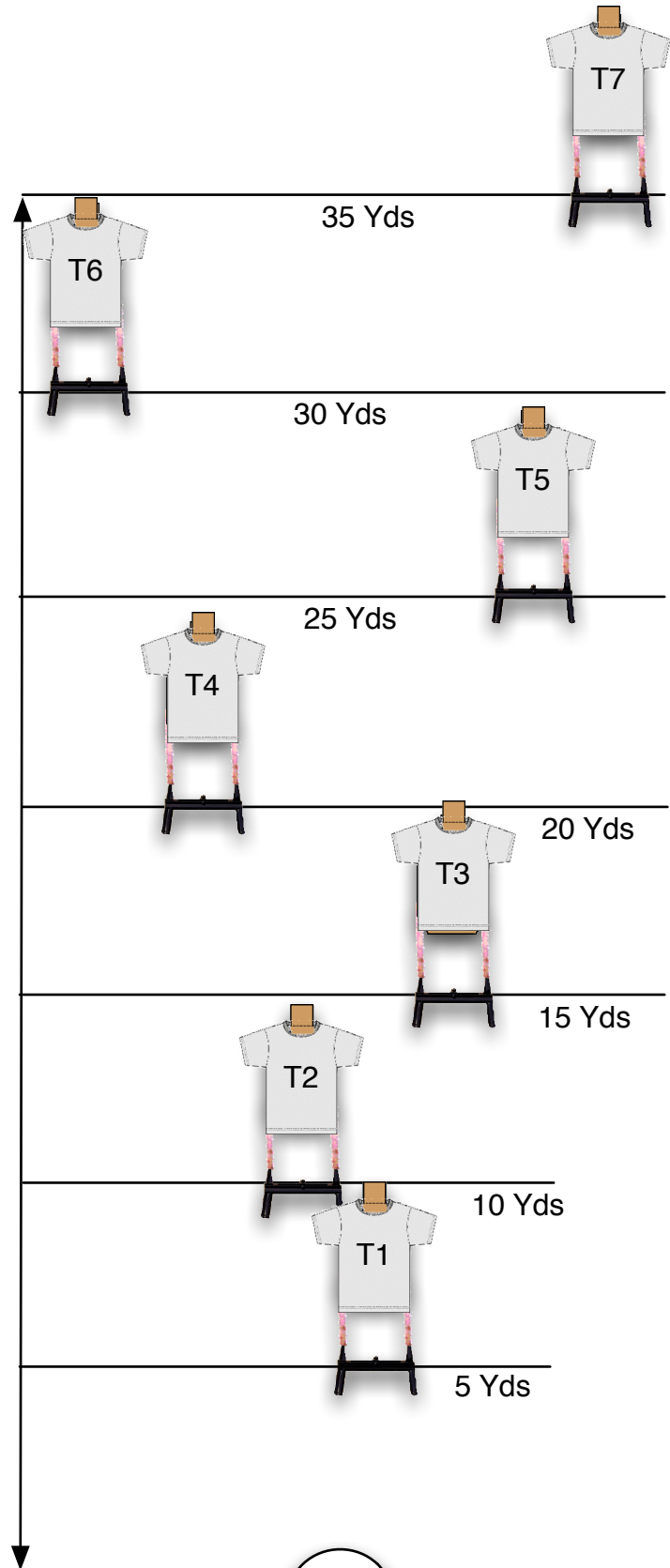
Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

Procedure: On the start signal, draw and engage all Targets, near to far, in Tactical Sequence, with at least 2 rounds each.

Concealment Garment: Not Required

Scoring: Targets T1 through T7 should have 2 hits each.



Notes: Target heights should vary somewhat. Targets should be set so that shoot-throughs are not likely. Shooters may drop to one knee or use any other technique to engage the targets, but must stay at P1.



Stage 5: The Reload Shuffle



Round Count: 9

Target Distance: 10 yards

Targets Required: 3x Standard Threats

Props Required: 2x Barrels

Scoring Method: Limited Vickers

Starting Position: Unloaded handgun and 2 ammunition carriers on the barrel in front of the Shooter, one ammunition carrier on the other barrel.

Start Signal: Audible

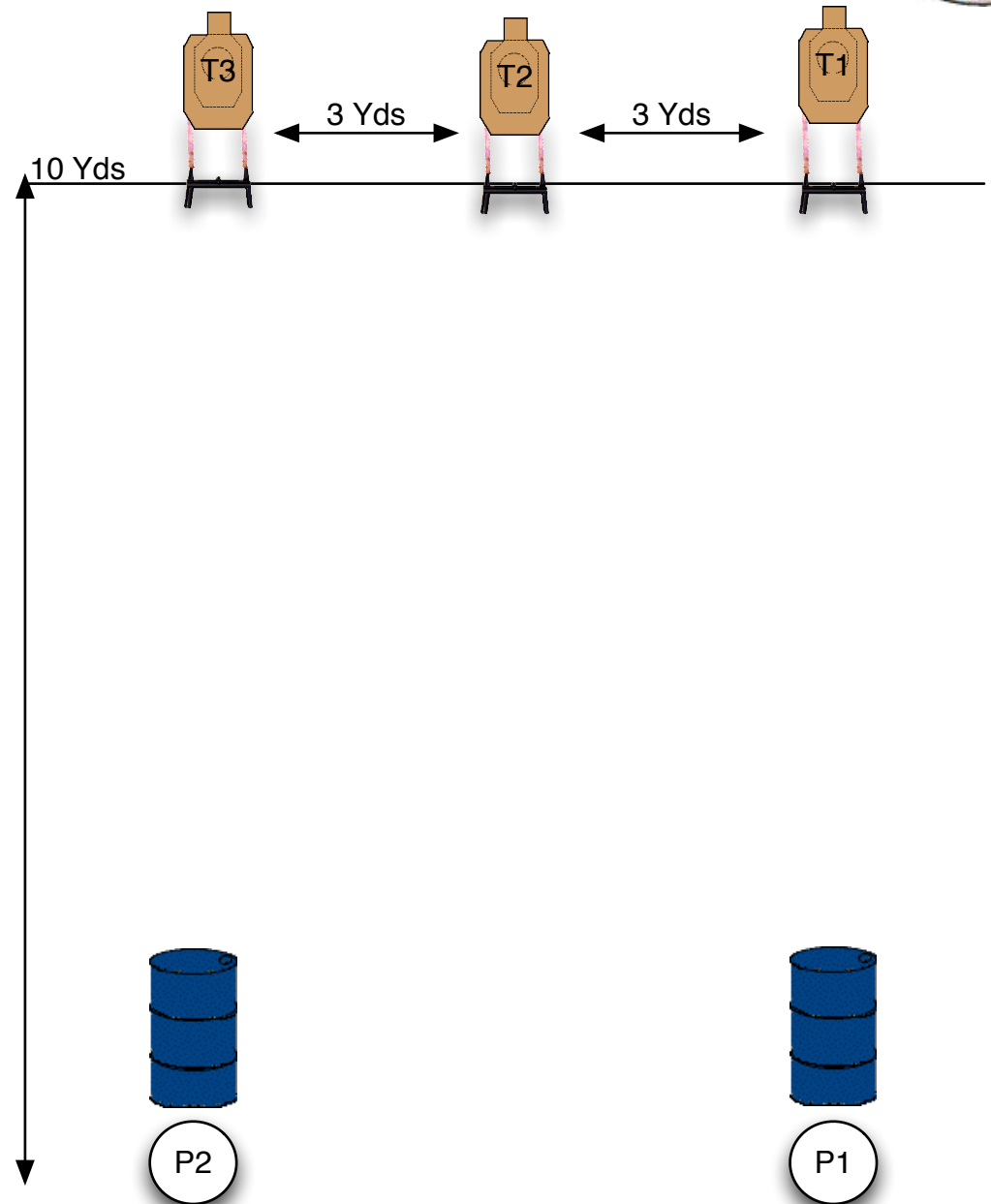
Stop Signal: Last Shot Fired

Scenario: None. This is a Standards Stage.

Concealment Garment: Not Required

Procedure: On the start signal, pick up your handgun and load it with one of the magazines/speedloaders/moonclips resting on the barrel in front of you. Start moving to the other barrel, firing 1 round at each target while moving. Once at the other barrel, perform an IDPA-legal reload, then move back to the first barrel, firing 1 round at each target while moving. Once back at the original barrel, perform another IDPA-legal reload, and move to the other barrel again, firing 1 round at each target while moving.

Scoring: All threats must have three hits, one of which must be a head shot.



Notes: Target heights should vary. All ammunition carriers must be loaded to division capacity for the division that the Shooter is competing in.



Side Match: Rimfire Fun



Round Count: 26

Target Distance: 5-50 yards

Targets Required: 12x Standard Threats

Props Required: 1x Table, 2x Barricades, 3x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing at P1, rifle loaded and held at low ready, loaded handgun in holster.

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 T10 from P1 with the .22LR rifle. Once finished engaging T1 through T10, put the empty rifle down on the table, move to P2, and engage T11 and T12 with your handgun.

Scoring: All threats must have two hits, except for T11 and T12, which must have 3 hits, one of which must be a head hit.

Notes: Target heights should vary. Shooter may load any number of rounds into magazines for their .22LR rifle, but **MUST** perform at least one reload with the rifle, and leave the rifle empty on the table before moving to P2. Any magazines that are not empty must be retained. Targets must be engaged in Tactical Priority. Targets T11 and T12 should be covered 33% by the Non-Threat in front of them. Targets T9 and T10 should be covered 25% by the Non-Threat in front of them.

