



Stage 1: Closing Time



Round Count: 17

Target Distance: 6-12 yards

Targets Required: 4x Standard Threats, 3x Poppers, 1x Max-Trap, 2x Drop-Turner

Props Required: 2x Barricades, 2x Vision Barriers, 1x Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

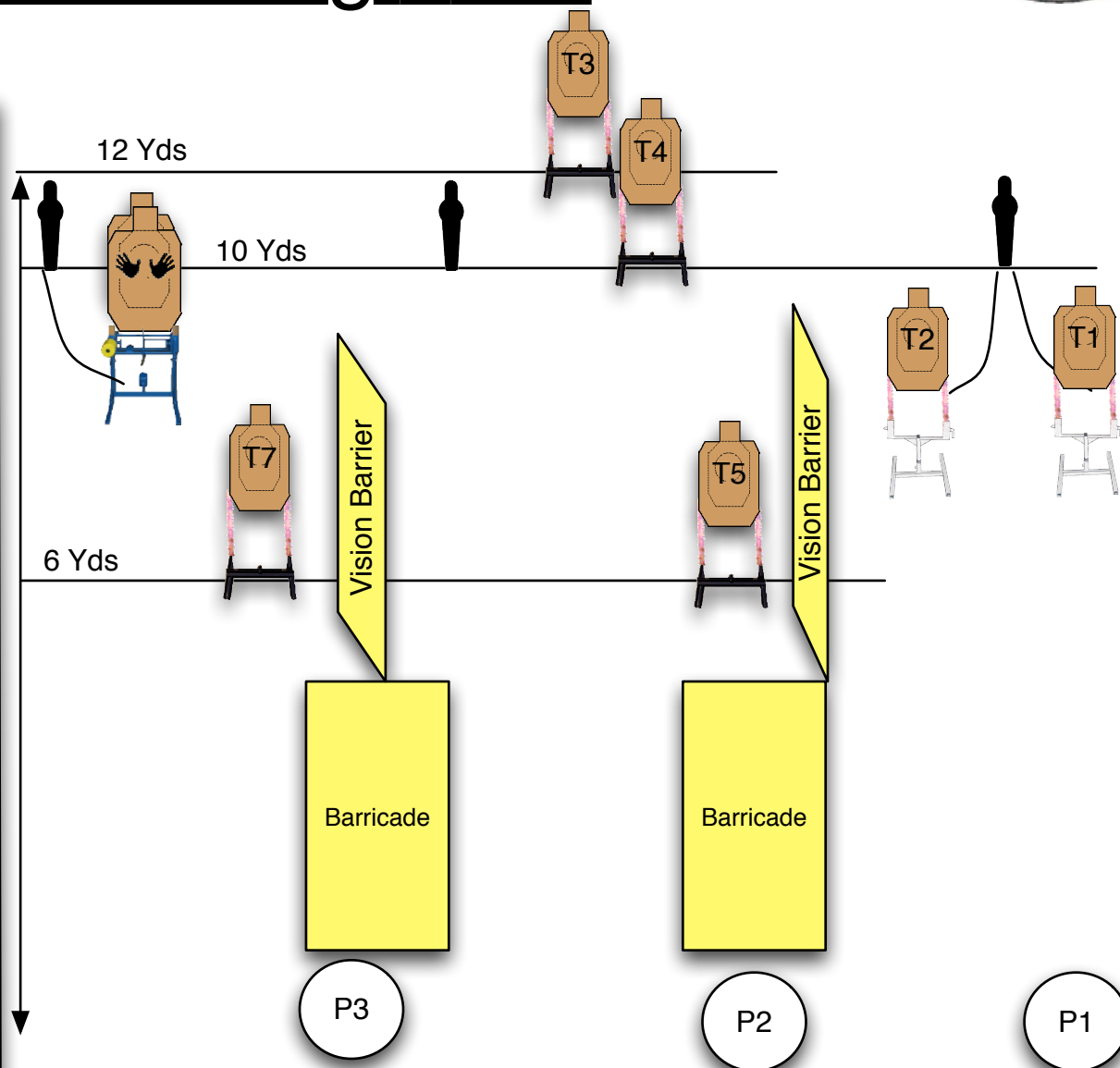
Stop Signal: Last Shot Fired

Scenario: You worked late one night and are in the process of closing up your shop, when you hear a bunch of loud crashes. When you go to investigate, you discover that a group of armed burglars have broken in. They have one of your employees as a hostage, and you are forced to defend yourself and your employee.

Concealment Garment: Required

Procedure: On the start signal, draw and engage PP1, T1, and T2. Move to cover at P2 and engage PP2 and T3 through T5. Finally, move to P3 and engage PP3, T6 and T7.

Scoring: T1 through T7 must have 2 hits each. All steel must fall.



Notes: Target heights should vary somewhat. Only PP1, T1, and T2 should be visible from P1 and while moving to P2. Only PP2, and T3 through T5 should be visible from the left side of P2. Only PP3, T6, and T7 should be visible from the left side of P3.



Stage 2: Reload 'N Go



Round Count: 18

Target Distance: 7 yards

Targets Required: 3x Standard Threats

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Hands relaxed at sides, standing at either P1 or P2

Start Signal: Audible

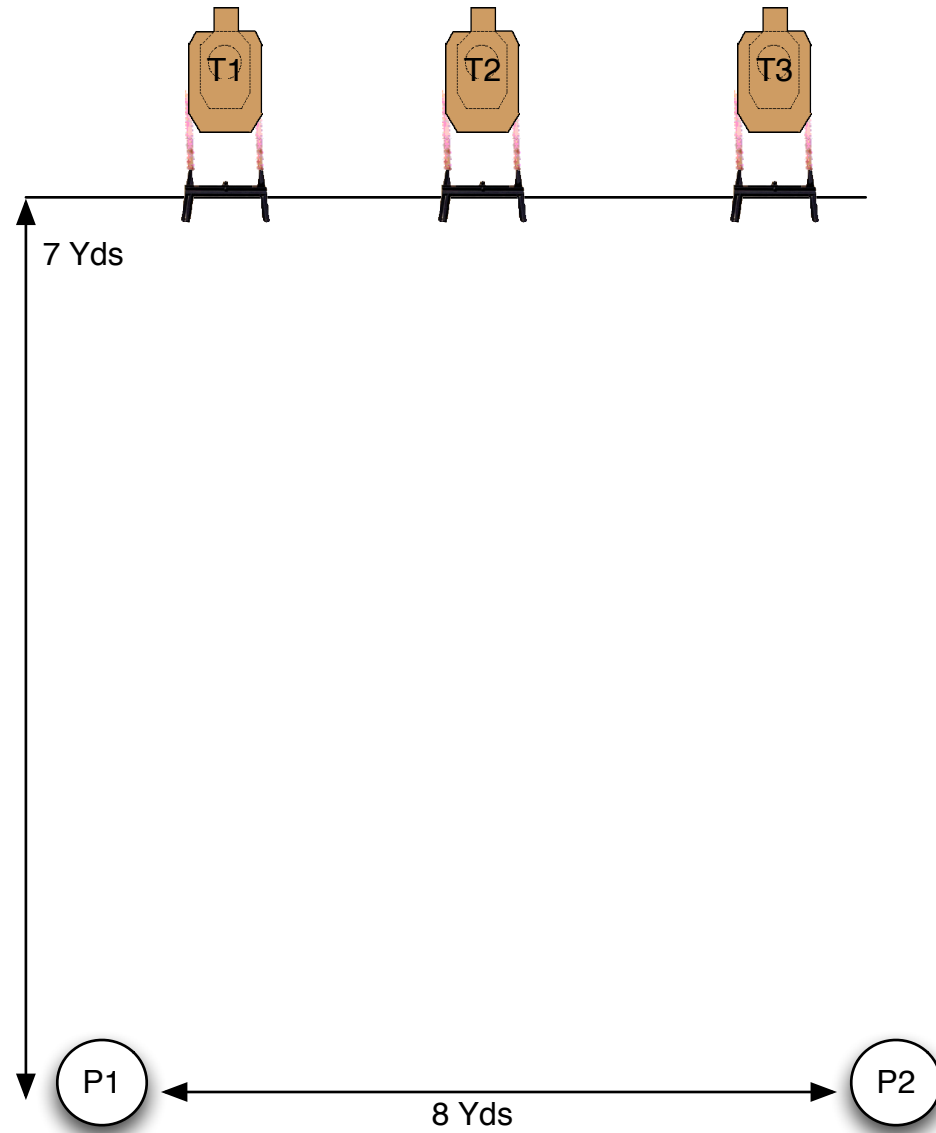
Stop Signal: Last Shot Fired

Scenario: None. This is a standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage T1 through T3 with 2 rounds each while moving from P1 to P2. Once at P2, perform an IDPA-legal reload, and engage T1 through T3 with two rounds each while moving from P2 to P1, strong hand only. Once back at P1, perform an IDPA-legal reload, and engage T1 through T3 with two rounds each while moving from P1 to P2, weak hand only.

Scoring: All threats must have six hits.



Notes: Target heights should vary. Shooter can begin from either position.



Stage 3: Run For Cover



Round Count: 18

Target Distance: 1-11 yards

Targets Required: 6x Standard Threats, 2x Poppers, 1x Max-Trap, 1x Drop-Turner

Props Required: 2x Barricades, 2x Vision Barriers, 3x Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

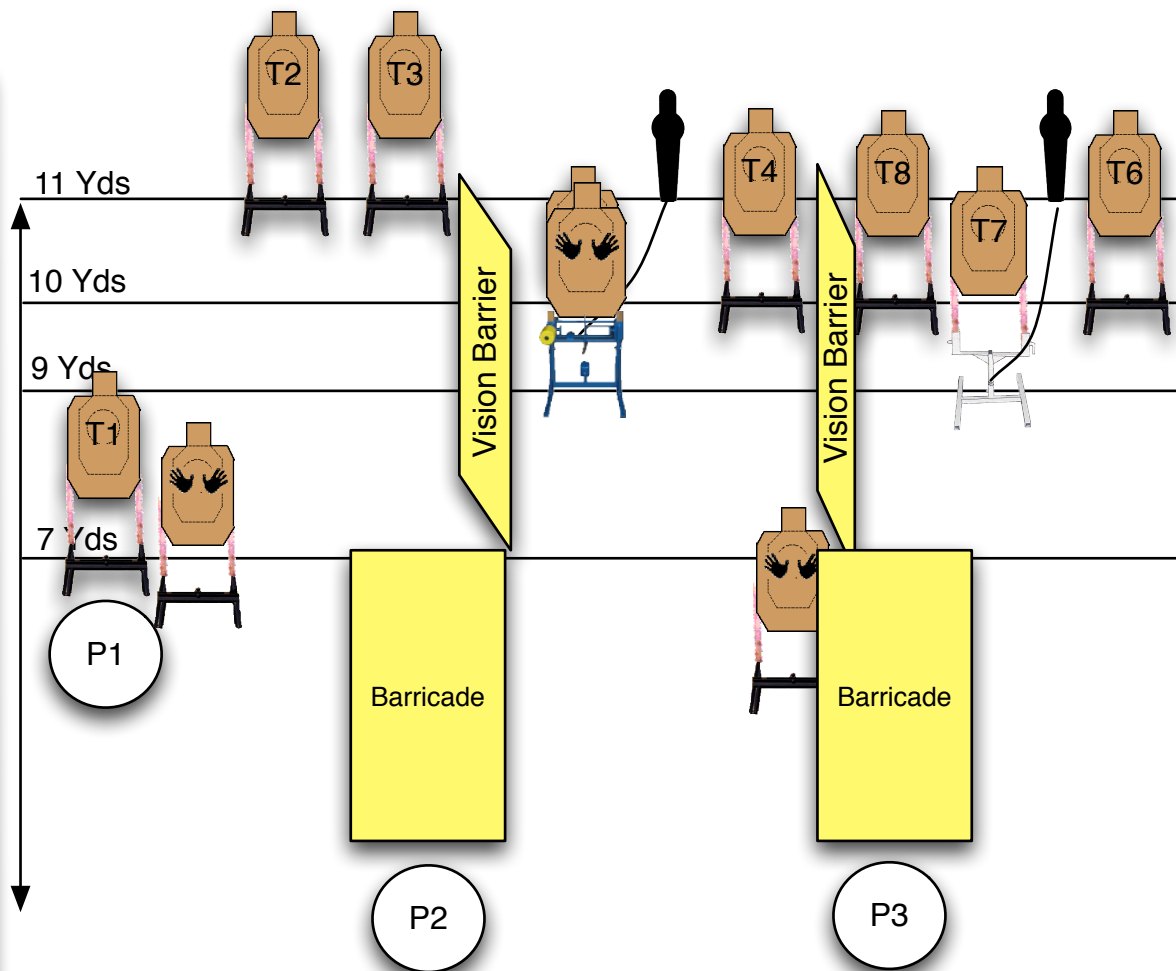
Stop Signal: Last Shot Fired

Scenario: You're walking through a park with a friend when you encounter a group of people. One of them walks right up to you, and then all of them draw weapons and threaten your and your friend's lives.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 from close retention. Engage T2 and T3 while moving to cover at P2. Once at P2, engage T4, PP1, and T5, then move to P3. At P3, engage T6, PP2, T7 and T8.

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



Notes: Target heights should vary somewhat. Only T1 through T3 should be visible from P1 and while moving to P2. Only T4, PP1, and T5 should be visible from the right side of P2. Only T6, PP2, T7, and T8 should be visible from the right side of P3.



Stage 4: Breakdown



Round Count: 13

Target Distance: 8-25 yards

Targets Required: 5x Standard Threats, 1x Popper, 1x Swinger

Props Required: 2x Non-Threats, 1x Barricade, 1x Car Silhouette

Scoring Method: Vickers Count

Starting Position: Hands on roof of car, standing at P1.

Start Signal: Audible

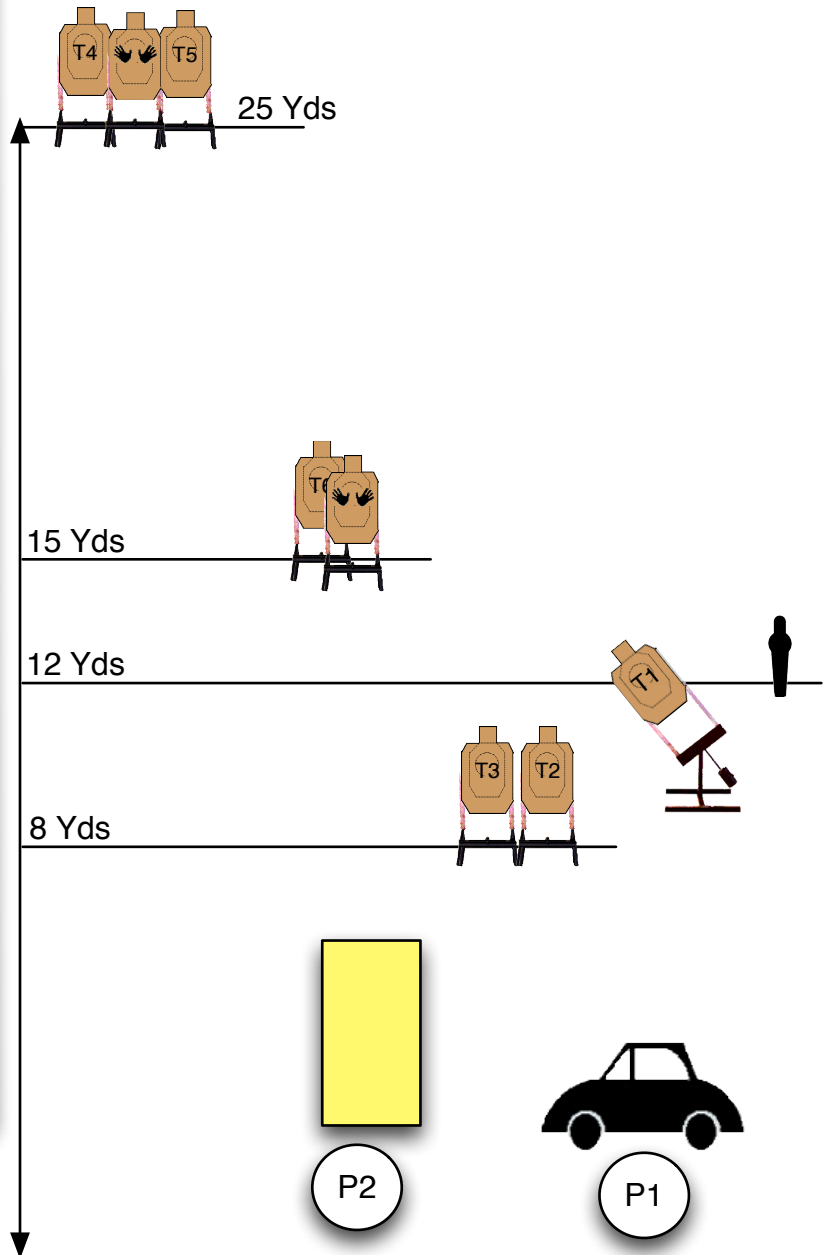
Stop Signal: Last Shot Fired

Scenario: Your car broke down in a not-so-great part of town, and while you're trying to get it started, you see a couple of women being dragged away by some gang-bangers. They notice you, and few head your way and draw weapons. Time to defend yourself and save the would-be victims!

Concealment Garment: Required

Procedure: On the Start Signal, draw and engage PP1 and T1 through T3 from P1, using the car as cover. Move to P2 and engage T4 through T6.

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



Notes: Target heights should vary. Place the near Non-Threat so that T6 is not easily visible from P1. Shooter must engage PP1 and T1 through T3 from either over the trunk or hood of the car, or from around the front or rear of the car.



Stage 5: Pucker Up



Round Count: 9

Target Distance: 5-7 yards

Targets Required: 3x Standard Threats

Props Required: 2x Barrels

Scoring Method: Vickers Count

Starting Position: Hands holding drinks, loaded handgun in holster.

Start Signal: Audible

Stop Signal: Last Shot Fired

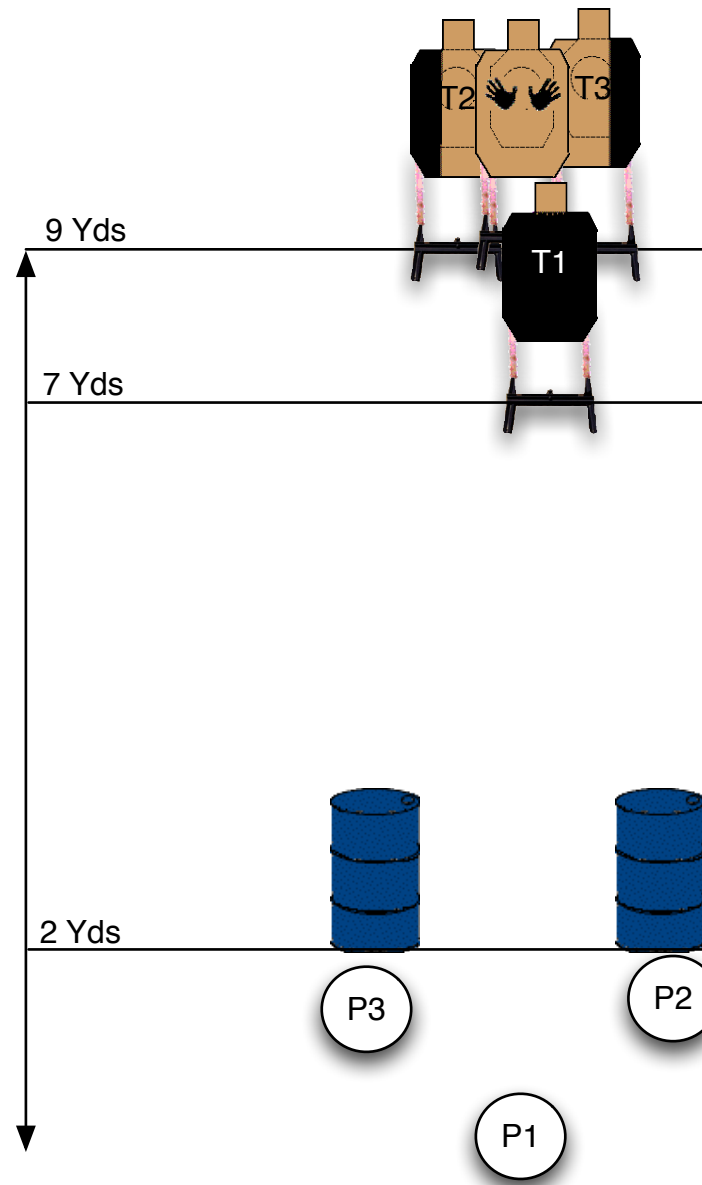
Scenario: You stop at the neighborhood "Stop & Rob" for a cool drink. Your significant other stayed outside for a smoke break. As you exit the store, three perpetrators approach with impure thoughts regarding your significant other. You exit the building and challenge them.

Concealment Garment: Required

Procedure: On the start signal, drop the drinks in your hands, move to cover at either P2 or P3, and engage T1 through T3.

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

Notes: Target heights should vary. T2 and T3 should be 33% hidden behind the Non-Threat. T1 should be located so that shoot-throughs to the Non-Threat are not likely from P2 or P3. Shooters must shoot around the barrels, not over the top.





Side: Gangwar



Round Count: 22

Target Distance: 4-45 yards

Targets Required: 11x Standard Threats

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

Scoring Method: Vickers Count

Starting Position: Hands relaxed at sides, standing at P1, only 6 rounds loaded in handgun. Loaded rifle on the ground at P2.

Start Signal: Audible

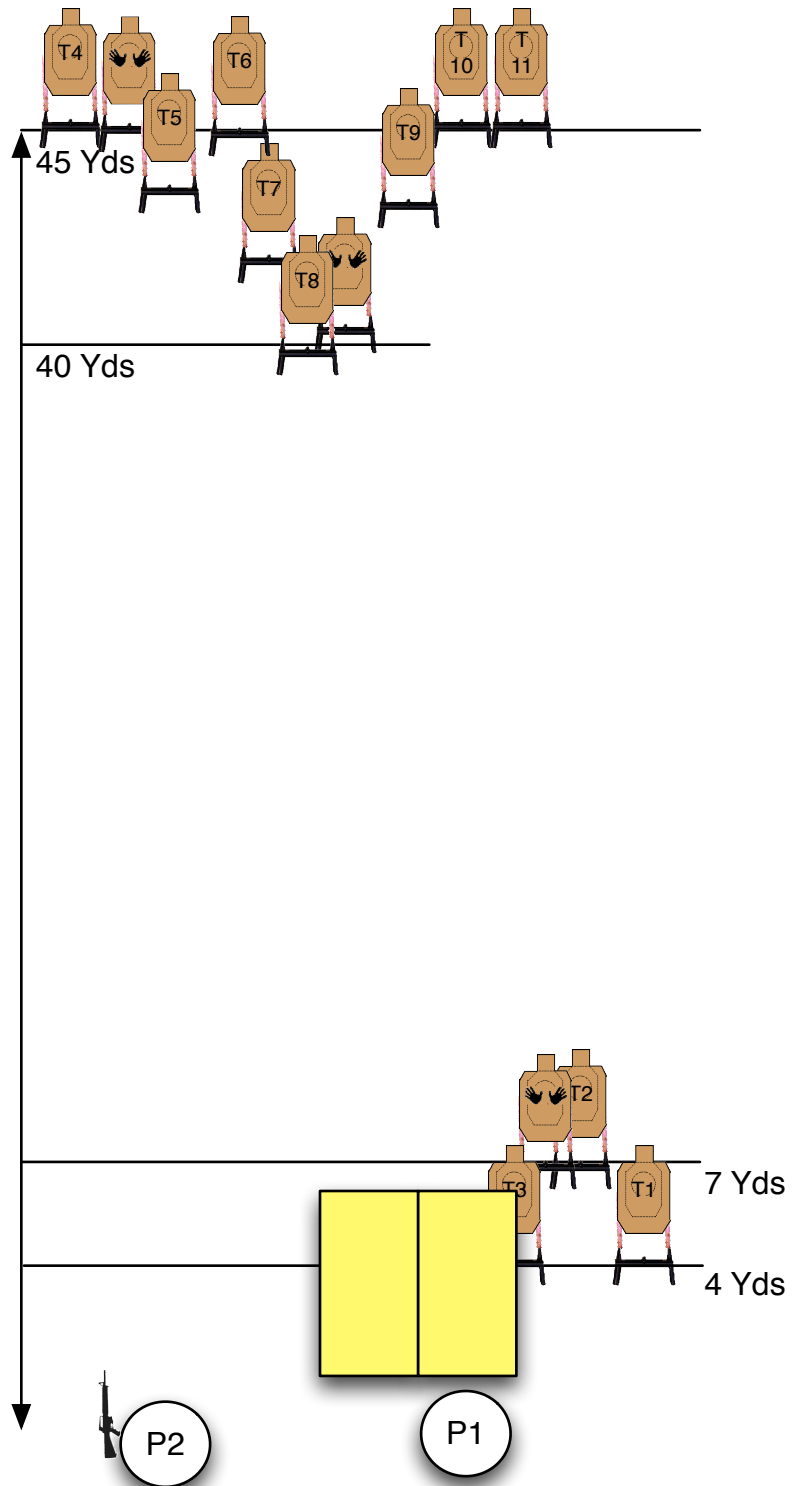
Stop Signal: Last Shot Fired

Scenario: You're a police officer, and there's been a massive gang uprising. You've been on foot patrol when you run into large, ongoing fight between two gangs. There are a number of innocent bystanders in danger, so you start engaging threats. Your handgun goes empty, when you see a fellow officer wounded in a field. You run over, grab his rifle, and finish engaging any remaining threats.

Concealment Garment: Not Required

Procedure: On the Start Signal, draw and engage T1 through T3 from P1. Then holster your handgun and move to P2. At P2, drop prone, grab the rifle, and engage T4 through T11.

Scoring: All threats must have two hits.



Notes: Target heights should vary. T4 through T11 should be randomly placed between 40 and 45 yards.