



Stage 1- Interview Gone Bad



Round Count: 14

Target Distance: 1 to 12 yards

Targets Required: 5x Standard Threats, 1x Drop-Turner, 2x Poppers

Props Required: 1x Non-Threat, 1x Car Silhouette, 1x Tarp, 1x Police Lights

Scoring Method: Vickers Count

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

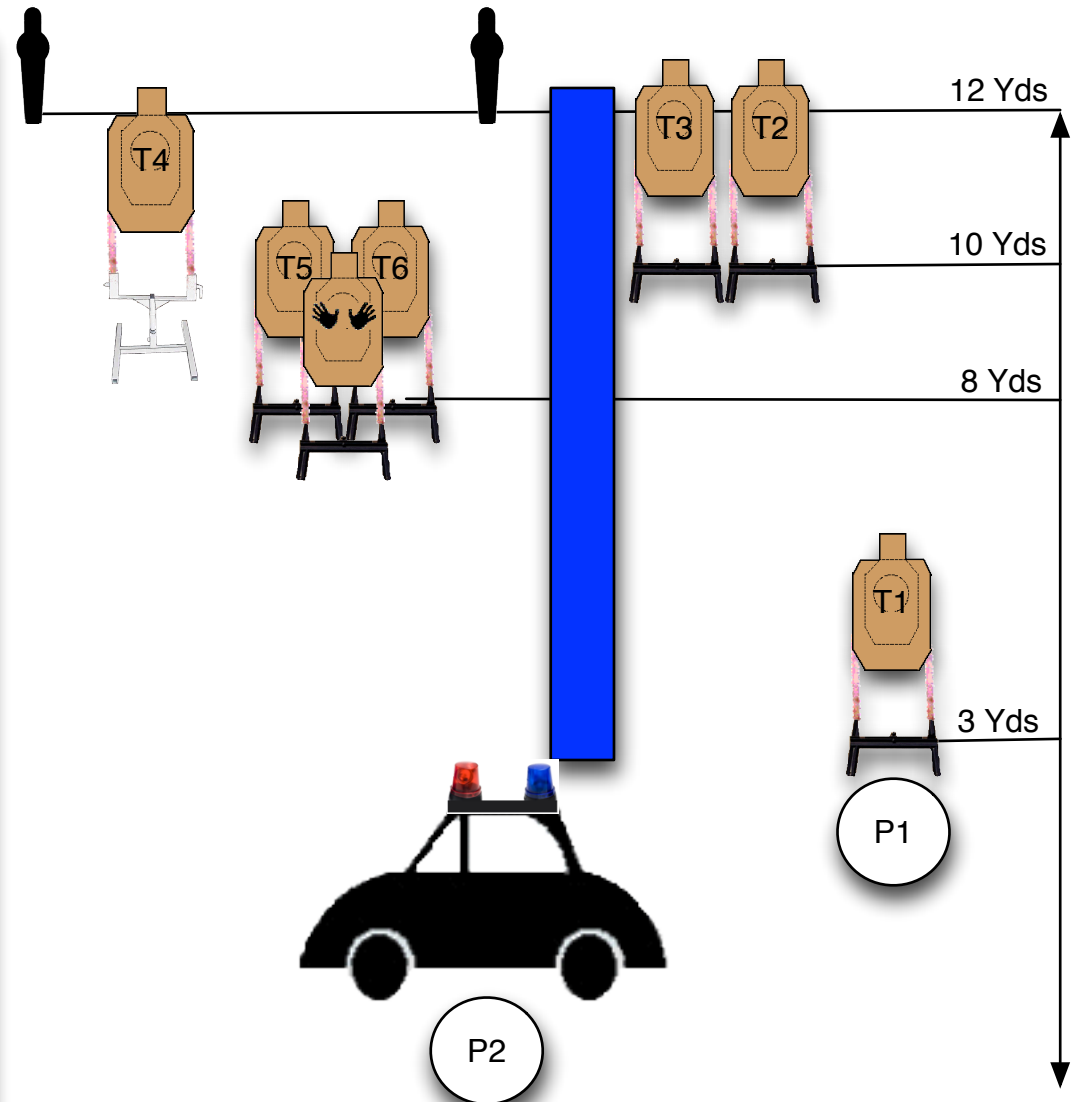
Start Signal: Audible

Concealment: Not Required

Scenario: You're a law enforcement officer making what you thought was a routine interview with a witness. You're talking with the witness when some friends of his arrive. All of a sudden, they all draw weapons and you're caught out in the open. Fight your way back to your squad car.

Procedure: On the Start Signal, draw and engage T1 from close retention. Then move to cover at P2, engaging T2 and T3 while moving. From P2, using the car as cover, engage T4 through T6 and both Poppers.

Scoring: All cardboard threats must have 2 hits. Steel must fall.



Notes: T1 can only be engaged from P1. T2 and T3 must be engaged while moving, but can be re-engaged from P2. Only the hood and trunk of the squad car are considered cover.



Stage 2: Standards



Round Count: 18 rounds

Target Distance: 7 to 10 yards

Targets Required: 3x Standard Threats

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: See String Description

Start Signal: Audible

Concealment: Not Required

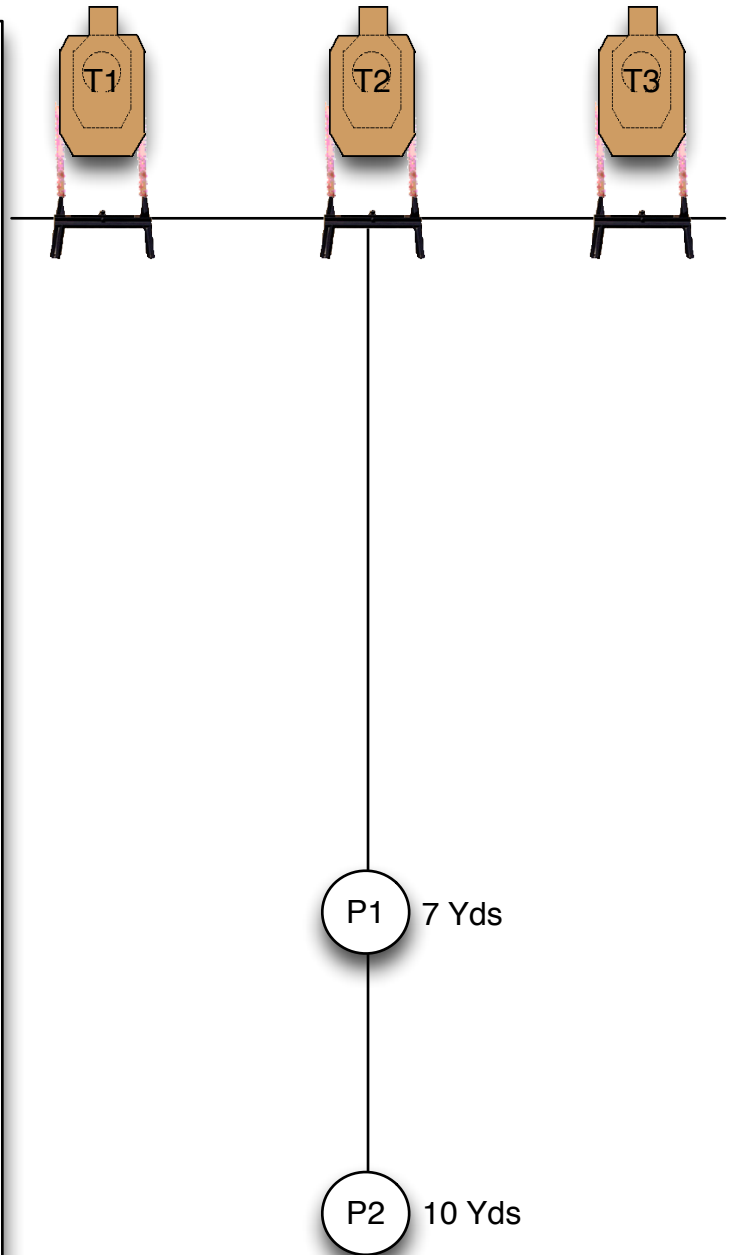
Scenario: None. This is a standards stage

Procedure:

String 1: Starting at position P1, handgun holstered, hands relaxed at sides. On the start signal, draw and engage T1 through T3 with 2 rounds each to the head. Perform a reload, and then re-engage targets T1 through T3 with 2 rounds each, strong hand only.

String 2: Starting at position P2, handgun held at low ready in weak hand. On the start signal, engage targets T1 through T3 with 2 rounds each, weak hand only.

Scoring: T1 through T3 should have 6 hits each, 2 of which must be head hits.



Note: Target heights should vary, and should be set up so that rounds hitting the targets will impact the backstop. Make sure to note any low hits on the first part of String 1 and count them as misses. Shooters may download their magazines if they so desire.



Stage 3: Gas Stop



Round Count: 14 rounds

Target Distance: 3 to 13 yards

Targets Required: 7x Standard Threats

Props Required: 1x Non-Threat, 2x Barricades,
1x Car Silhouette

Scoring Method: Vickers Count

Starting Position: Standing at P1, bent over with
hands on barricade.

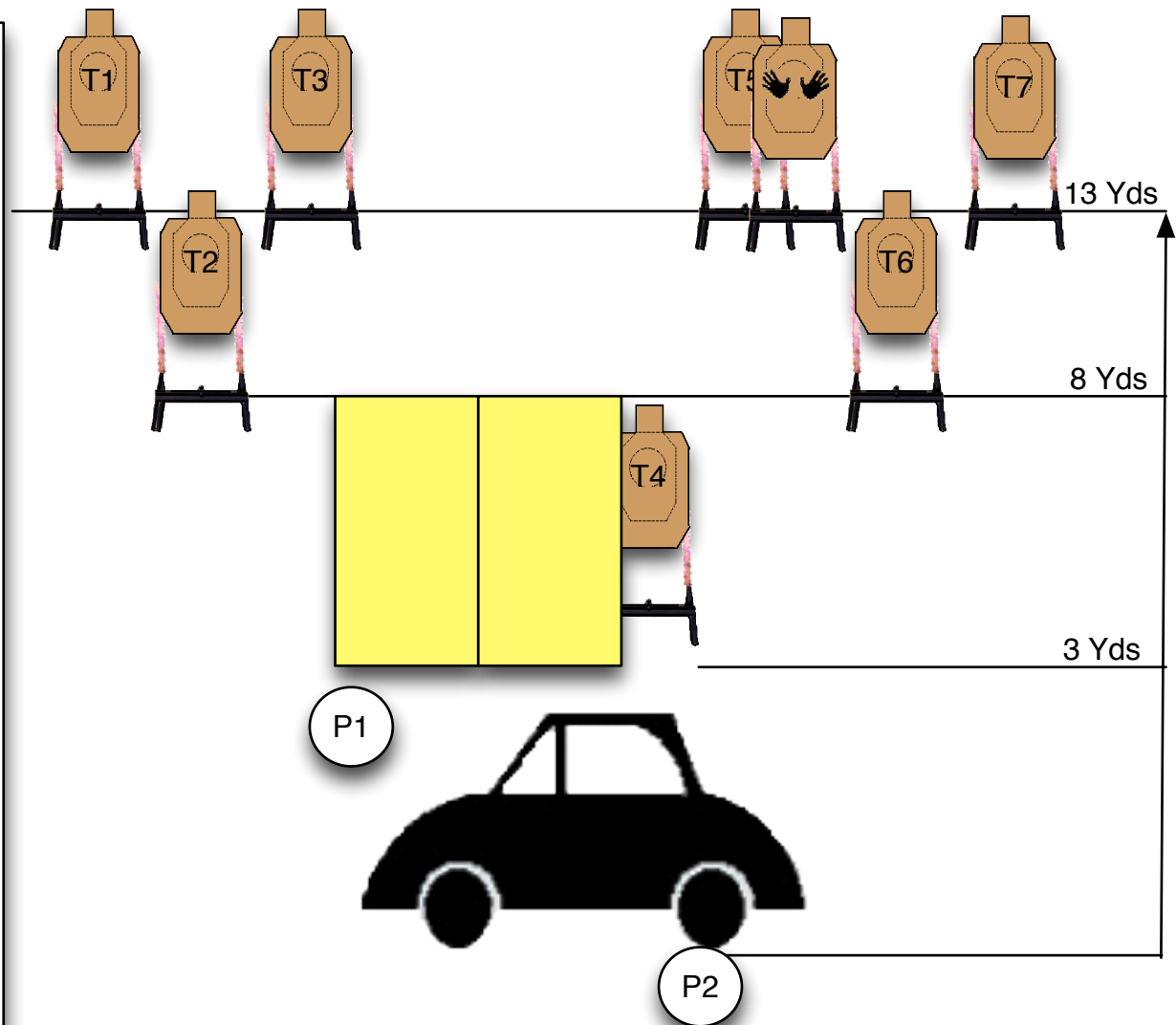
Start Signal: Audible

Concealment: Required

Scenario: You're at the gas station getting gas for
your snowblower, when a group of
armed miscreants decides that now is a good time
to commit armed robbery. They pull the attendant
out of the office and are threatening his life as well
as yours. You are forced to defend yourself as you
try to escape.

Procedure: On the start signal, draw and engage
targets T1 through T3 from the left side
of the "gas pump". Move to P2, and engage the
remaining threats using your car as cover.

Scoring: T1 through T7 should have 2 hits each.



Note: Target heights should vary, and targets
should be set up so that shoot-throughs are
not likely. Threats T4 through T7 must be
engaged from the right side of the car.



Stage 4: Attorney Trouble



Round Count: 14 rounds

Target Distance: 3 to 15 yards

Targets Required: 7x Standard Threats

Props Required: 2x Non-Threat, 2x Barricades, 2x Tarps

Scoring Method: Vickers Count

Starting Position: Standing at P1, hands relaxed at sides.

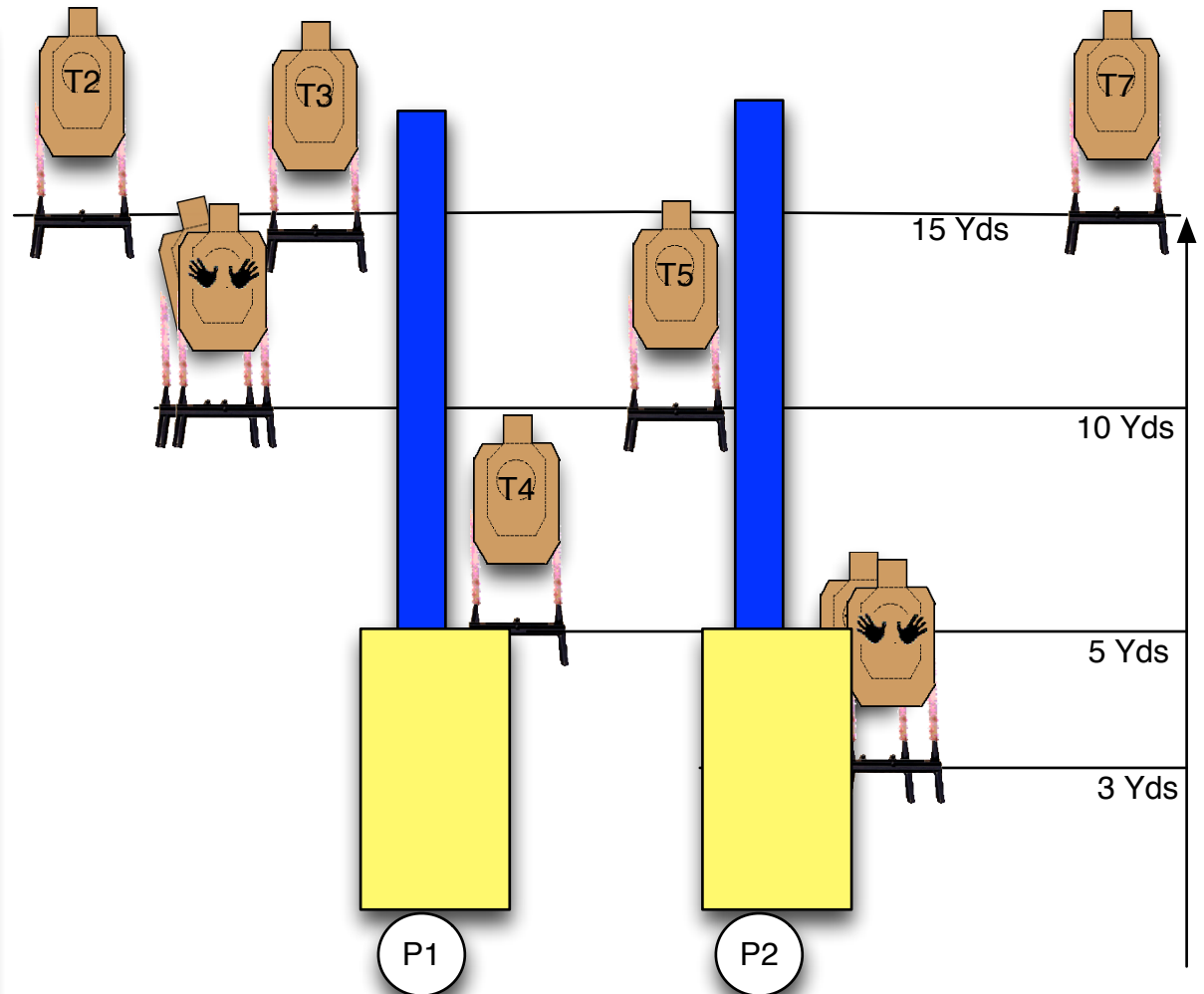
Start Signal: Audible

Concealment: Required

Scenario: You are a district attorney, and are at your office when a group of armed thugs storms in demanding revenge for criminal buddy of theirs that you prosecuted. Luckily, you are armed and able to defend yourself and your coworkers.

Procedure: On the start signal, draw and engage targets T1 through T3 from the left side of the barricade at P1. Engage T4 and T5 from the right side of the barricade. Move to P2 and engage T6 and T7.

Scoring: T1 through T7 should have 2 hits each.



Note: Target heights should vary, and targets should be set up so that shoot-throughs are not likely. T1 should be set so that all of the head, but little of the rest of the target is visible from P1.



Side Match: Holiday Home Invasion



Round Count: 8

Target Distance: 7 to 15 yards

Targets Required: 3x Standard Threats, 2x Poppers

Props Required: 2x Tables, 1x Non-Threat, 1x IDPA Box

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, hands relaxed at sides, unloaded shotgun and 2 shells on table at P1, loaded handgun in IDPA box on table at P2 .

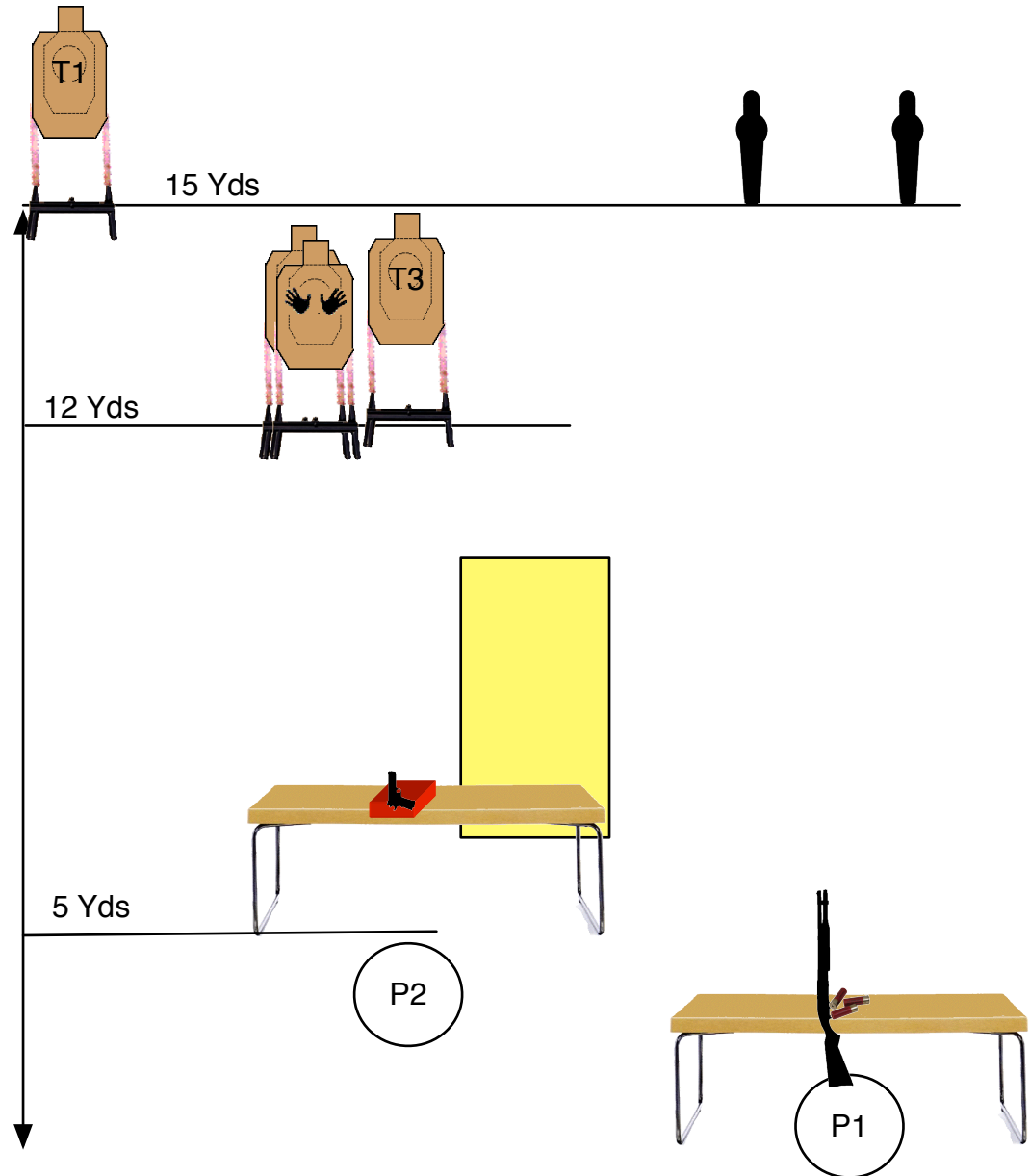
Start Signal: Audible

Concealment: Not Required

Scenario: You're at home cleaning the new shotgun you received for Christmas, when a bunch of thugs breaks in to commit an armed robbery. You quickly load up with the few shells you have handy and fight your way to your handgun in the other room, and then save your spouse from some additional thugs.

Procedure: On the start signal, load your shotgun and engage PP1 and PP2 from P1. Put down the shotgun, move to P2, retrieve your handgun from the IDPA box, and engage T1 through T3 with at least two rounds each.

Scoring: T1 through T3 should each have 2 hits. All steel must fall.



Notes: Shotgun may begin action open or closed. Handgun starts loaded with a round in the chamber. Only 50% of T2's head should be visible, with the majority of the body also hidden.