



Stage 1: Low & Limited



Round Count: 18

Target Distance: 7 yards

Targets Required: 3x Threat Targets

Props Required: None

Scoring Method: Limited Vickers

Starting Position: Laying prone at P1.

Start Signal: Audible

Stop Signal: Last Round Fired.

Scenario: None. This is a Standards stage.

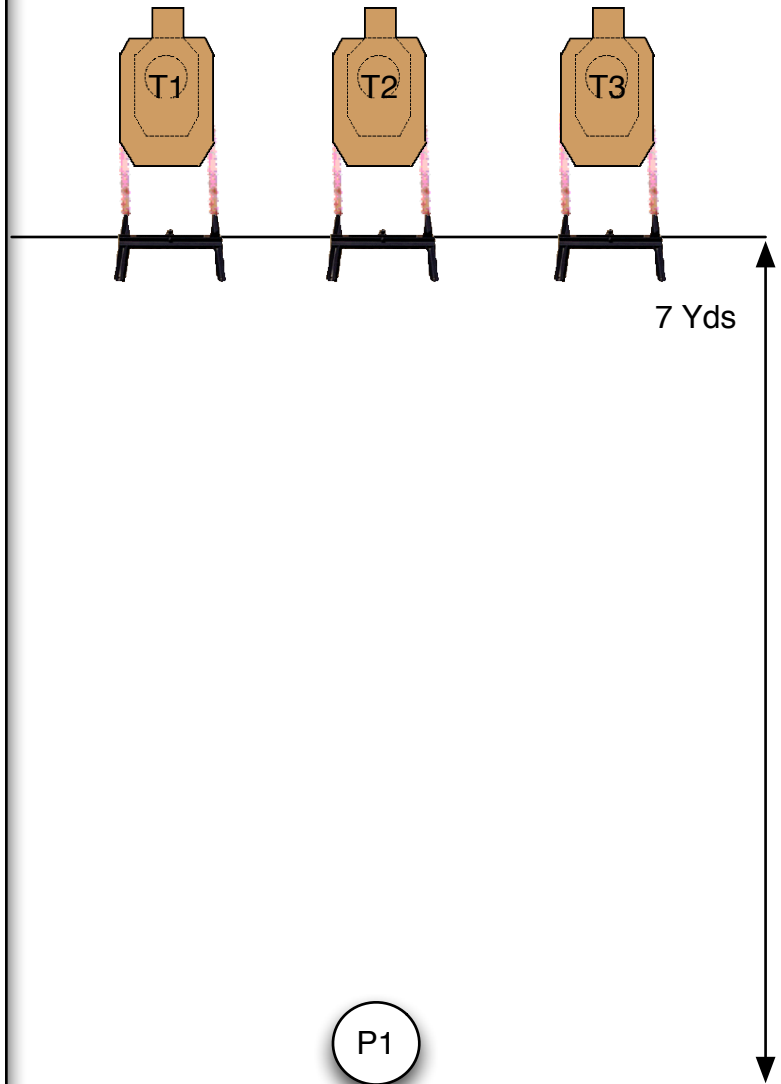
Concealment Garment: Not Required

Procedure:

String 1: Starting with the loaded firearm held at low ready in the weak hand, on the start signal engage targets T1 through T3 with 2 rounds each.

String 2: Starting with the loaded firearm held at low ready, on the start signal, engage T1 through T3 with 2 rounds each, perform a reload, and re-engage T1 through T3 with 2 rounds each.

Scoring: Each Threat requires 6 hits.



Notes: Target heights should be low so as to ensure all fired rounds impact the berm. Make sure that Shooter starts with handgun loaded to division capacity.



Stage 2: Lakeside Park IDPA

Round Count: 18

Target Distance: 7-10 yards

Targets Required: 6x Threat Targets

Props Required: 2x Barricades, 1x Barrel, 1x Non-Threat

Scoring Method: Vickers Count

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

Start Signal: Audible

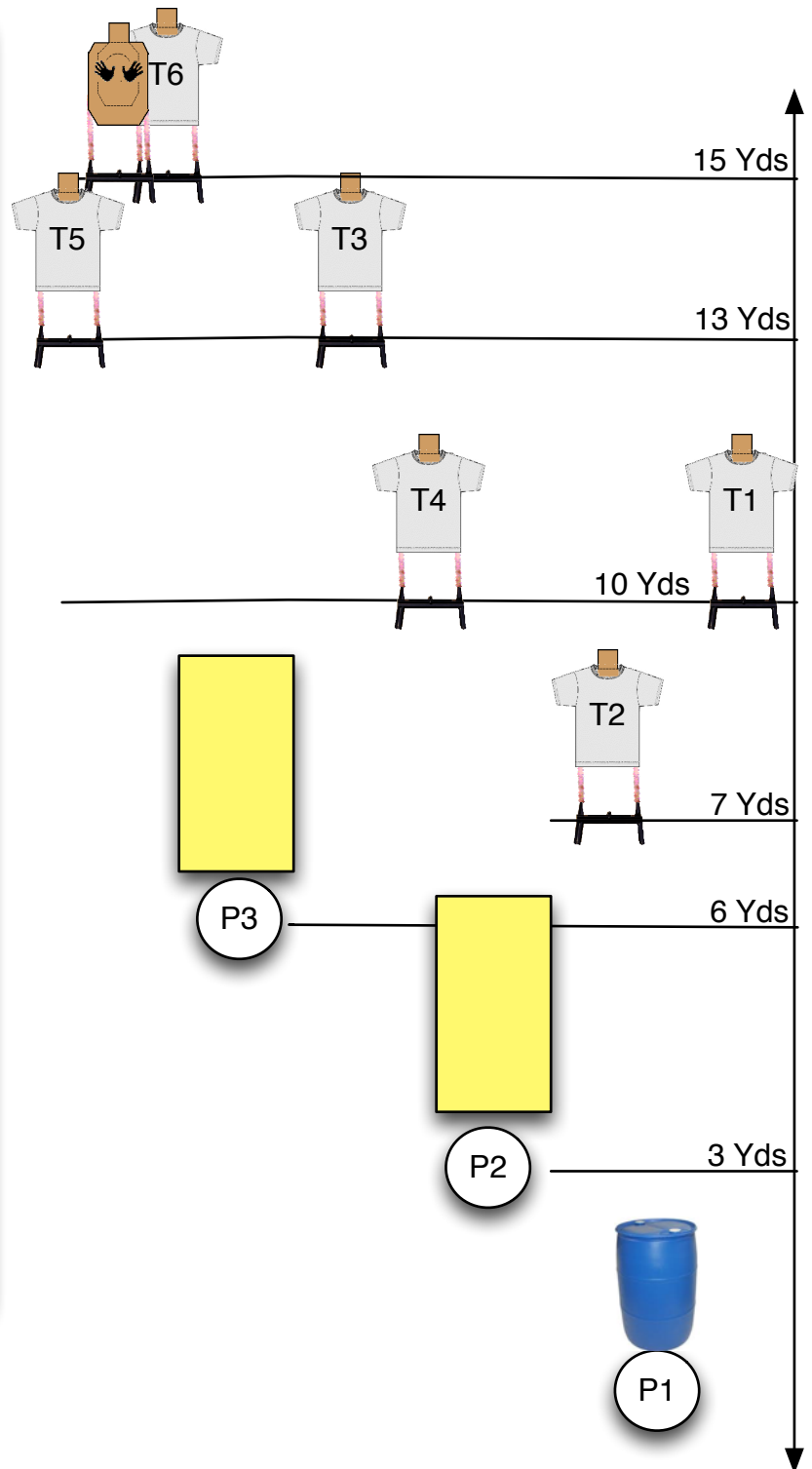
Stop Signal: Last Round Fired.

Scenario: You're hanging out in the park with your best friend when a group of gangbangers attack. Besides brandishing weapons, they all seem to be high on something, so failure drills are called for.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1 and T2 from P1 using the barrel for cover. Move to P2 and engage P3 and P4. Finally, Move to P3 and engage T5 and T6.

Scoring: Each Threat requires 3 hits, one of which must be a head shot.



Notes: Target heights should vary. T1 and T2 should be set low so that head shots do not go over the berm.



Stage 3: Save The Day



Round Count: 15

Target Distance: 3-12 yards

Targets Required: 6x Threat Targets, 1x Popper,
1x Drop-Turner

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

Scoring Method: Vickers Count

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

Start Signal: Audible

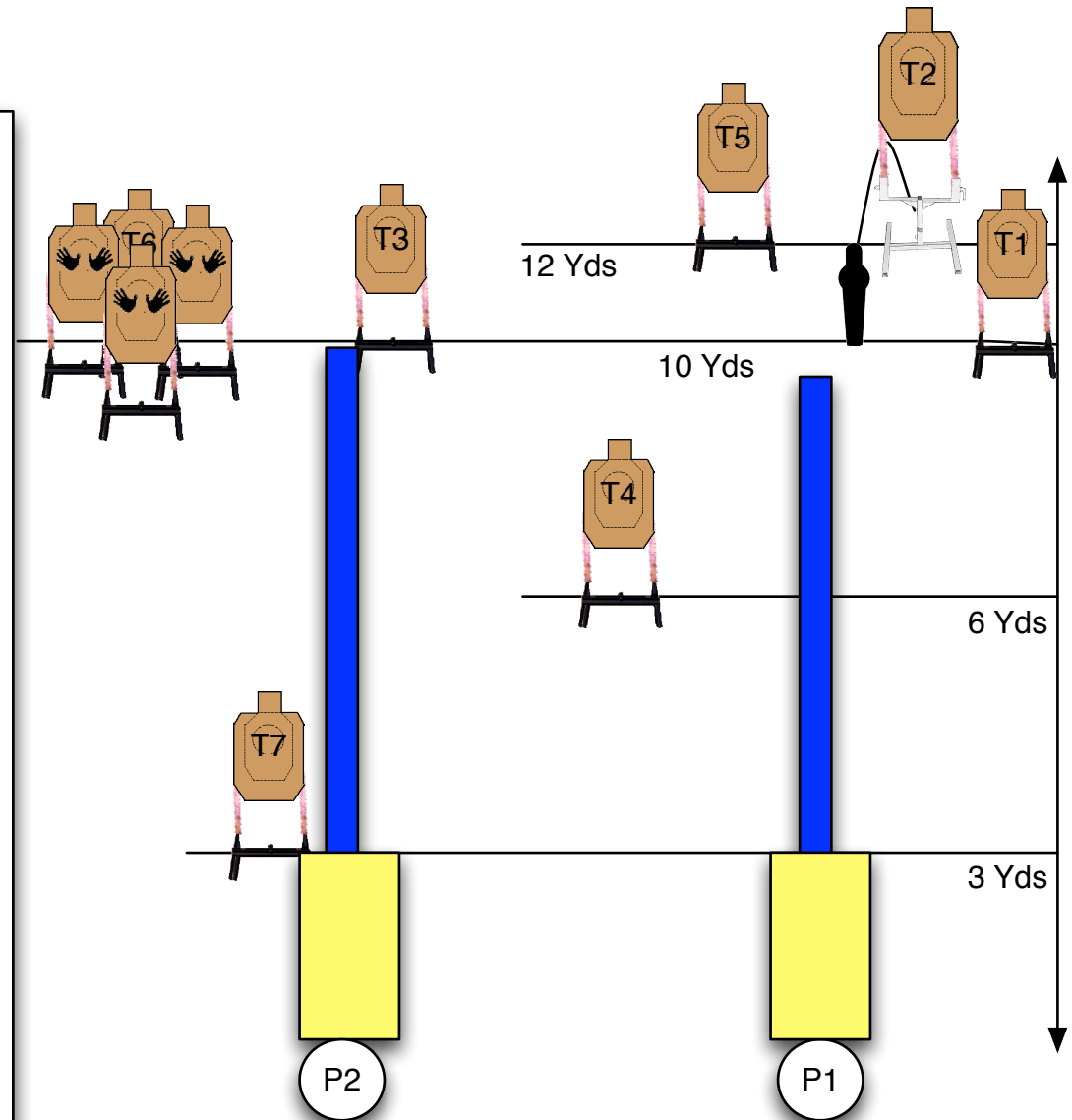
Stop Signal: Last Round Fired.

Scenario: You come home to find your house being ransacked by thugs. All of them are armed, and you hear your family being threatened in a back room. You work your way back in order to save your family.

Concealment Garment: Required

Procedure: On the start signal, draw and engage T1, T2, and PP1 from the right side of the barricade at P1. Engage 3 through T5 from the left side of the barricade at P1. Move to P2 and engage T6 and T7.

Scoring: Each Threat requires 2 hits. All 1steel must fall.



Notes: Target heights should vary. Make sure that threats are set up so that shoot-throughs are not likely.



Stage 4: Home Invasion



Round Count: 16 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

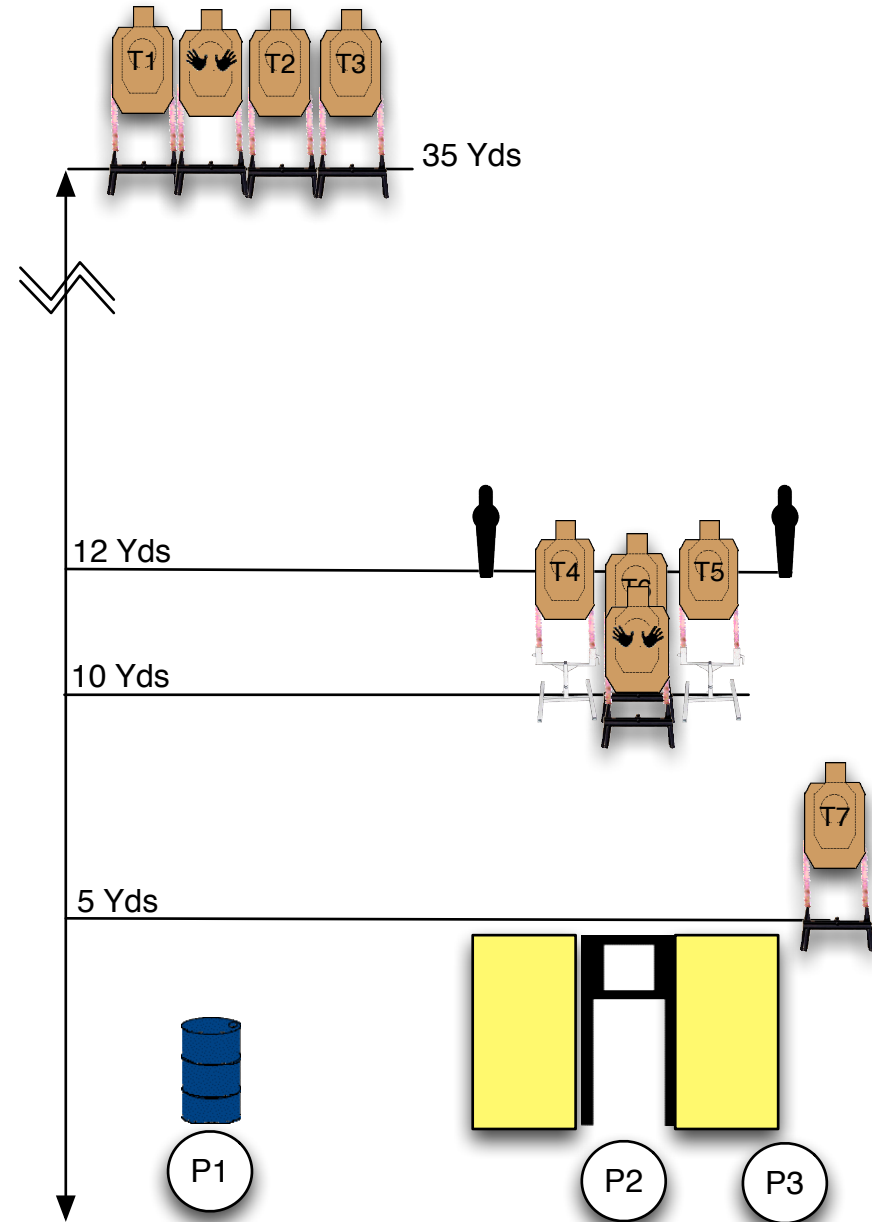
Scenario: You've come home from a walk around the block only to discover a group of armed men holding your daughter at gunpoint. You deal with those bad guys, and then move to your house to discover your spouse being held by more armed men. You engage them through the open window, and then start heading 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 its head just above the bottom of the -0 area on T6.





Stage 5: Four Plus



Three

Round Count: 11

Target Distance: 12 yards

Targets Required: 4x Threat Targets,
3x Poppers

Props Required: None

Scoring Method: Vickers Count

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

Start Signal: Audible

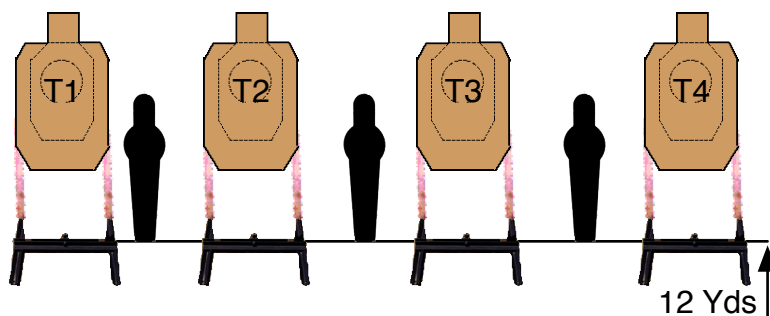
Stop Signal: Last Round Fired.

Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, draw and
engage all targets. Targets
may be engaged in any order. Any IDPA-
legal reload may be used, if required.

Scoring: Each Threat requires 2 hits. All
steel must fall.



Notes: Target heights should vary. Make sure that Shooter starts with handgun loaded to division capacity.



Side Match- On The Go



Round Count: 15 rounds

Target Distance: 5 to 70 yards

Targets Required: 5x Threat Targets, 1x Poppers, 2x Steel Threats, 1x Drop-Turners

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

Scoring Method: Vickers Count

Starting Position: Standing at P1, facing down range, loaded rifle at low ready

Start Signal: Audible

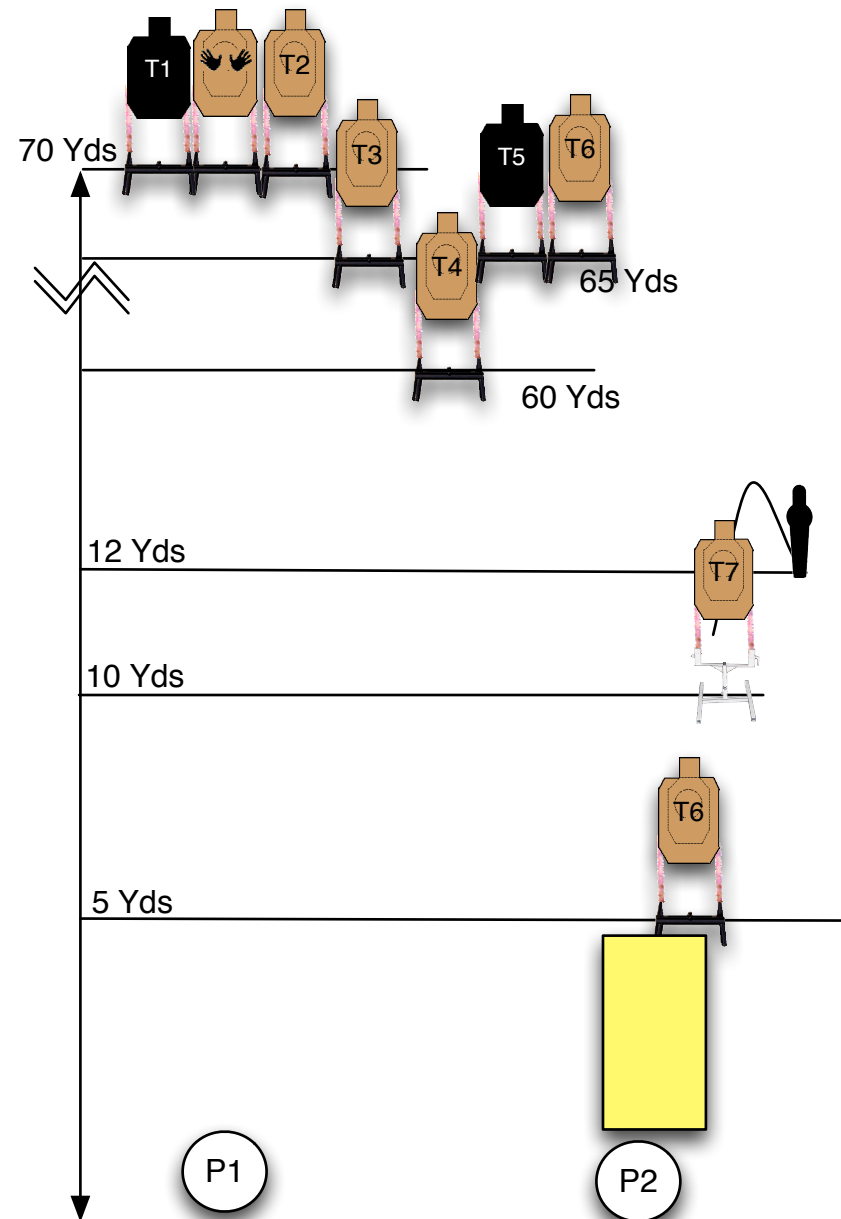
Stop Signal: Last Shot Fired

Scenario: You're a security guard on patrol when you encounter a group of armed men dragging one of your coworkers away. You engage them while moving to the corner of a nearby building, only to discover more armed men around the corner.

Procedure: On the start signal, engage T1 through T6 with your rifle while moving to cover at P2. Once at P2, engage T1, T2 and PP1 with your handgun while using cover.

Concealment Garment: Not Required

Scoring: Targets T2, T3, T4 and T6 should have 2 hits each. Targets T1 and T5 must have 1 hit each. Steel popper must fall.



Notes: Target heights should vary somewhat. No more than 10 rounds can be loaded into the rifle.