



Stage 1- Roadside Assistance



Round Count: 14

Target Distance: 7 to 12 yards

Targets Required: 4x Standard Threats, 1x Drop-Turner, 1x MaxTrap, 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.

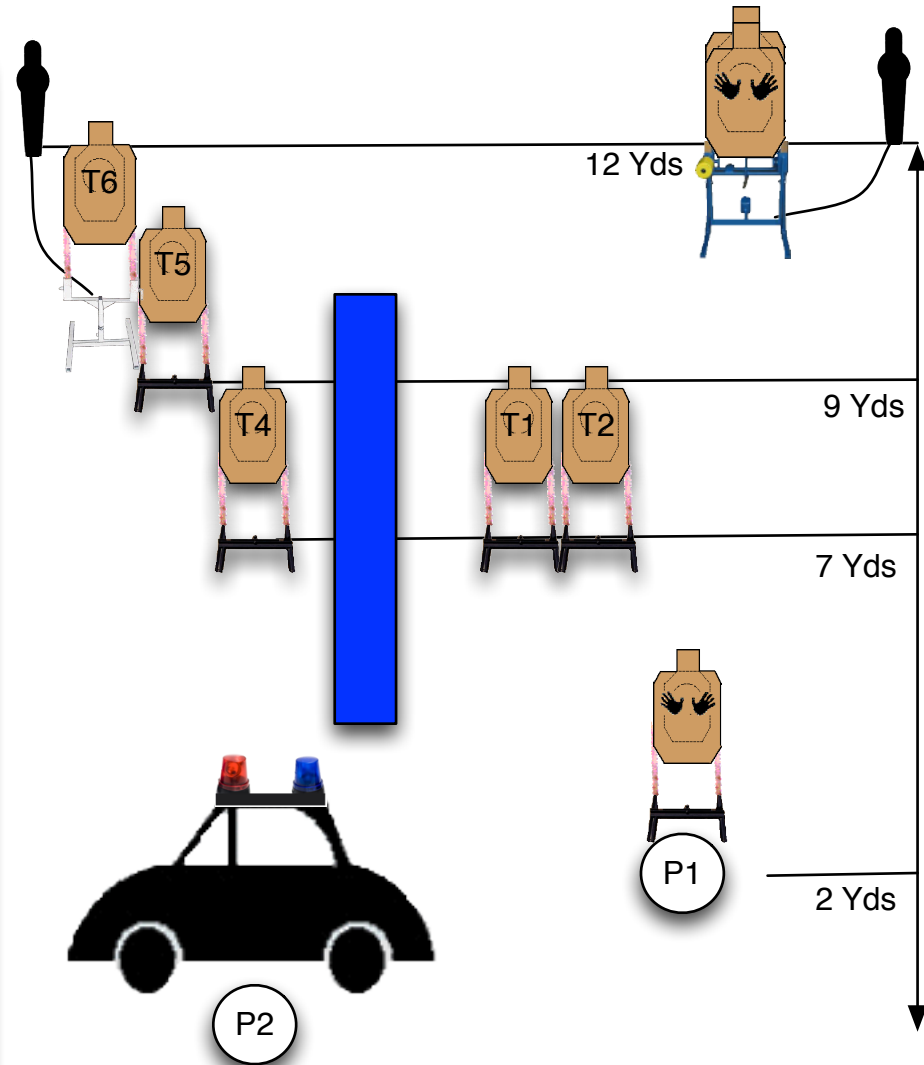
Start Signal: Audible

Concealment: Not Required

Scenario: You're a law enforcement officer helping out some stranded motorists, when the local carjacking gang decides that they want some new cars. Defend yourself and the motorists!

Procedure: On the Start Signal, draw and engage T1 through T3 and PP1 from P1. Then move to cover at P2, engaging T4 through T6 and PP2.

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: Bar Blitz v2

Round Count: 12

Target Distance: 2 to 15 yards

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

Props Required: 1 Table, 2x Non-Threats

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands on the table.

Start Signal: Audible

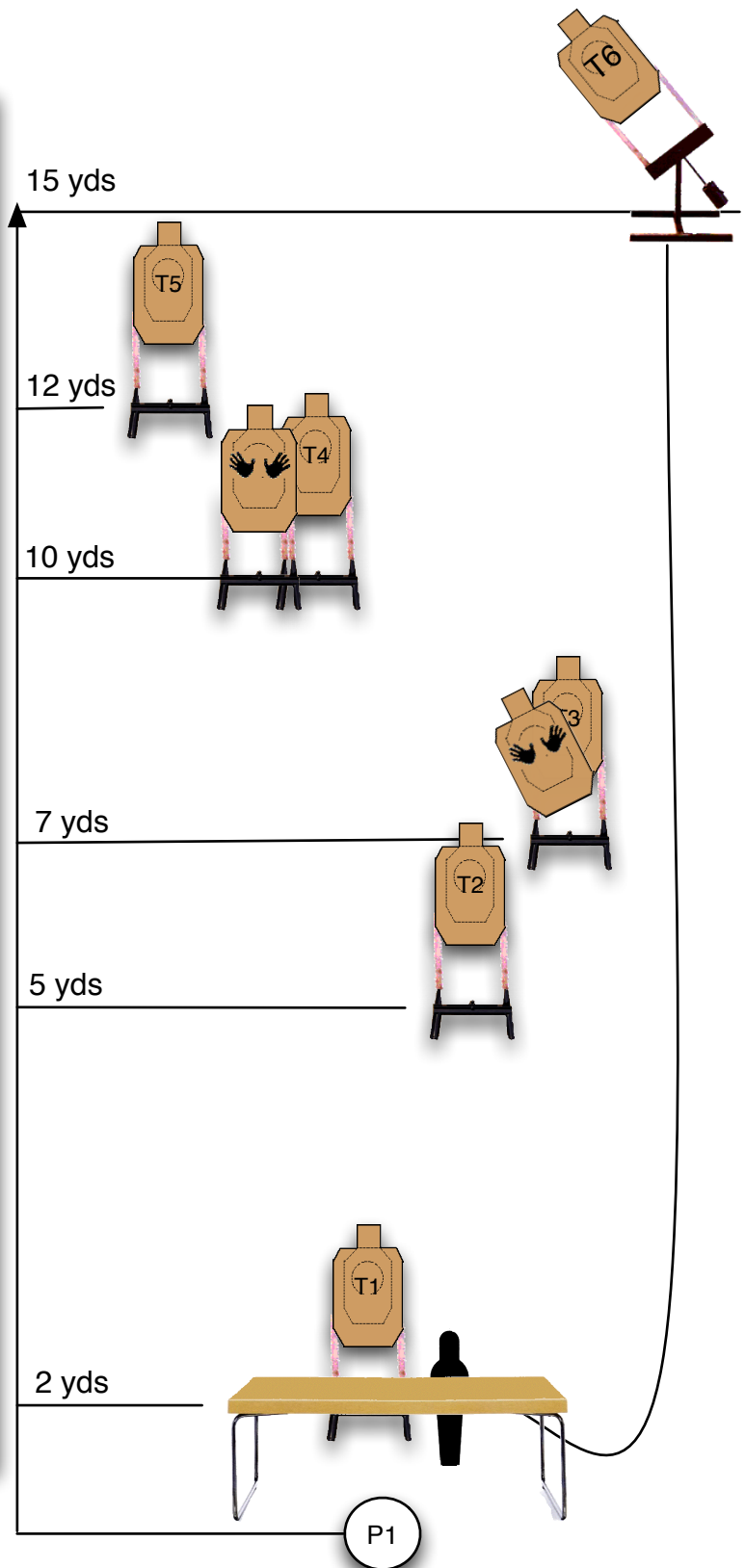
Stop Signal: Last Shot Fired

Scenario: You're bartending at your bar during a basketball game. The visiting team just beat the home team, and the local biker gang isn't happy. They all pull weapons and are looking to take out their aggressions on your fine establishment. You have to save your other customers from them.

Procedure: Load to division maximum and top off.

String #1: Shooter begins at Position P1.
On the start signal, shooter will knock over the popper, then draw and engage Targets T1 through T6, while using the table for cover.

Scoring: All targets should have 2 hits.



Notes: Target heights should vary. The Non-threat attached to T3 should cover about 1/3 of the Down 0 zone on T3.



Stage 3: Standards



Round Count: 12

Target Distance: 7-12 yards

Targets Required: 3x Threat Targets, 3x Poppers

Props Required: 2x Barricades

Scoring Method: Limited Vickers

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

Start Signal: Audible

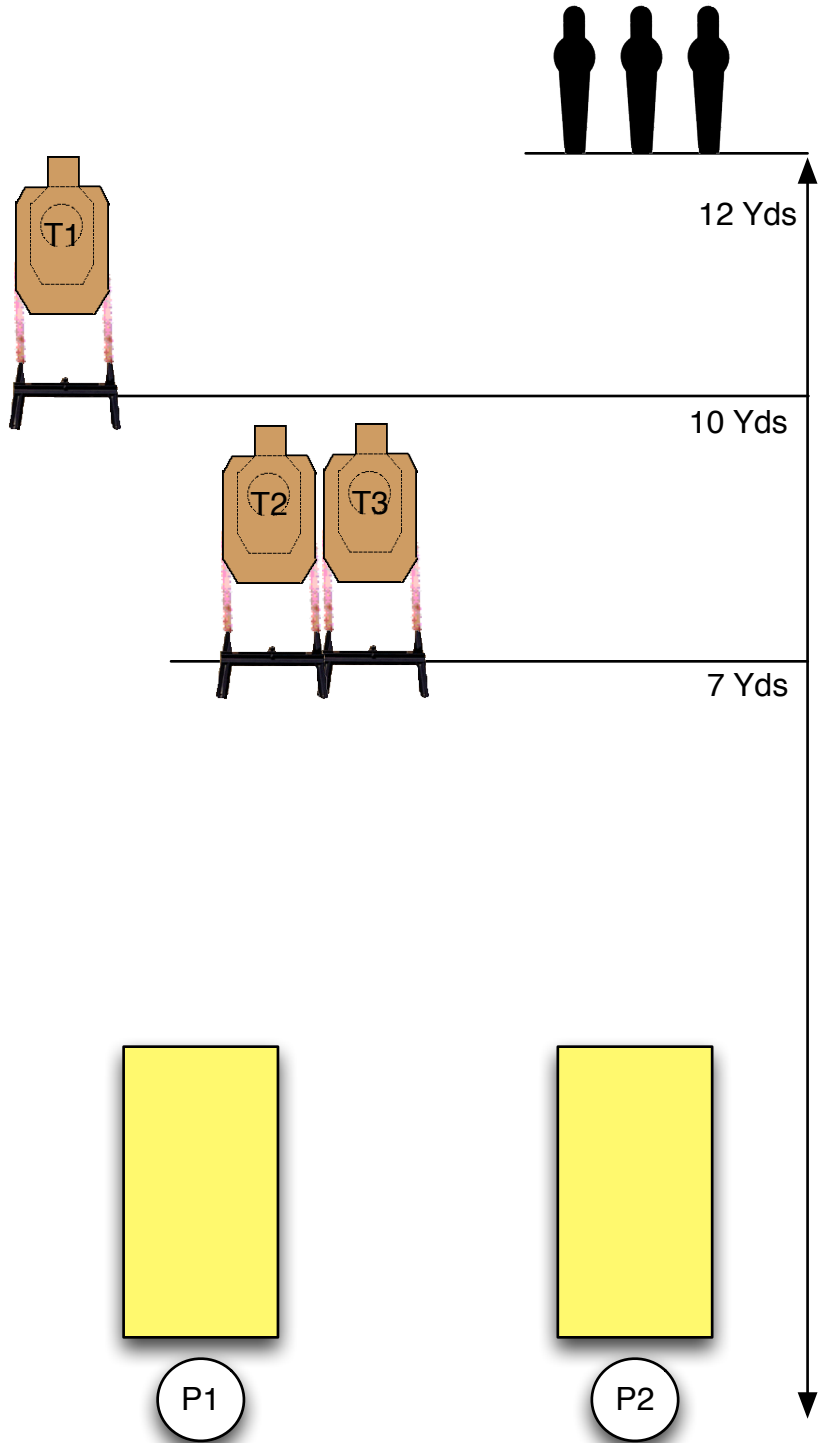
Stop Signal: Last Round Fired.

Scenario: None. This is a Standards stage.

Concealment Garment: Not Required

Procedure: On the start signal, draw and engage T1 from the left side of the barricade at P1. Engage T2 and T3 from the right side of the barricade at P2. Move to P2 and engage PP1 through PP3 from either side of the barricade.

Scoring: Each Threat requires 3 hits, at least one of which must be a head hit. All steel must fall.



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



Side - BUG Spray



Round Count: 15

Target Distance: 1 to 12 yards

Targets Required: 5 Silhouettes

Props Required: 1 Table, 1 Chair, 1 Non-Threat, 1 IDPA Box

Scoring Method: Limited Vickers Count

Starting Position: Sitting at desk at P1, hands flat on the desk.

Start Signal: Audible

Concealment Garment: Not Required

Scenario: You cleaned house pretty well at a card game that your friend discovered, and as the other players are leaving, they decide that they want their money, plus a little extra, back. They pull out weapons and threaten your and your friend's life. You stall for time and agree to give them their loses back, but pull out your BUG instead.

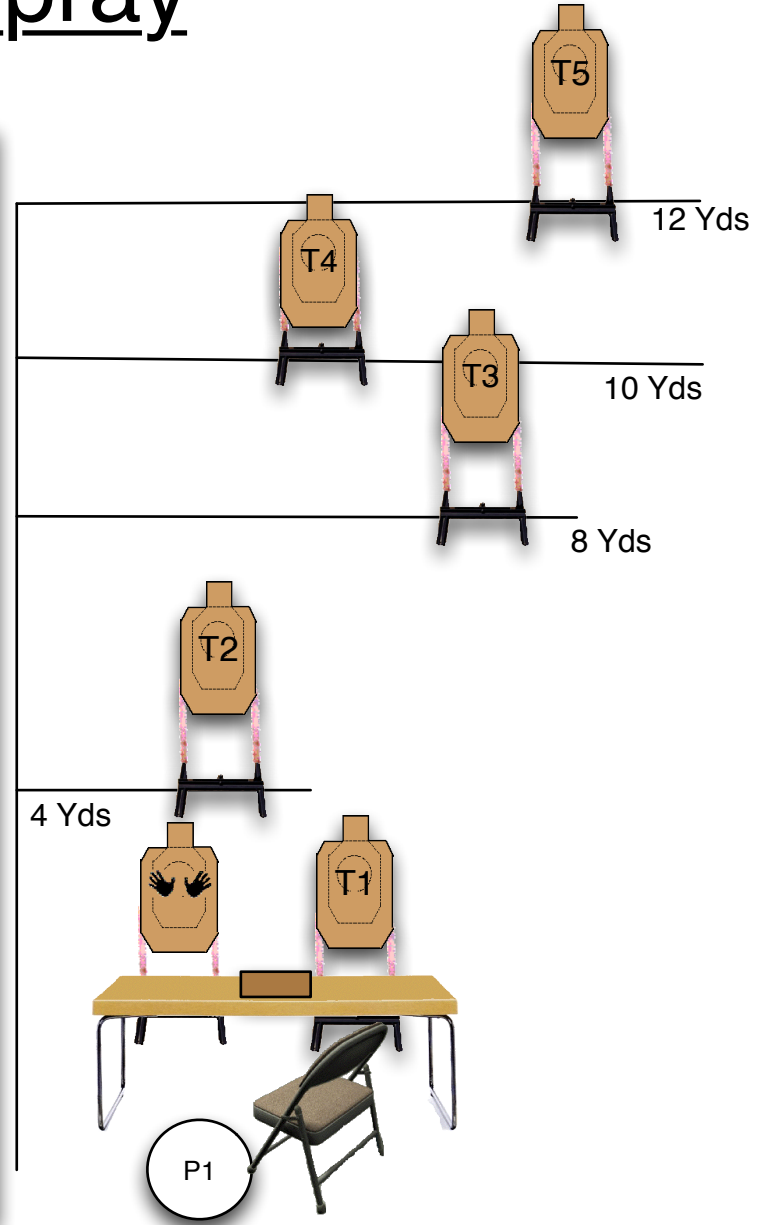
Procedure:

String 1: On the start signal, take your handgun out of the box and engage all threats with one (1) round each, strong hand only.

String 2: The same as String 1, except weak hand only.

String 3: The same as String 1, except free style.

Scoring: T1 through T5 shall each have three (3) hits each.



Notes: Target heights should vary. The "desk" is *not* considered cover. Make sure the Shooter does not muzzle themselves when taking their handgun out of the box.