



# Stage 1: IDPA

## Basics #1



**Round Count:** 18

**Target Distance:** 7 yards

**Targets Required:** 3 Threat Targets

**Props Required:** 1 Barricade

**Scoring Method:** Vickers Count

**Starting Position:** See string description

**Start Signal:** Audible

**Concealment:** Required

**Scenario:** None. This is a skills test.

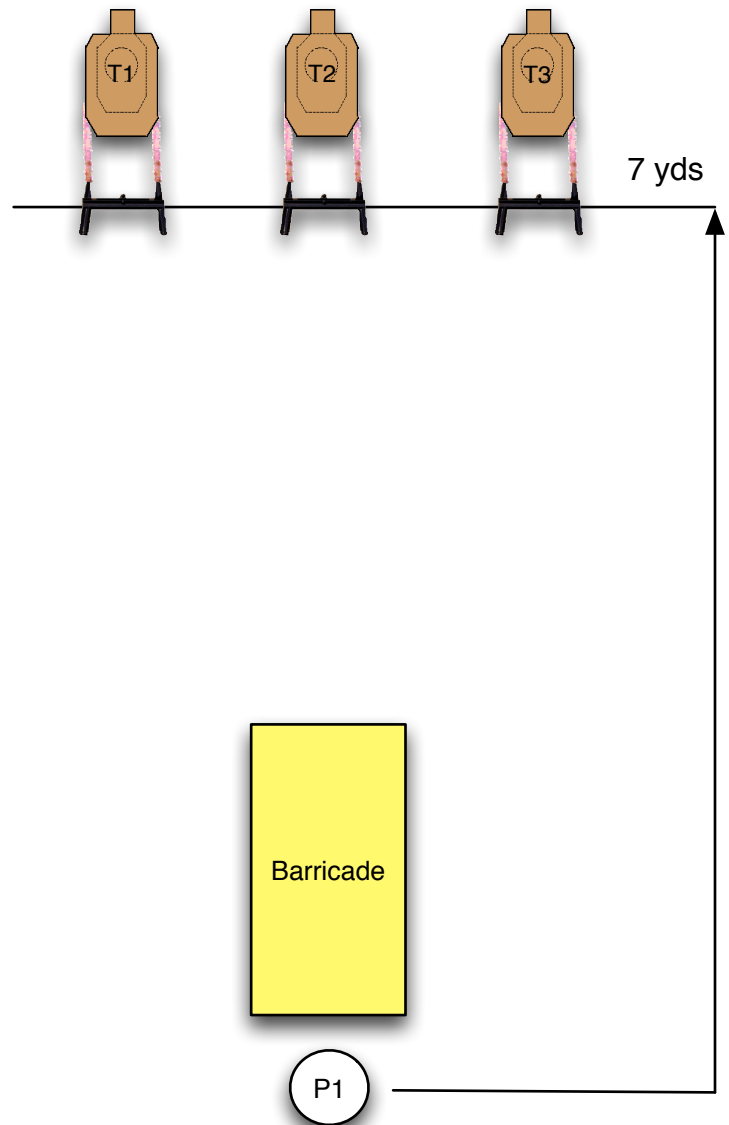
**Procedure:**

**String 1:** Shooter begins at Position P1, hands relaxed at their sides. On the start signal, shooter will draw and engage Targets T1 through T3, freestyle, in Tactical Priority from either side of the barricade.

**String 2:** Same as String 1, except Strong Hand only, and from the strong side of the barricade.

**String 3:** Same as String 1, except Shooter will start with their handgun in their Weak Hand, held at low ready, and all shots will be taken from the Weak Side of the barricade.

**Scoring:** All targets should have 6 hits.





# Stage 2: Snack Snatchers



**Round Count:** 12

**Target Distance:** 4-10 yards

**Targets Required:** 3x Threat Targets, 2x Poppers, 2x Drop-Turners

**Props Required:** 1 Barricade, 1x Tarp

**Scoring Method:** Vickers Count

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

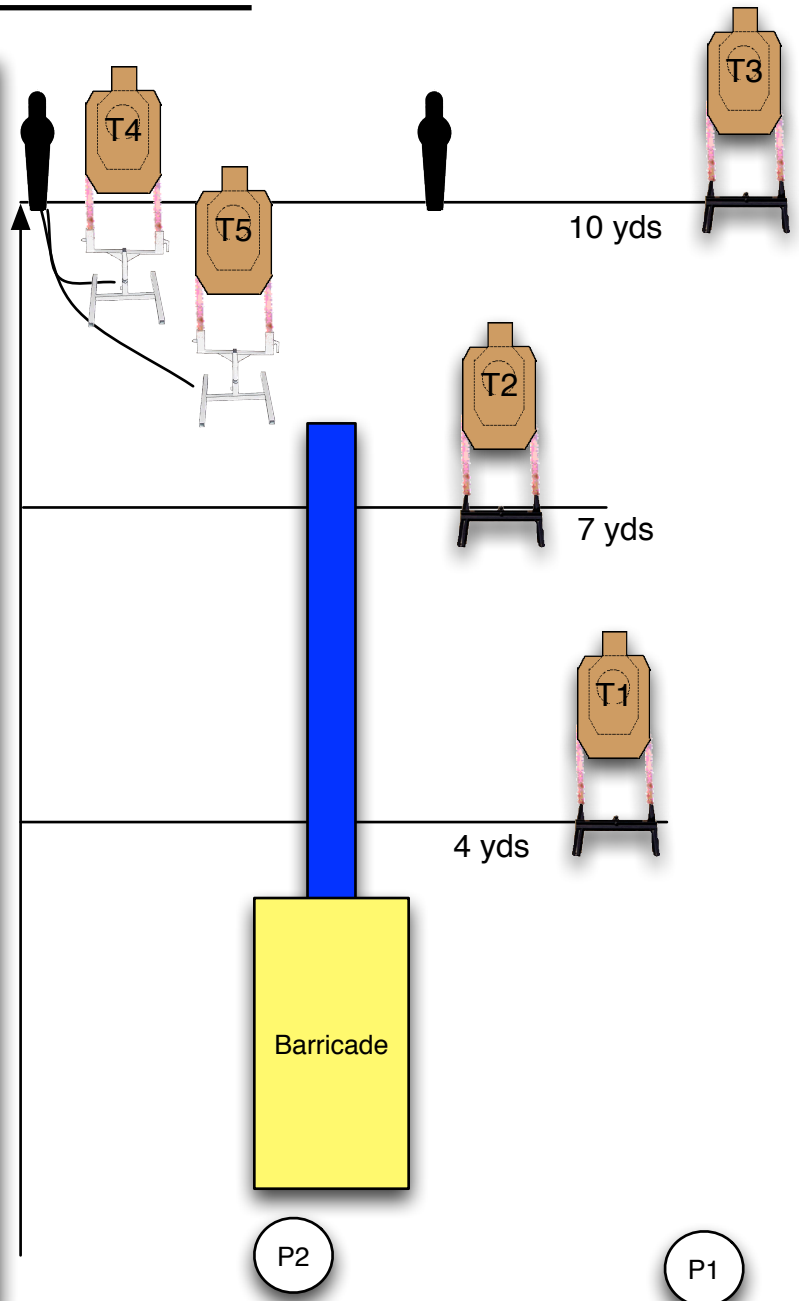
**Start Signal:** Audible

**Concealment:** Required

**Scenario:** You're at your local convenience store looking for a snack when a group of armed thugs breaks in and starts causing trouble. Deal with the immediate threats while moving to cover, and then deal with any others while you try to escape.

**Procedure:** On the start signal, turn to face uprange, draw, and engage T1-T3 and PP1 while moving to cover at P2. At P2, engage PP2, T4, and T5

**Scoring:** All targets should have 2 hits. All steel must fall.



**Notes:** Target heights should vary. Shooter must at least engage T1-T3 while moving to cover. Make up shots can be made from P2, but initial shots must be fired on the move.



# Stage 3: 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, 1x Table, 1x Chair

**Scoring Method:** Vickers Count

**Starting Position:** Seated at P1, hands on table.

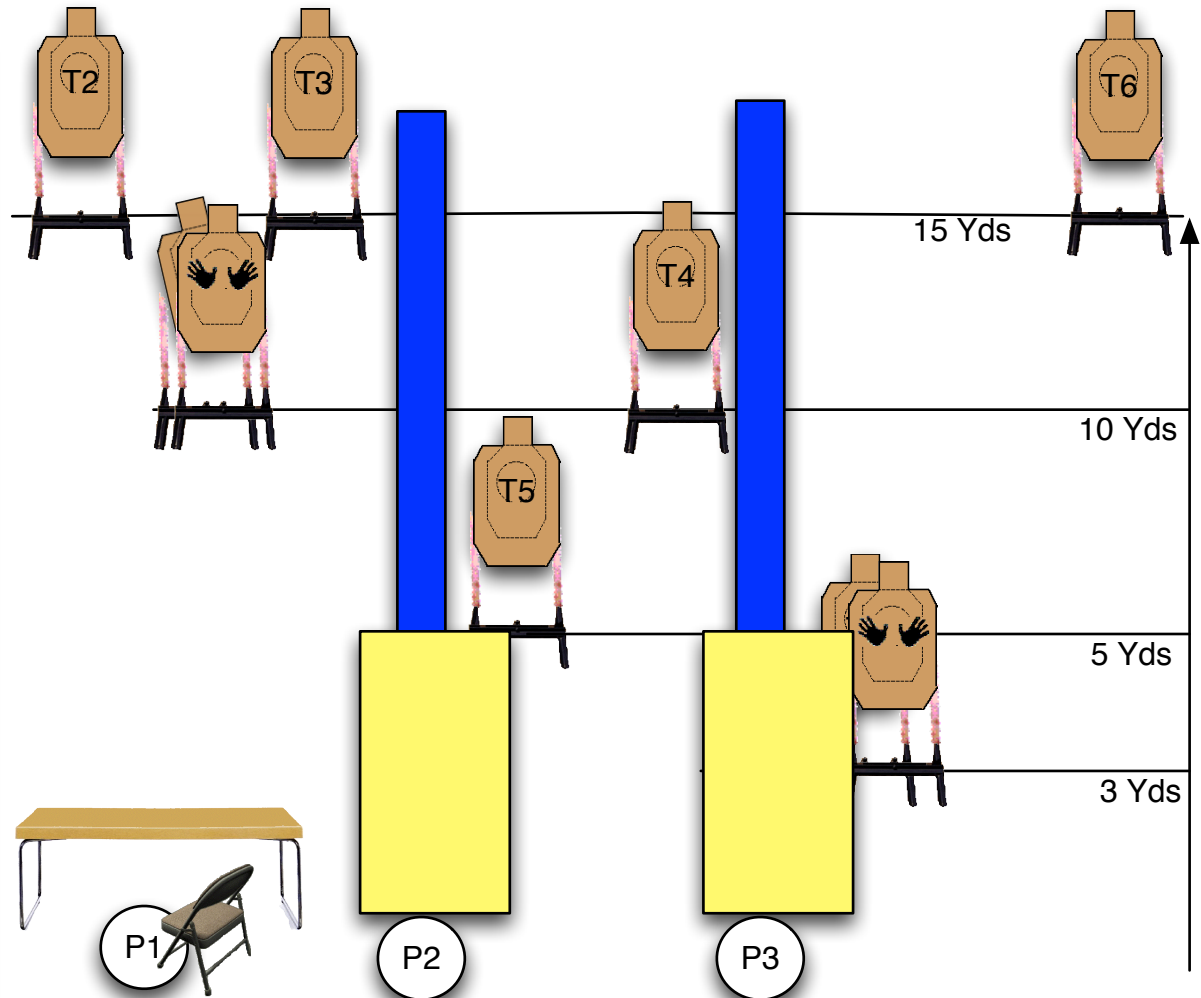
**Start Signal:** Audible

**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 using the table as cover. Move to P2 and engage T4 and T5 from the right side of the barricade. Move to P2 and engage T6 and T7 from the right side of the barricade.

**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. T7 should be set so that it is 75% covered by the non-threat.



# Side: Home Invasion v2



**Round Count:** 14

**Target Distance:** 10-20 yards

**Targets Required:** 2x Poppers, 5x Standard Threats, 1x Double-Swinger

**Props Required:** 1x Table, 2x Non-Threats, 1x Tarp, 1x Barricade

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, shotgun held at low ready, loaded handgun in holster.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** It's late at night and you've been woken up by the sound of a window shattering. As you check out your home, you encounter a group of armed home invaders, and are forced to engage them to protect your family.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, engage PP1 and PP2 with the shotgun. Move to P2 and engage the remaining threats with your handgun.

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

**Notes:** Target heights should vary. Shotgun begins loaded with 2 rounds. T3 and T5 should be 25% covered by the non-threat, and T4 should be 75% covered by the non-threat. T6 should be set to still be visible once it's done swinging.

