



Stage 1: Against The Wall



Round Count: 15

Target Distance: 10 yards

Targets Required: 5x Standard Threats

Props Required: 1x Barricade

Scoring Method: Limited

Muzzle Safe Points: Left and Right edges of backstop.

Starting Position: Standing at P1, loaded handgun in holster, hands relaxed at sides.

Start Signal: Audible

Scenario: You're under attack by a bunch of armed thugs, and must defend yourself from their viscous attack. Luckily, there's some cover available to help in your defense.

Concealment Garment: Required

Procedure:

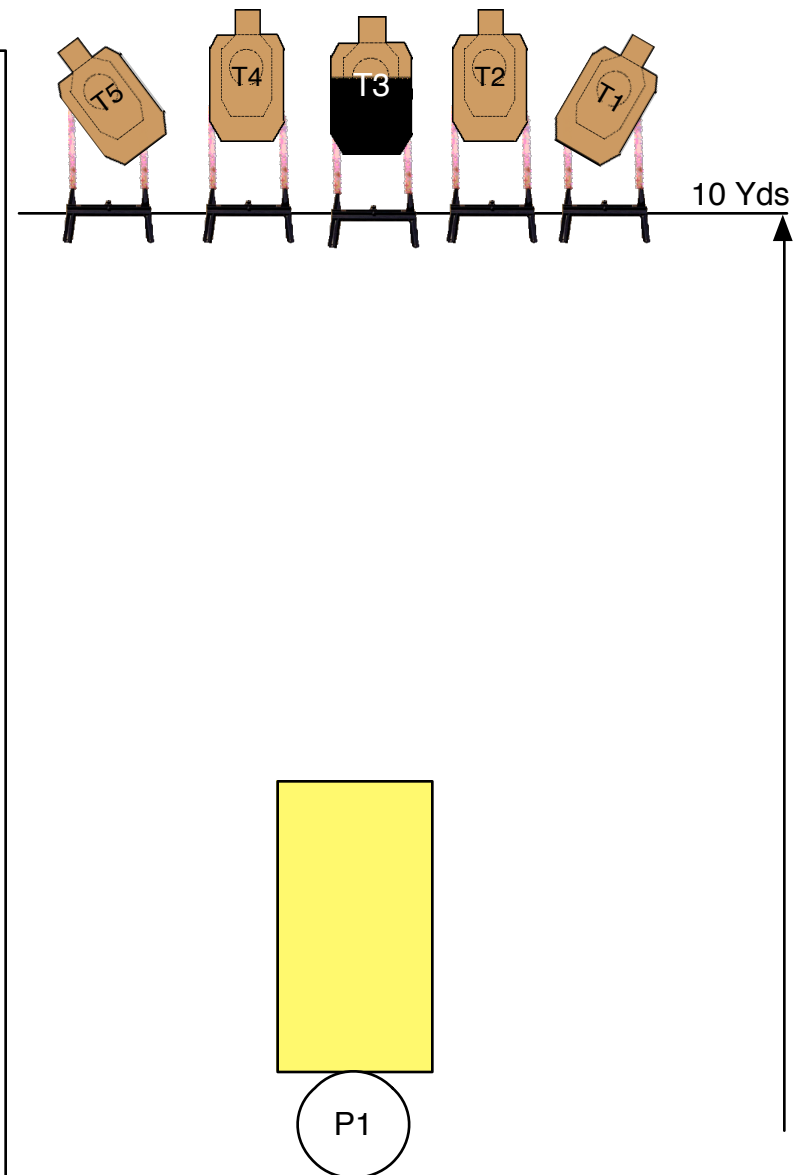
String 1: On the start signal, draw and engage T1 through T5 with 1 round each to the head from either side of the barricade.

String 2: On the start signal, draw and engage T1 through T5 with 1 round each from the left side of the barricade.

String 3: On the start signal, draw and engage T1 through T5 with 1 round each from the right side of the barricade.

Scoring: T1-T5 must have three hits each, one of which must be a head shot.

Notes: Paste any low shots after String 1. Target heights should vary.





Stage 2: Welcome Home



Round Count: 13

Target Distance: 5-20 yards

Targets Required: 3x Standard Threats, 1x Popper, 1x Drop-Turner

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

Scoring Method: Limited & Vickers, based on String

Muzzle Safe Points: Left and Right edges of backstop.

Starting Position: Standing at P1, loaded handgun in holster, hands relaxed at sides.

Start Signal: Audible

Scenario: You've just come home from an awesome Racine IDPA match, only to discover that your home is being ransacked by a bunch of thugs out to steal your firearms. One charges you as soon as you walk in, and you are forced to defend yourself.

Concealment Garment: Required

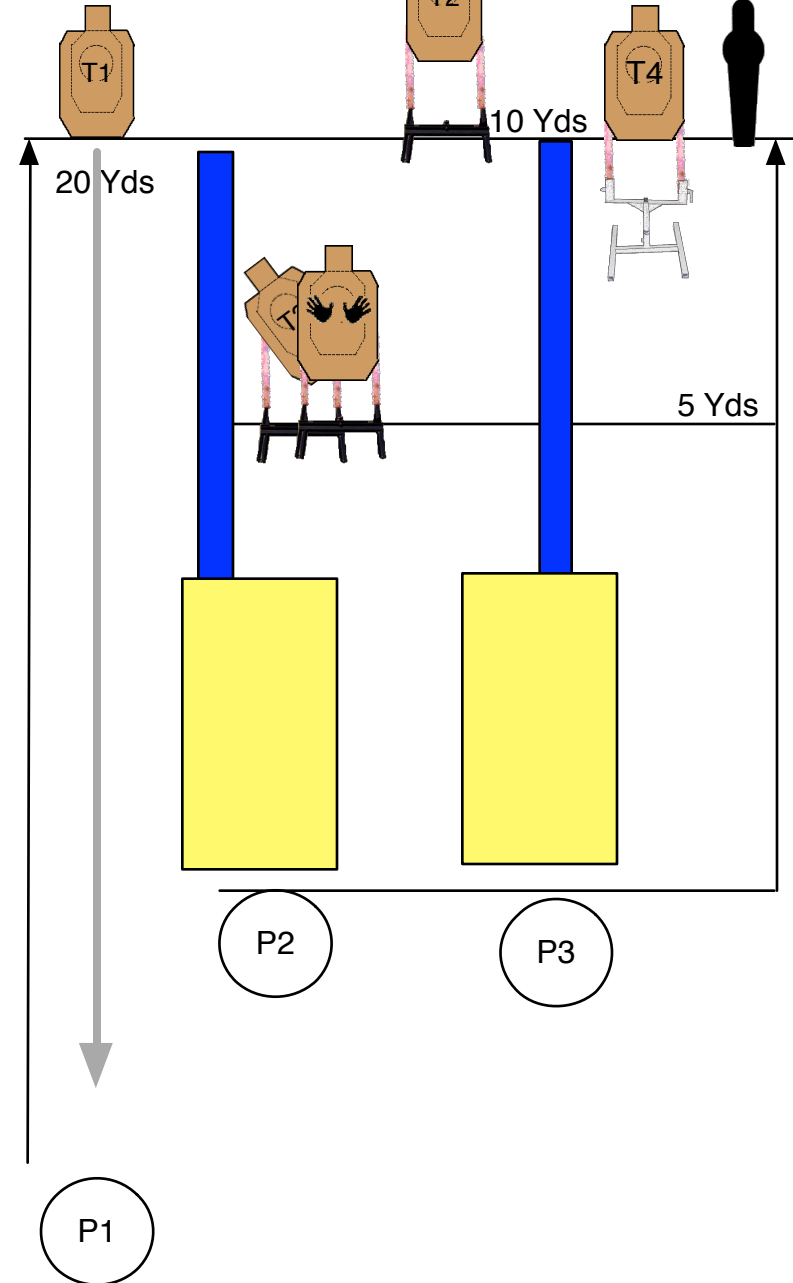
Procedure:

String 1: On the start signal, draw and engage T1 with 5 rounds from P1.

String 2: Starting with your handgun at a low ready position, on the start signal, engage T2 and T3 in Tactical Sequence, with 2 rounds to T2 and 3 rounds to T3. One hit on T3 must be a head hit.

String 3: On the start signal, engage PP1 and T4.

Scoring: T1 must have five hits. T2 must have two hits. T3 must have three hits one of which must be a head shot. T4 must have 2 hits. Steel must fall.



Notes: T1 should start moving as soon as the buzzer sounds. String 3 is considered a Vickers Count string for scoring purposes. T2 should be 1/3 covered by the Non-Threat.



Stage 3: BUG Standards



Round Count: 15

Target Distance: 2-7 yards

Targets Required: 3x Standard Threats

Props Required: None

Scoring Method: Limited

Muzzle Safe Points: Left and Right edges of backstop.

Starting Position: See String description

Start Signal: Audible

Scenario: None

Concealment Garment: Not Required

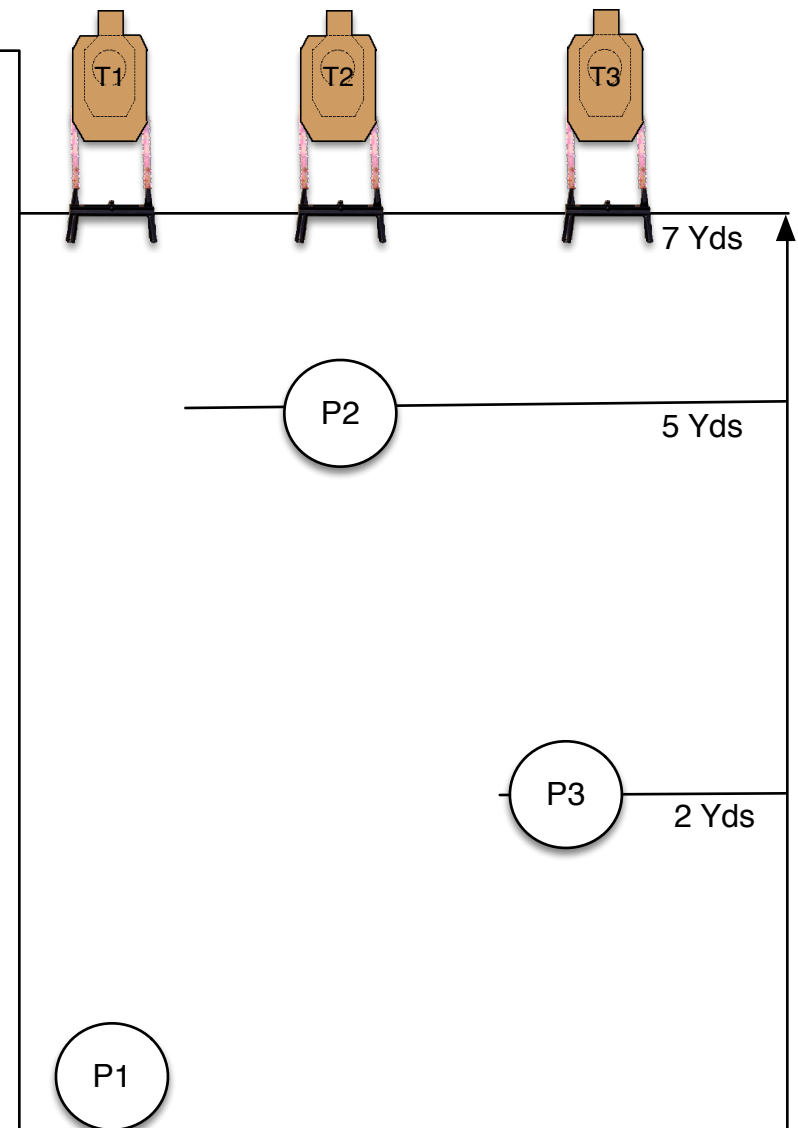
Procedure:

String 1: Standing at position P1, loaded handgun held at low ready, on the start signal, engage T1 with 5 rounds while advancing.

String 2: Standing at position P2, loaded handgun held at low ready, on the start signal, engage T2 with 5 rounds while retreating.

String 3: Standing at position P3, loaded handgun held at low ready in weak hand, on the start signal, engage T3 with 5 rounds weak hand only.

Scoring: T1-T3 must have five hits each.



Notes: For String 1 and String 2, all rounds must be fired while moving.



Stage 4: Meal Interrupted



Round Count: 13

Target Distance: 5-10 yards

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

Props Required: 1x Barricades, 1x Tarps, 1x Non-Threat

Scoring Method: Limited & Vickers, based on String

Muzzle Safe Points: Left and Right edges of backstop.

Starting Position: Standing at P1, loaded handgun in holster, hands relaxed at sides.

Start Signal: Audible

Scenario: You're out having a hie dinner at a local restaurant when a gang of armed thugs comes in and starts shooting up the place. You make it out of the restaurant, only to discover more thugs outside. While engaging the thugs, you've been wounded in your strong-side arm, and must continue on weak-hand only.

Concealment Garment: Required

Procedure:

String 1: On the start signal, draw and engage PP1 and T1 from P1.

String 2: Starting with your handgun at a low ready position at P2, on the start signal, engage T2 through T6 with 1 round each.

String 3: On the start signal, engage T2 through T6 with 1 round each, weak hand only.

Scoring: T1 through T6 must have two hits. Steel must fall.

Notes: String 1 is considered a Vickers Count string for scoring purposes. T3 should be 1/3 covered by the Non-Threat.

