



Stage 1: Four Plus



Three

Round Count: 11

Target Distance: 10 yards

Targets Required: 4x Threat Targets,
1x Poppers, 2x US
Poppers

Props Required: None

Scoring Method: Vickers Count

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

Start Signal: Audible

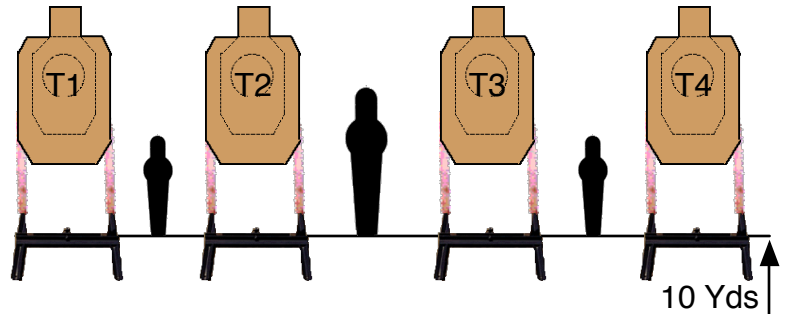
Stop Signal: Last Round Fired.

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.



Stage 2: Wolf Pack



Round Count: 12

Target Distance: 8 to 15 yards

Targets Required: 2 Threat Targets, 4 "Dog" Targets

Props Required: 1x Non-Threat, Firewood

Scoring Method: Vickers Count

Starting Position: Standing facing down range at position P1, holding bundle of "firewood" with both hands.

Start Signal: Audible

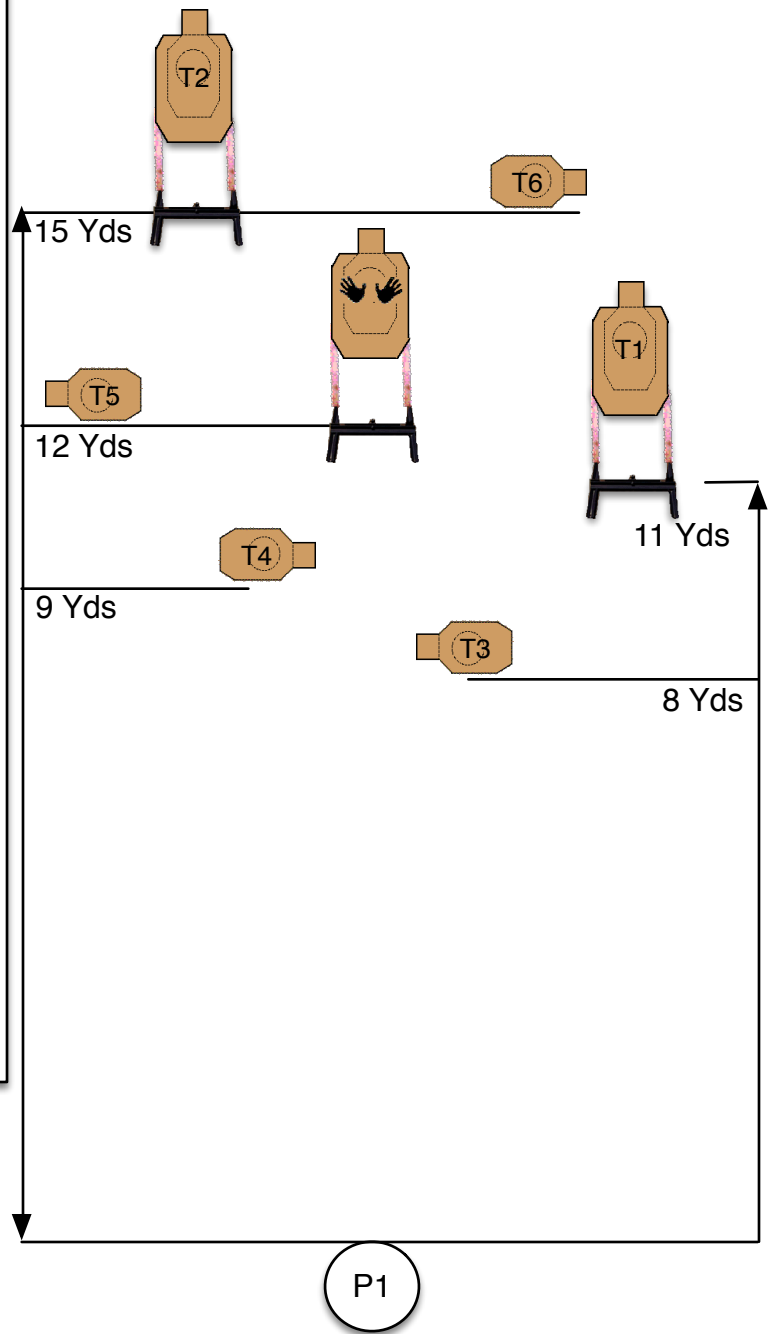
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You and your spouse are out camping. You went to gather some firewood, and came back to your campsite to discover your spouse surrounded by a couple of crazed survivalists and their dogs who are threatening to kill any "outsiders". They have weapons drawn, so you engage them and their dogs to save your spouse.

Procedure: On start signal, drop the firewood, draw and engage all targets.

Scoring: T1 through T6 must have 2 hits each.



Notes: Targets should be positioned so that shoot-throughs are not likely. P1 is centered on the no-shoot target. Targets T1 and T2 should be no more than 3 yards away laterally from the non-threat.



Stage 3: Picked The Wrong Store



Round Count: 15

Target Distance: 5 to 10 yards

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

Props Required: 1x barricade, 1x barrel

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of Backstop

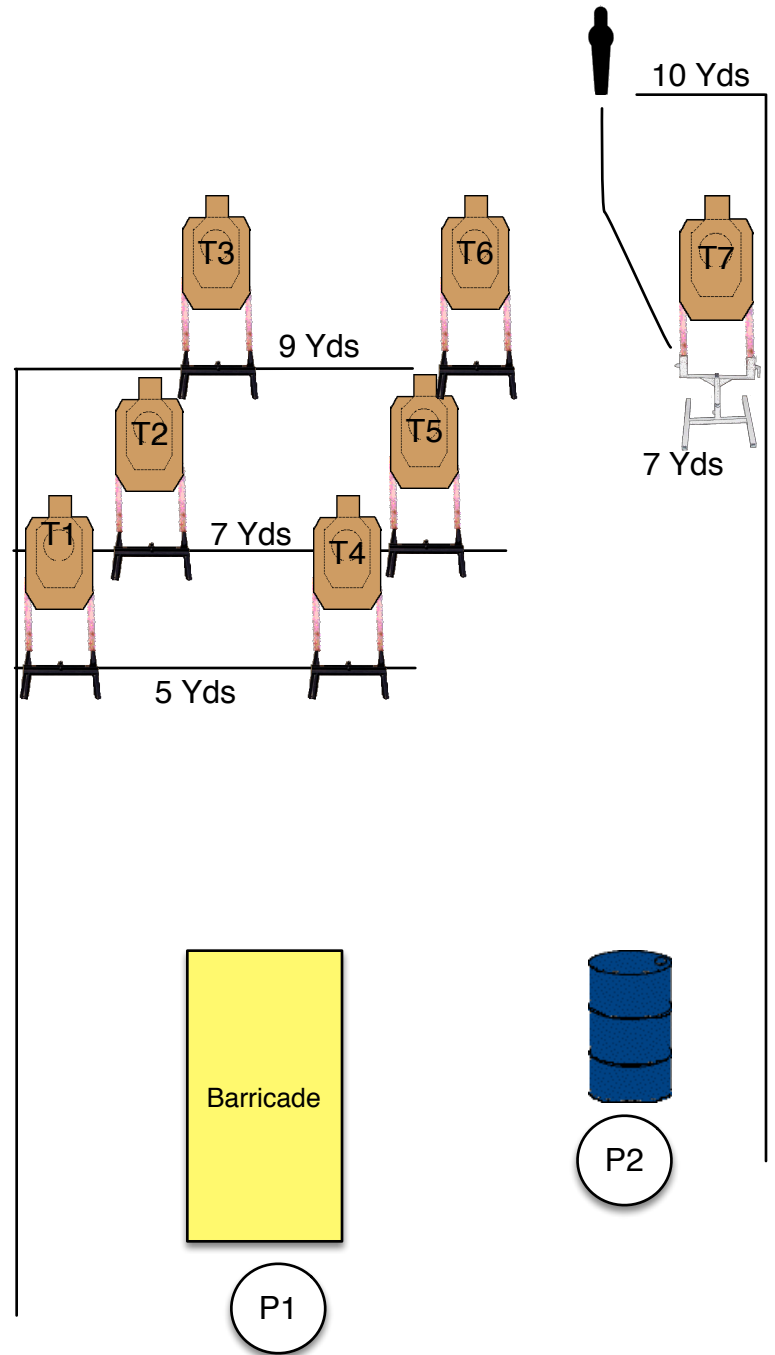
Starting Position: Standing behind barricade at Position P1 with hands relaxed at sides.

Start Signal: Audible

Scenario: You just finished with your last customer for the day, when a group of armed men storm into your gun shop. Defend yourself and your customer!

Procedure: On the start signal, draw and engage targets T1 through T3 from the left side of the barricade and targets T4 through T6 from the right side of the barricade. Move to position P2 and engage the popper and target T7, using the barrel for cover.

Scoring: T1 through T7 should have 2 hits each. Steel must fall.



Notes: Target heights should vary some-what. Make sure the targets are set up so that shoot-throughs are not likely. Shooters may start engaging targets from either side of the barricade, but must engage three targets from each side. Shooters may shoot over the top of the barrel, but must have at least 50% of their upper body behind cover.



Stage 4: Bad Luck



Round Count: 12

Target Distance: 3-10 yards

Targets Required: 4x Standard Threats

Props Required: 1x Barricade

Scoring Method: Vickers Count

Muzzle Safe Points: Left and Right edges of backstop.

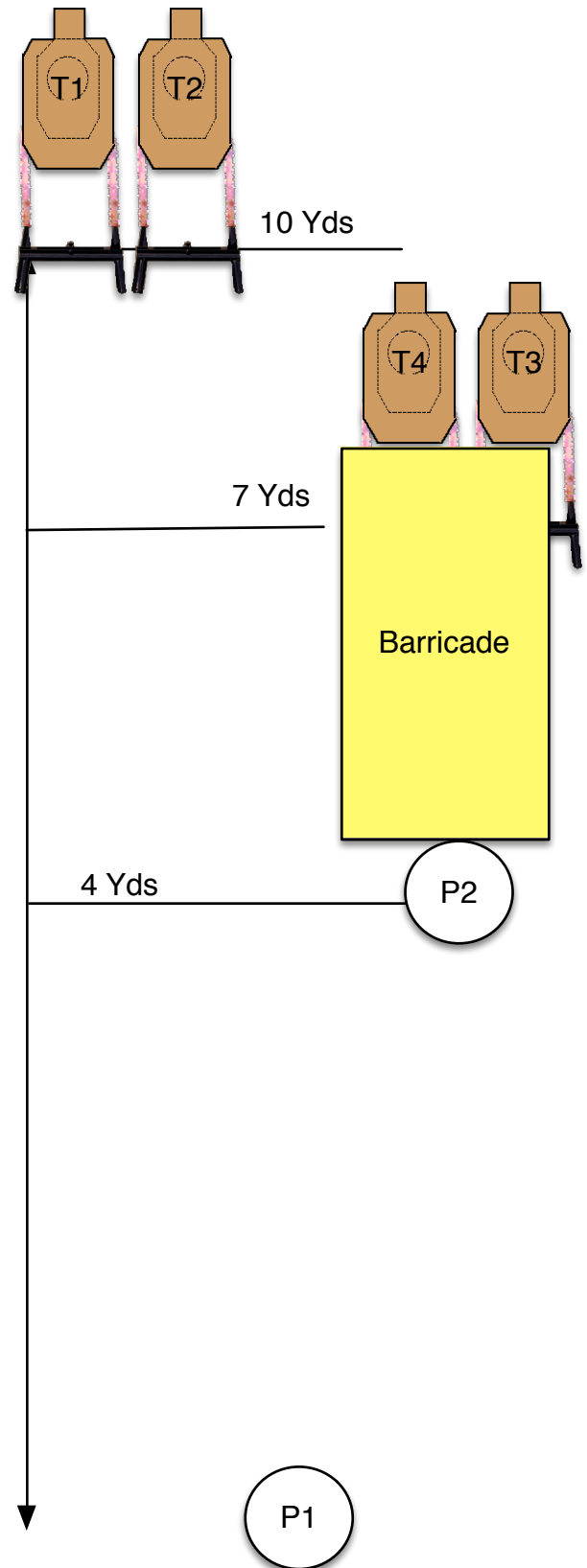
Starting Position: Standing facing up range at position P1

Start Signal: Audible

Scenario: You have the bad luck of being jumped by a gang of armed thugs, but since you're armed, you have the chance to defend yourself. Engage the obvious Bad Guys while moving to cover, and then engage the rest.

Procedure: On the start signal, draw and engage T1 and T2 with two rounds to the body and one to the head while moving to cover at P2. Once at position P2 and engage targets T3 and T4 from the left side of the barricade, also with two rounds to the body and one to the head.

Scoring: T1 through T4 should have three hits each, one of which must be a head hit.



Notes: Target heights should vary. T1 and T2 must be engaged while moving to P2, but may be re-engaged from P2.



Stage 5: Mugging, Interrupted



Round Count: 12

Target Distance: 5-12 yards

Targets Required: 4x Threat Targets, 2x Poppers, 1x Swinger

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

Scoring Method: Vickers Count

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

Start Signal: Audible

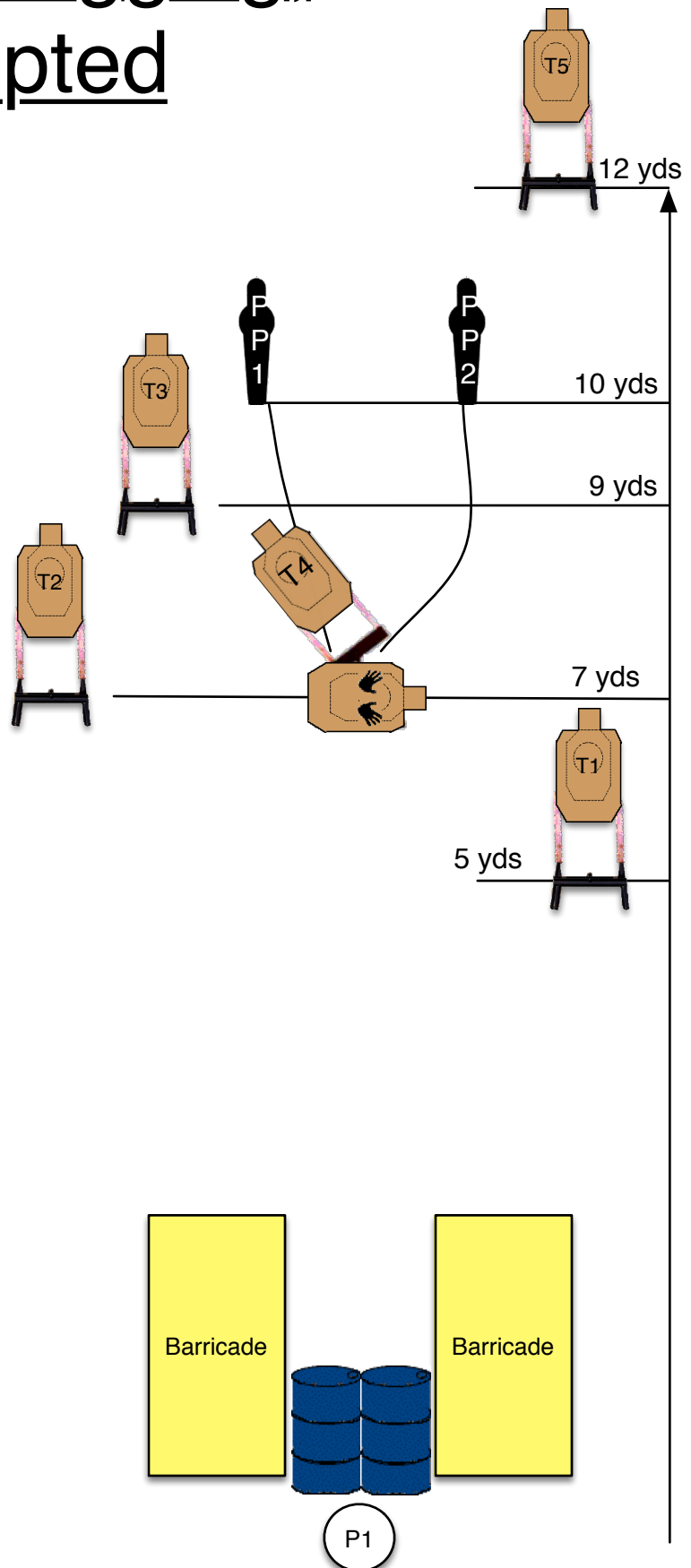
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're enjoying a nice evening at home when you hear a commotion in the alley next to your flat. You look out the window and see a group of gang-bangers beating some one up. When they pull weapons, you realize you don't have time to call 911, so you draw your weapon and protect the life of the now unconscious victim.

Procedure: On the start signal, shooter will draw and engage all threat targets from position P1.

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



Notes: Target heights should vary, and targets should be placed laterally so that shoot-throughs are not likely. Randomly select which Popper activates the Swinger, and keep that information from the shooter.



Stage 6: Bar Blitz



Round Count: 12

Target Distance: 2 to 15 yards

Targets Required: 6x Threat targets

Props Required: 1x Table, 2x Non-Threats

Scoring Method: Vickers Count

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

Start Signal: Audible

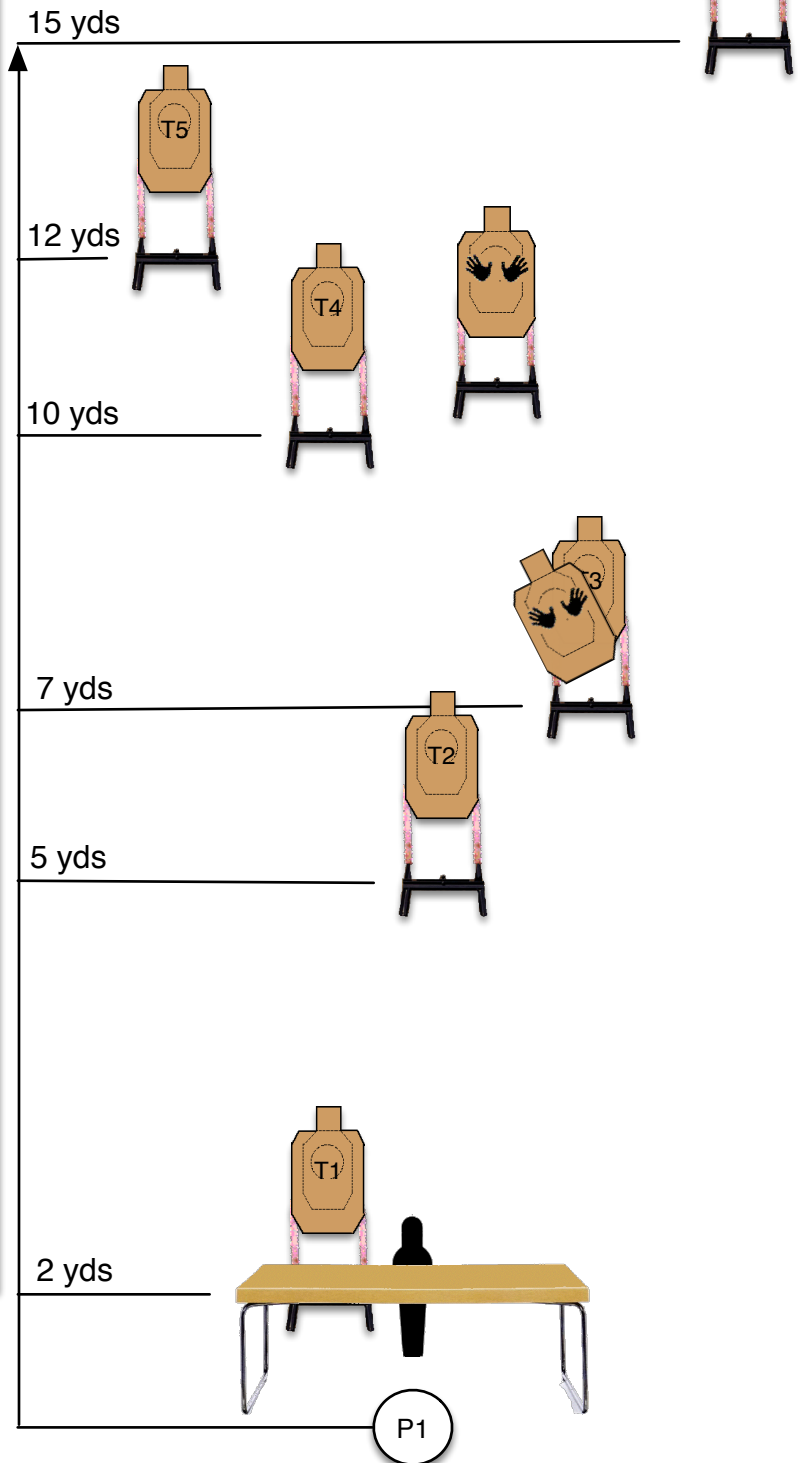
Stop Signal: Last Shot Fired

Concealment Garment: Required

Scenario: You're bartending at your bar during a football 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: 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 threats should have 2 hits.



Notes: Target heights should vary, but make sure that shots at the targets will impact the berm, not go over it. Targets should be placed so that shoot-throughs are not likely. The No Shoot attached to T3 should cover about 1/3 of the Down 0 zone on T3.