

Stage 1: “The Brave One” & “Collateral”

START POSITION:

All Strings – Handgun loaded to division capacity and magazines or speed loaders stowed in ammo carriers on belt.

String 1: Sitting at P1, Start with firearm holstered.

String 2: Sitting at P1, Start with firearm in the weak hand, pointed down range at a 45o down angle, safety may be off, but the trigger finger must be out of trigger guard.

String 3: Standing at P2 with hands up in the air in surrender position.

String 4: Standing at P3 (1 yd. from T3) with hands up in the air in surrender position

SCENARIO

String 1: You are alone on the subway and 2 bad guys enter and threaten you with a knife (The Brave One).

String 2: Two bad guys steal your suitcase, and when you ask for it back, they pull guns and threaten you (Collateral).

PROCEDURE

String 1: Using strong hand only, on signal, engage T1 and T2 with 2 shots to the body and 1 to the head.

String 2: Using weak hand only, on signal, engage T1 and T2 with 2 shots to the body and 1 to the head.

String 3: On signal, draw and engage T3 & T4 in tactical sequence with 2 shots to the body and 1 shot to the head while retreating.

String 4: On signal engage T3 at close retention with two shots, and then engage T4 with two shots to the body and one to the head. Then reengage T3 with one shot to the head.

SCORING: Vickers Count

ROUND COUNT: 24

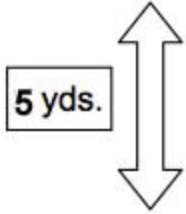
TARGETS: 4 IDPA

SCORED HITS: Best Three on Target, At Least 1 in the Head Box

CONCEALMENT: Required

STAGE DESIGN: Alan Vail

String 1



P1

String 2



5 - 10 yds.

P2

Stage 2: El Pres Plus

START POSITION:

All Strings – Standing at P1 (7 yds), holstered, loaded to with 6 rounds only and magazines or speed loaders stowed in ammo carriers on belt. Hands relaxed at sides, facing up range.

SCENARIO: None - Standards exercise

PROCEDURE:

String 1: On the signal, turn, then draw and engage T1 – T3 with 2 shots each in tactical sequence. Perform and empty gun reload then transfer gun to weak hand and re-engage T1 – T3 with 2 shots each weak and only in tactical sequence.

String 2: On the signal, turn, then draw and engage T1 – T3 with 2 shots each in tactical sequence. Perform and empty gun reload and with at least 1 knee and 1 hand on the ground, re-engage T1 – T3 with 2 shots each in tactical sequence.

SCORING: Limited Vickers Count

ROUND COUNT: 24

TARGETS: 3 IDPA

SCORED HITS: Best 8 on Target

CONCEALMENT: Not Required

STAGE DESIGN: Uncredited

Stage 3: A moment in time

START POSITION: All Strings – Standing at indicated position. (7 yds strings 1 & 2. 10 yds Strings 3 & 4) loaded hand gun positioned as indicated.

SCENARIO: You're out for an evening of fine dining with your significant other when the evening is disrupted with deadly force. Ponder for a moment the situation, how would things be if the event was three minutes earlier or three minutes later? Today you'll react to all three.

PROCEDURE:

String 1: At P1, seated, loaded firearm at low ready in strong hand. Engage T1 freestyle with 3 rounds to the body and 2 rounds to the head.

String 2: At P2, standing, loaded firearm on the ground. Retrieve firearm from the ground and engage T1 with 5 rounds to the body.

String 3: At P3, standing, loaded firearm at low ready in strong hand. Engage T1 freestyle with 3 rounds to the body and 2 rounds to the head.

String 4: At P3, standing, loaded firearm pointed down range in IDPA box on bar. Retrieve firearm from the box and engage T1 with 5 rounds to the body.

SCORING: Vickers Count

ROUND COUNT: 20

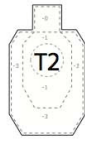
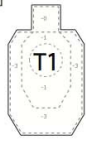
TARGETS: 2 IDPA Targets, 1 swinger with non threat

SCORED HITS: Best specified number of hits on Target

CONCEALMENT: Not Required

Note: Scoring can be done at the end of all strings. Targets should have 2 head hits and 8 body hits each. The Score keeper should activate the swinger on the command of "Standby".

STAGE DESIGN: unaccredited



P1

P2



P3

P4

Stage 4: Side Match – A BUG Essential v.3

START POSITION: Standing at P1, holstered handgun loaded to with 6 rounds only. Facing up range, hands in the surrender position. 5 rounds loaded in Bug, which is laying on table in closed IDPA box with muzzle pointed down range

SCENARIO: You're minding your business at home when your son mistakenly allows a bunch of ruffians into your house. You are of course armed, but when your primary handgun malfunctions. You must fight your way to your resort to your backup gun and end the confrontation

PROCEDURE: On the start signal, turn, draw, and engage T1 through T3 with 2 shots each while moving to cover at P2. Once at P2, place your empty handgun on the table, muzzle pointed downrange, retrieve your back up gun from the box, and engage T4 and T5 with 2 shots each in Tactical Sequence.

SCORING: Vickers Count

ROUND COUNT: 11

TARGETS: 5 IDPA Targets, 1 swinger with non threat

SCORED HITS: Best specified number of hits on Target

CONCEALMENT: Required

Note: The Score keeper should activate the swinger on the command of "Standby".

STAGE DESIGN: Tom Ropers

