

Stage 1

Revised 9/23/10

Gas Station Holdup

Round count: 12

Targets: 3 IDPA

Scoring: Limited Vickers

Start: audible Stop: last shoot

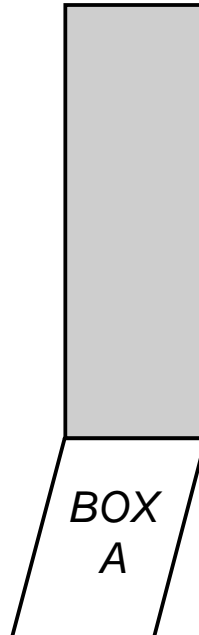
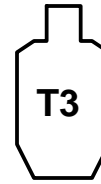
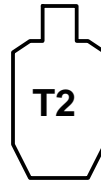
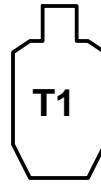
Start position: Standing behind barricade hands relaxed at sides.

Scenario: You are putting gas in your car when you notice 3 bad guys with weapons in hand approaching intending to harm you and your family.

Procedure: At signal from the barricade engage T-1 thru T-3 with 2 rounds each from either side of the barricade mandatory reload prior to leaving barricade. While moving downrange reengage T-1 thru T-3 with 2 rounds each while on the move.

Stage 1

Revised 9/23/10



Stage 2 - Bomb Factory

Revised 9/23/10

Round count: 12

Targets: 5 IDPA , 2 pepper poppers

Scoring: Vickers count

Start: audible Stop: last shot

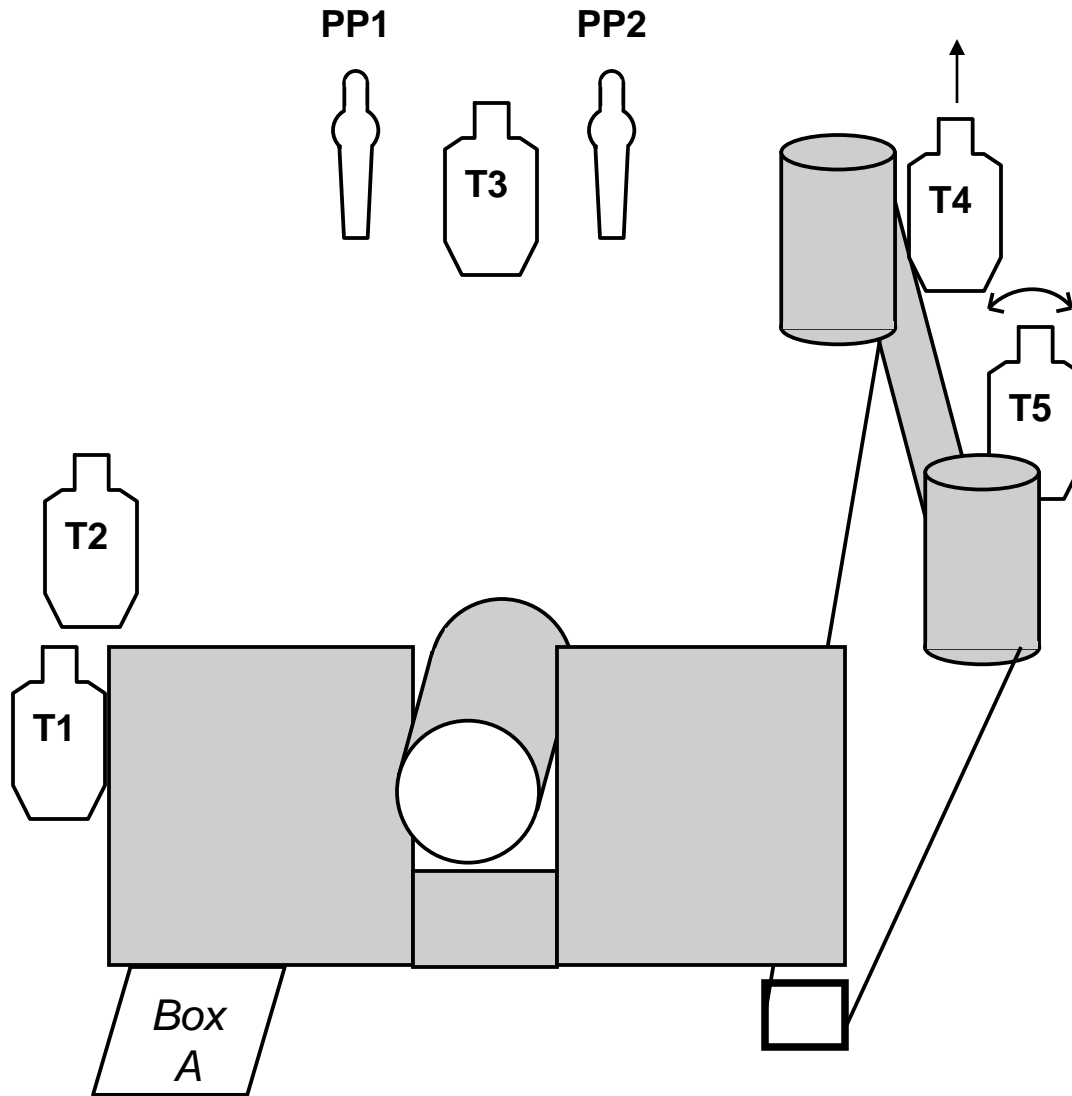
Start position: Standing on Box A hands relaxed at sides.

Scenario: You are inspecting one of your vacant commercial properties. As you are walking down the hallway something does not feel right and as you look around a corner you see a group of terrorist who are up to no good. Before you have a chance to leave to call for help they spot you and you must defend yourself.

Procedure: At the signal engage T-1 thru T-5 and PP1 and PP2 as they become visible. Bear trap must be activated prior to engaging T-4 and T-5.

Stage 2

Revised 9/23/10



Stage 3 - Dinner Out

Revised 9/23/10

Round count: 14

Targets: 6 IDPA , 2 pepper poppers

Scoring: Vickers count

Start: audible Stop: last shot

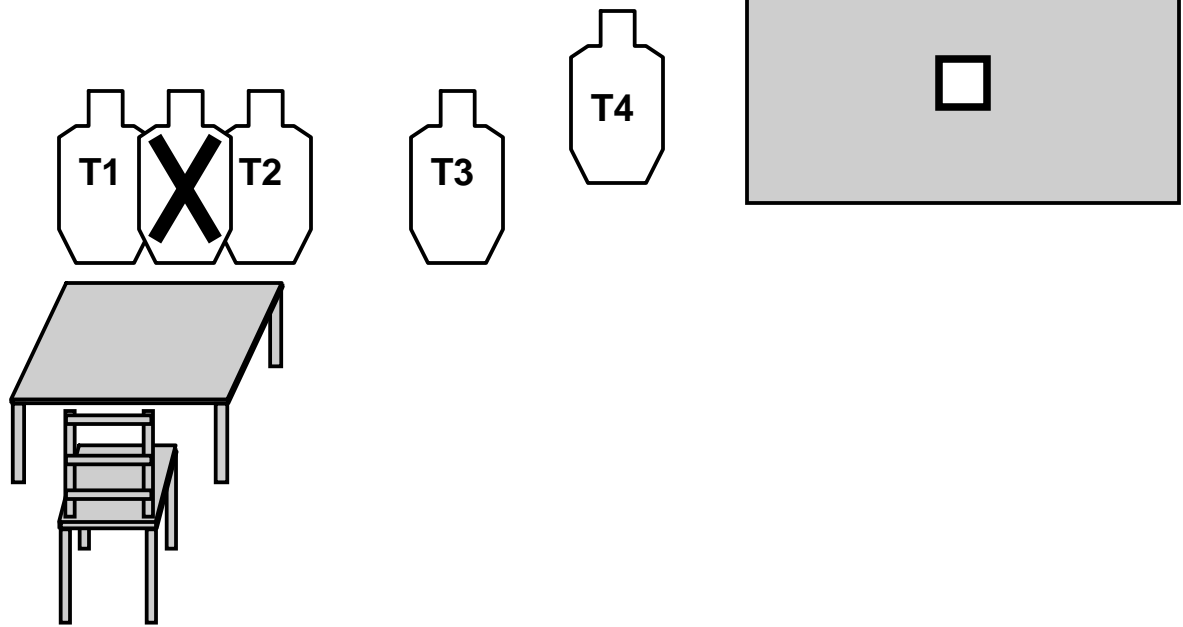
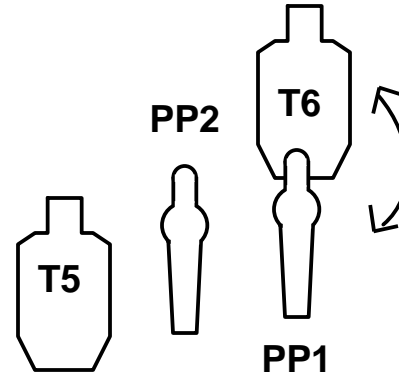
**Start position: Seated in the chair with both hands flat on the table.
Pistol is empty and with 1 magazine or speedloader in closed case.**

Scenario: You are having a late night dinner and your companion is returning to the table, but something is wrong and you realize the restaurant has been taken over by armed gangsters and you must handle the situation.

Procedure: At the signal retrieve pistol and magazine or speedloader from the case, load and engage T-1 and T-2 while seated, complete reload prior to moving from behind table, on the move engage T-3 and T-4. From window engage PP1, PP2 T-5 and T-6.

Stage 3

Revised 9/23/10



Stage 4 - Mall Parking

Revised 9/23/10

Round count: 15

Targets: 7 IDPA, 1 plate

Scoring: Vickers count

Start: audible Stop: last shot

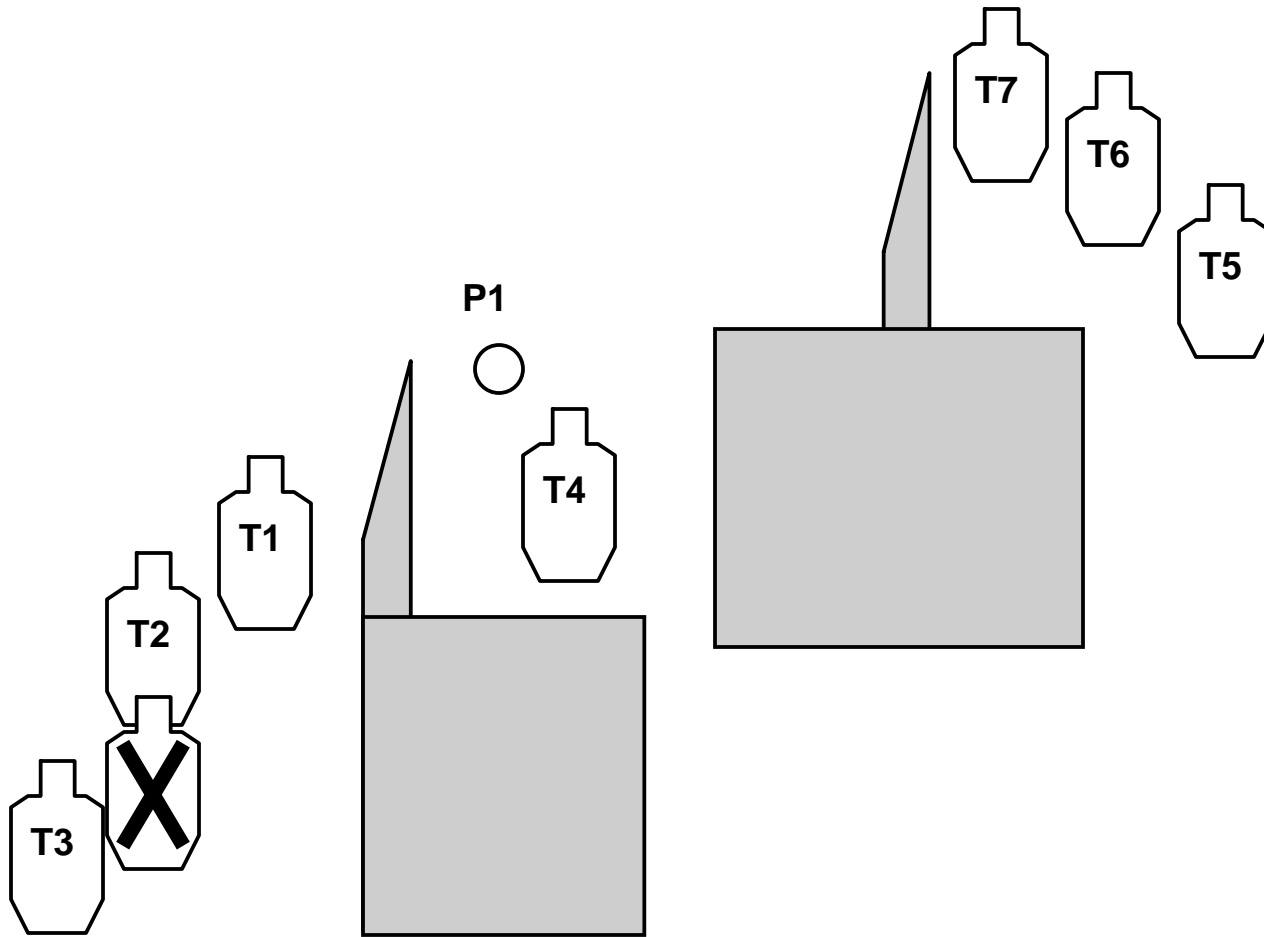
Start position: Standing in front of T-1 with hands touching both shoulders of T1.

Scenario: You and your companion are walking to your car in the mall parking structure. Two thugs grab your companion and a thug has grabbed you. You must defend yourself in order to get away, their buddies hear the shots and they are after you too.

Procedure: At signal engage T-1 thru T-3 while retreating to cover, T-1 thru T-3 can reengaged from cover. Engage T-4 thru T-7 and plate 1 as they become visible from cover.

Stage 4

Revised 9/23/10



Stage 5 - Backyard

Revised 9/23/10

Round count: 18

Targets: 7 IDPA, 4 plates

Scoring: Vickers count

Start: audible Stop: last shot

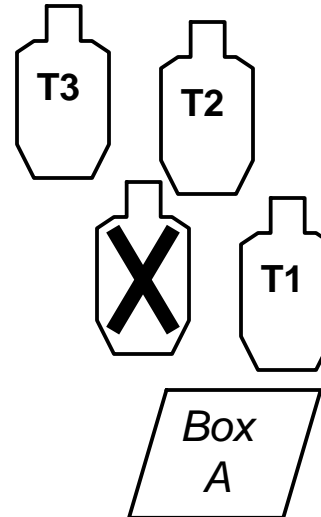
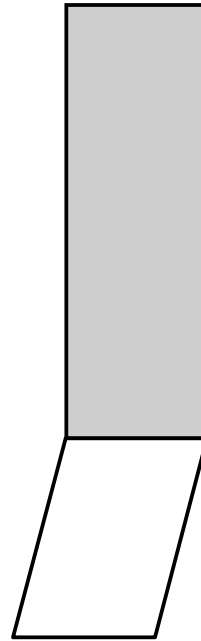
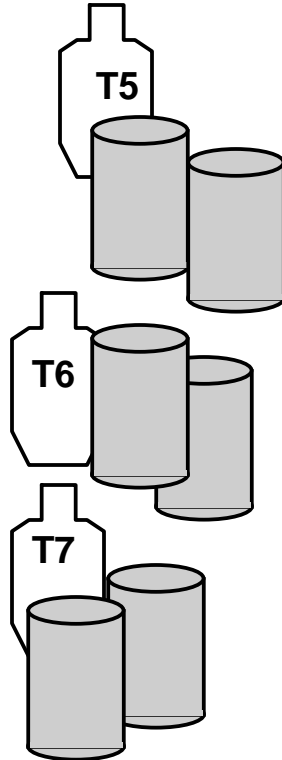
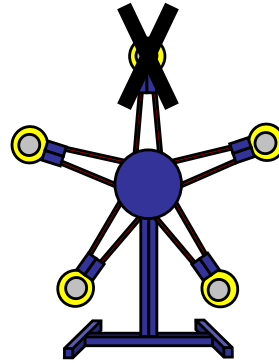
Start position: Standing in Box A facing up range with wrist above respective shoulders.

Scenario: The bad guys take over the street fair and you have to get your family out of harms way but the bad guys present a threat to you and your family and you must face them.

Procedure: At the signal turn and engage T-1 thru T-3 in tactical sequence. From behind the barricade and from either side of the barricade engage T-4 and plates 1-4. Engage T-5 thru T-7 as they become visible.

Stage 5

Revised 9/23/10



Stage 6 - Afternoon Workout

Revised 9/23/10

Round count: 12

Targets: 6 IDPA

Scoring: Vickers count

Start: audible Stop: last shot

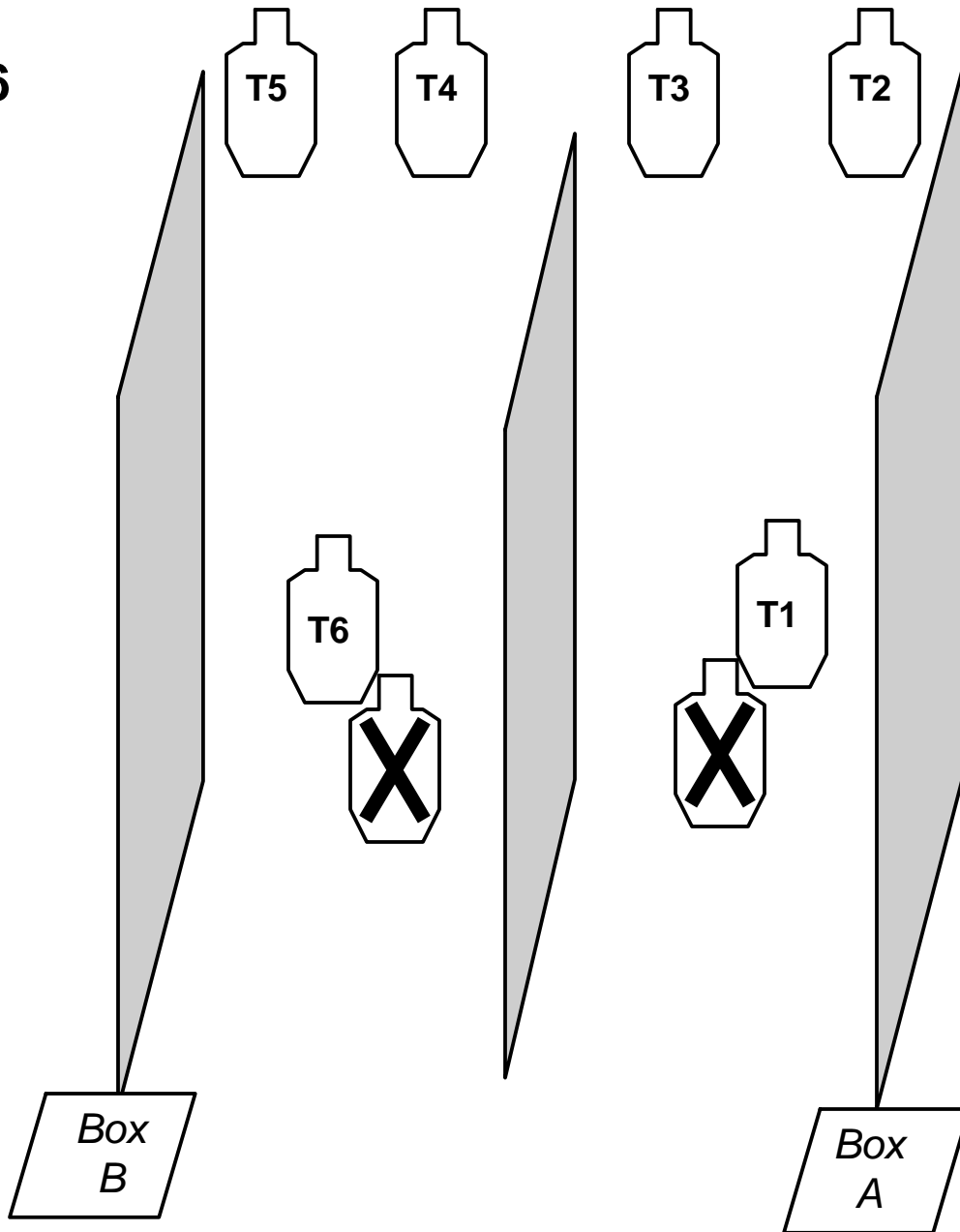
**Start position: Standing in either Box A or Box B shooters choice.
Hands relaxed at sides.**

Scenario: You are in the locker room after your workout and you hear yelling and the bad guys have taken over the gym, they have entered the locker room and present a deadly threat to you and everyone else who is there.

Procedure: At the signal engage T-1 thru T-6 as they become visible.

Stage 6

Revised 9/23/10



Stage 7 - Drug House Raid

Round count: 14

Targets: 6 IDPA, 1 pepper popper, 1 plate

Scoring: Vickers count

Start: audible Stop: last shot

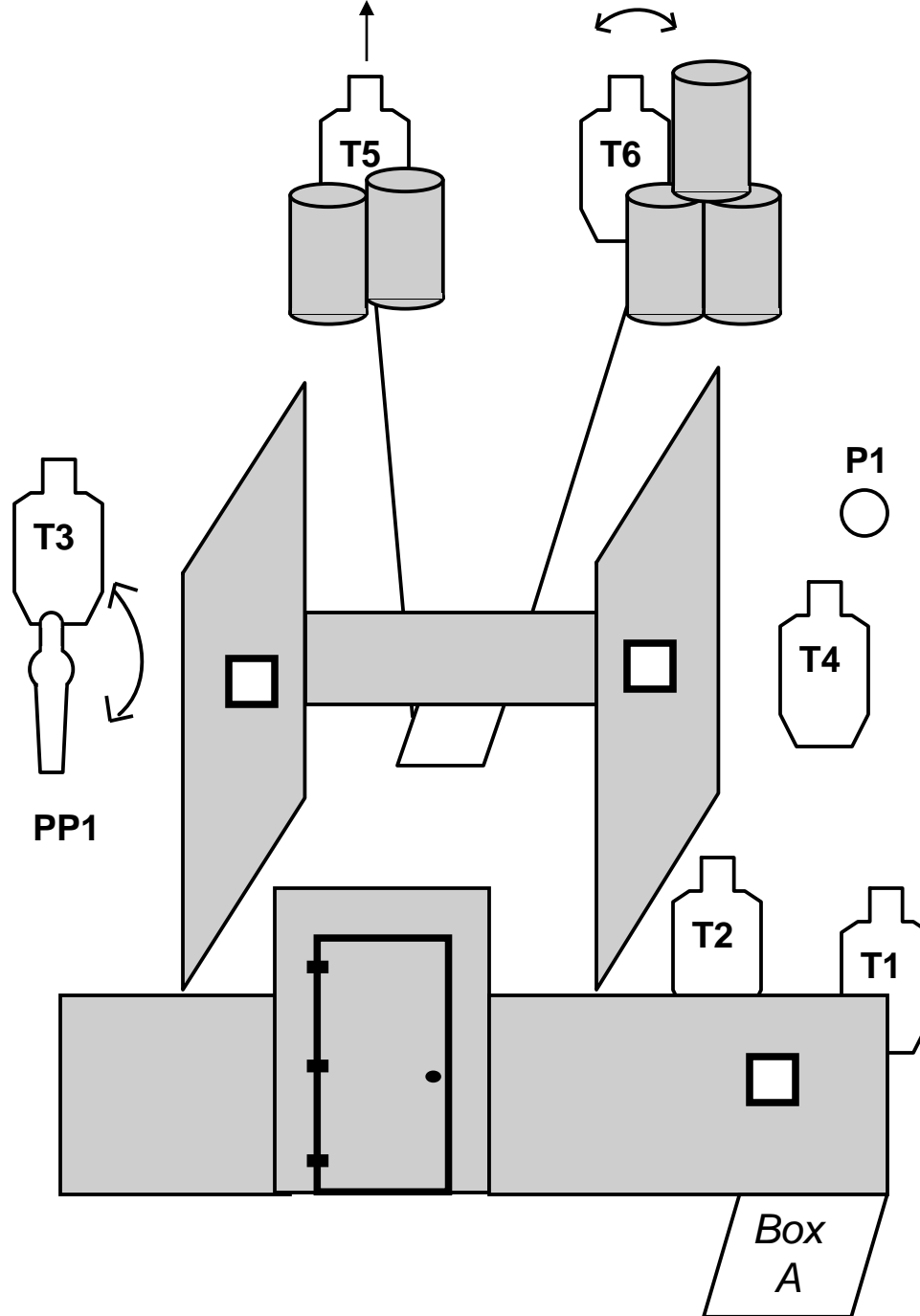
Start position: Standing in Box A hands relaxed at side.

Scenario: You are posted outside of the drug house, the rest of your team has already made entry. You get their call and they need your help and you must fight your way to them.

Procedures: At the signal engage T-1 thru T-6 and PP1 and plate 2 as they become visible. Bear trap must be activated prior to engaging T-5 and T-6.

Stage 7

Revised 9/23/10



Stage 8 - Camping Out

Round count: 16

Targets: 8 IDPA

Scoring: Vickers count

Start: audible Stop: last shot

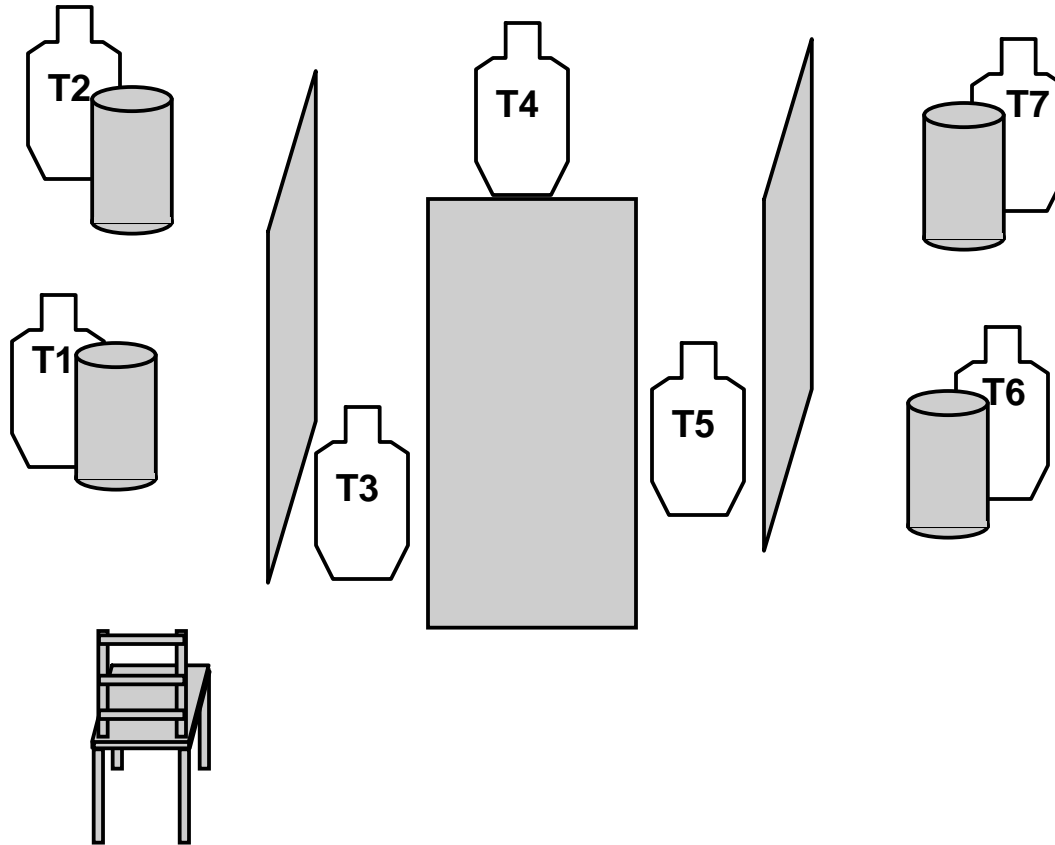
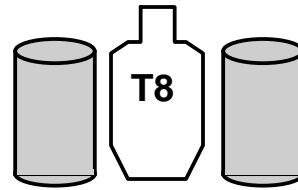
Start position: Seated in the chair hands on knees.

Scenario: You are relaxing at your campsite in the wilderness and a group of bad guys show up and you must defend yourself.

Procedure: At the signal engage T-1 thru T-8 as they become visible.

Stage 8

Revised 9/23/10



Stage 9 - Open House

Revised 9/23/10

Round count: 14

Targets: 6 IDPA, 2 plates

Scoring: Vickers count

Start: audible Stop: last shot

Start position: Facing wall and hands on X's

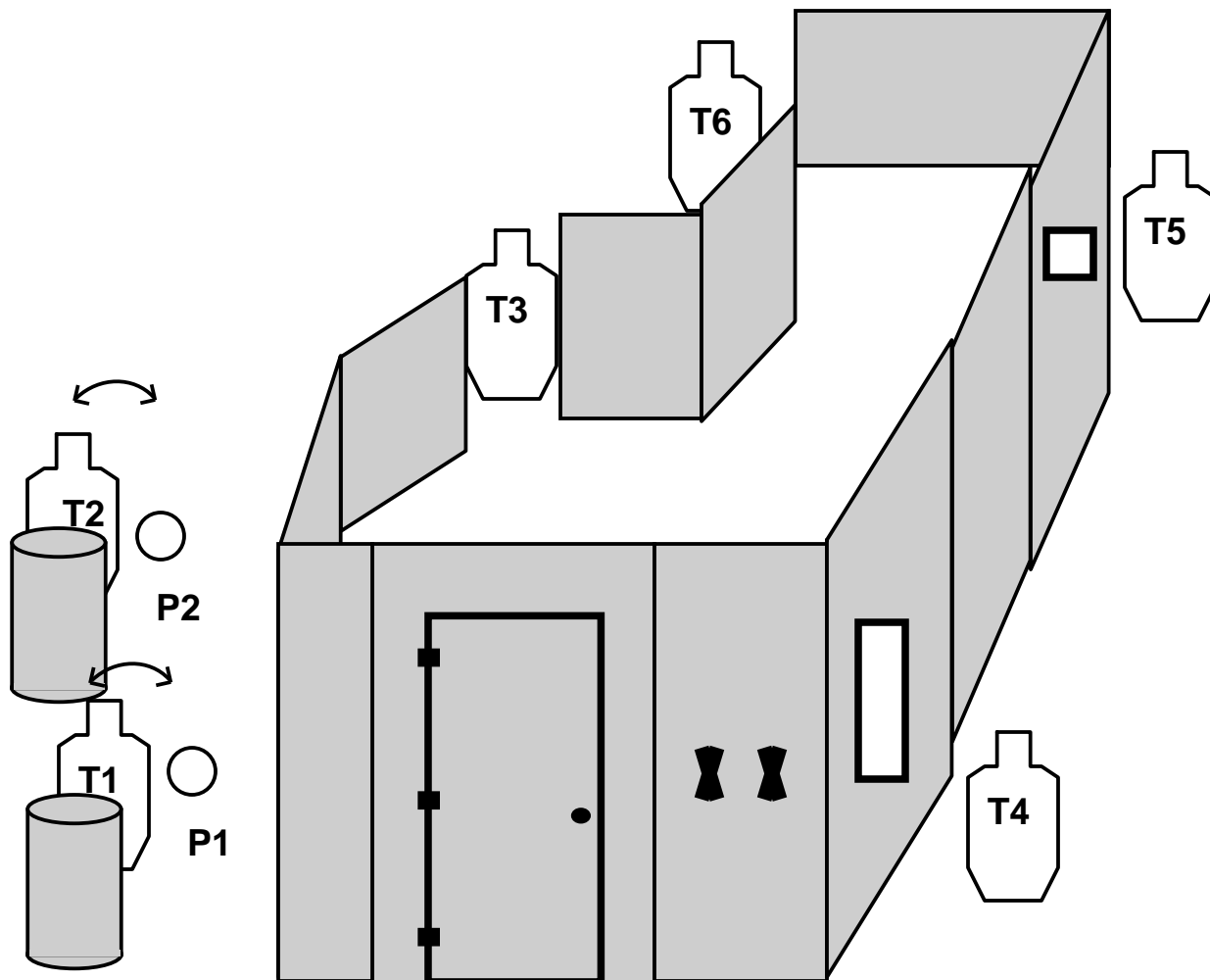
Scenario: You arrive home and see a strange vehicle parked in front of your house. You hear a family member screaming from inside, so must enter your house to save them from the home invaders.

Procedure: At the signal enter the house and engage T-1 thru T-6 and plates 1 and 2 as they become visible.

Note: plate 1 activates swinger T-1 and plate 2 activates swinger T-2.

Stage 9

Revised 9/23/10



Stage 10 - Workplace Protection

Revised 9/23/10

Round count: 12

Targets: 3 IDPA

Scoring: Limited Vickers

Start: audible Stop: last shot

Start position: Standing in box A facing up range with hands relaxed at side. Handgun is loaded with a maximum of 6 rounds.

Scenario: You are at work in the equipment storage area and the bad guys approach you from behind and you must stop them before they take out you or your co-workers.

Procedure: At the signal turn, draw and engage T-1 thru T-3 with 2 rounds each, perform a slide lock reload and reengage T-1 thru T-3 with 2 rounds each.

Note: Reload must be from slide lock, any slide down reload requires the magazine to be retained.

Stage 10

Revised 9/23/10

