

Stage 1 - Gas Station Holdup

Revised 9/6/10

Round count: 18

Targets: 3 IDPA

Scoring: Limited Vickers count

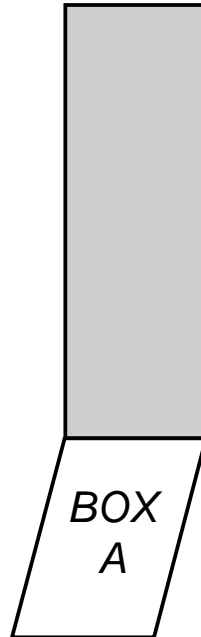
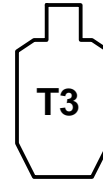
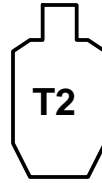
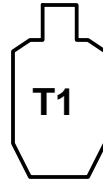
Start: audible Stop: last shoot

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 to the barrel reengage T 1 thru T 3 with 2 rounds each while on the move. From the barrel reengage T 1 thru T 3 with 2 rounds each.

Stage 1



Stage 2 - Bomb Factory

Round count: 18

Targets: 8 IDPA , 2 pepper poppers

Scoring: Vickers count

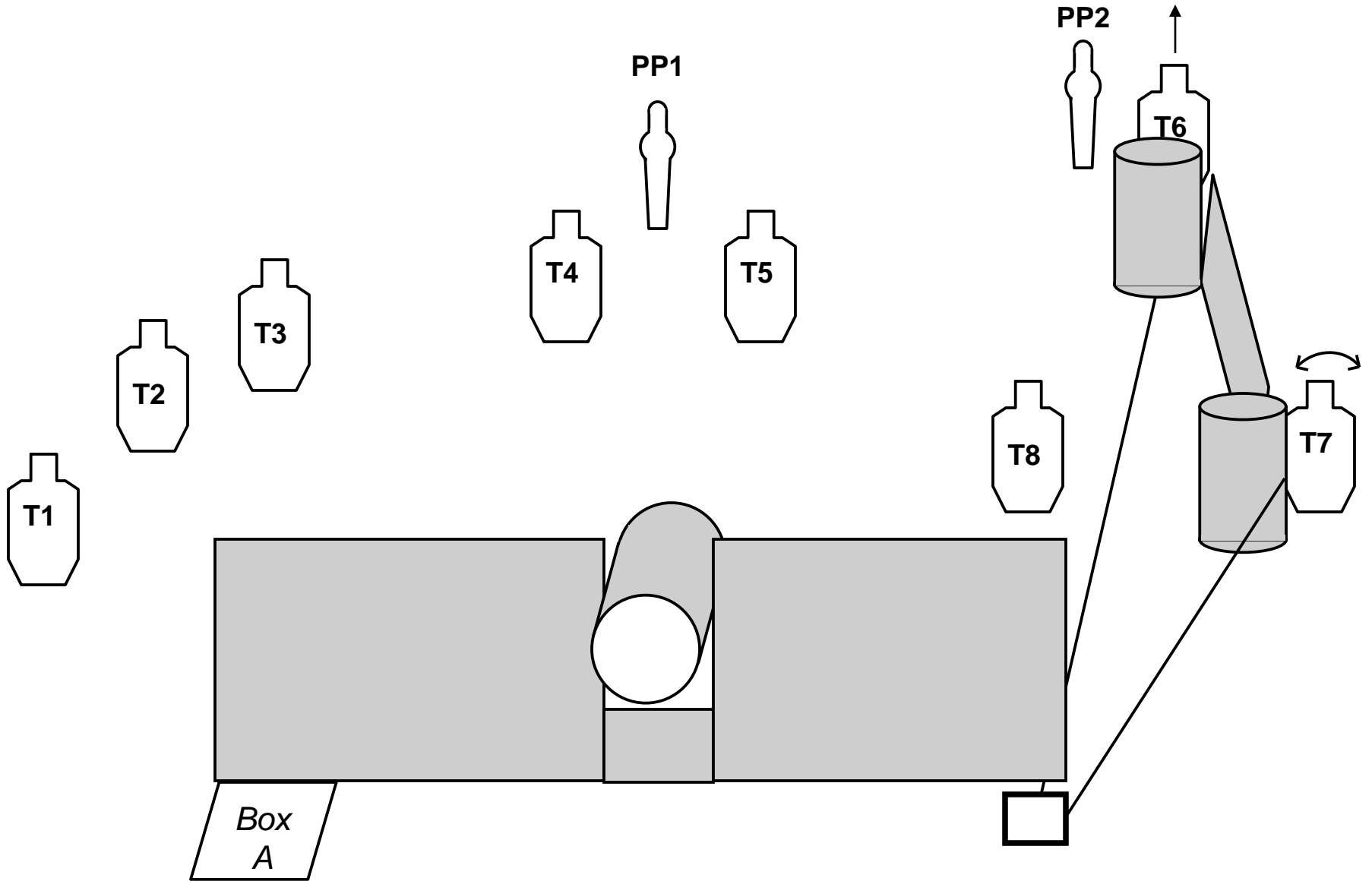
Start: audible Stop: last shot

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-7 and PP1 and PP2 as they become visible. Bear trap must be activated prior to engaging T-6 and T-7.

Stage 2



Stage 3 - Dinner Out

Revised 8/30/10

Round count: 18

Targets: 8 IDPA , 2 pepper poppers

Scoring: Vickers count

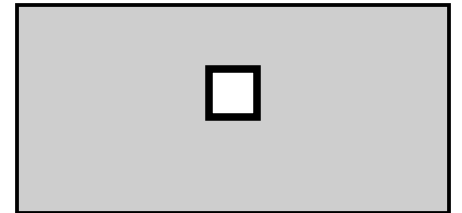
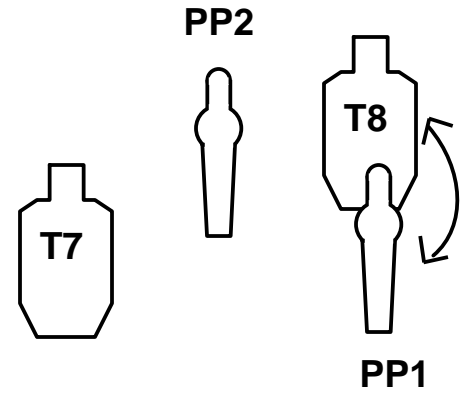
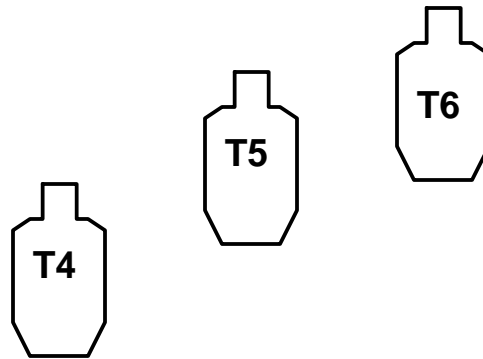
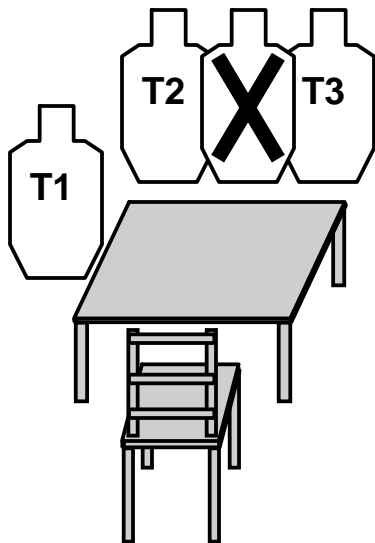
Start: audible Stop: last shot

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 thru T-3 while seated, complete reload prior to moving from behind table, on the move engage T-4 thru T-6. From window engage PP1, PP2 T-7 and T-8.

Stage 3



Stage 4 - Mall Parking

Round count: 18

Targets: 8 IDPA, 2 plates

Scoring: Vickers count

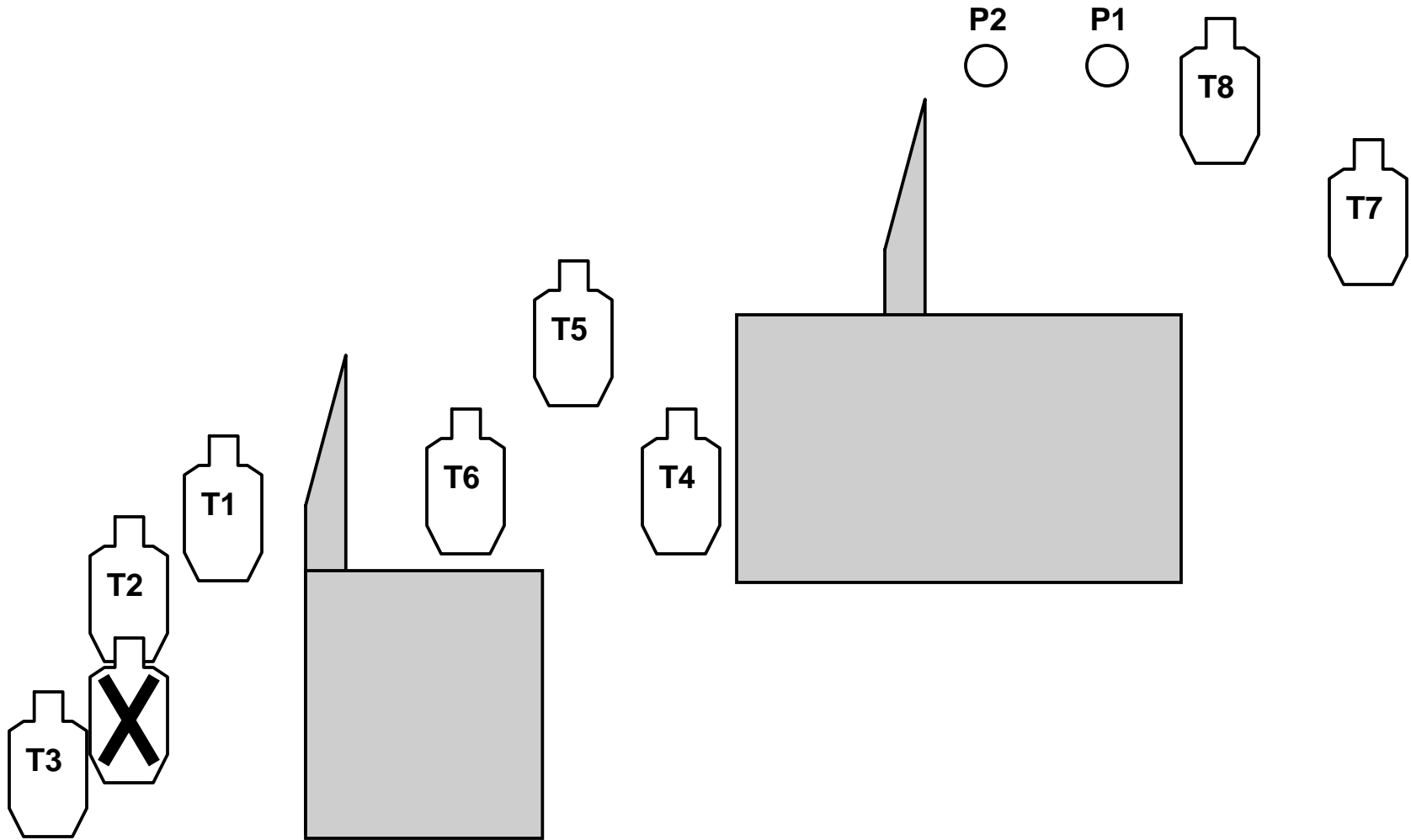
Start: audible Stop: last shot

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-8 and plates 1 and 2 as they become visible.

Stage 4



Stage 5 - Backyard

Round count: 18

Targets: 7 IDPA, 4 plates

Scoring: Vickers count

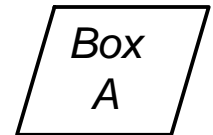
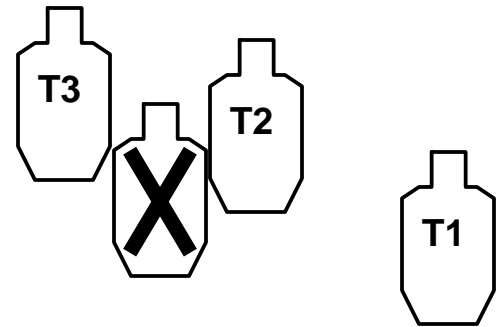
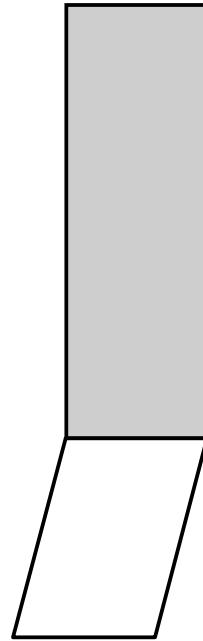
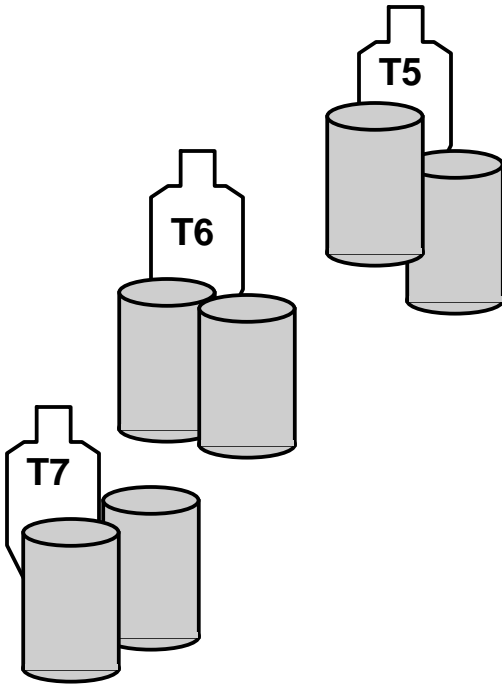
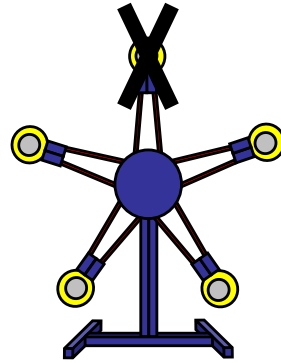
Start: audible Stop: last shot

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 order. Move to 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



Stage 6 - Afternoon Workout

Round count: 18

Targets: 9 IDPA

Scoring: Vickers count

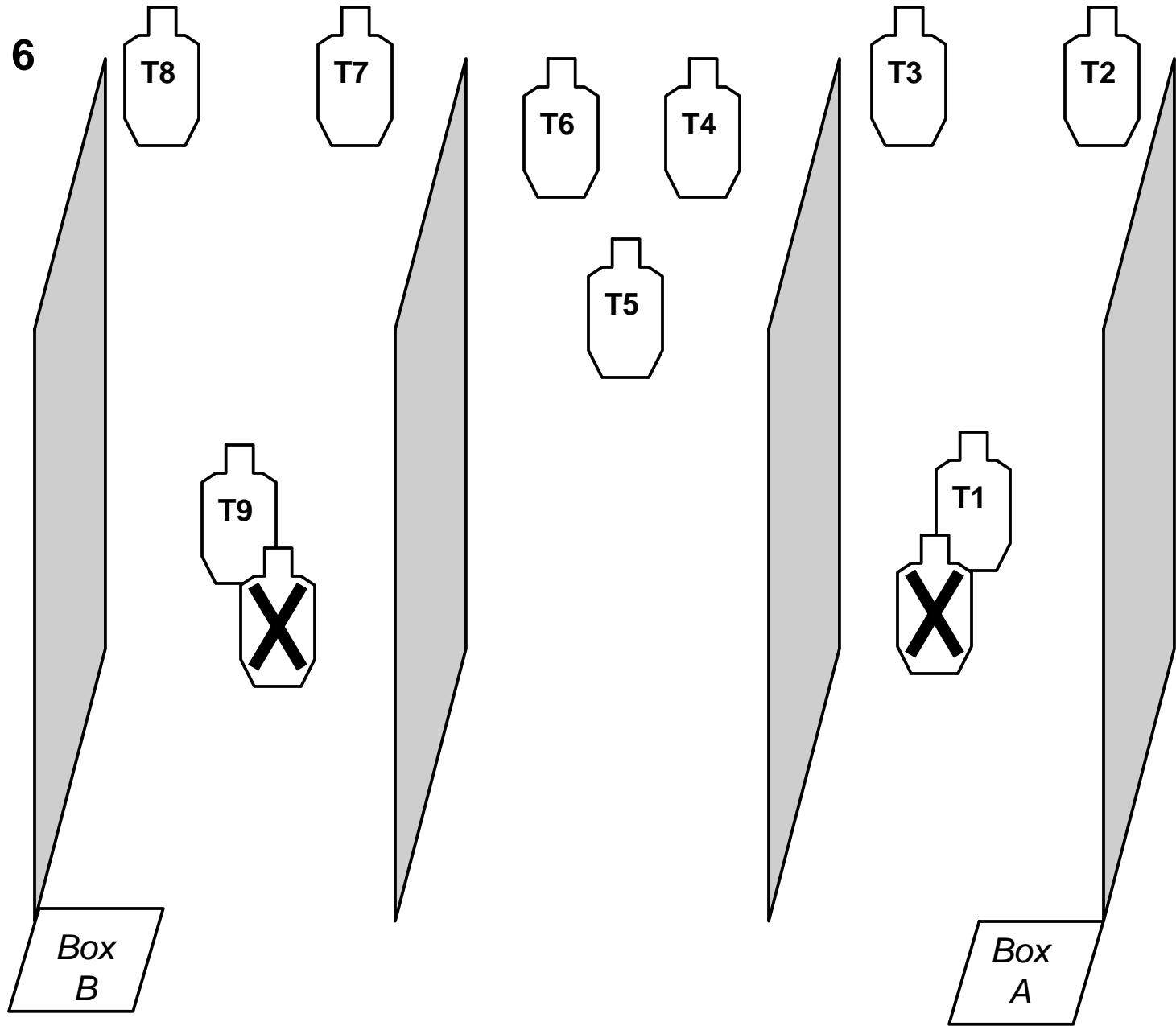
Start: audible Stop: last shot

**Start position: Standing in either Box A or Box B shooters choice.
Both hands touching wall.**

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-9 as they become visible.

Stage 6



Stage 7 - Drug House Raid

Round count: 18

Targets: 8 IDPA, 1 pepper popper, 1 plate

Scoring: Vickers count

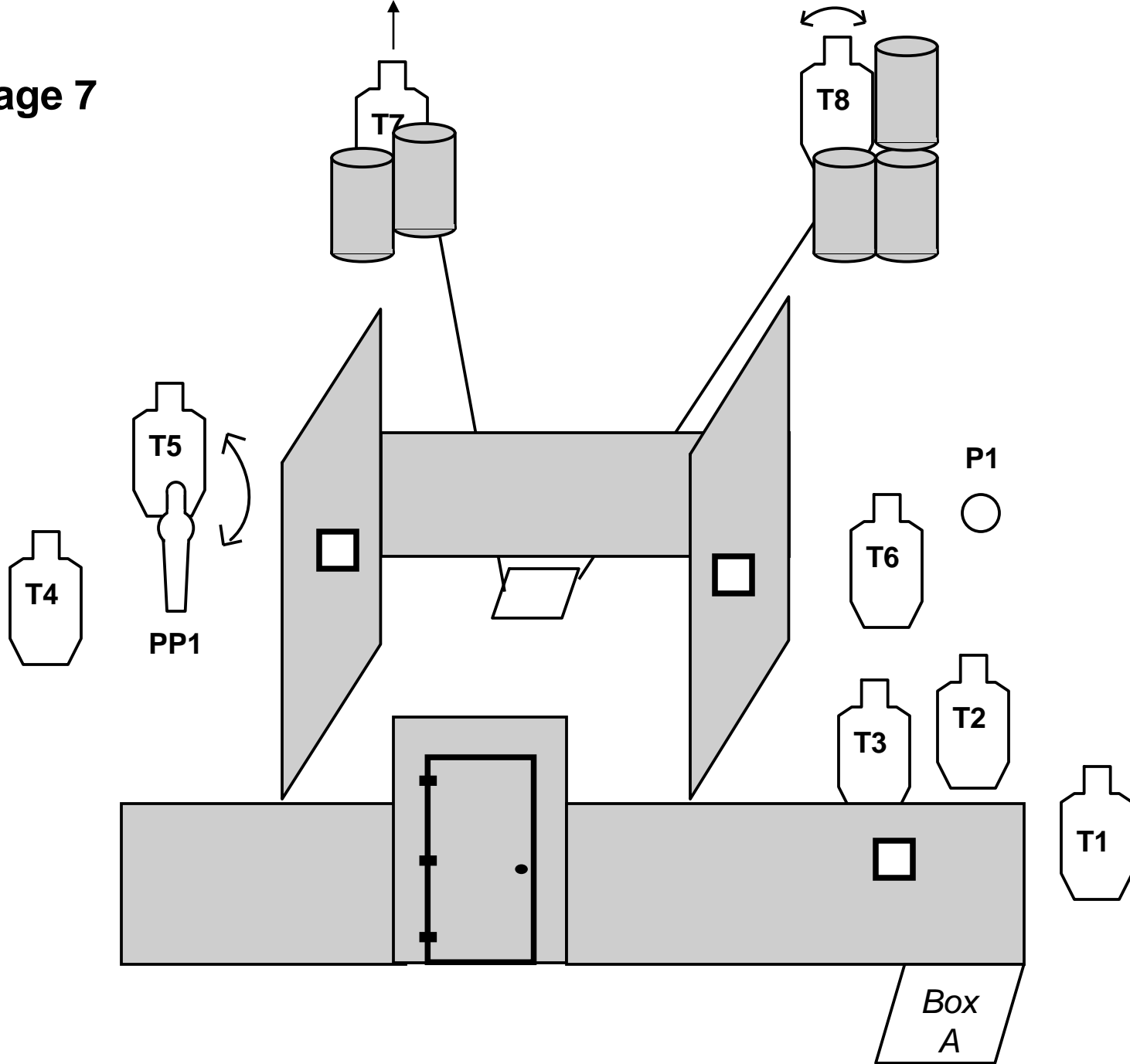
Start: audible Stop: last shot

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

Scenario: You are posted outside of the drug house, the rest of you 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-8 and PP1 and plate 2 as they become visible. Bear trap must be activated prior to engaging T-7 and T-8.

Stage 7



Stage 8 - Camping Out

Round count: 18

Targets: 8 IDPA, 2 pepper poppers

Scoring: Vickers count

Start: audible Stop: last shot

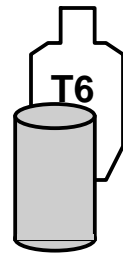
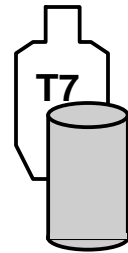
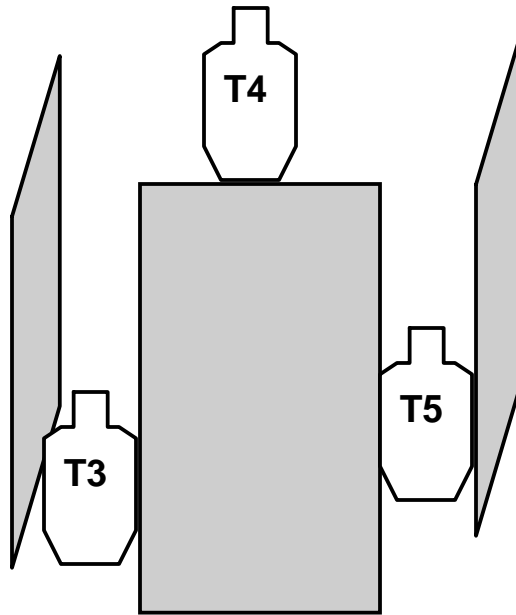
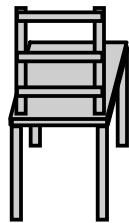
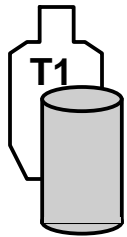
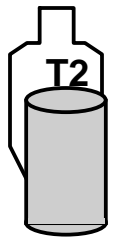
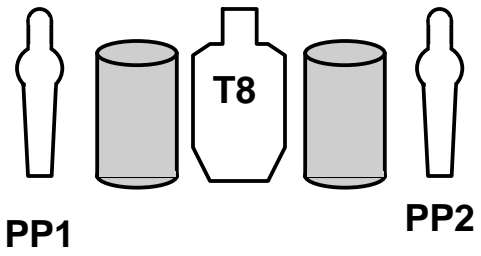
Start position: Seated in the chair hands on knees.

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, PP 1 and PP2 as they become visible.

Safety note: pepper popper steel can not be engaged closer than 10 yards.

Stage 8



Stage 9 - Open House

Round count: 18

Targets: 7 IDPA, 4 plates

Scoring: Vickers count

Start: audible Stop: last shot

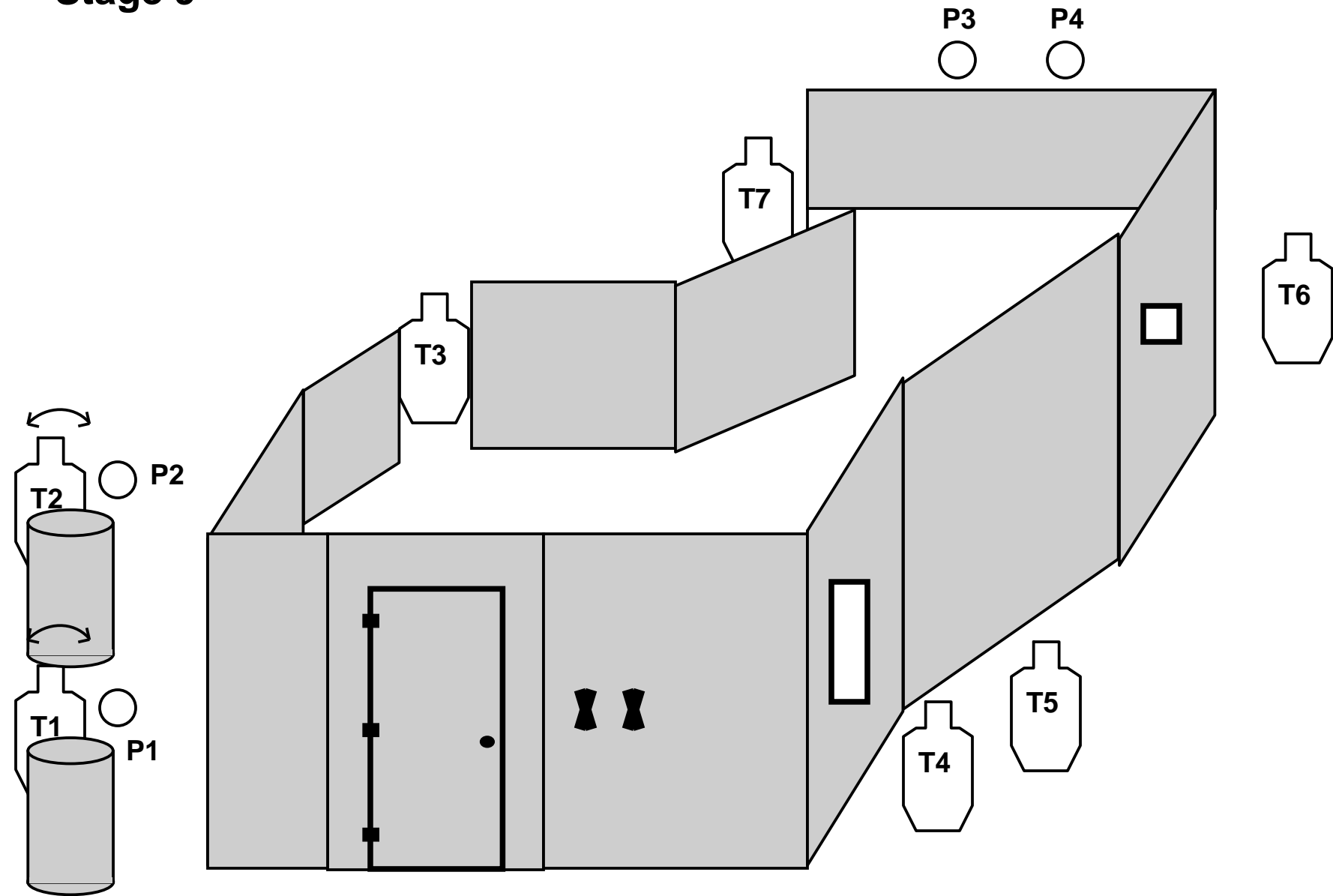
Start position: Facing wall and hands on X's

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-7 and plates 1 thru 4.

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

Stage 9



Round count: 16

Targets: 8 IDPA

Scoring: Vickers count

Start: audible Stop: last shot

Start position: Left handed competitors start behind Cover 1. Right handed competitors start behind Cover 2. Facing cover with wrist above respective shoulders.

Scenario: You are at work in the equipment storage area and the bad guys come roaring up to your location and you must stop them before they take out your co-workers.

Procedure: At the signal engage T1, T3, T5 and T7 in any order strong hand only, move to opposite cover and engage T2, T4, T6 and T8 in any order weak hand only.

Notes:

* In the event of remedial action or reloading both hands may be used without penalty.

* Procedural to cross opening with an empty gun.

Stage 10

