

## Stage 1

**START POSITION:** Handgun loaded to division capacity. Concealment Required.

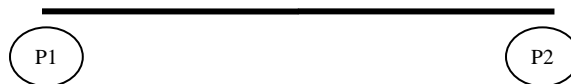
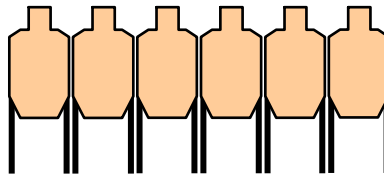
### STAGE PROCEDURE

Start at P1 engage T1-T6 with one shot each in tactical priority, move to P2 engage T1-T6 with one shot each in tactical priority. Any IDPA legal reload. Shooter may start from either the left or the right side of the wall.

Note: Be mindful of your muzzle direction while doing reloads moving along the wall.

### SCORING

**SCORING:** Vickers -12 rounds  
**TARGETS:** 6 IDPA  
**SCORED HITS:** Best 2 on target  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. 3 sec  
No-shoot hit. NA  
Failure to do right. 20 sec  
Failure to neutralize. 5 sec



## Stage 2

**START POSITION:** Handgun loaded to division capacity. Concealment Required.

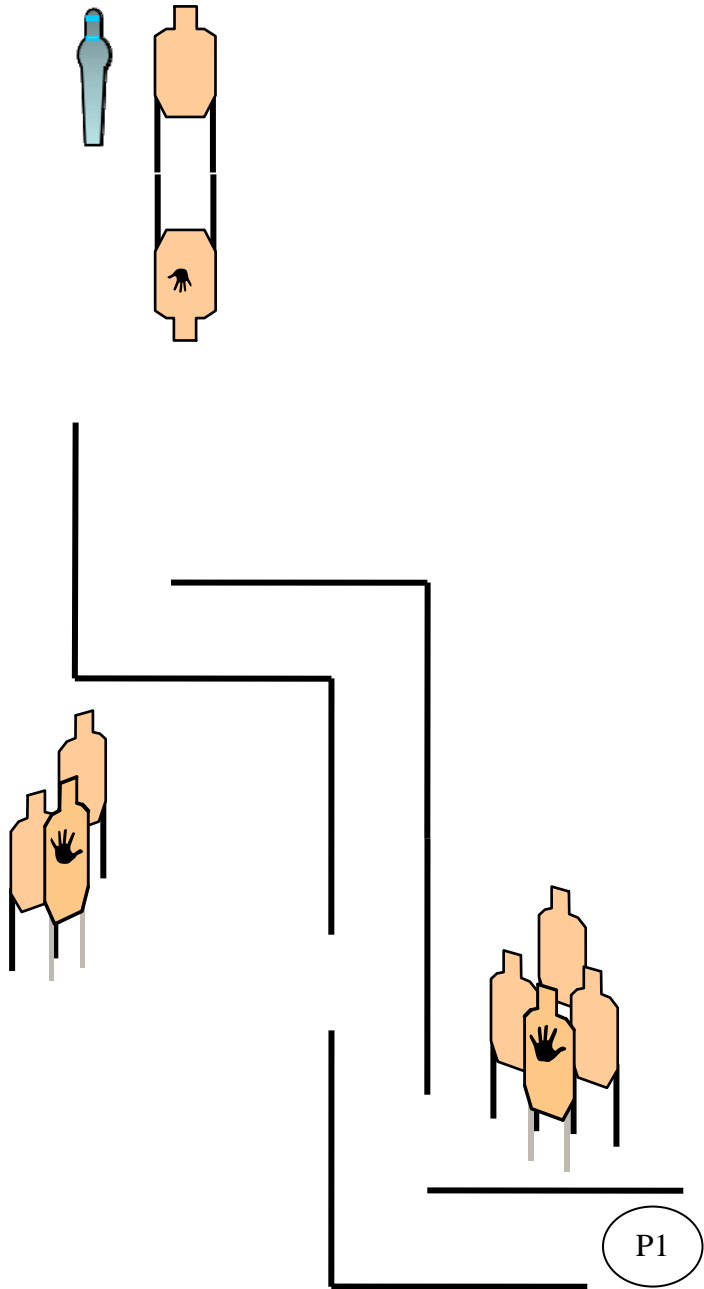
### STAGE PROCEDURE

Starting at P1 facing downrange hands relaxed at sides. Move through the hall engaging targets in tactical priority using cover. Any legal IDPA reload.

Note: Watch your muzzle direction!

### SCORING

**SCORING:** Vickers -13 rounds  
**TARGETS:** 6 IDPA, 1 PP  
**SCORED HITS:** Best 2 on target  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. 3 sec  
No-shoot hit. 5 sec  
Failure to do right. 20 sec  
Failure to neutralize. 5 sec



## Stage 3

**START POSITION:** Handgun loaded as described string 1-3, to division capacity string 4. Concealment Required.  
String 1-3, From low ready both hands on gun.

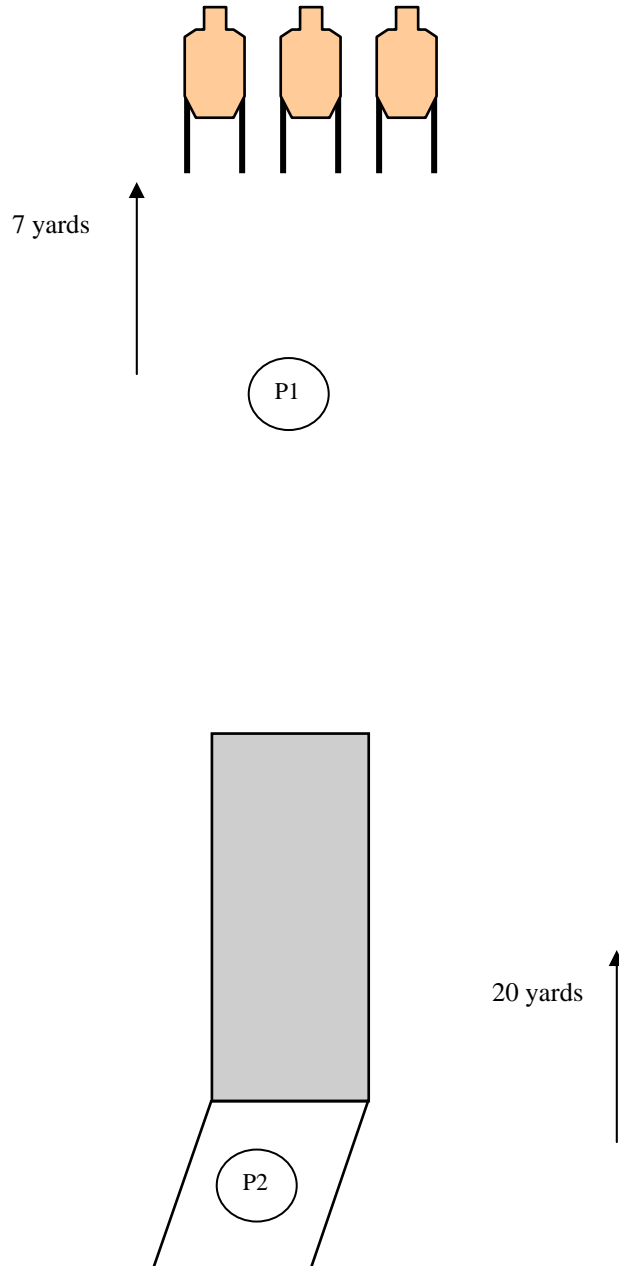
### STAGE PROCEDURE

String 1, T1: **Slide Lock** Load the pistol with one round. At the start signal fire one round, reload from slide lock and fire one round.  
String 2, T2: **Reload with Retention** Load the pistol with more than one round. At the start signal fire one round, perform a reload with retention and fire one round.  
String 3, T3: **Tactical Reload** Load the pistol with more than one round. At the start signal fire one round, perform a tactical reload and fire one round.  
String 4: Facing downrange hands relaxed at sides. At the beep draw and engage T1-T3 with 2 shots each in tactical priority from either side of the barricade. Perform any legal reload and engage T1-T3 with 2 shots each in tactical priority from the opposite side of the barricade.

### SCORING

**SCORING:** Limited Vickers 18 rounds  
**TARGETS:** 3 IDPA  
**SCORED HITS:** --  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. 3 sec  
No-shoot hit. NA  
Failure to do right. 20 sec  
Failure to neutralize. 5 sec

Note: Score and paste between String 3 & 4



## Stage 4

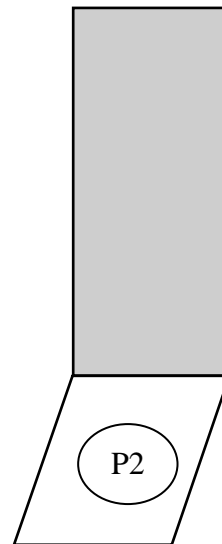
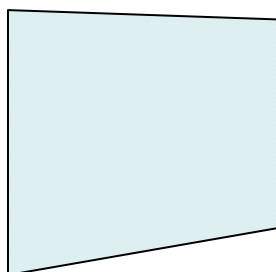
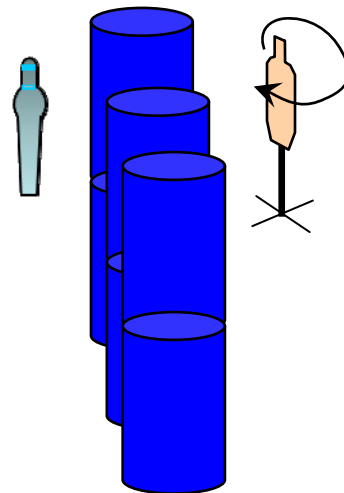
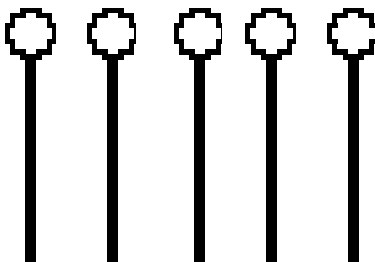
**START POSITION:** Handgun loaded to division capacity. Concealment Required.

### STAGE PROCEDURE

Starting at P1 facing downrange hand relaxed at sides. At the beep engage plates 1-5 while on the move to P2. At P2 engage pepper popper and drop turner utilizing cover. Any legal IDPA reload.

### SCORING

**SCORING:** Limited Vickers -8 rounds  
**TARGETS:** 1 IDPA, 1 PP, 5 Plates  
**SCORED HITS:** Best 2 on target , Steel down  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. 3 sec  
No-shoot hit. NA  
Failure to do right. 20 sec  
Failure to neutralize. 5 sec



## Stage 5

**START POSITION:** Handgun loaded to division capacity string 1 & 2, string 3 6 rounds max in the gun. Concealment Optional.

### STAGE PROCEDURE

String 1 P1 At the beep draw and fire two to the body and one to the head on T1.

String 2 P1 At the beep draw and fire six at T2.

String 3 P2 Facing up range, at beep turn and draw, engage T1-T3 with two rounds each, reload and re-engage with two rounds each

Note: Only zeros count, everything else is a miss, down 5. Paste targets between String 2 & 3

### SCORING

**SCORING:** Limited Vickers 21 rounds

**TARGETS:** 3 IDPA

**SCORED HITS:** --

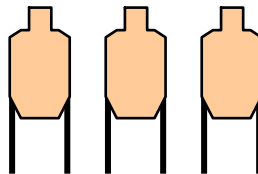
**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural. 3 sec

No-shoot hit. NA

Failure to do right. 20 sec

Failure to neutralize. 5 sec



7 yards

P1

10 yards

P2

