

Stage 1

START POSITION: Seated in chair hands on table, handgun unloaded in nightstand with ammo. No concealment

STAGE SCENARIO

You are relaxing at home eating dinner when a band of marauders invades your home. Get your gun from the bedroom and neutralize the threats.

STAGE PROCEDURE

At the beep retrieve handgun and ammo from nightstand. Stow whatever ammo you need and load handgun. Move to barricade and engage popper and targets in tactical priority.

SCORING

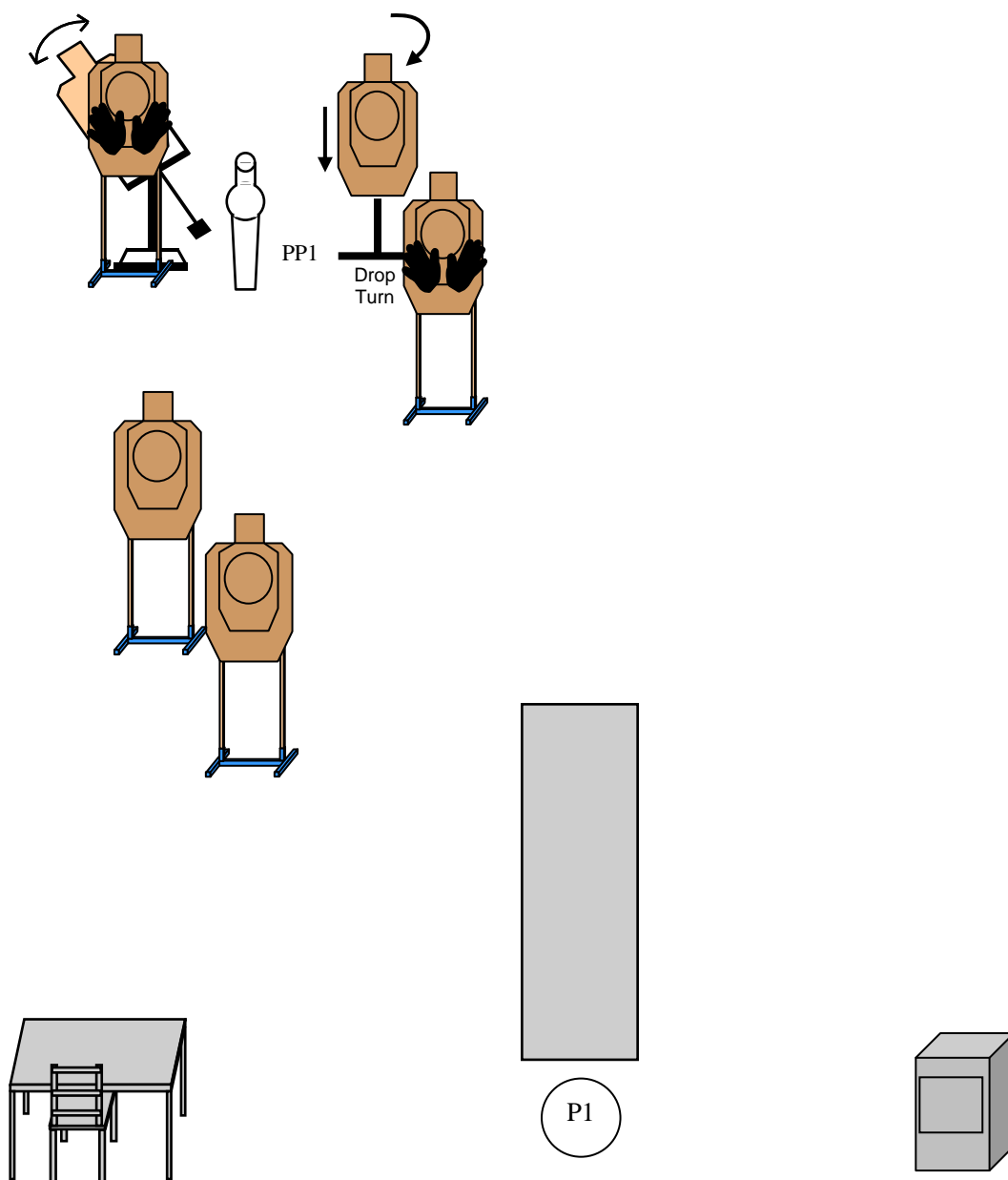
SCORING: Vickers 9 rounds

TARGETS: 4 IDPA, 1 Popper

SCORED HITS: Best 6 on target

START-STOP: Audible - Last shot

PENALTIES: Procedural. 3 sec
No-shoot hit. 5 sec
Failure to do right. 20 sec



Stage 2

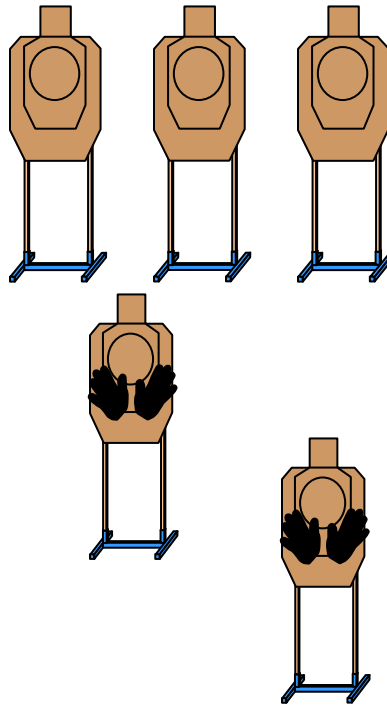
START POSITION: Handgun loaded to division capacity. Concealment Required.

STAGE PROCEDURE

Draw and fire two shots on each target in tactical priority, perform any IDPA legal reload. Two shots on each target in tactical priority from the opposite side of the barricade.

SCORING

SCORING: Vickers 12 rounds
TARGETS: 3 IDPA
SCORED HITS: Best 4 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



P1

Stage 3

START POSITION: Handgun loaded to division capacity, hands relaxed at sides. Concealment Required.

STAGE SCENARIO

STAGE PROCEDURE

Starting at P1 engage T1 & T2 in tactical sequence while retreating. Move to P2 and engage T3-T6 in tactical priority. Any IDPA legal reload. Watch your muzzle direction while moving to P2

SCORING

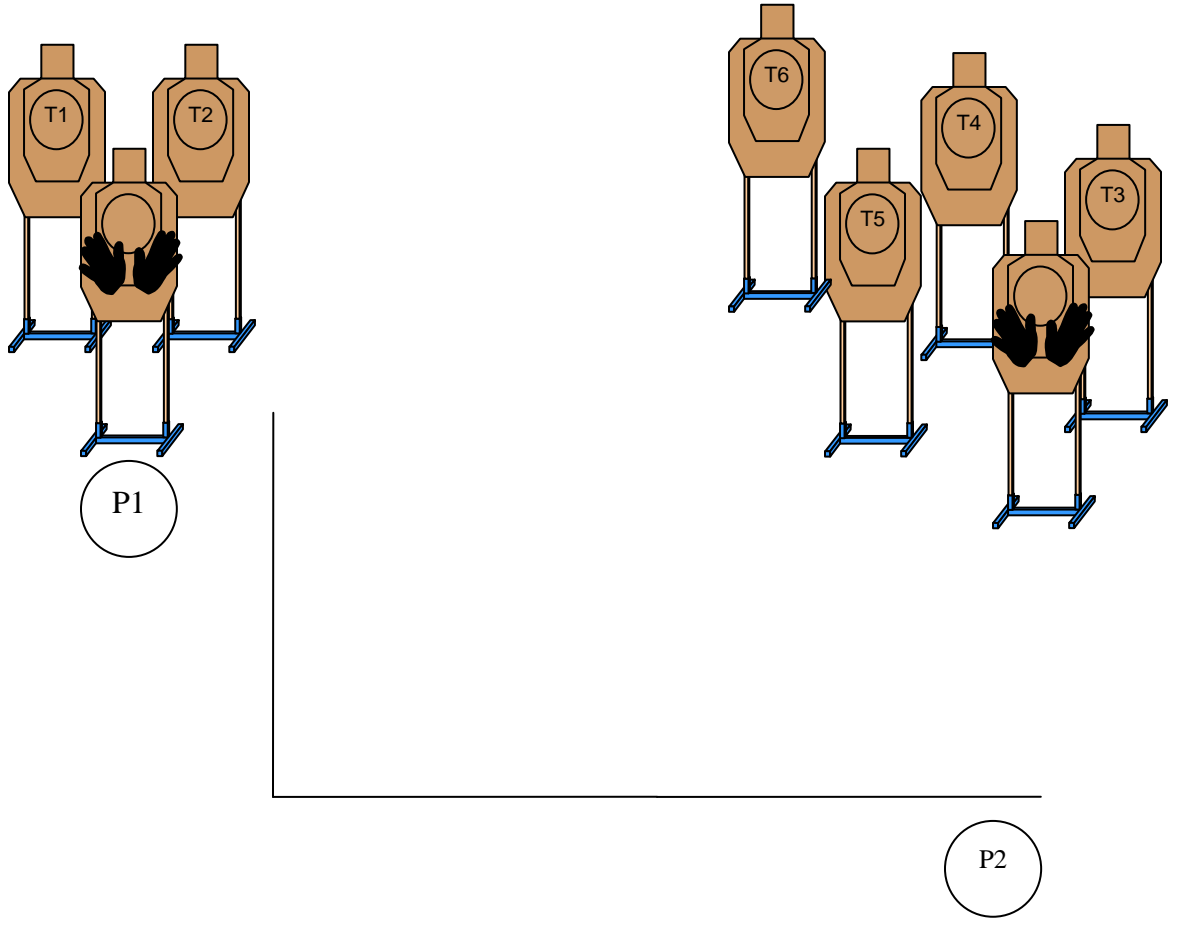
SCORING: Vickers 18 rounds

TARGETS: 6 IDPA

SCORED HITS: Best 3 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 4

START POSITION: Handgun loaded to division capacity. Concealment Optional.

STAGE PROCEDURE

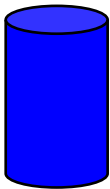
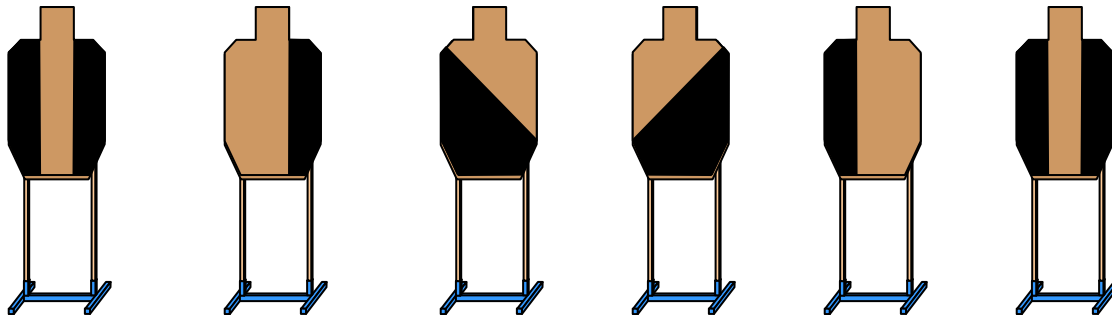
String 1 Gun holstered, hands relaxed at sides
Freestyle one shot on each target on the move from P1 to P2

String 2 Gun holstered, hands relaxed at sides
Strong hand only one shot on each target on the move from P2 to P1

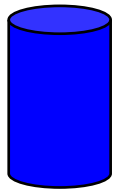
String 3 Gun in weak hand at low ready safety off
Weak hand only one shot on each target on the move from P1 to P2

SCORING

SCORING: Limited Vickers 18 rounds
TARGETS: 6 IDPA
SCORED HITS: 3 on target
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec



Position 1



Position 2

Shotgun Side Match

START POSITION: Either position 1 or 2. Concealment Optional.

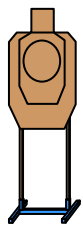
STAGE PROCEDURE

Plates 1-3 from Position 1
 Plates 4-6 from Position 2
 T1, PP1 from Position 3
 T2, PP2 from Position 4

T1 & T2 are to be engaged with slugs one to the body one to the head. **NO** Slugs on steel keep track of your loads! Barrels are used to mark shooting position. Shooting from cover not required.

SCORING

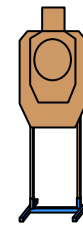
SCORING: Vickers 12 rounds
TARGETS: 2 IDPA, 2 Poppers, 6 Plates
SCORED HITS: Steel down, best 2 on paper
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
 No-shoot hit. NA
 Failure to do right. 20 sec
 Failure to neutralize. 5 sec



T1



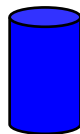
PP1



T2



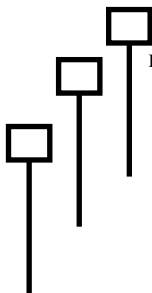
PP2



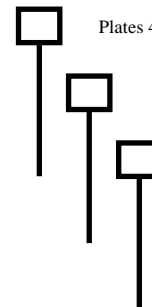
Position 3



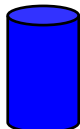
Position 4



Plates 1-3



Plates 4-6



Position 1



Position 2