

Stage 1: Left or Right, Your Choice



Scenario: You are caught in an alley and must shoot your way out.

Start Position: Standing at P1 facing down range with hands naturally at your side.

Handgun loaded to IDPA division capacity and holstered.

Stage Procedure: Shooter begins at Position 1. At the signal draw and engage S1 and S2 which will activate clamshell. Engage remaining targets using cover and tactical priority (slice the pie) with 2 rounds each.

Concealment: Required

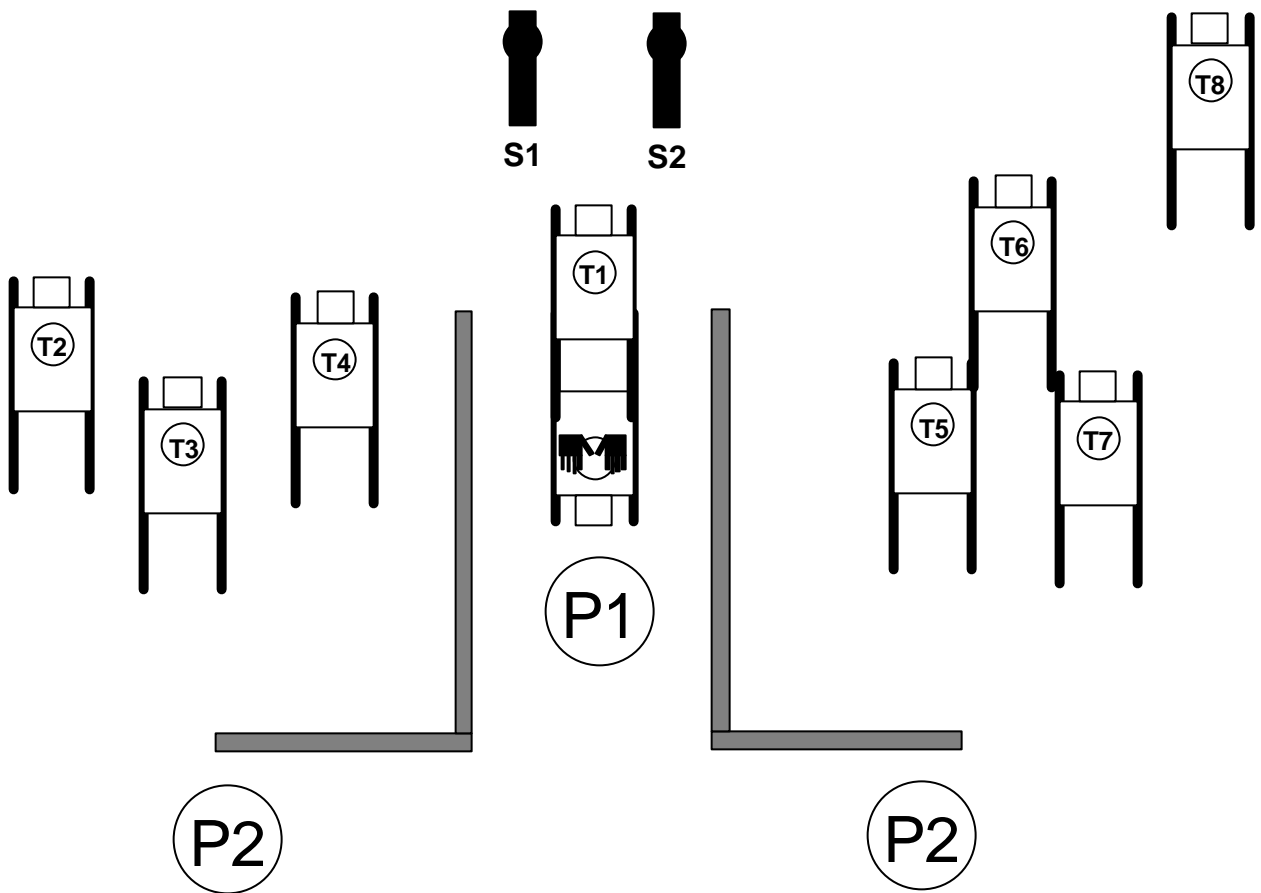
Scoring: Vickers

Scored Hits: 18 rounds minimum.

Targets: 6 IDPA, 2 Non-threats, barrels and walls

Penalties: Standard

Start Stop: Audible – Last Shot



Stage 2: Move and Reload 2 Strings



Start Position String 1: Standing at P1, both hands on barrel. Gun loaded to 6 rounds only and on either barrel at P2. Spare magazine loaded with 6 rounds only on the opposite barrel.

Stage Procedure String 1: At signal, retrieve weapon and engage 3 targets using cover. Then move to retrieve spare mag, reload and engage 3 targets.

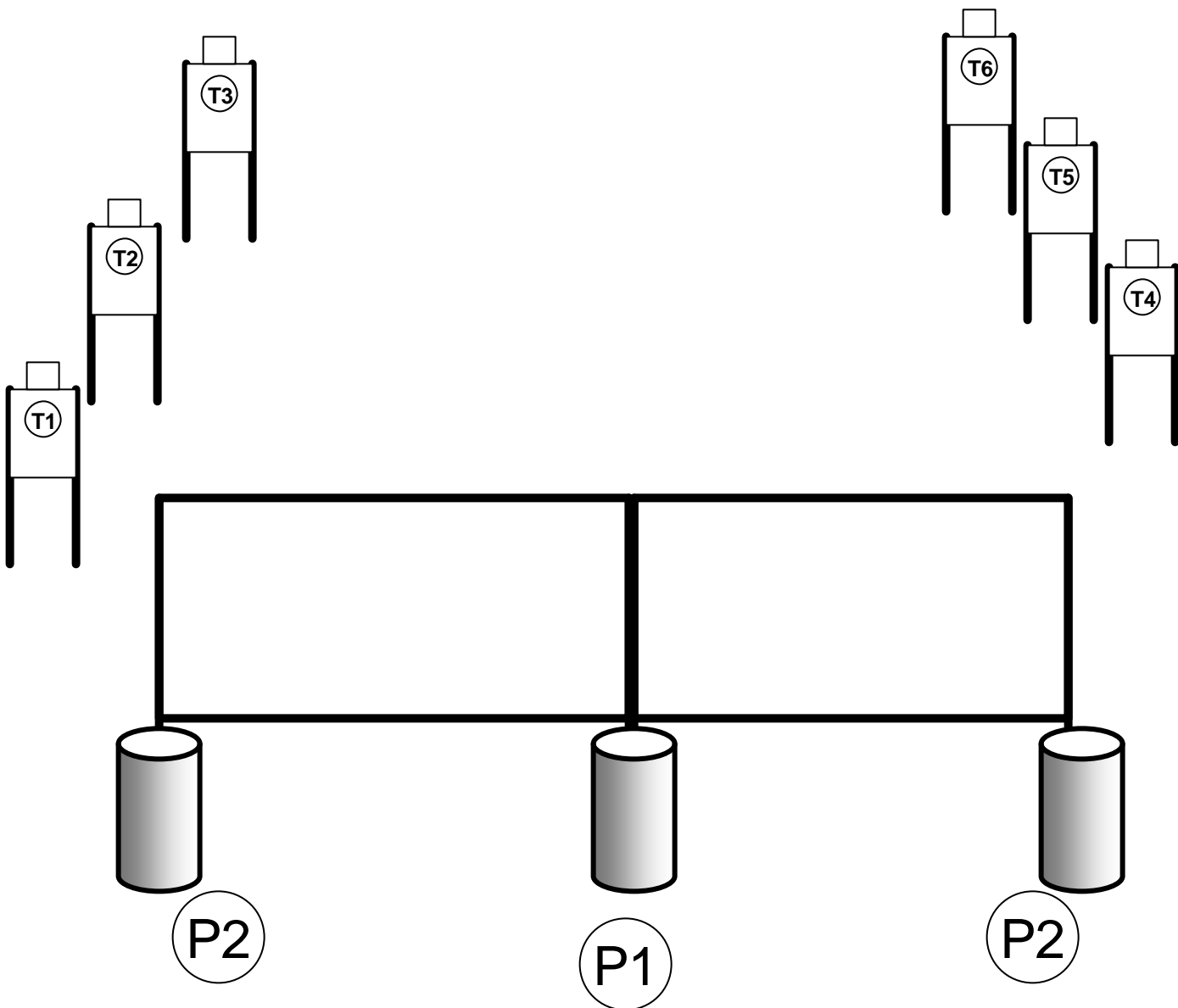
Start Position String 2: Standing at either P2, gun loaded with 6 rounds only, both hands on barrel and behind cover with spare mag on barrel at P1

Start Position String 2: At signal engage 3 targets with 2 rounds each. Move to opposite P2 and engage remaining 3 targets with 3 shots on paper. Reload as necessary anywhere behind walls.

Concealment: Optional **Scoring:** Limited Vickers

Scored Hits: String 1 total – 12. String 2 total – 12, Both strings total 24. 2 shots per paper

Targets: 6 IDPA paper **Penalties:** Standard **Start Stop:** Audible – Last Shot



Stage 3: Tight Squeeze #1



Scenario: Standard

Start Position: Standing at P1 facing down range, gun loaded to IDPA capacity and holstered.

Stage Procedure: On signal, draw and engage T-1 and T-2 with 3 rounds each, advance to P-2. From P-2 engage T-3 T-4 and T-5 with 3 rounds using cover. Reload as necessary, any IDPA legal reload. All reloads must be performed using cover.

Concealment: Required

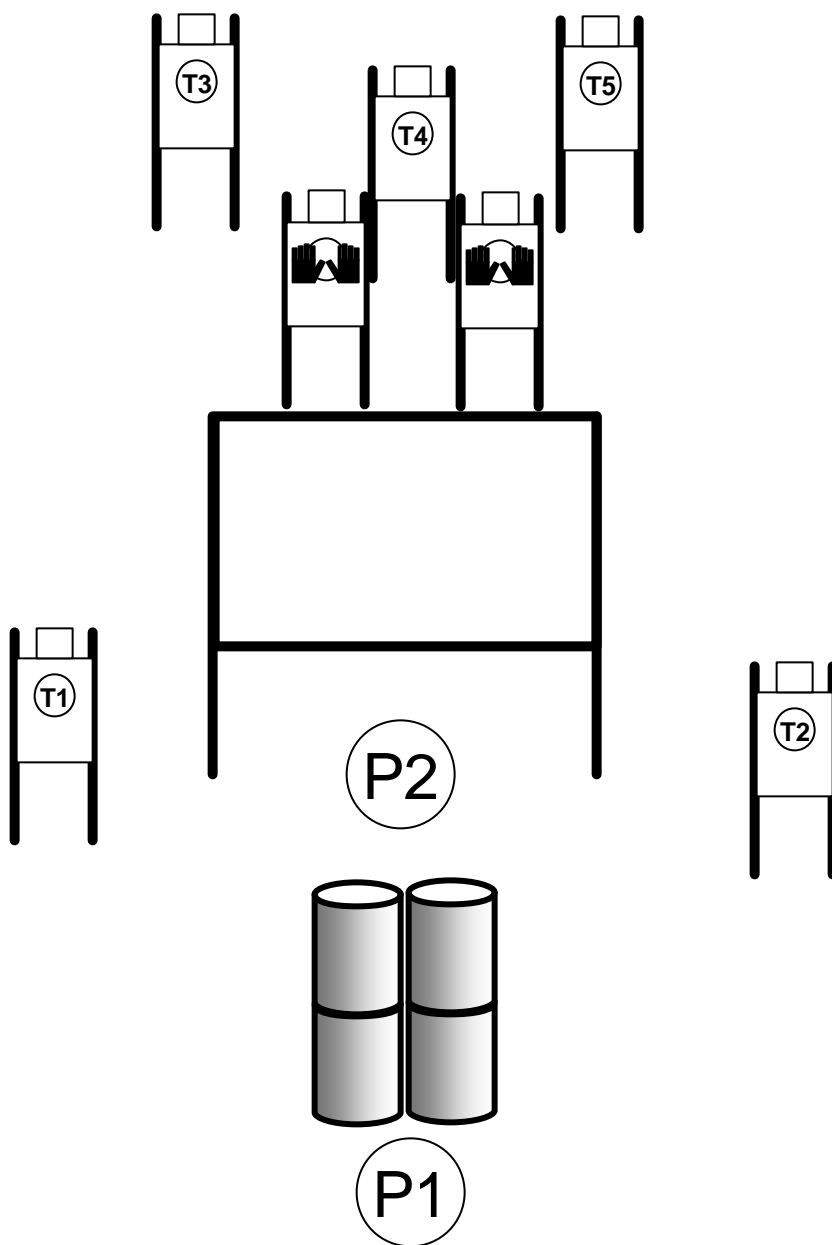
Scoring: Vickers

Scored Hits: 15 rounds, 3 shots on paper

Targets: 5 IDPA, 2 non-threat

Penalties: Standard

Start Stop: Audible – Last Shot



Stage 4 : Retreat to Safety?



Scenario: While walking home by gang members

Start Position: Standing at P1 facing down range with hands naturally at your side.

Handgun loaded and holstered as per ready condition.

Stage Procedure: Shooter begins at Position 1. At the signal draw and engage T1 and T2 while retreating to P2. From P2 engage remaining targets using cover and tactical priority (slice the pie) with 3 rounds each.

Concealment: Required

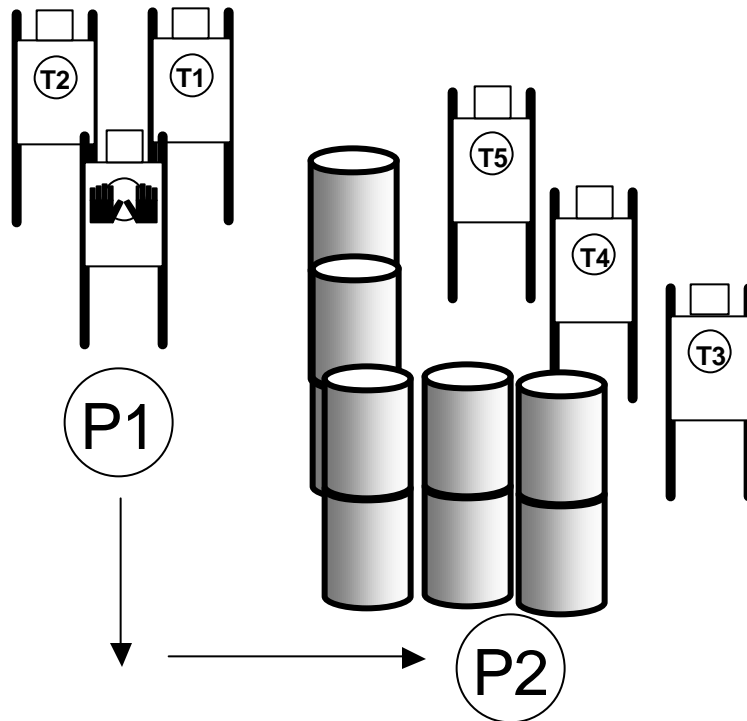
Scoring: Vickers

Scored Hits: 15 rounds minimum.

Targets: 5 IDPA, 1 Non-threat, barrels and walls

Penalties: Standard

Start Stop: Audible – Last Shot



Stage 5: The Fury



Scenario: Standards

Start Position: Facing down-range, hands relaxed by side with 6 rounds in the gun.

Stage Procedure: On the signal, retrieve gun and engage T1-T3 with two rounds each. Perform an emergency reload and engage T4-T6. Perform a tactical reload or reload with retention and engage the remaining targets.

Concealment: Optional

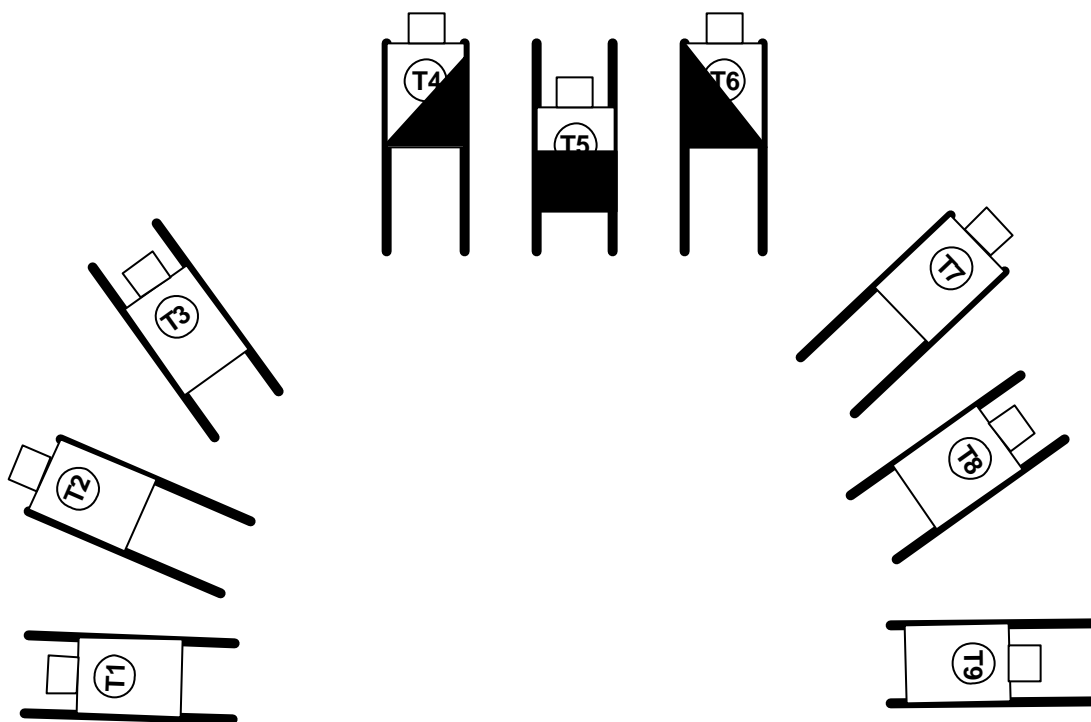
Scoring: Limited Vickers

Scored Hits: 18 rounds. 2 each on T1-T9

Targets: 9 IDPA, IDPA Box, Target height as indicated

Penalties: Standard, failing to perform the proper reload

Start Stop: Audible – Last Shot



P1

