

Bay 1 Stage 1

Scenario: Two BGs want to take your wallet and your life.

Start Position: Facing down range at P1, wallet in strong hand. Gun loaded to IDPA max and holstered.

Stage Procedure: On the buzzer, toss wallet at either target, draw and engage T1 and T2 with 3 rounds while retreating.

Concealment: Required

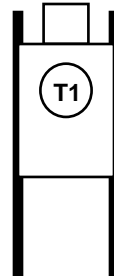
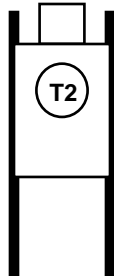
Scoring: Vickers

Scored Hits: 6 minimum, 3 each target.

Targets: 2 IDPA

Penalties: Standard

Start Stop: Audible – Last Shot



Bay 1 Stage 2

Scenario: You are changing a flat tire on a deserted road when another car pulls up. A man walks up to you and says “Now that you have that tire changed we’ll take your car. And we don’t need any witnesses.” as he draws a gun. Just then you notice another BG at the car who also has a weapon aimed at you.

Start Position: Facing car at P1, left hand on mark, tire tool in strong hand touching mark on ground. Gun loaded to IDPA max and holstered.

Stage Procedure: On the buzzer, turn and engage T1 with 3 rounds while retreating to P2. From P2 using low cover (one knee on the ground) engage T2 with 3 rounds

Concealment: Required

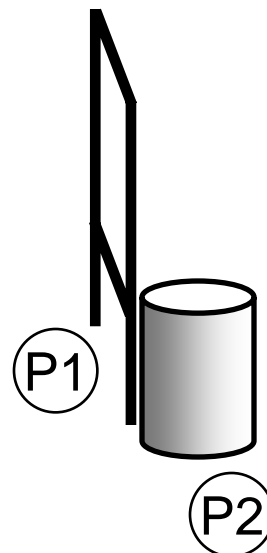
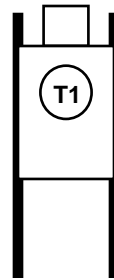
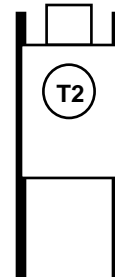
Scoring: Vickers

Scored Hits: 6 minimum, 3 each target.

Targets: 2 IDPA

Penalties: Standard

Start Stop: Audible – Last Shot



Bay 2 Stage 3

Scenario: You are on your way to the bank to make a deposit when a group of thieves want to take your money and your life.

Start Position: Standing at P1, holding deposit in weak hand. Gun loaded to IDPA max and holstered.

Stage Procedure: On the buzzer, draw and engage T1 with 3 rounds strong hand only while retreating to cover at P2. Drop deposit behind cover at P2 and engage T2, T3 and T4 with 3 rounds each free style in tactical priority (slice the pie).

Concealment: Required

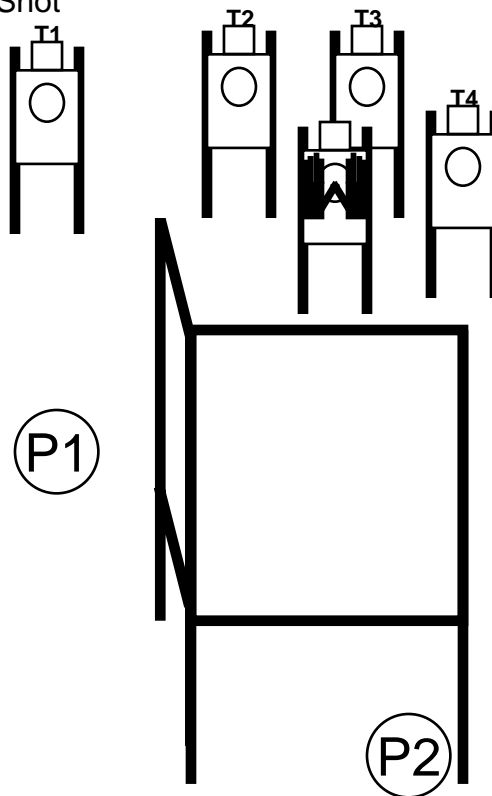
Scoring: Vickers

Scored Hits: 12 minimum, 3 each target.

Targets: 4 IDPA, 1 non-threat

Penalties: Standard Procedure for failure to place deposit behind cover at P2

Start Stop: Audible – Last Shot



Bay 3 Stage 4

Scenario: A machete wielding suicidal extremist is intent on killing two innocent infidels. As he runs towards your 2 friends you must retrieve your mags from the barrel and engage the threat before he reached your 2 friends.

Start Position: Facing up range at P1, **all** mags to be used in the stage on the barrel.
Gun is empty (**unloaded**) and holstered.

Stage Procedure: On the buzzer, retrieve mags, load gun and engage T1 – T6 with 2 rounds while using cover at P1 (Slice the pie). Spare mags must be stored before engaging threats. Reload as necessary.

Concealment: Required

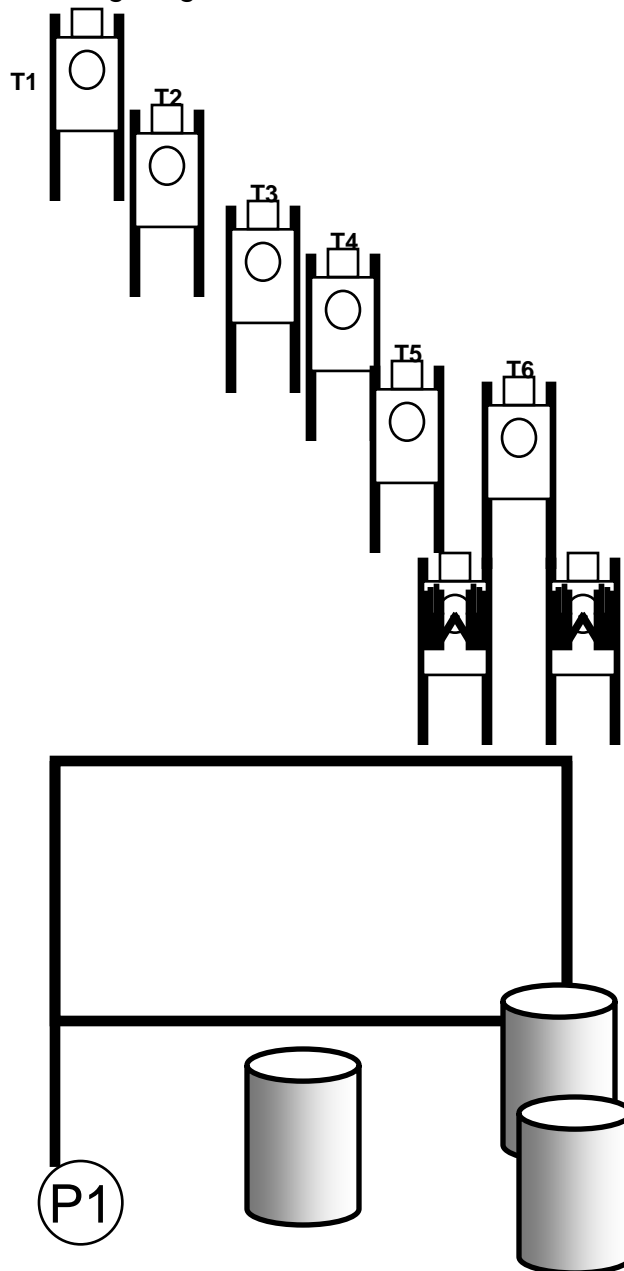
Scoring: Vickers

Scored Hits: 12 minimum, 2 each target.

Targets: 6 IDPA, 2 non-threat

Penalties: Standard Procedure for not storing mags.

Start Stop: Audible – Last Shot



Bay 4 Stage 5

Scenario: You are confronted by a group of insurgents, you are low on ammo and your partner is down.

Start Position: Standing at P1 facing threats. Gun loaded to **6 rounds only** and at low ready position. Spare ammo at P2 on downed partner.

Stage Procedure: On the buzzer, engage T1, T2 and T3 with 2 rounds each while moving to P2. From P2 engage T4, T5 and T6 with 2 rounds each in tactical priority (slice the pie). Reload as necessary using spare ammo from downed partner.

Concealment: Required

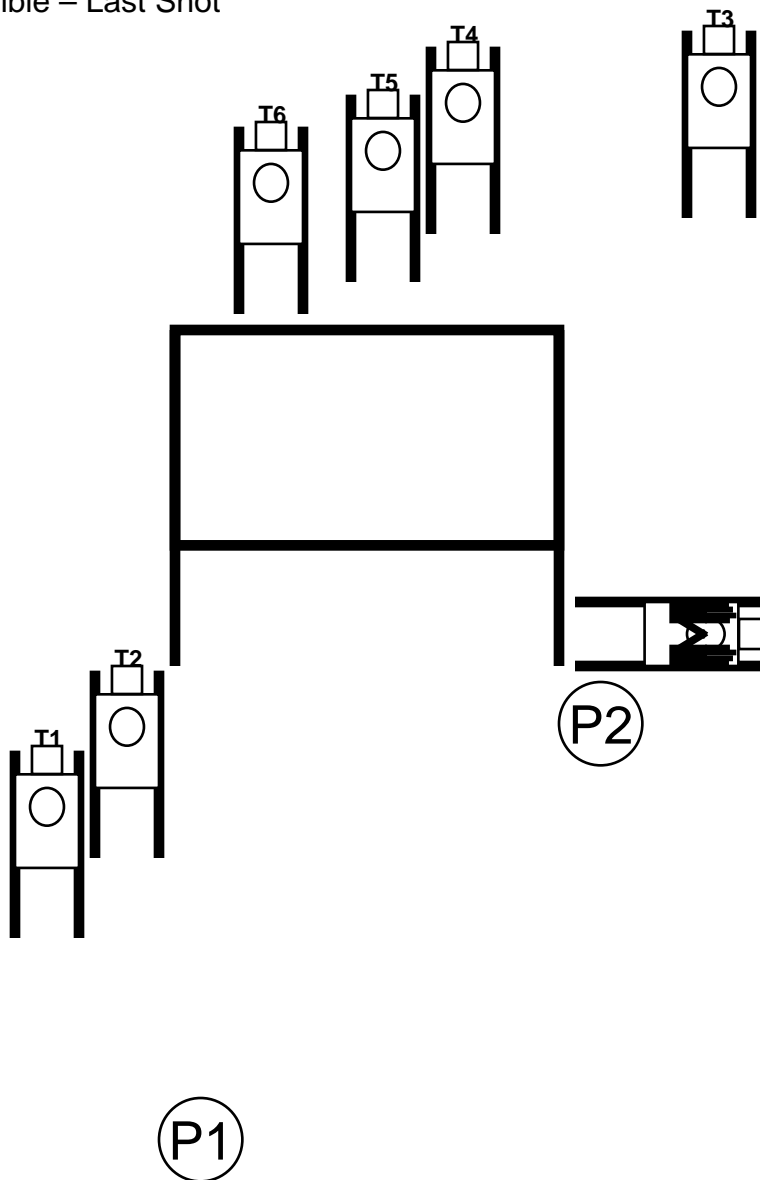
Scoring: Vickers

Scored Hits: 12 minimum, 2 each target.

Targets: 6 IDPA, 1 non-threat

Penalties: Standard

Start Stop: Audible – Last Shot



Bay 5 Stage 6

Scenario: You are at the ATM when two thieves take you for an easy target. They are in your way out and their friends already have your child.

Start Position: Facing ATM at P1, strong hand on ATM. Gun loaded to IDPA max and holstered.

Stage Procedure: On the buzzer, draw and engage T1 and T2 with 3 rounds each in tactical sequence (1-2-1), move to P2 and engage T3 and T4 with 3 rounds each in tactical priority (slice the pie).

Concealment: Required

Scoring: Vickers

Scored Hits: 12 minimum, 3 each target.

Targets: 4 IDPA, 1 non-threat

Penalties: Standard

Start Stop: Audible – Last Shot

