

Stage 1 : El Prez



Scenario: Standard

Start Position: Standing at P-1, back to targets, hands above shoulders, gun loaded with 6 rounds only.

Stage Procedure: From P1 on signal, turn, draw and engage targets T1, T2 & T3 with two rounds each. Reload from slide-lock and reengage T1, T2 and T3 with 2 rounds each.

Concealment: Optional

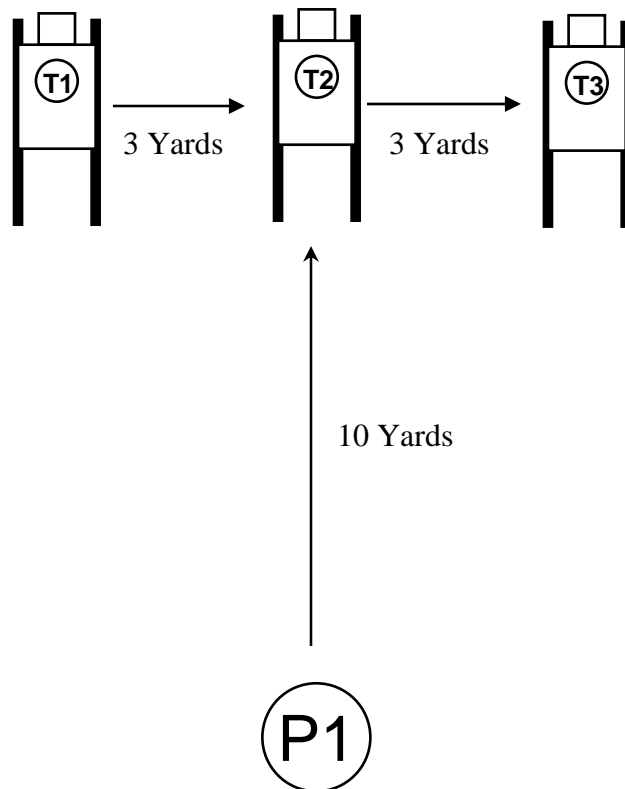
Scoring: Limited Vickers

Scored Hits: 12 rounds

Targets: 3 IDPA

Penalties: Standard

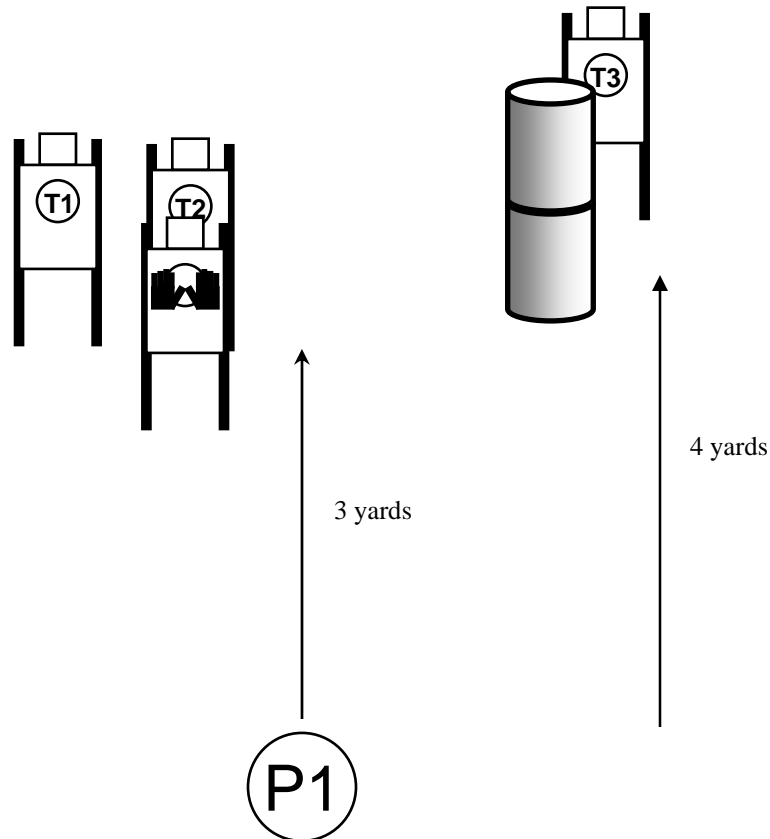
Start Stop: Audible – Last Shot



Stage 2 : Move for the Shot



- Scenario:** You find yourself and your spouse attacked by 3 BG. You must shoot your way out.
- Start Position:** Standing at P1 with hands by your side facing down range. Gun loaded to IDPA capacity and holstered
- Stage Procedure:** At start signal draw and engage T-1 thru T-3 with 2 rounds each. You may move while engaging targets.
- Concealment:** Required
- Scoring:** Vickers.
- Scored Hits:** 6 rounds minimum, 2 shots on paper
- Targets:** 3 IDPA
- Penalties:** Standard
- Start Stop:** Audible – Last Shot



Stage 3: 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

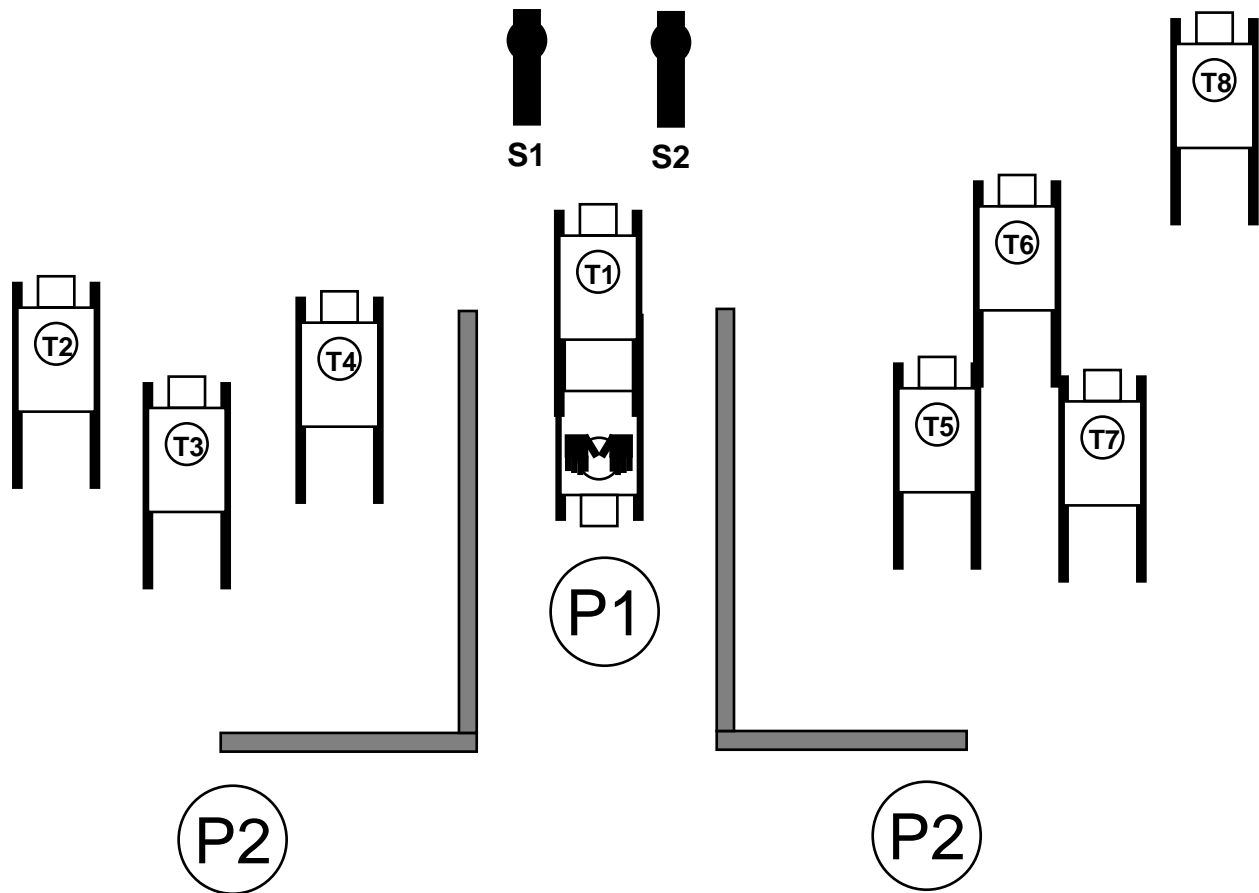
Scoring: Vickers

Scored Hits: 18 rounds minimum.

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

Penalties: Standard

Start Stop: Audible – Last Shot



Stage 4: Defend the Compound



Scenario: You are on guard duty when the compound is attacked by insurgents. You are the first line of defense.

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 targets using cover and tactical priority (slice the pie) with 2 rounds each from P2 and P3. Shooter may move to P2 or P3 first. Reload as necessary using any legal IDPA reload.

Concealment: Required

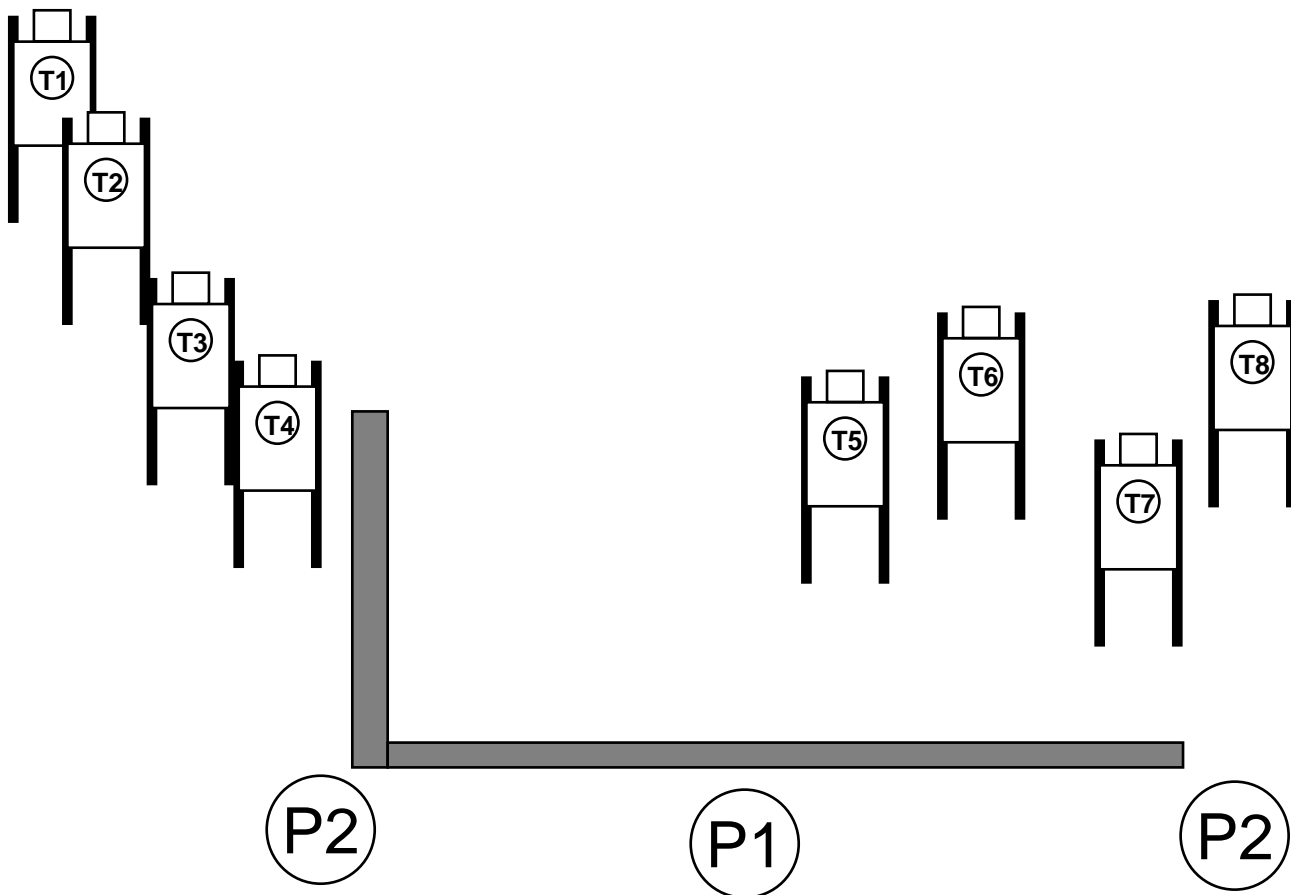
Scoring: Vickers

Scored Hits: 16 rounds minimum.

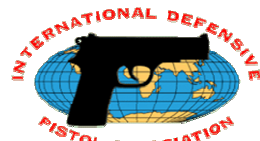
Targets: 8 IDPA

Penalties: Standard

Start Stop: Audible – Last Shot



Stage 5 : Bad Guy at Long Range



Scenario: You are walking in a rural open area. A BG engages you from 25 yards. You draw and engage him. At that point four BGs appear from behind a wall.

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

Stage Procedure: Shooter draws and engages T1 with 2 shots, then moves to P2 and engages T2 through T5 from behind cover with 3 shots each.

Concealment: Required

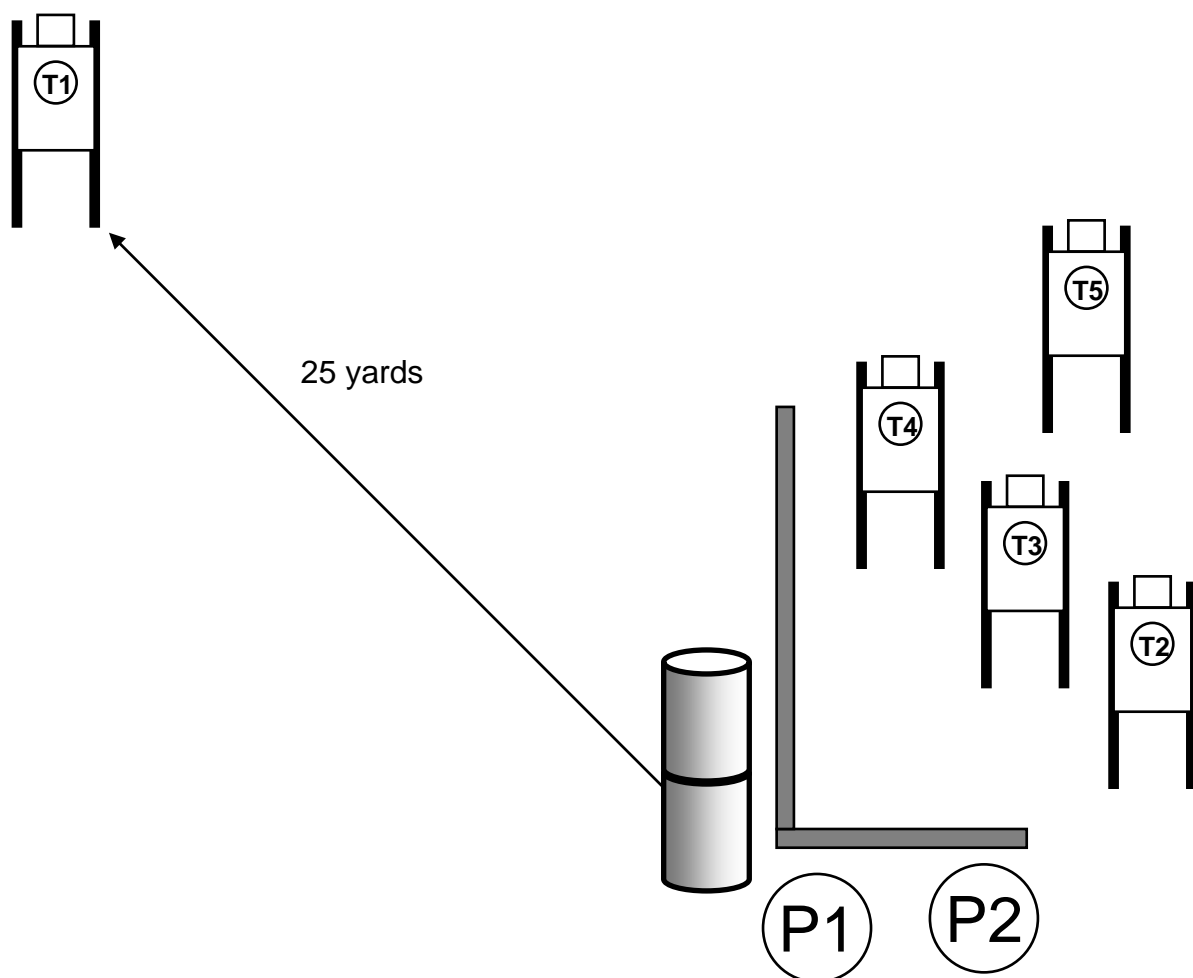
Scoring: Vickers

Scored Hits: 15 rounds minimum

Targets: 5 IDPA

Penalties: Standard

Start Stop: Audible – Last Shot



Stage 6 : 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

