

# Stage 1 : More Threats



**Start Position:** Standing at P1 facing down range with hands naturally at your side.  
Handgun loaded to IDPA limit and holstered.

**Stage Procedure:** Shooter begins at Position 1. At the signal draw and engage Targets T1, T2 & T3 in tactical priority. Move to Position 2 and engage S1 & S2 in tactical priority. Move to Position 3 and engage T5, T6, T7 & T8. Then move back to P1 and engage T4. All paper 2 rounds each, steel until down.

**Concealment:** Required

**Scoring:** Vickers

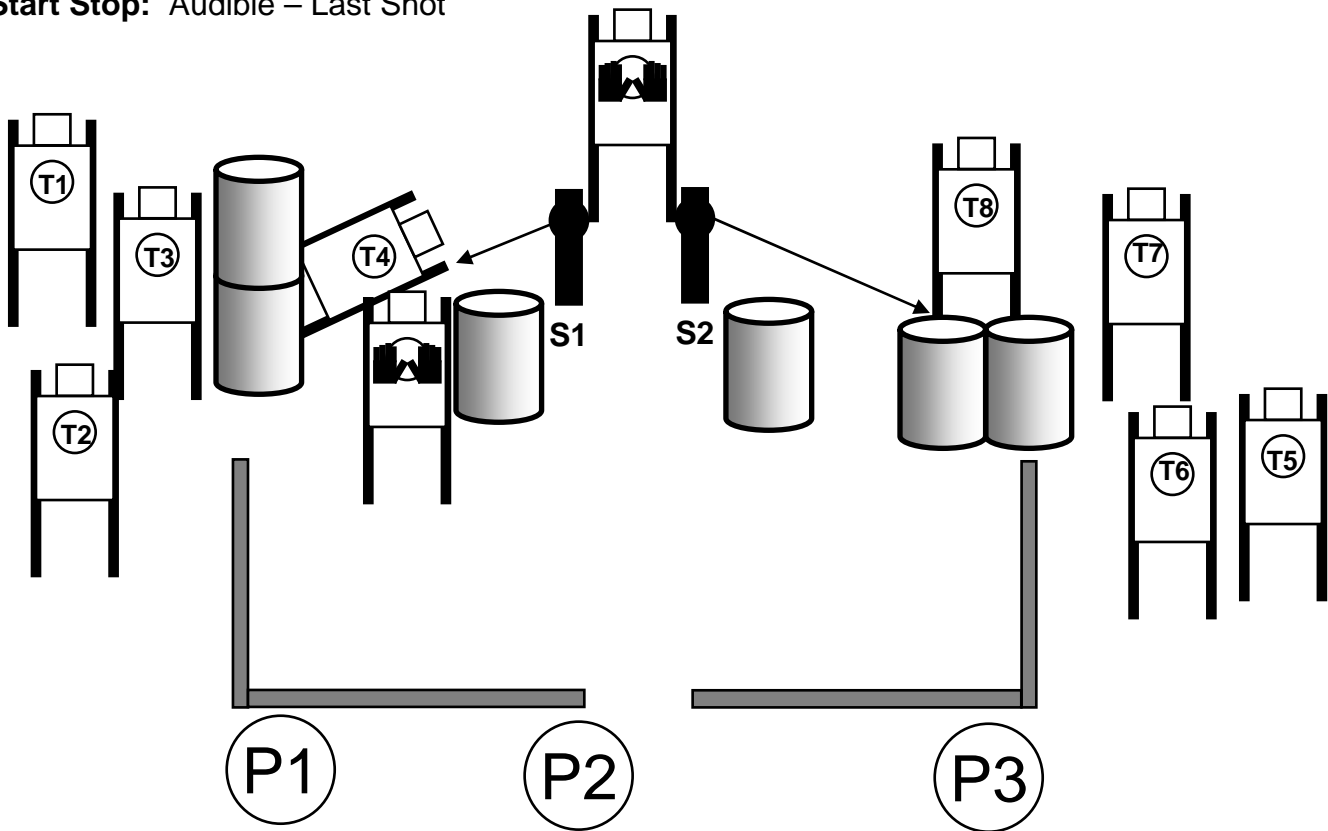
**Scored Hits:** 16 rounds minimum.

**Targets:** 8 IDPA, 2 steel, 2 Non-threats, barrels and walls.

**Note:** S1 activates T4 falling target and S2 activates T7 clamshell.

**Penalties:** Standard

**Start Stop:** Audible – Last Shot



## Stage 2: Multiple Threats



**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

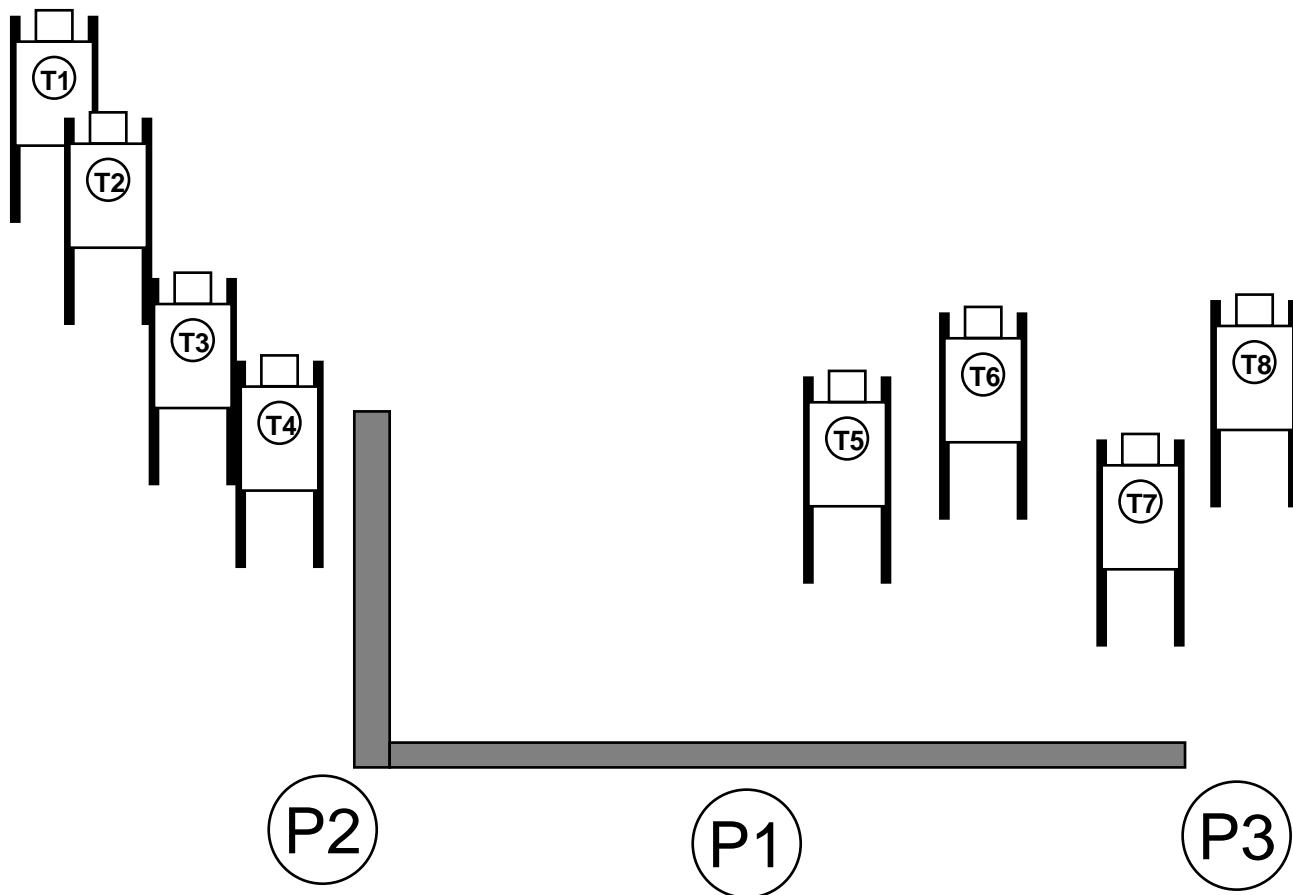
**Scoring:** Vickers

**Scored Hits:** 16 rounds minimum.

**Targets:** 8 IDPA

**Penalties:** Standard

**Start Stop:** Audible – Last Shot



## Stage 3: Move Across



**Start Position:** Standing at P1 facing down range with hands naturally at your side. Handgun loaded to IDPA capacity and holstered.

**Stage Procedure:** Shooter begins at Position 1. At the signal draw and engage T1 through T3. Perform a mandatory reload, then **while moving** to P2 Engage T4 and T5. From P2 engage remaining targets using cover with 2 rounds each.

**Concealment:** Required

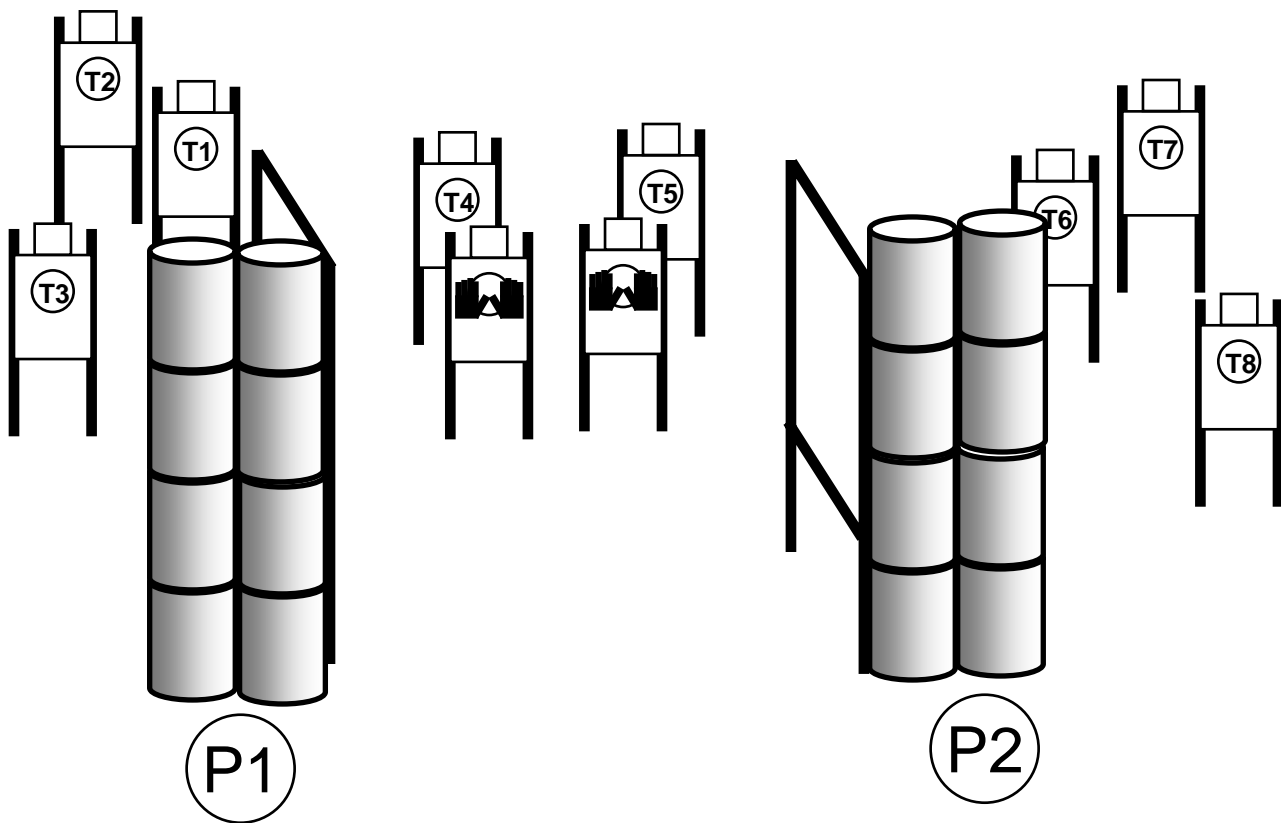
**Scoring:** Vickers

**Scored Hits:** 16 rounds minimum.

**Targets:** 8 IDPA, 2 Non-threat, barrels and walls

**Penalties:** Standard

**Start Stop:** Audible – Last Shot



## Stage 4 : 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

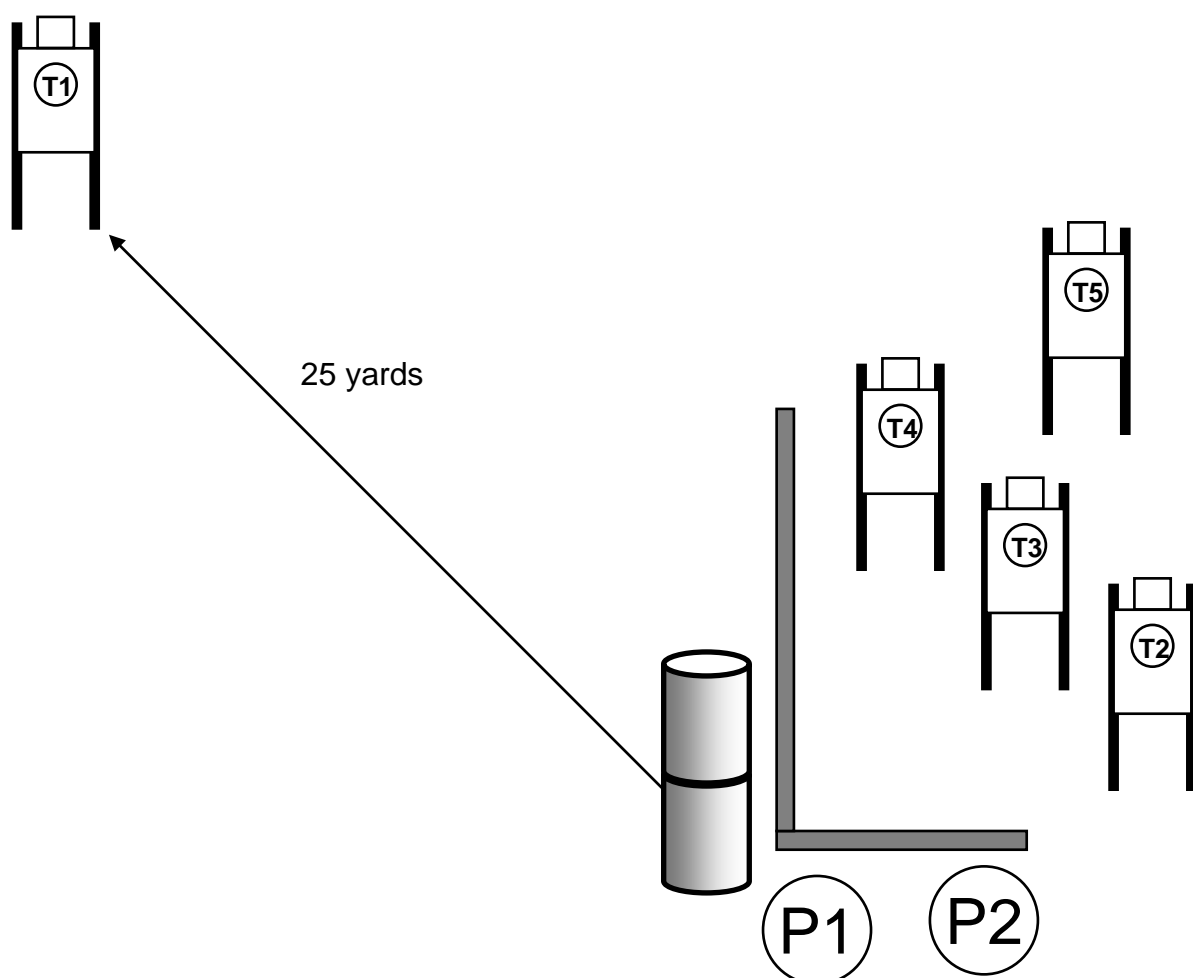
**Scoring:** Vickers

**Scored Hits:** 15 rounds minimum

**Targets:** 5 IDPA

**Penalties:** Standard

**Start Stop:** Audible – Last Shot



## Stage 5: Clowns to the Left, Jokers to the Right



**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 T1 and T2 while retreating to either P2 and engage threats, move to the other P2 and engage remaining threats.

Note: T1 and T2 must be engaged while moving. Engage threat targets using cover and tactical priority (slice the pie) with 2 rounds each.

**Concealment:** Required

**Scoring:** Vickers

**Scored Hits:** 14 rounds minimum.

**Targets:** 7 IDPA, 1 Non-threat and 2 walls

**Penalties:** Standard

**Start Stop:** Audible – Last Shot

