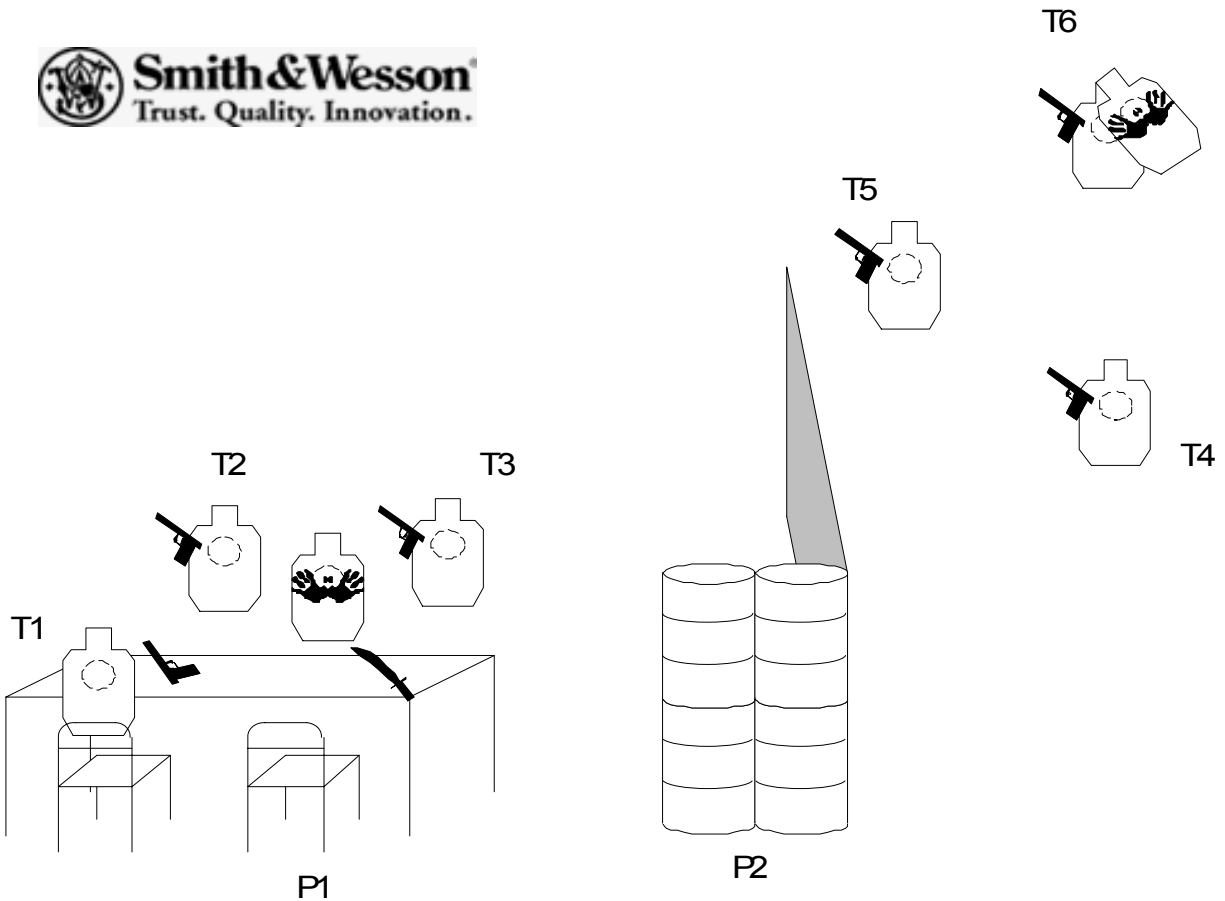


You and Honey are among the last patrons in a romantic, isolated restaurant. You don't pay much attention when four roughnecks occupy the booth next to you. The restaurant clears out and one of the thugs returns from the men's room, punches you hard in the face and slings you into the booth with his companions. When you regain consciousness, Honey is trapped between the two thugs across from you. The guy to your left has a gun but thinks you are out and has become careless. You take action, but on leaving, find more gangsters in the parking lot

Start Position:	P1, seated with your elbows on the table and your face in your hands.	
	Stage Procedure	Notes
	<p>String 1: On signal, grab the table knife and thrust it into the thug seated next to you. Knock the gun off the table, draw your weapon and engage T2 and T3 with two rounds to the body. Then, reengage each with one head shot.</p> <p>String 2: Tac Load and move to the P2 as indicated, holding Honey in your support hand. On signal, exit the building and engage the three threats with two rounds each, while moving forward.</p>	<p>Scoring Vickers</p> <p>Rounds 12 Min</p> <p>Distance 4 - 10 Yards</p> <p>Start - Stop Audible - Last Shot</p> <p>Concealed Carry Yes</p>

Safety Officers: Ray Calhoun, Rick Albright, Mike Lunsford



Low Ready
Honey in Support Hand



Stage 2

Bay 1

Low Cover

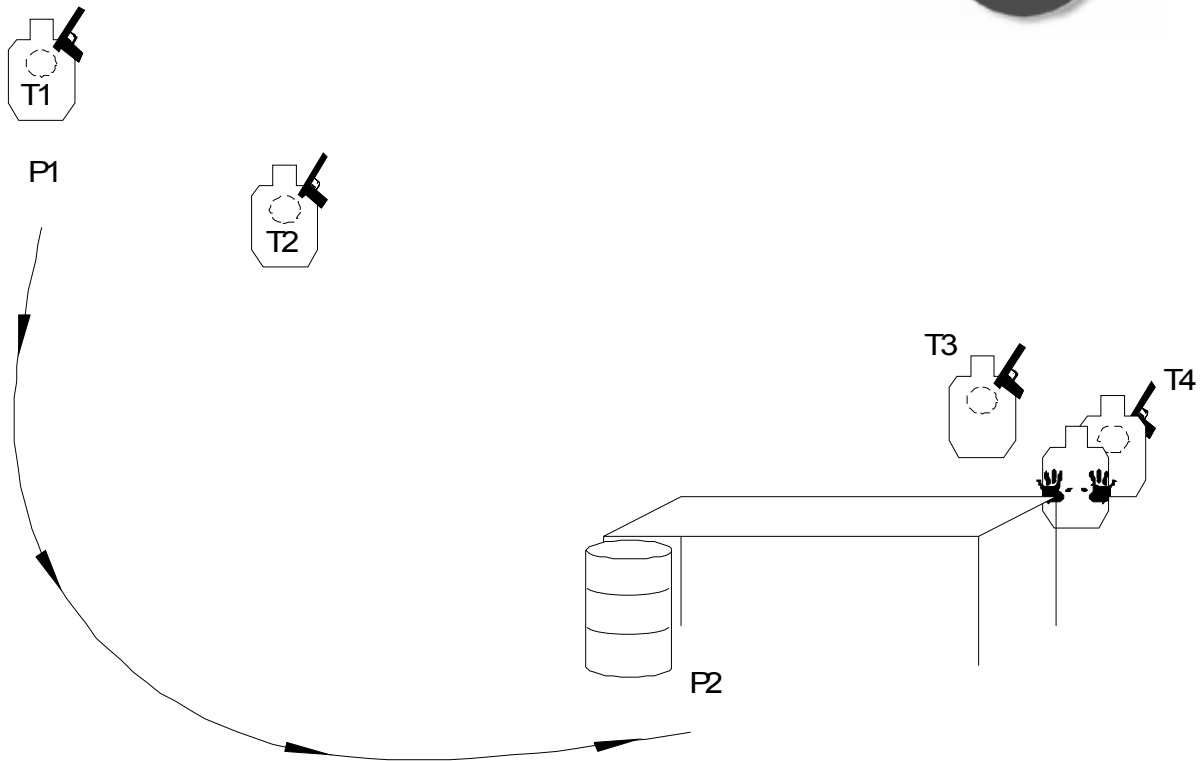
Designed by Jimmy Duke

You and a co-worker are about to leave the shop when four robbers rush in with drawn handguns. You engage the first two while seeking cover. A malfunction requires a mag change. You engage the other two from under a workbench as they accost your co-worker.

Start Position: P1, standing with hands hanging naturally at sides. Gun holstered, loaded with SIX ROUNDS ONLY.

Stage Procedure	Notes
On signal, draw and engage T1 and T2 with three rounds each while retreating to P2. From low cover at P2, engage T3 and T4 with three rounds each. All engagement in tactical priority.	Scoring Vickers Rounds String 1 12 Min Distance 3 - 7 Yards Start - Stop Audible - Last Shot Concealed Carry Yes
You may not apply make-ups on T1 or T2. They are either down or fled the scene.	

Safety Officers: Ray Calhoun, Rick Albright, Mike Lunsford



Live In Iraq

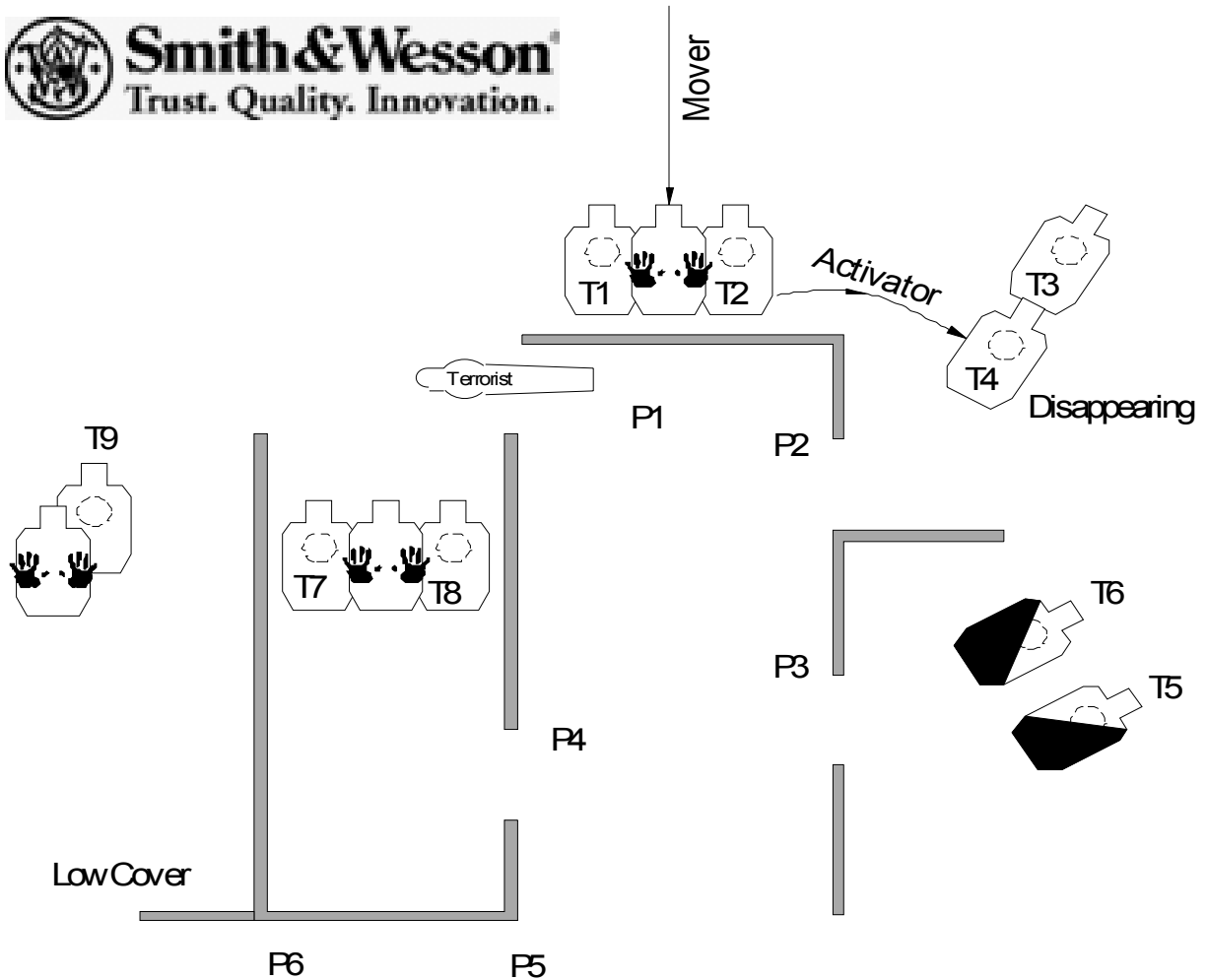
Designed By David Rawlinson

You have arrived home to find your family has been taken hostage. One of the terrorists dropped his gun trying to grab your little girl.

Start Position: Standing at P1, holstered gun loaded to IDPA capacity, hands relaxed at sides.

Stage Procedure	Notes
On signal, knock down the terrorist (Popper) with your strong hand, draw and engage T1 & T2 with two rounds each while retreating. Engage T3 - T7 from cover with two rounds each as you see them. Take LOW COVER at P6 and engage T9 with two rounds.	Scoring Vickers Rounds 18 Min Distance Varies Start - Stop Audible - Last Shot Concealed Carry Yes
Popper activates mover, mover activates clam-shell.	

Safety Officers: Kevin Collins, David Rawlinson, Bill Jordan



Stage 4

Bay 2

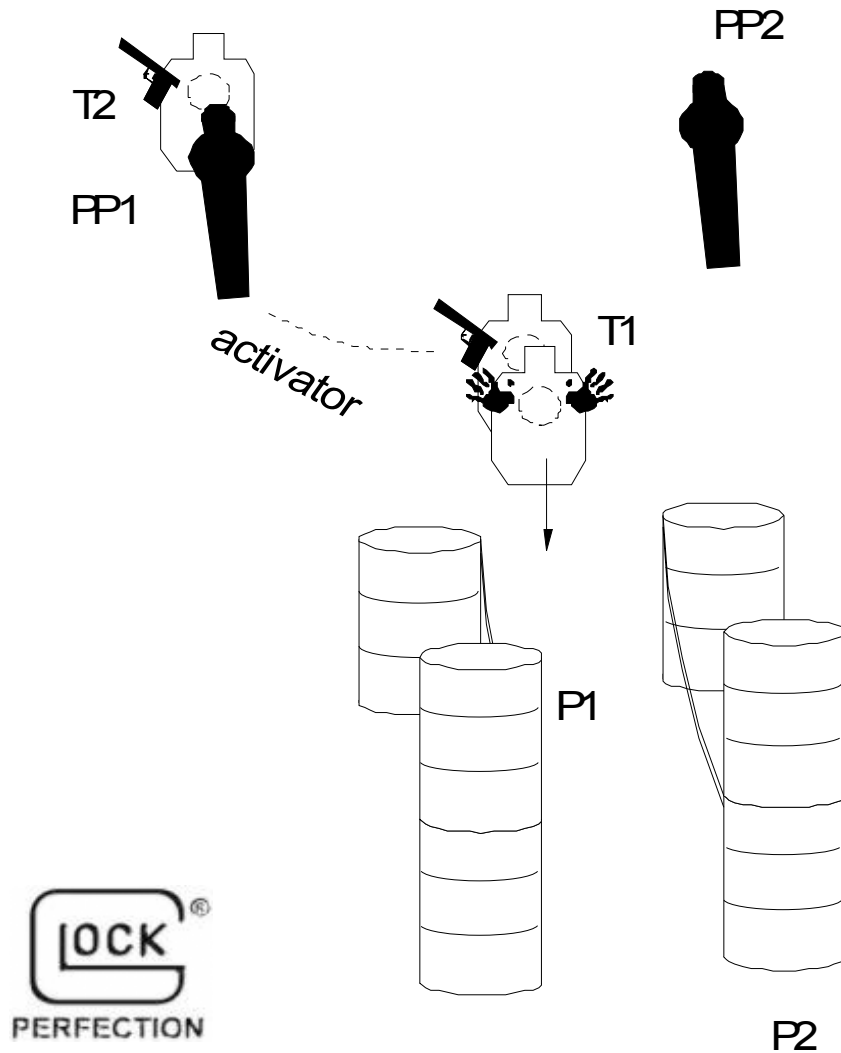
Struggle

Designed By Ron Holland

A band of bad guys grabs your son and threaten his life. You figure they are going to eliminate you both and decide to take action. Your son reads your eyes and struggles to give you a shot on his captor.

Start Position:	Standing at P1, holstered gun loaded to IDPA capacity, hands above shoulders.	
Stage Procedure		Notes
On signal, draw and engage the threats in the order of your choice while backing to cover at P2. If you reach cover P2 before finishing, you must use cover. Steel must fall, paper gets two minimum.		Scoring Vickers Rounds 6 Min Distance Varies Start - Stop Audible - Last Shot Concealed Carry Yes

Safety Officers: Kevin Collins, David Rawlison, Bill Jordan



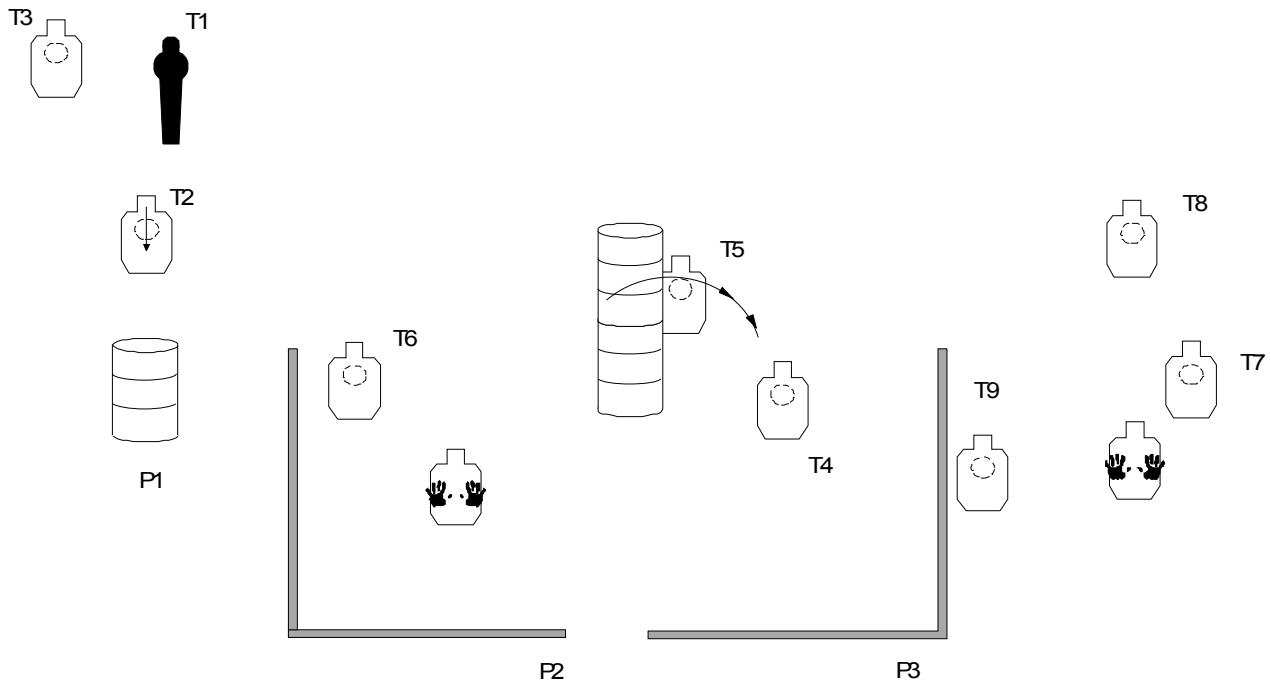
Swinger Blues

Designed By

Joe Day

Caught by a gang of thugs, you must fight your way out.	
Start Position:	Standing at P1, holstered gun loaded to IDPA capacity, hands hanging naturally at sides.
Stage Procedure	Notes
<p>On signal, engage T1, T2, and T3 while retreating to P2. T1 must be dropped first. Engage T2 and T3 in the order of your choice, T2 with two rounds to the body and one to the head, and T3 with two rounds. Engage the remaining threats with two rounds each as you see them.</p> <p>NOTE: T2 will be scored for the best two body shots and one head shot. (3 head shots will be scored as two misses.)</p> <p>You are behind cover after you have engaged the first three threats. You are not behind cover as you pass the opening at P2.</p>	<p>Scoring Vickers</p> <p>Rounds 18 Min</p> <p>Distance 5 - 15 Yards</p> <p>Start - Stop Audible - Last Shot</p> <p>Concealed Carry Yes</p>

Safety Officers: Joe Day, Audrey Day, Randy Robinson



Helping Hands

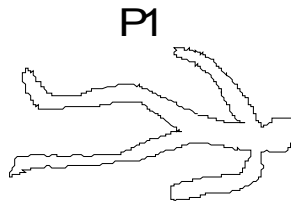
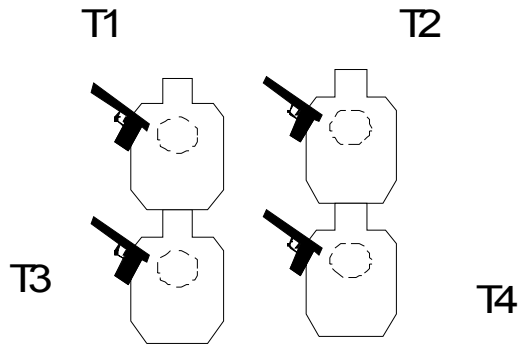
Designed By **Ron Holland**

You are closing up shop when you happen upon a fellow worker down. As you kneel to investigate, you determine that he is shot just as the bad guys decide to take you out. This scenario picks up after you have partially depleted your ammo and just before you are hit in the strong side arm.

Start Position: Kneeling beside downed co-worker, facing up range. Holstered, but loaded with SIX ROUNDS ONLY

Stage Procedure	Notes
<p>On signal, engage T1 and T2 SHO in tactical sequence with two rounds to the body. Then, engage T1 and T2 with a head shot each. Reload, transfer the gun to the support hand and engage T3 and T4 in tactical sequence with two rounds to the body. Then, engage T3 and T4 with a head shot each.</p> <p>You may apply SHO make ups to T1 and T2 after the reload if necessary, then change gun to support hand.</p>	<p>Scoring Vickers Rounds 12 Min Distance 7 Yards Start - Stop Audible - Last Shot Concealed Carry Yes</p>

Safety Officers: Joe Day, Audrey Day, Randy Robinson



Stage 7

Bay 5

Car Wreck

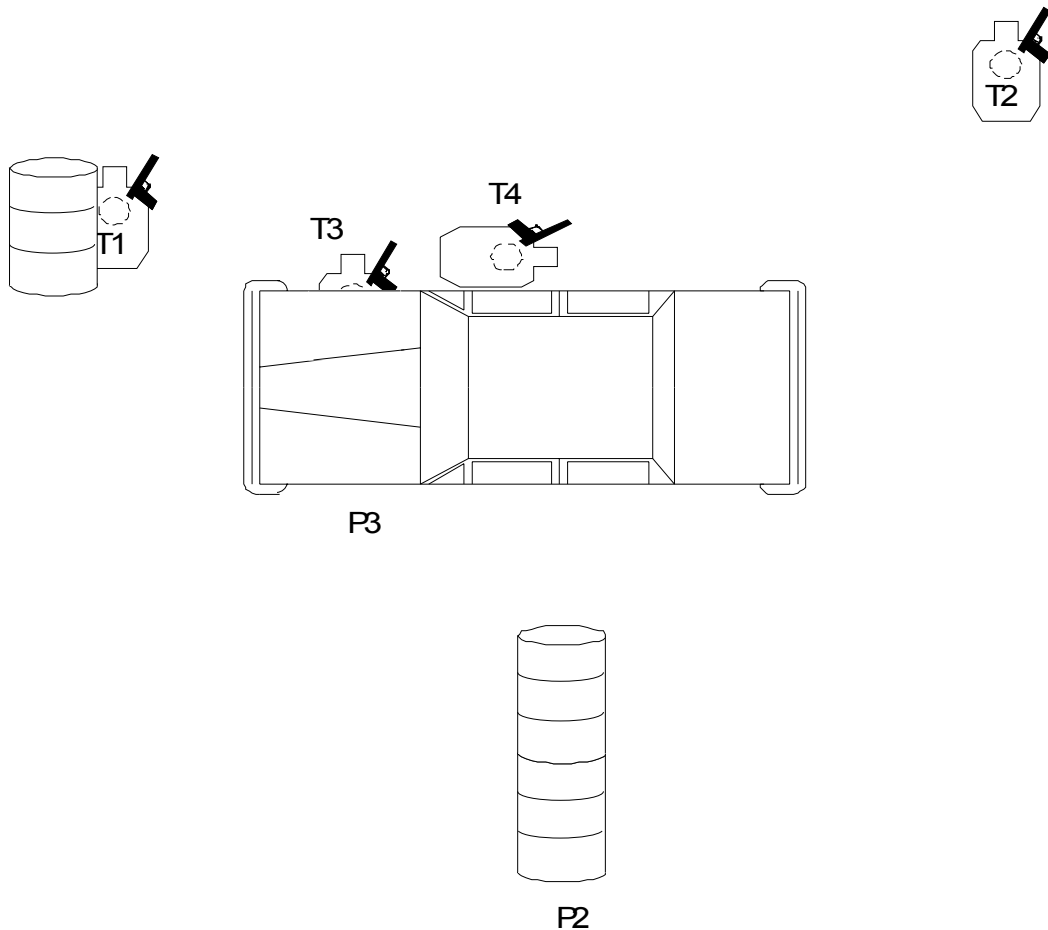
Designed By Ron Witte

You and a friend have stopped to offer help to the victims of a one car accident on a lonely country road. You decide to leave after they become belligerent and you see that no one is seriously injured. As you are walking back to your car, these crime spree youths that have just eluded the police open fire on you and your friend. It seems that they don't need witnesses, but do need your car for escape.

Start Position: At P1, concealed, loaded to IDPA capacity, facing up range with your back to the targets.

Stage Procedure	Notes
On signal, turn, draw and engage T-1 with 3 rounds minimum either from P1 or while moving to P2. From P2 engage T-2 with a minimum of 3 rounds using available cover. Perform a tactical reload before moving forward to P3. From P3, engage T-3 over the top of car with 3 rounds, then drop to P4 to finish with 3 rounds on T-4 under car.	Scoring Vickers Rounds 12 Min Distance 4 - 12 Yards Start - Stop Audible - Last Shot Concealed Carry Yes
Note: Targets may not be reengaged after leaving each shooting position	

Safety Officers: Ron Witte, Gerald Thompson, Robert Lee



P1



Stage 8

Bay 5

Car Jack

Designed By

Ron Witte

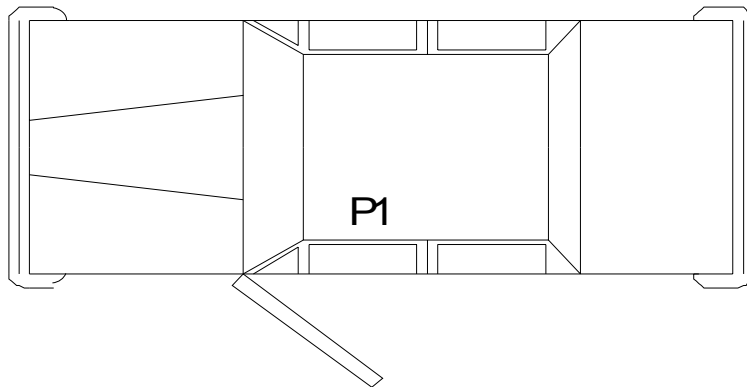
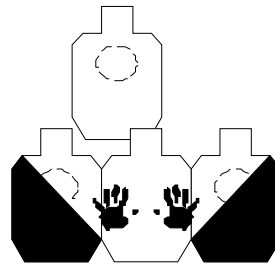
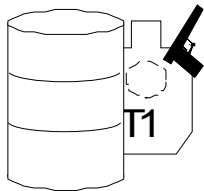
You have just parked your car and you and Honey are getting out when three gangsters grab honey and demand your car. They plan on leaving you and taking her.

Start Position: Seated in car with one foot on gas, one on brake. Gun in box on rider's seat, muzzle down range.

Stage Procedure	Notes
On signal, engage T1 - T3 in tactical sequence with three rounds each. Then engage T4 with three rounds.	Scoring Vickers Rounds 12 Min Distance 5 to 7 Yards Start - Stop Audible - Last Shot Concealed Carry Yes

Safety Officers: Ron Witte, Gerald Thompson, Robert Lee

T2 - T4



Stage 9

Bay 6

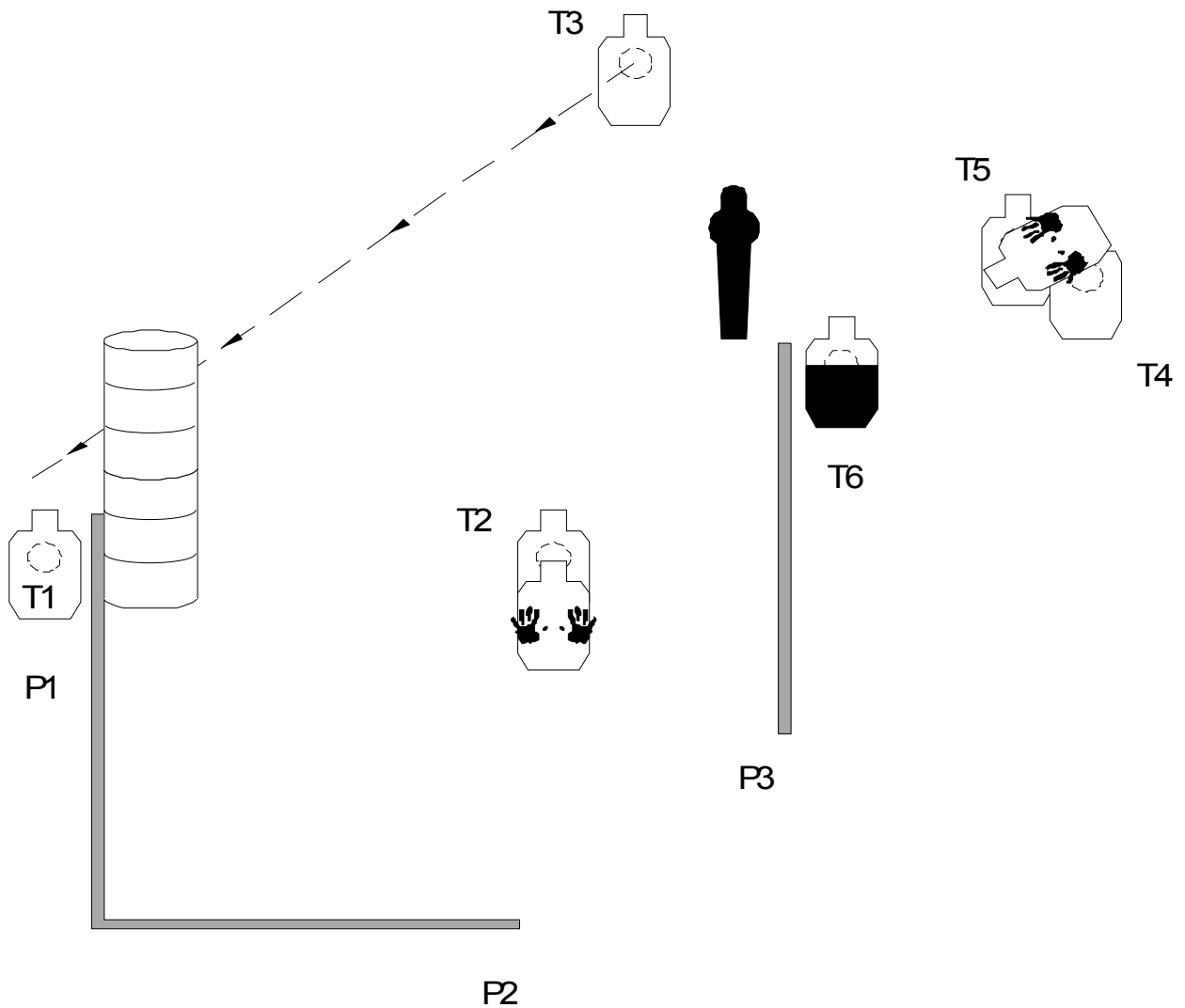
Home Invasion

Designed By

Joe Peel & Tom Hyde

You hear something at the front door and go to investigate.	
Start Position:	Standing at P1, holstered gun loaded to IDPA capacity, hands relaxed at sides.
Stage Procedure	Notes
On signal, draw and engage T1 with six rounds while retreating. Move to P2 and engage popper to activate mover. Engage T2 and T3 with two rounds in tactical priority. Move to P3 and engage T4 - T6 with two rounds each in tactical priority.	Scoring Vickers Rounds 17 Min Distance Varies Start - Stop Audible - Last Shot Concealed Carry Optional

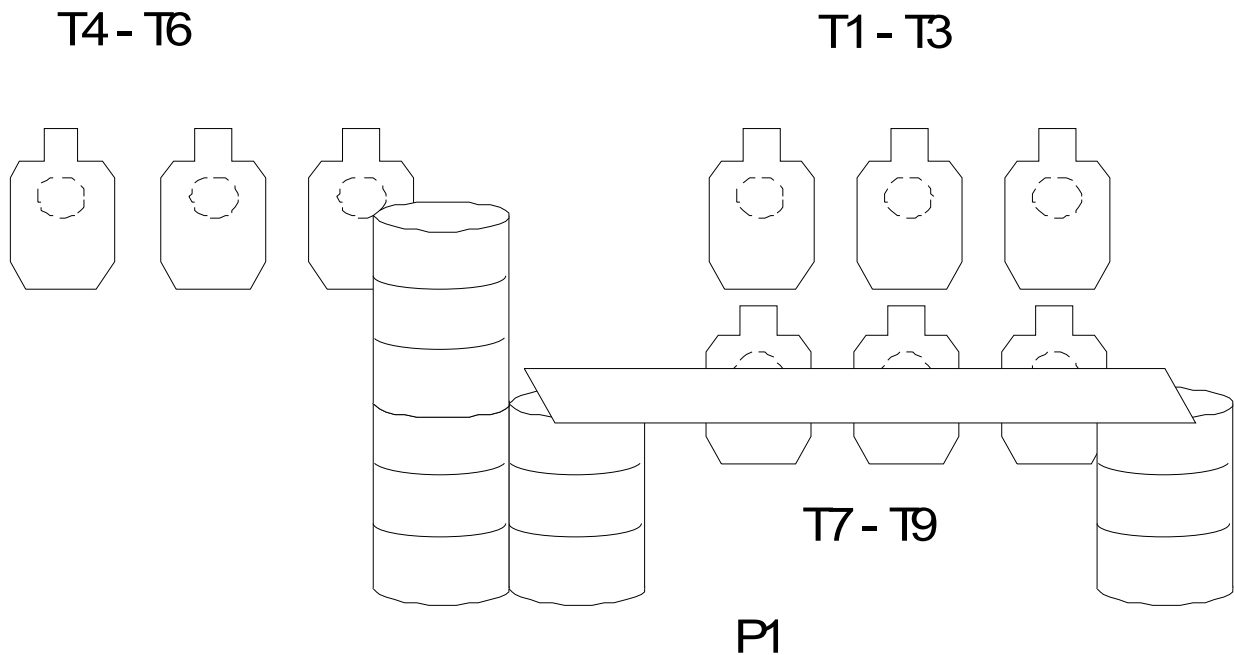
Safety Officers: Joe Peel, Tom Hyde, Jimmy Duke



The Concession Stand

You are working check-out at the concession stand at a high school football game when a gang of thugs decides to make the news by taking out the cheerleaders. You overhear their plans and confront them when they start shooting.	
Start Position:	Standing at P1 with T4 - T6 not visible, hands on counter.
Stage Procedure	Notes
On signal, draw and engage T1 - T3 with two rounds each in tactical sequence. Then engage T4 - T6 with two rounds in tactical priority and tactical sequence. Then engage T7 - T9 with two rounds in tactical priority and tactical sequence from low cover under the counter.	Scoring Vickers Rounds String 18 Min Distance 4 Yards Start - Stop Audible - Last Shot Concealed Carry Yes

Safety Officers: Joe Peel, Tom Hyde, Jimmy Duke



Stage 11

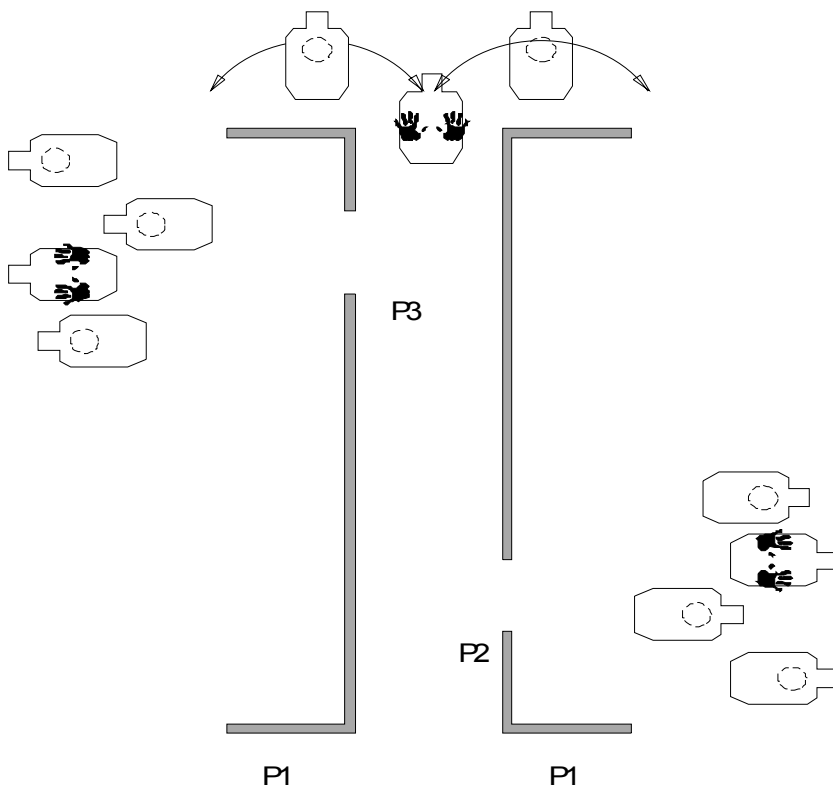
Bay 7

ID Your Targets

Designed By **Charlie Baker**

Identify the bad guys and eliminate the treats. Non-threats may change location between shooters.	
Start Position:	Shooter starts at either P1, facing wall at arms length, gun drawn and at low ready.
Stage Procedure	Notes
At the signal, shooter engages Pepper Popper from cover to activate swingers. From cover at P1, identify and engage swinger threat with 2 rounds. Advance to P2, identify and engage threats with two rounds each. Move to P3, identify and engage threats with two rounds each.	Scoring Vickers Rounds 15 Min Distance 5 - 15 Yards Start - Stop Audible - Last Shot Concealed Carry Yes

Safety Officers: Charlie Baker, Guido Masters, Cooper Flippo, Brett Hanus



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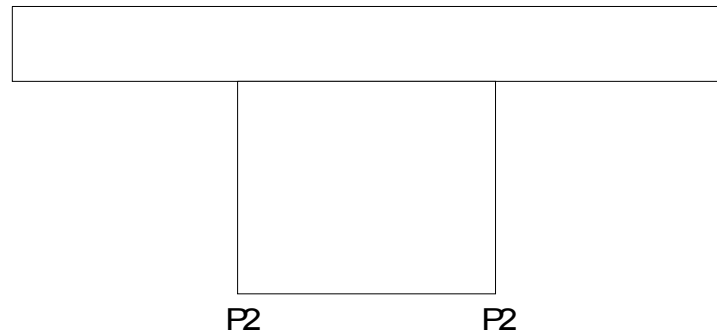
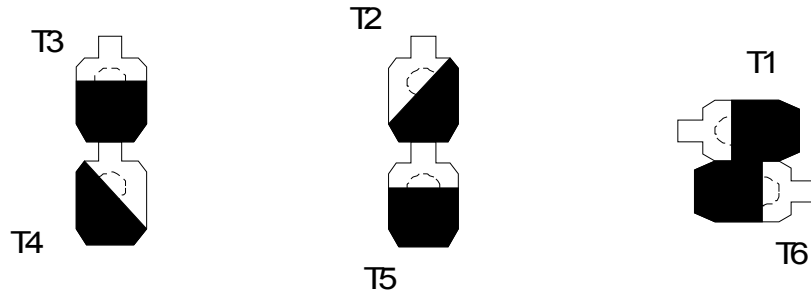
"Helping bridge the gap from where you are to where you want to be"

Using Cover

Designed By **Charlie Baker**

Terrorist set fire to your office building and they block the exits with armed men. You first try the front door, then the side door.	
Start Position:	Standing at P1, holstered gun loaded to IDPA capacity, arms crossed on chest.
Stage Procedure	Notes
<p>On signal, move to either P2 and engage T1 - T3 with two rounds each. Move to the other P2 and engage T4 - T6 with two rounds each.</p> <p>Notes: 1) Low cover is not required, but shots must go under barricade. 2) Proper use of cover dictates indexing your body twice as you engage targets. 3) Only three targets are visible from either position. SO, make up shots must be made from the position of initial engagement.</p>	<p>Scoring Vickers Rounds 12 Min Distance 8 Yards Start - Stop Audible - Last Shot Concealed Carry Yes</p>

Safety Officers: Charlie Baker, Guido Masters, Cooper Flippo, Brett Hanus

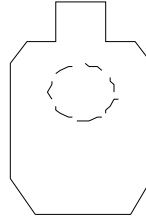


Test different states of readiness.	
Start Position:	At P1, as directed.
Stage Procedure	Notes
On signal, fire six rounds on T1. Limited Vickers	Scoring Limited Vickers
String 1: Gun holstered, hands hanging naturally at sides.	Rounds 18
String 2: Gun holstered, strong hand on gun.	Distance 7 Yards
String 3: Gun drawn to low ready.	Start - Stop Audible - Last Shot
	Concealed Carry Yes

Safety Officers: Stan Smith, Capel English, Mitch Causin

Para-Ordnance

T1



P1

cor®bon