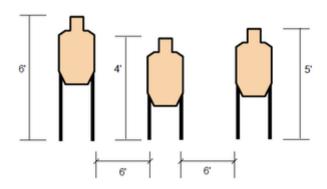
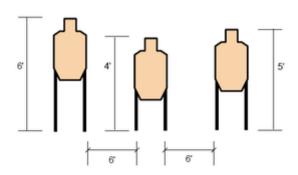
1. IDPA Classifier Stage 1

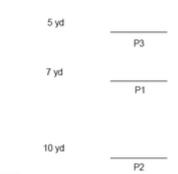




Scoring	Limited	Firearm	Handgun	Rounds	24
Targets	3 paper,	Total	3 targets	Strings	3
Scenario & Procedure	String 1 (12 shots): Load exactly 6 rounds in the firearm. Draw and fire 2 shotead. String 2 (6 shots): Draw and fire 2 shots at each target strong hand or down range at a 45 degree down angle, safety may be off but the trigger fine hand only.	nly. String 3 (6 shot	s): Start with firearm	n in weak hand, poir	nted
Start pos	Shooter Position 1 (P1)				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	See image				

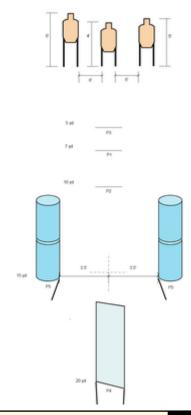
2. IDPA Classifier Stage 2





Scoring	Limited	Firearm	Handgun	Rounds	24		
Targets	3 paper,	Total	3 targets	Strings	3		
Scenario & Procedure	String 1 (12 shots): Load exactly 6 rounds total in the firearm at P2. Start back to the target, turn, draw and fire 2 rounds to each target, re-load from slide-lock and fire 2 more shots at each target. String 2 (6 shots): From the 10 yard line (P2), draw and fire 2 shots at each target while moving forward. Do not cross the line at P3. String 3 (6 shots): From the 5 yard line (P3), draw and fire 2 shots at each target while retreating from the targets.						
Start pos	Shooter Position 2, Shooter Position 3 The start position for all strings is sta	inding erect with ha	n				
Start on	Audible signal						
Stop on	Last shot						
Penalties	As per current edition of rules						
Safety	L/R						
Setup	See image						

3. IDPA Classifier Stage 3



Scoring	Limited	Firearm	Handgun	Rounds	24			
Targets	3 paper,	Total	3 targets	Strings	2			
Scenario & Procedure	String 1 (12 shots): Load exactly 6 rounds total in the firearm at P4. Draw and fire 2 shots at each target using from either side of the barricade, re-load from slide-lock using cover, advance to barrels at the 15 yard line (P5) and fire 2 shots at each target using cover shooting inside of the barrels on either side. Shooters choice. Shooter may not shoot around outside of barrels without incurring a penalty Per 5.1 String 2 (12 shots): Load exactly 6 rounds total in the firearm at P5. Draw and fire 2 shots at each target using cover from inside of the barrels, re-load from slide-lock using cover, move to the opposite barrels and fire 2 shots at each target using cover from inside the barrels. Shooter may not shoot around outside of barrels without incurring a penalty Per 5.1							
Start pos	Shooter Position 4, Shooter Position 5 The start position for all strings is start	nding erect with ha	n					
Start on	Audible signal							
Stop on	Last shot							
Penalties	As per current edition of rules							
Safety	L/R							
Setup	see image							