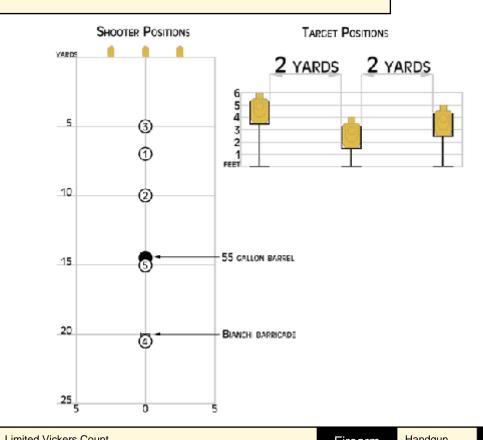
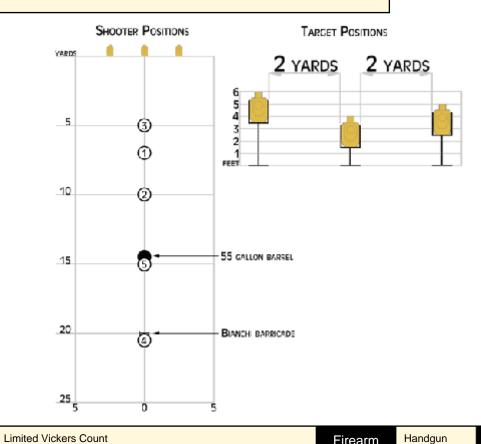
## 1. IDPA Classifier Stage 1



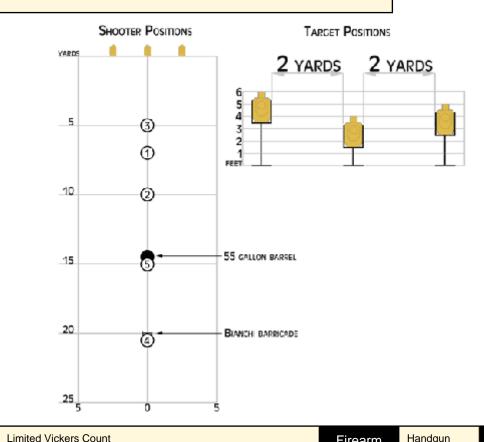
| Targets 3 paper,  String 1 - Draw and fire two (2) shots to the body and one (1) to the head on T1. (3 shots) String 2 -Draw and fire two (2) shots to the body one (1) to the head on T2. (3 shots) String 3 - Draw and fire two (2) shots to the body and one (1) to the head on T3. (3 shots) String 4 - Draw and fire two (2) shots at each head T1-T3. (6 shots) *** Hits below the head area should be pasted before shooting String Five *** String 5 Start with gun in "WEAK" hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) string at each T1-T3. WEAK HAND ONLY. (3 shots) String 6 - (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each T1-T3, reload from slide lock and fire one (1) shot at each, T1-T3. (6 shots) String 7 - Draw and fire two (2) shots at each T1-T3 "STRONG hand only. (6 shots)  Start pos  Start pos  Start position for all strings EXCEPT Stage One / String 5 is hands naturally at your sides.  Start on  Penalties  Safety  L/R | Scoring   | Limited Vickers Count  | Firearm   | Handgun   | Rounds   | 30  |
|--|-----------|--|---|---|--|---|
| one (1) to the head on T2. (3 shots) String 3 - Draw and fire two (2) shots to the body and one (1) to the head on T3. (3 shots) String 4 - Draw and fire two (2) shots at each head T1-T3. (6 shots) *** Hits below the head area should be pasted before shooting String Five *** String 5 Start with gun in "WEAK" hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY. (3 shots) String 6 - (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each T1-T3, reload from slide lock and fire one (1) shot at each, T1-T3. (6 shots) String 7 - Draw and fire two (2) shots at each T1-T3 "STRONG hand only. (6 shots)  Start pos  Start position for all strings EXCEPT Stage One / String 5 is hands naturally at your sides.  Audible signal  Last shot   | Targets   | 3 paper,   | Total   | 3 targets   | Strings  | 7   |
| Start on Audible signal Stop on Last shot Penalties  | &         | one (1) to the head on T2. (3 shots) String 3 - Draw and fire two (2) shots to and fire two (2) shots at each head T1-T3. (6 shots) *** Hits below the head Start with gun in "WEAK" hand pointed down range at a 45° angle, safety m at each T1-T3. WEAK HAND ONLY. (3 shots) String 6 - (Load 3 rounds MAX T1-T3, reload from slide lock and fire one (1) shot at each, T1-T3. (6 shots) | the body and one (<br>area should be pas<br>ay be off, but finger<br>X. in pistol) Start ba | (1) to the head on To<br>sted before shooting<br>must be out of trigg<br>ck to targets, turn an | 3. (3 shots) String 4 String Five *** Stringer guard, fire one ( and fire one (1) shot | I - Draw<br>ng 5 -<br>1) shot<br>at each, |
| Stop on Last shot Penalties  | Start pos | Start position for all strings EXCEPT Stage One / String 5 is hands naturally  | at your sides.  |   |  |   |
| Penalties  | Start on  | Audible signal   |   |   |  |   |
|  | Stop on   | Last shot  |   |   |  |   |
| Safety L/R   | Penalties |  |   |   |  |   |
|  | Safety    | L/R  |   |   |  |   |
| Setup See image  | Setup     | See image  |   |   |  |   |

## 2. IDPA Classifier Stage 2



| Scoring                    | Elithica Violoto Count   | riieaiiii            | Tiariagan                                      | Roulius              | 30                  |
|----------------------------|--|----------------------|--|----------------------|---------------------|
| Targets                    | 3 paper,   | Total                | 3 targets                                      | Strings              | 4                   |
| Scenario<br>&<br>Procedure | String #1 - Draw and advance toward targets, fire 2 shots at each T1 - T3 what a forward fault line at the 5yd line for this string. (6 shots) String #2 - Draw are (all shots must be fired while moving). (6 shots) String #3 - (Load 6 rounds Mart T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3. (12 rounds) hand only. (6 shots) | nd retreat from targ | ets, fire 2 shots at e<br>back to targets, tur | ach T1 - T3 while re | etreating<br>t each |
| Start pos                  | Position #2  |                      |  |                      |                     |
| Start on                   | Audible signal   |                      |  |                      |                     |
| Stop on                    | Last shot  |                      |  |                      |                     |
| Penalties                  |  |                      |  |                      |                     |
| Safety                     | L/R  |                      |  |                      |                     |
| Setup                      | See image  |                      |  |                      |                     |

## 3. IDPA Classifier Stage 3



| Scoring                    | Limited vickers Count  | Firearm                                    | nanugun  | Rounds  | 30 |
|----------------------------|--|--|--|---|----|
| Targets                    | 3 paper,   | Total                                      | 3 targets  | Strings                                       | 3  |
| Scenario<br>&<br>Procedure | String #1 (Position #4) - Draw and fire 2 shots at each T1 - T3 from either side T3 from the opposite side of barricade. (12 shots) String #2 (Position #4) - D barricade, TACTICAL LOAD and advance to Position #5, fire 2 shots at each String #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a | raw and fire 2 shot<br>n T1 - T3 from arou | s at each T1 - T3 fronds at Each T1 - T3 fron | om either side of the<br>gallon barrel. (12 s | )  |
| Start pos                  | Position #3  |  |  |   |    |
| Start on                   | Audible signal   |  |  |   |    |
| Stop on                    | Last shot  |  |  |   |    |
| Penalties                  |  |  |  |   |    |
| Safety                     | L/R  |  |  |   |    |
| Setup                      | See image  |  |  |   |    |