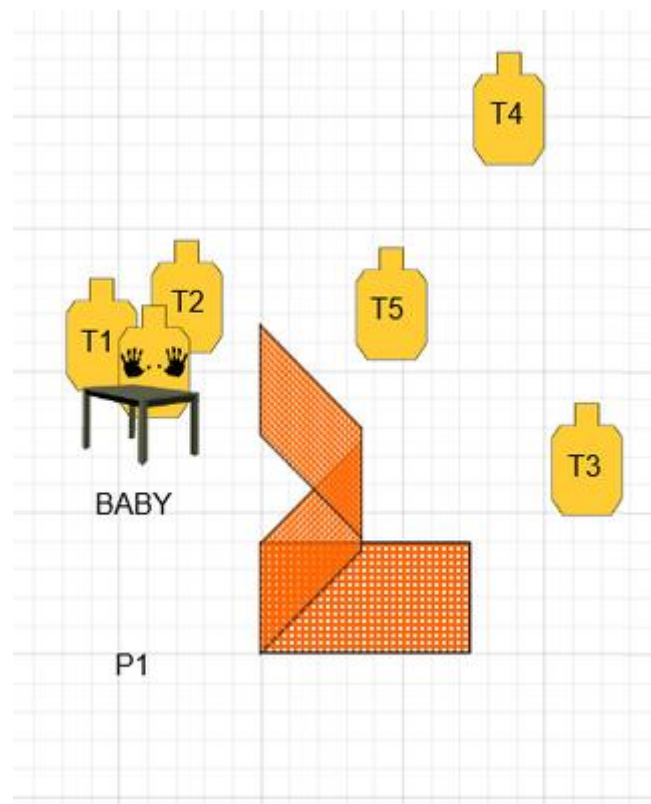
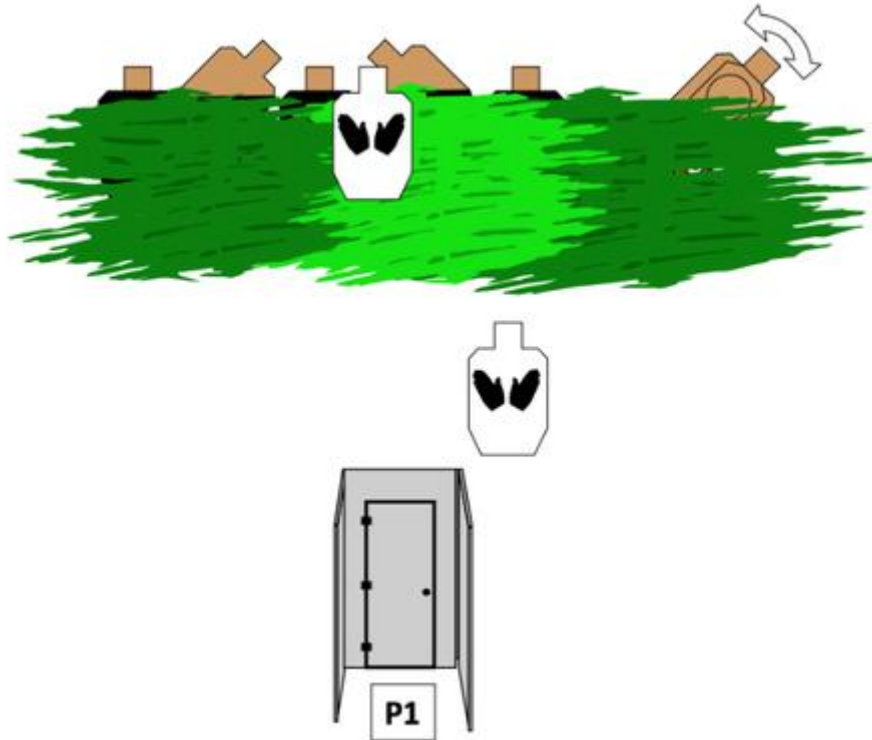


1. SAVE THE BABY



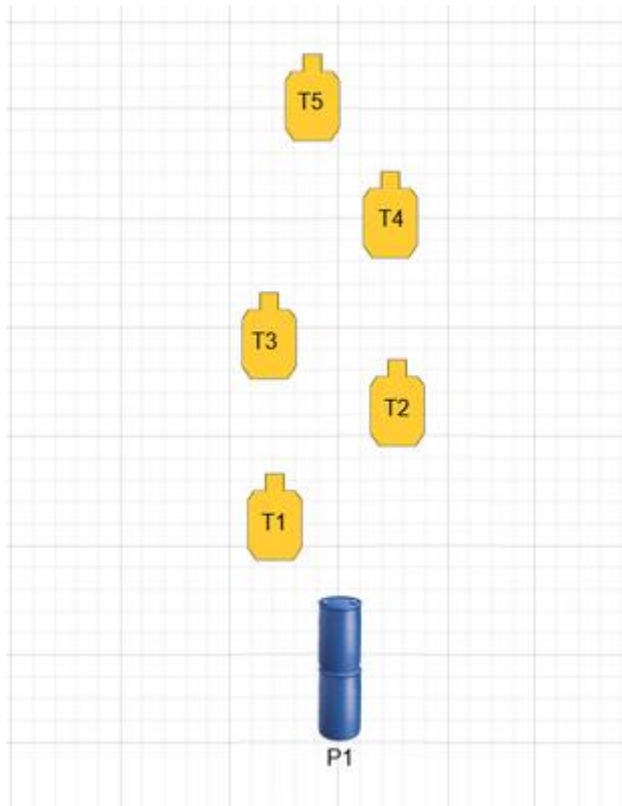
| | | | | | |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 5 paper, 1 no-shoot | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | Someone has decided to grab your precious baby and you must fight to get her back. At the signal stand and draw and engage T1 and T2 while advancing with at least 3 rounds each. Retreat to cover and engage T3-T5 in tactical priority with at least 3 rounds each. | | | | |
| Start pos | At P1, IDPA Weapon loaded to division capacity and holstered. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. YOUNG GUNS



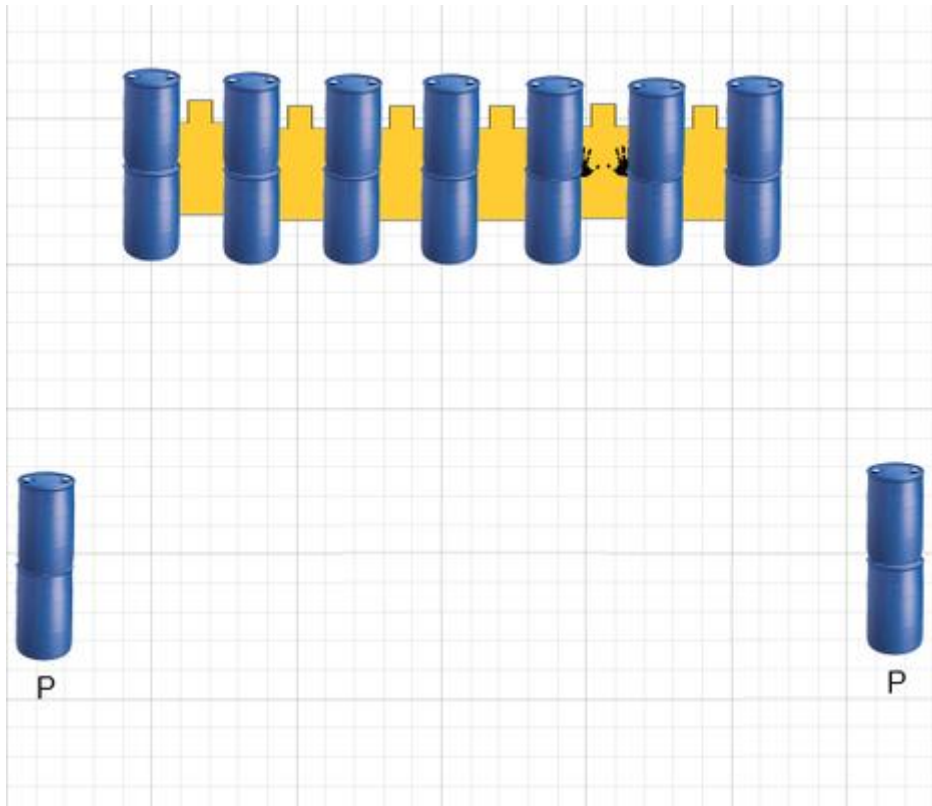
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, 2 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | You stop into a rest area off the highway to utilize their clean, "sanitary" port-a-potty. While inside you hear a ruckus outside near the hedge row and thru a crack, you see 6 gang members attacking your family. Using surprise tactics, you open the door and save your family. Much like "Buckshot Roberts" did in the outhouse scene in the movie, "Young Guns" At the signal stand, activate stomp box, draw and engage T1-T5 in tactical priority with at least 2 rounds each. Shooter must remain on wooden portion of stage prop. | | | | |
| Start pos | Seated at P1, IDPA Weapon loaded to division capacity and holstered. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

3. 5 FOR FIGHTING



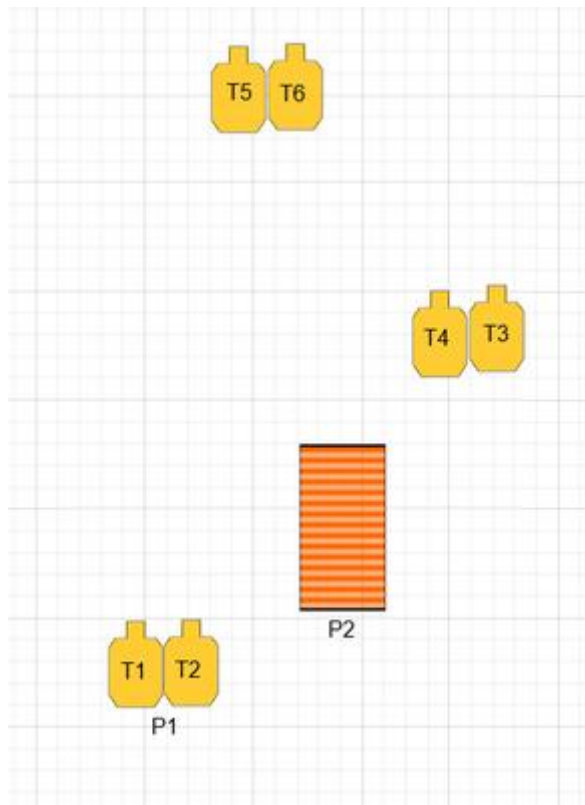
| | | | | | |
|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 10 |
| Targets | 5 paper, | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | Five bad guys intent on doing harm. At the signal draw and engage T1-T5 in tactical priority with at least 2 rounds each. T1 and T3 must be engaged from left side of barrels, T2 and T4 from the right side, T5 from either side. BUG Stage Procedure: Engage T1-T5 with one round each using the above procedure. | | | | |
| Start pos | At P1. IDPA Weapon loaded to division capacity and holstered. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

4. RUN-N-GUN



| | | | | | |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------|---------------------|--------|-------|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 10 |
| | Targets | | 5 paper, 1 no-shoot | | Total |
| Scenario & Procedure | Walking down the sidewalk, you are attacked by knuckleheads from behind cover. You have no cover. At the signal draw and engage T1-T5 in tactical sequence with one round while moving to opposite side P, reload using any IDPA approved reload from behind opposite side cover (P) and re-engage with at least one round while moving to opposite side (P). Makeup shots on 2nd pass only. | | | | |
| | Start pos | At P (either side). IDPA Weapon loaded to division capacity and holstered. | | | |
| | Start on | Audible signal | | | |
| | Stop on | Last shot | | | |
| | Penalties | As per current edition of rules | | | |
| | Safety | L/R | | | |
| Setup | | | | | |

5. CHANGING GEARS



| Scoring | Vickers Count | Firearm | Handgun | Rounds | 18 |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-----------|---------|----|
| Targets | 6 paper, | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | You are accosted by 2 knuckleheads with knives. Their 4 buddies rush to their aid. You have no help but your own IDPA approved skills. At the signal draw and engage T1-T2 in any order from retention with at least 3 rounds each. Move to cover and engage T3-T4 with at least 3 rounds each in tactical priority from right side of barricade. Move to left side of barricade and engage T5-T6 with at least 3 rounds each in tactical priority. | | | | |
| Start pos | At P1 within arms length of T1 and T2. IDPA Weapon loaded to division capacity. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

6. SUGAR CRAZED ZOMBIES



| Scoring | Vickers Count | Firearm | Handgun | Rounds | 18 |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|------------|---------|----|
| Targets | 18 paper, | Total | 18 targets | Strings | 1 |
| Scenario & Procedure | Post Halloween Apocalypse. Poisoned candy. Sugar crazed zombies attack. Save the world. At the signal draw and engage T1-T6 in tactical priority with at least 1 head shot. Move to cover and engage T7-T18 with at least 1 headshot each in tactical priority from either or both sides of cover. | | | | |
| Start pos | At P1, IDPA Weapon loaded to division capacity | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |