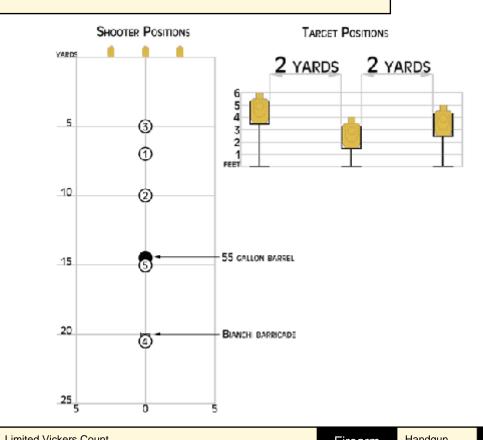
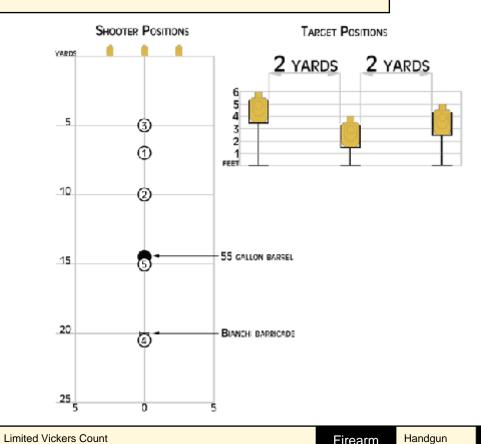
## 1. IDPA Classifier Stage 1



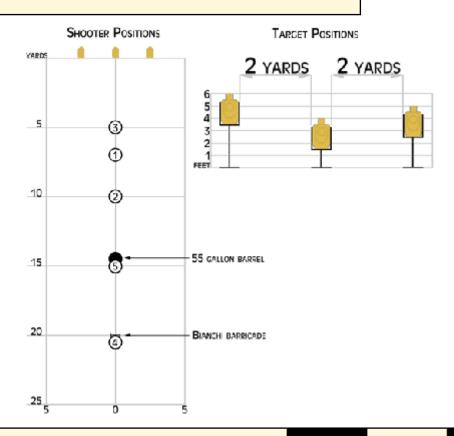
Targets 3 paper,  String 1 - Draw and fire two (2) shots to the body and one (1) to the head on T1. (3 shots) String 2 -Draw and fire two (2) shots to the body one (1) to the head on T2. (3 shots) String 3 - Draw and fire two (2) shots to the body and one (1) to the head on T3. (3 shots) String 4 - Draw 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 ( area should be pas ay be off, but finger X. in pistol) Start ba	(1) to the head on To sted before shooting must be out of trigg ck to targets, turn an	3. (3 shots) String 4 String Five *** Stringer guard, fire one ( and fire one (1) shot	I - Draw ng 5 - 1) shot 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 & 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 back to targets, tur	ach T1 - T3 while re	etreating 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	Handgun	Rounds	30
Targets	3 paper,	Total	3 targets	Strings	3
Scenario & 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) - Described and Exercised Position #5, fire 2 shots at each String #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from a string #3 (Position #5) - Draw (Pos	oraw and fire 2 shows the T1 - T3 from arou	ts at each T1 - T3 fro und either side of 55	om either side of the gallon barrel. (12 s	e
Start pos	Position #3				
Start on	Audible signal				
Stop on	Last shot				
Penalties					
Safety	L/R				
Setup	See image				