

# 1. Failed Car Jacking Bay

No image

|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Unlimited  | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 5 paper, 2 popper,   | Total   | 7 targets | Strings | 1  |
| Scenario & Procedure | SCENARIO: While on the way to Walmart to find more ammo, a detour takes you into a bad part of town. An SUV cuts you off and forces you to pull over. Three guys get out, approach your car from both sides and draw weapons. As the firefight ensues, the driver and his accomplice also draw weapons. You will not let this be another car jacking. STAGE PROCEDURE: Sitting at P1, hands on table. At the start signal draw and engage T1 and T2 with two shots to the body and one to the head. Engage T3 with two shots, then knock down the poppers before engaging T4 and T5 with one headshot each |         |           |         |    |
| Start pos            | Sitting at P1 with hands on table, handgun loaded, holstered and concealed   |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | L/R  |         |           |         |    |
| Setup                |  |         |           |         |    |

## 2. The Hardway & Kneeling

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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Limited  | Firearm | Handgun   | Rounds  | 18 |
| Targets              | 3 paper,   | Total   | 3 targets | Strings | 2  |
| Scenario & Procedure | SCENARIO: You are at an IDPA match when suddenly a gang of armed cardboards attack. PROCEDURE: STRING 1 – P1 From retention two shots to the body. STRING 2 – P2 At the buzzer draw take a knee and engage T1 -3 with 2 rounds each do a slide lock reload and engage T1 -3 with 2 head shot each. |         |           |         |    |
| Start pos            | At P1 with hands by your side loaded with 6 rounds in 1st & 2nd mag  |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | L/R  |         |           |         |    |
| Setup                |  |         |           |         |    |

### 3. Fainting Goat

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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Unlimited  | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 6 paper,   | Total   | 6 targets | Strings | 1  |
| Scenario & Procedure | SCENARIO: While walking your prized fainting goat, a group of hoolagins approach you and begins to discharge firearms at you and your goat. At the sound of gunfire your goat faints and effectively turns into a brick on a leash. You must drag your goat to safety and defend it from the homicidal hooligans. PROCEDURE: If starting at P1, engage T1-T3 on the move. Then move to P3 and engage T4-T6 from cover. Your goat must be dragged past P2 prior to engaging T4-T6. If starting at P4, engage T4-T6 on the move. Then move to P2 and engage T1-T3 from cover. Your goat must be dragged past P3 prior to engaging T3-T1. |         |           |         |    |
| Start pos            | P1 or P4 at division capacity with leash in weak hand. Shooters choice.  |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | L/R  |         |           |         |    |
| Setup                |  |         |           |         |    |

## 4. Thread the Needles

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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Limited  | Firearm | Handgun   | Rounds  | 18 |
| Targets              | 6 paper, 4 no-shoot  | Total   | 6 targets | Strings | 1  |
| Scenario & Procedure | SCENARIO: Take out the threats but don't shoot the hostages. PROCEDURE: Can move left to right along line if desired, but not forward or backward. At start signal draw and engage T1-T6 with one body shot each in any order. Perform tactical reload or reload with retention, then re-engage all targets with a second body shot each. Perform another tactical reload or reload with retention and engage all targets with one head shot each. |         |           |         |    |
| Start pos            | Standing at P1 gun holstered and loaded to division capacity.  |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | L/R  |         |           |         |    |
| Setup                |  |         |           |         |    |