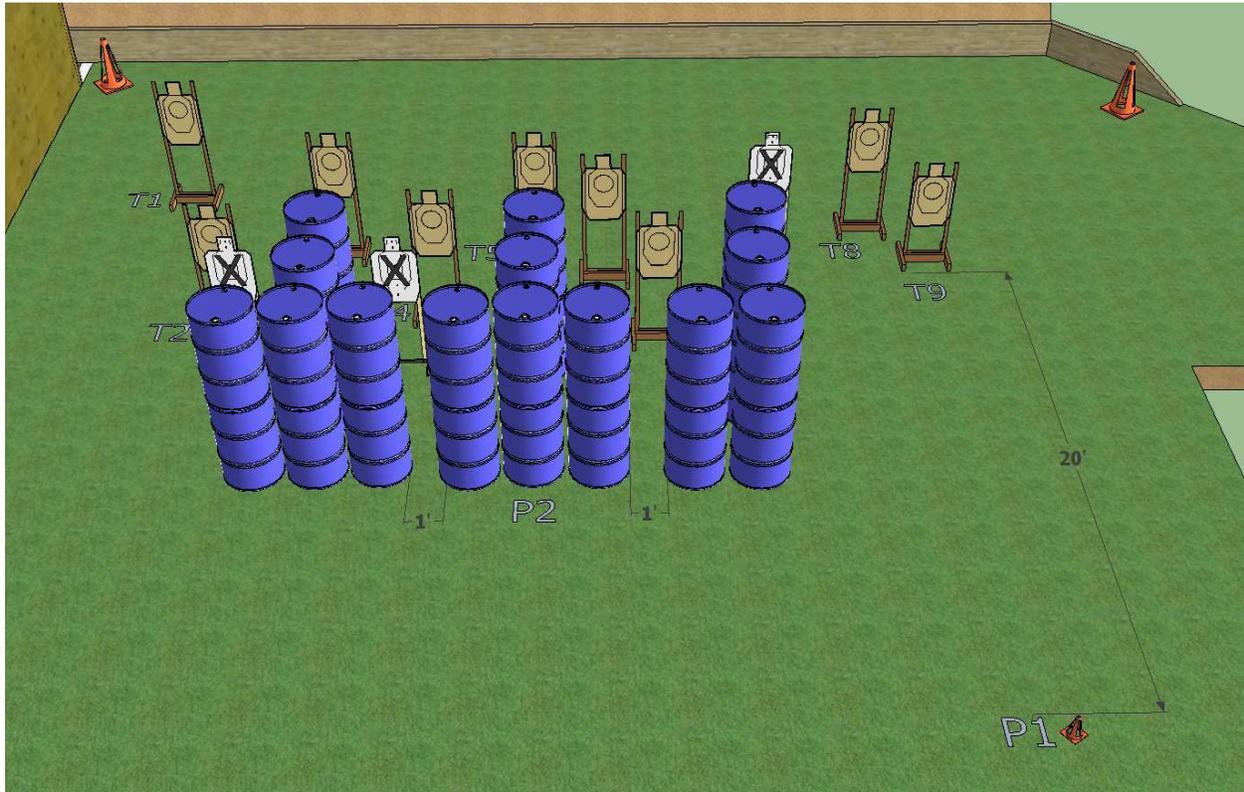


Stage Designs for 01/14/2012 IDPA Match

Six stages, 98 rounds minimum. Concealment garments are required on all stages, and all magazines are to be loaded to division capacity.

Bay 1 Setup (Stages 1 and 2)



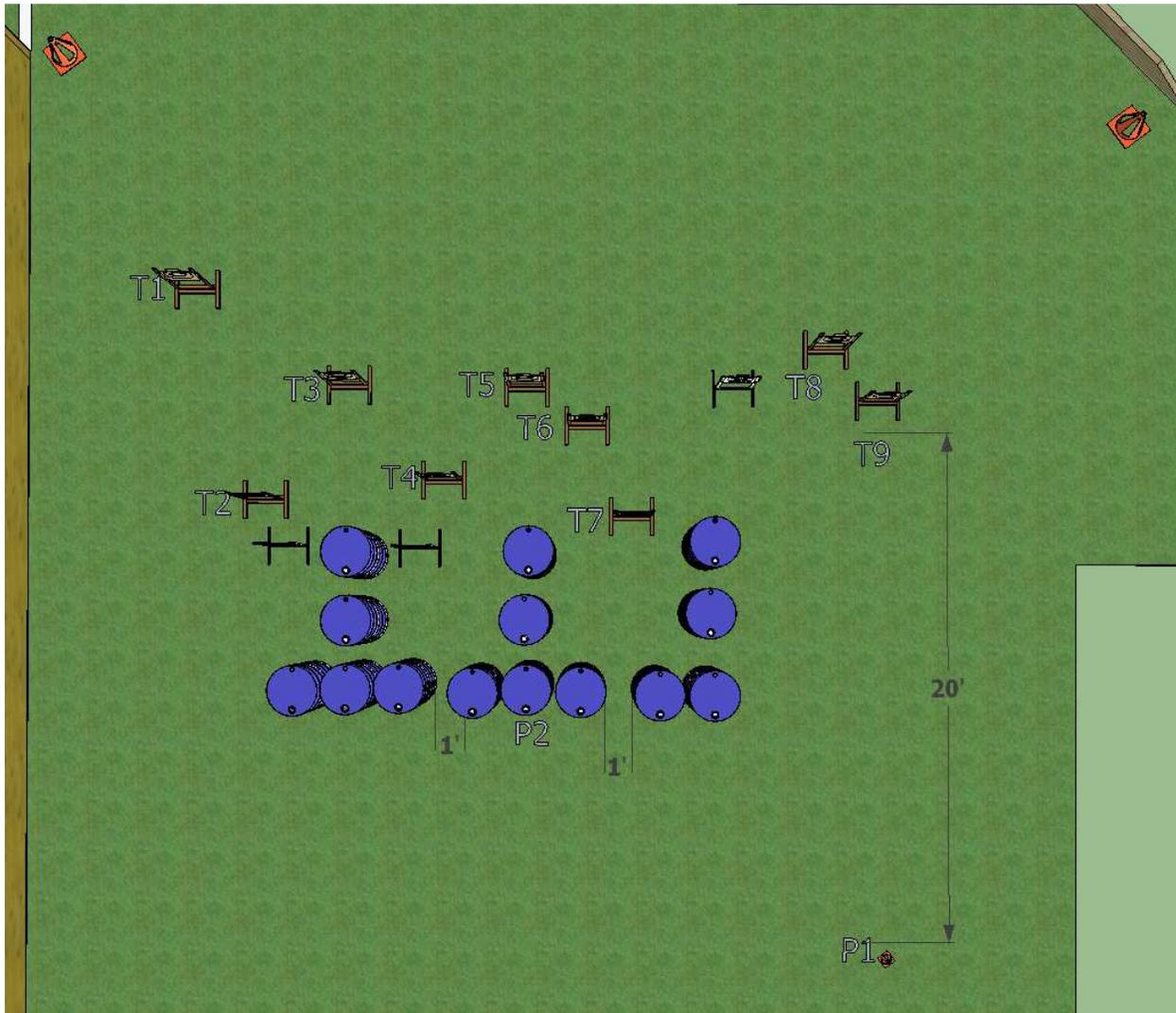
Stage 1 Procedure

Vickers count, 18 rounds minimum. Start at P1, hands at sides, facing downrange. On signal, draw and engage targets T8 and T9 while advancing to cover. You must engage T8 and T9 while moving, although makeup shots are permitted from the barrels. Once you reach the barrels, move laterally along the barrels, engaging targets as you see them. All targets get 2 shots minimum.

Stage 2 Procedure

Vickers count, 18 rounds minimum. Start at P2, facing downrange, hands on center barrel in the row. On signal, draw move laterally along the barrels, engaging targets as you see them. All targets get 2 shots minimum.

Bay 1 Setup and Scoring Notes



Set up so that T8 and T9 are the only targets visible from P1 and the right corner of the row of barrels. No targets should be visible from P2. T5, T6 and T7 should be the only targets visible from the rightmost gap in the barrels. T3, T4 and T5 should be the only targets visible from the leftmost gap in the barrels. T1, T2 and T3 should be the only targets visible from the left corner of the row of barrels.

Inspect targets from every possible firing point along the barrel array. Take care to ensure that there are no shoot-through targets, and that all shots taken on any target will impact the dirt berm.

Mark muzzle safe points with large safety cones. Mark P1 with a small safety cone.

Bay 2 Setup and Scoring Notes

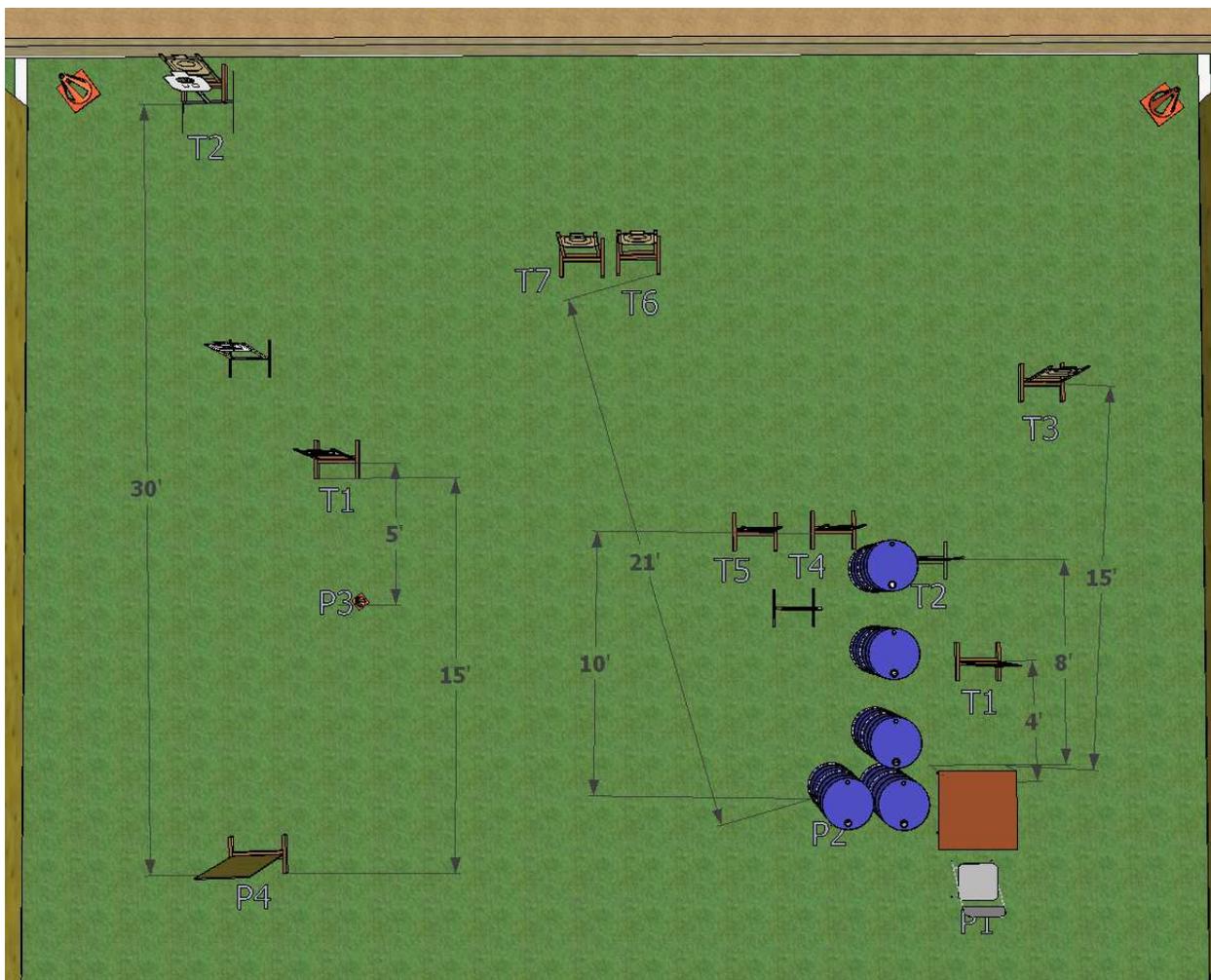
Stage 3 Setup: Targets T4-T7, to the left of the barrel array, should not be visible from the seat at P1. Targets T1-T3, to the right of the barrel array, should not be visible from P2 at the left corner of the array. Take care to ensure that all shots taken will impact the dirt berm.

Stage 4 Setup: Set up target T2 so that it is behind the steel target with the NevCo "Down Zero" target. Align the down zero zone so that it is directly behind the NevCo target. Position the non-threat target so that the Nevco steel target is not visible from P3.

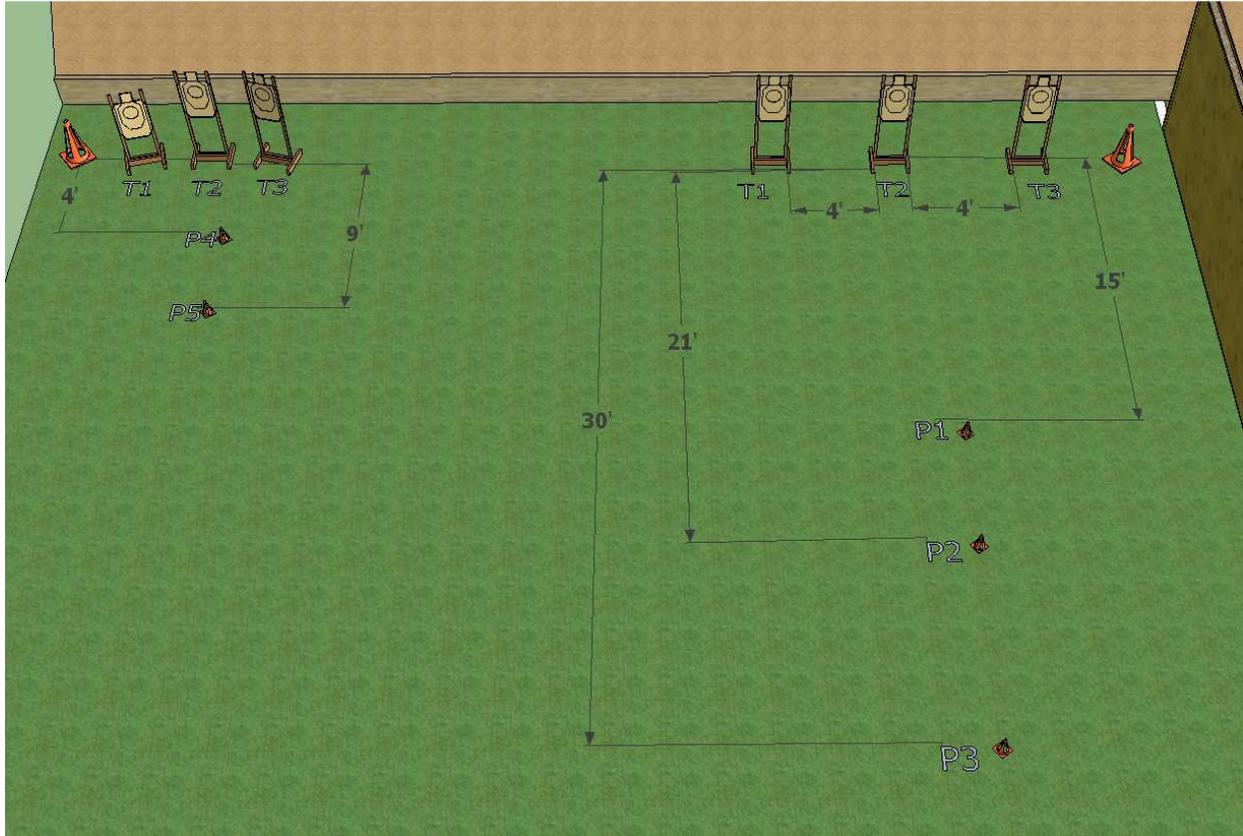
Mark muzzle safe points with large safety cones. Mark P3 with a small safety cone.

On Stage 3, the intent is for the shooter to pick up the ammunition to be used in the stage. If the shooter uses ammunition that was not on the table at the start of the stage, an FTDR penalty will be assessed.

On Stage 4, scorers should note how well the new pasters hold up as we shoot out the centers of the targets. Have an extra set of targets on hand.



Bay 3 Setup (Stage 5 Right Side, Stage 6 Left Side)



Stage 5 (Paster Headshot Accumulation Test) Procedure

Limited Vickers, 3 strings, 18 rounds. Start at P1, facing downrange, gun in weak hand pointed downrange, finger off trigger, manual safety disengaged. On signal, engage targets T1-T3 with two rounds to each head, weak hand only. Reload as needed and holster, then move to P2 and face downrange with hands at sides. At P2, on signal, draw and engage the three targets with two rounds to each head, strong hand only. Reload as needed and reholster, then move to P3 and face downrange with hands at sides. At P3, on signal, draw and engage the three targets with two rounds to each head.

Stage 6 (Paster Muzzle Blast Test) Procedure

Limited Vickers, 2 strings, 18 rounds. Start at P4, facing downrange, hands at sides. On signal, draw and engage T1-T3 with two rounds each to the body, then re-engage each target with one shot to the head. Reload as needed and reholster, then move to P5 and face downrange with hands at sides. At P5, on signal, draw and engage each target with two rounds to the body, then re-engage each target with one shot to the head.

Bay 3 Setup and Scoring Notes

Stage 6 Setup: Position P4 so that the muzzle of the average shooter's firearm will be about a foot from T2. Position the height of the targets, especially T1, so that shots will impact low on the berm.

Mark the five firing points with small safety cones. Mark muzzle safe points with large safety cones.

Scorers should note how well the new pasters hold up. Have an extra set of targets on hand.

