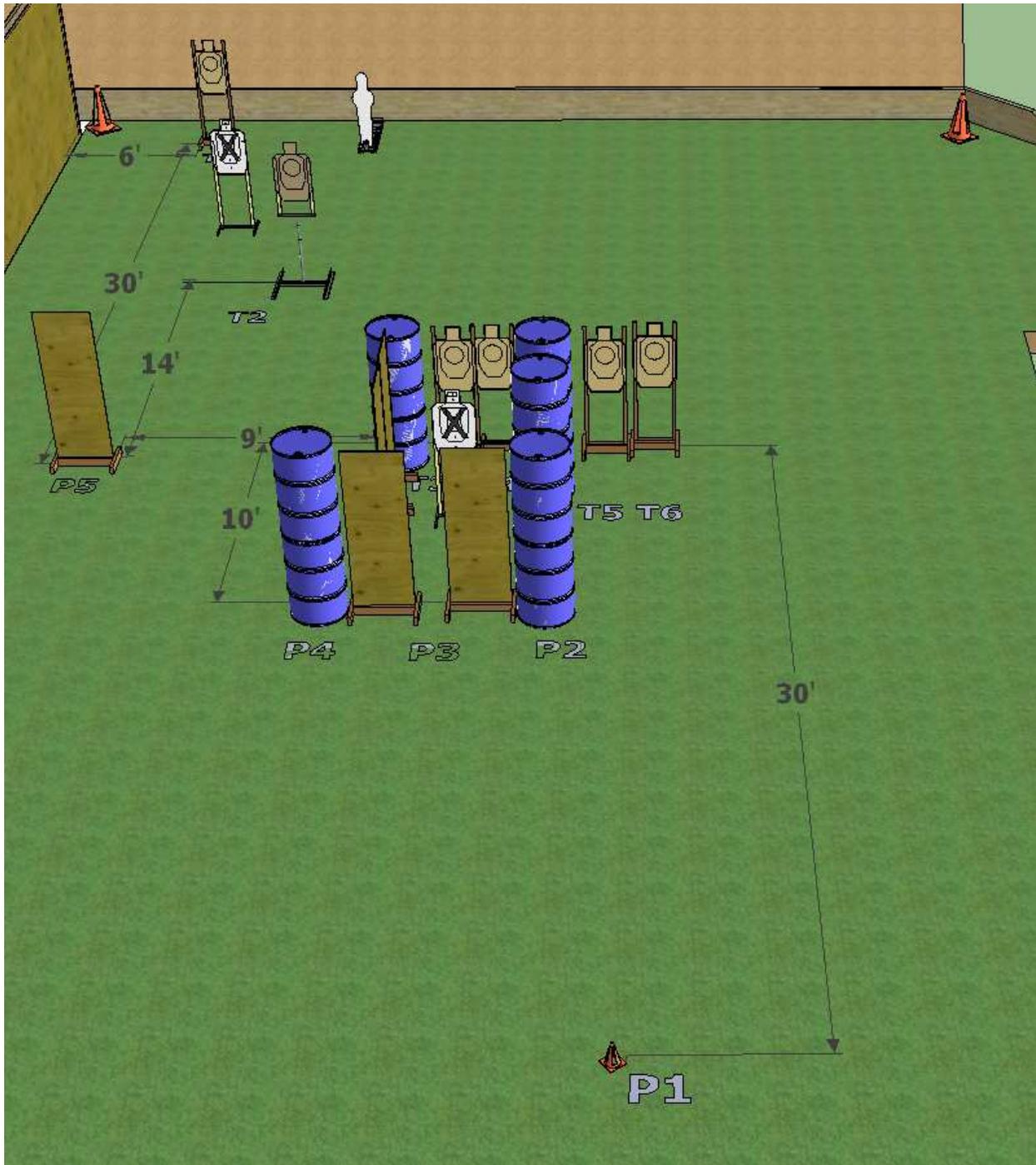


Stage Designs for 04/14/2012 IDPA Match

Six stages, 92 rounds minimum. Concealment garments are required on all stages, and all magazines are to be loaded to division capacity. A 3D model of the stages is located here:

<http://sketchup.google.com/3dwarehouse/details?mid=90ebb0e257c10511b59fe608b6e80e30&prevstart=0>

Bay 1 Setup (Stages 1 and 2, Adapted from One of Blind Pete's Setups)



Stage 1 Procedure

Vickers count, 13 round minimum. Start at P1, hands at sides. On signal, engage T5 and T6 while advancing to P2. Work your way from P2 to P5, engaging targets as you see them. You must engage T2 while moving from P4 to P5. All paper targets receive a minimum of 2 rounds each, and the steel popper must fall.

Stage 2 Procedure

Vickers count, 13 round minimum. Start at 5, hands touching barricade. On signal, engage targets as you see them and work your way towards P2. T2 must be engaged while moving from P5 to P4. All paper targets receive a minimum of 2 rounds each, and the steel popper must fall.

Bay 1 Setup and Scoring Notes

You will need 10 barrels, 5 Bianchi barricades, 2 non-threat targets, 7 regular targets, one large popper, a drop turning target stand, one small safety cone, and two large safety cones. The popper activates the drop turning target.

Use the slower of our two drop turners for T2!

There should be a 1 foot wide gap between the Bianchi barricades at P3.

All regular paper targets should be about 5 feet high.

From P1, T5-T6 should be the only targets visible.

From P2, T5-T6 should be the only targets visible.

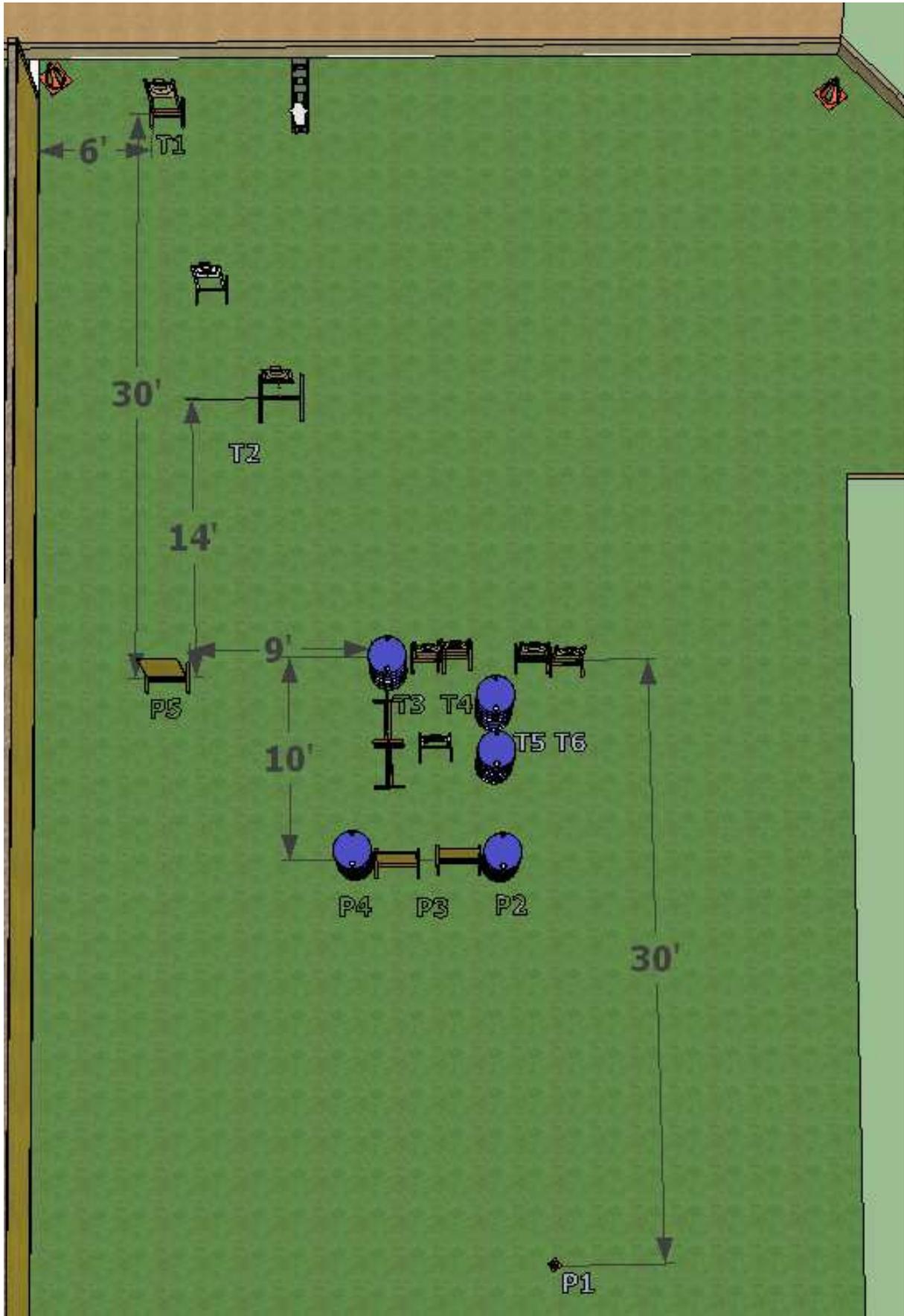
From P3, T3-T4 should be the only targets visible. Adjust the height of the non-threat target so that a 5 foot tall shooter gets a clear head shot at T3 and T4. Adjust the position of the non-threat target so that parts of the down zero zone of T3 and T4 are visible from P3.

From P4, T2 and the steel popper should be the only targets visible.

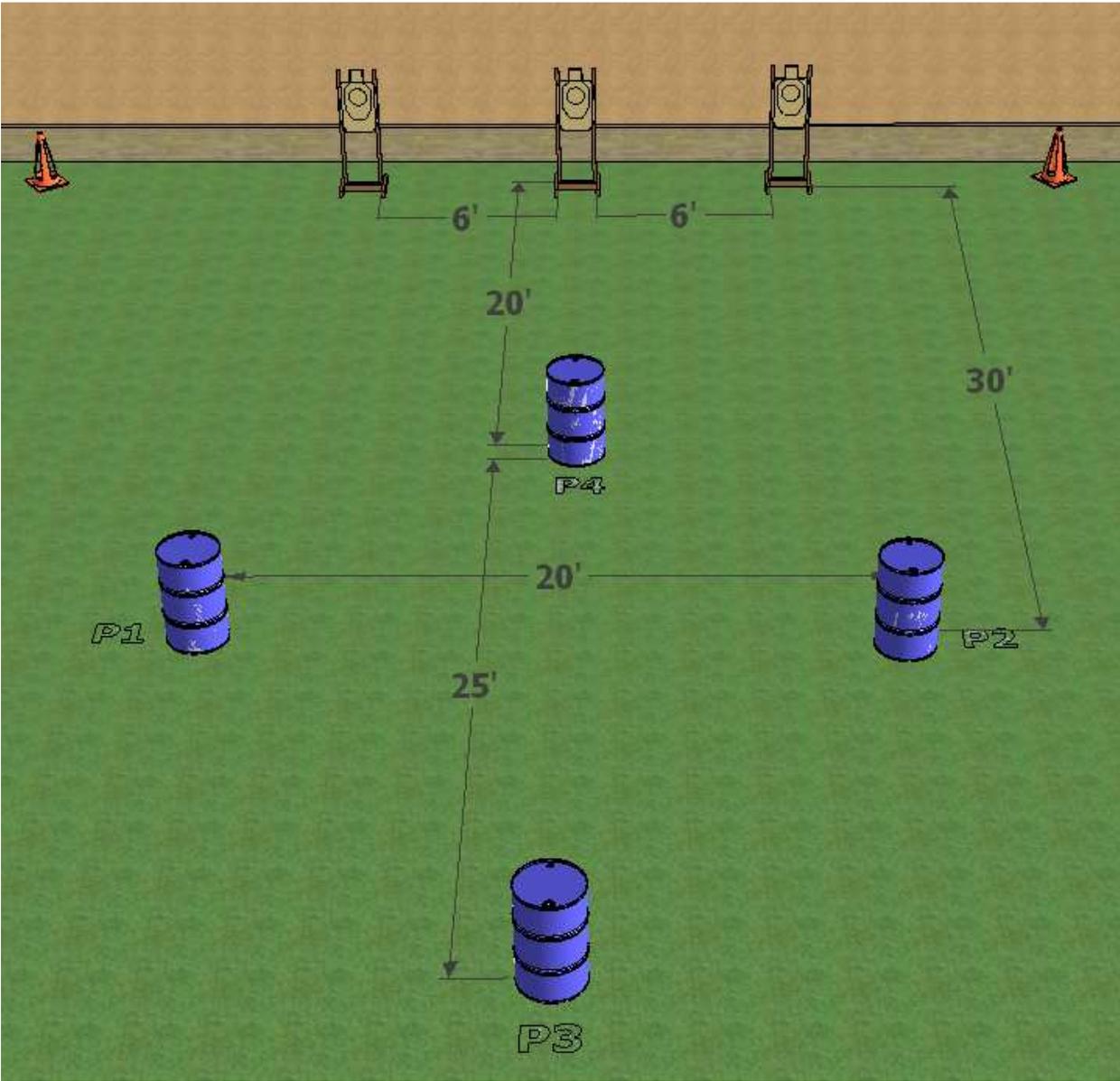
From P5, T1-T2 and the steel popper should be the only targets visible.

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

Check both stages to ensure that there are no shoot-throughs and all shots from all positions hit the berm.



Bay 2 Setup (Stages 3 and 4, Variations on a Standard Drill)



Stage 3 Procedure

Limited Vickers, 18 rounds. Start at P1 or P2. At the signal, start moving towards P4 and engage each target with two rounds each while walking towards the barrel. Round the corner and engage each target with two rounds each while moving. Round the corner at the next barrel and engage each target with two rounds each while moving. Reload as needed. Reloads may be done while standing but all shots must be taken while on the move.

Stage 4 Procedure

Limited Vickers, 12 rounds. Start at P3. Place one reload on the barrel by P4, and your unloaded gun and one reload on the barrel by P3. On signal, load your gun and advance towards P4, engaging each target while moving with two rounds. At P4, do a tactical reload or reload with retention, and engage each target with two rounds each while retreating towards P3. You may use only the ammunition that you place on the barrels for this stage. Reloads may be done while standing but all shots must be taken while on the move.

Bay 2 Setup and Scoring Notes

You will need four barrels, 3 regular targets, and two large safety cones.

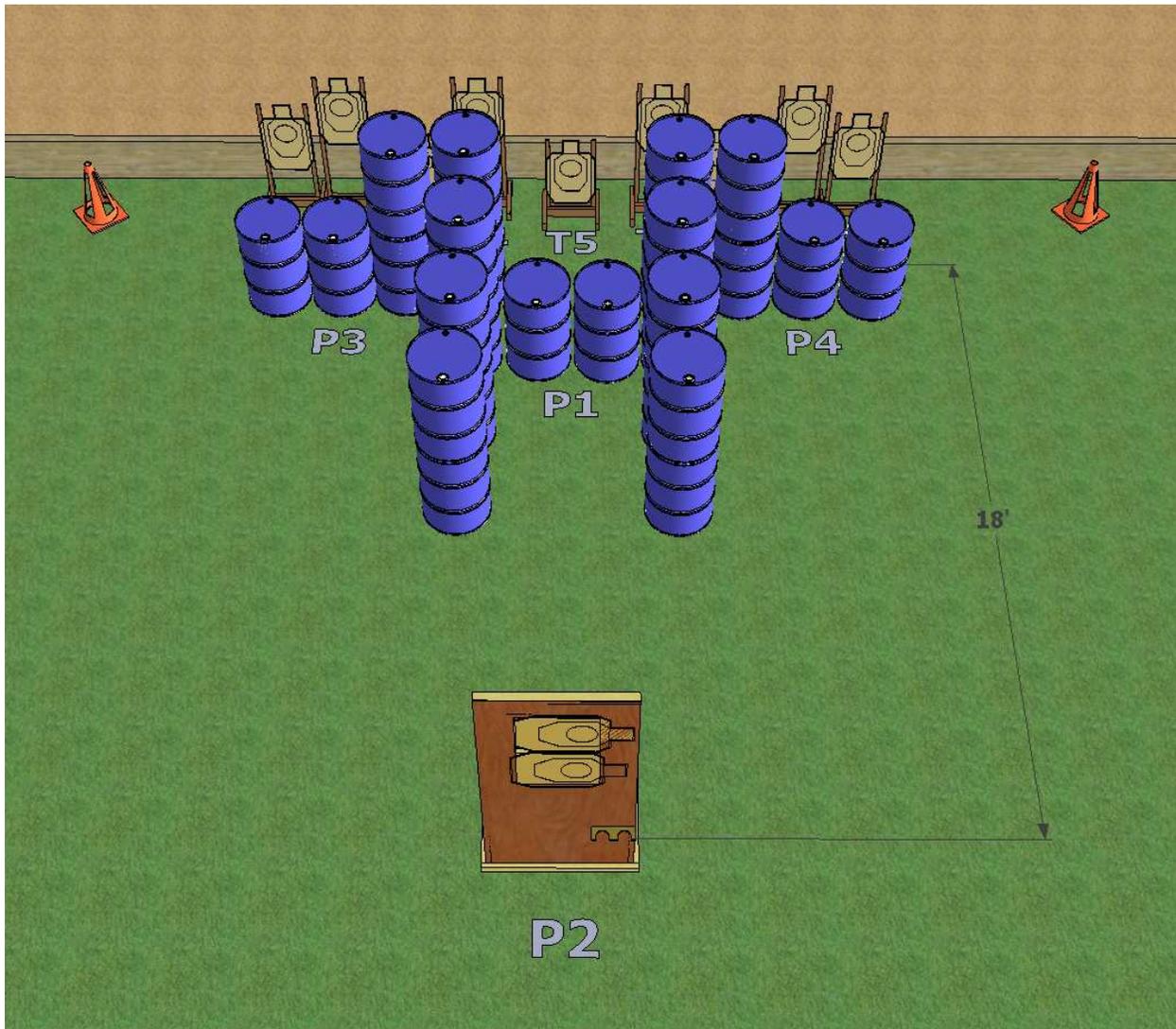
Set targets at a height of 5 feet.

Mark muzzle safe points with large safety cones.

Make sure that shots taken from each corner of the square will hit the berm.

Shots taken while stopped get a procedural penalty. Shooters may reload and clear malfunctions while standing still.

Bay 3 Setup (Stages 5 and 6, No Good Way)



Stage 5 Procedure

Vickers, 18 rounds minimum. Start at P1 with hands on barrels in front of you. On signal, draw and engage T4-T6 with at least 2 shots each while retreating. Engage the remaining targets in tactical priority, with at least 2 shots each.

Stage 6 Procedure

Vickers, 18 rounds minimum. Start at P2 with hands on the barrier in front of you. On signal, draw and engage targets as you see them with 2 rounds each. Engage all targets that can be seen from either side of the double-wide barrier before moving.

Bay 3 Setup and Scoring Notes

You will need 26 barrels, 9 regular targets, two large safety cones, and the wide cowboy barricade. Cover up the window of the cowboy barricade with expended targets or other pieces of cardboard.

This has to be set up in Bay 3 because 3 of the targets are going to be placed right on the ground, and shots taken through them will strike very low on the berm.

Target heights are as follows:

T1 - 4 feet

T2 - 5 feet

T3 - 3 feet (head should be below the top of a single barrel, use short stakes)

T4 - 5 feet

T5 - 3 feet (head should be below the top of a single barrel, use short stakes)

T6 - 5 feet

T7 - 3 feet (head should be below the top of a single barrel, use short stakes)

T8 - 5 feet

T9 - 4 feet



T4-T6 should be the only targets visible from P1. T1-T3 should be the only targets visible from P3. T7-T9 should be the only targets visible from P4.

T1-T2 and part of T6 should be from the left side of the barricade at P2. T8-T9 and part of T4 should be visible from the right side of the barricade at P2.

T3, T5 and T7 should not be visible unless the shooter is standing directly in front of the single stacked barrels closest to them. Make sure that T3 and T7 cannot be seen from P1, and T5 cannot be seen from P3 or P4.

If this stage is set up correctly, there will be no good way to shoot it.

