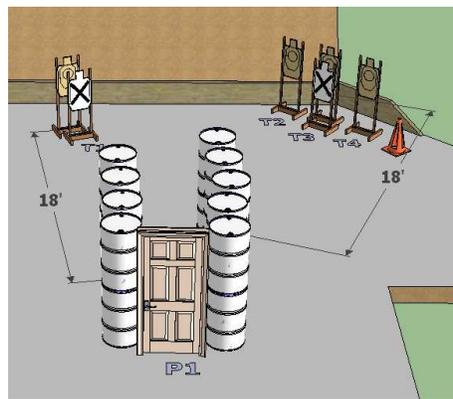
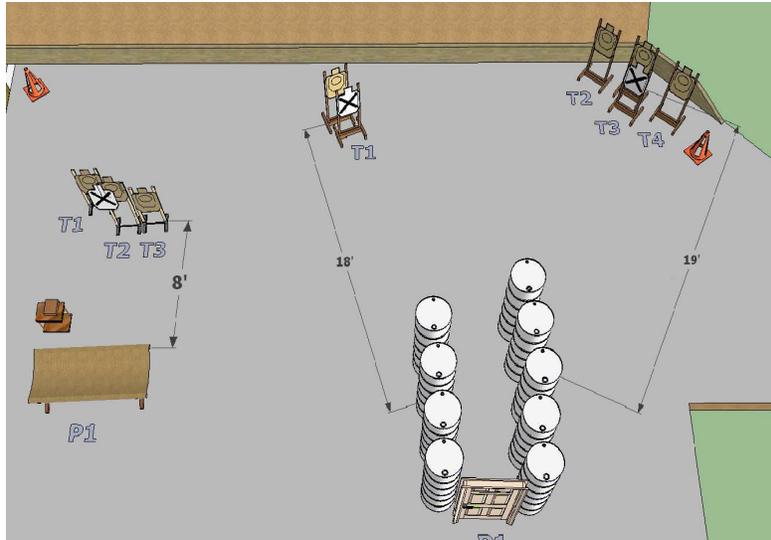


Bay 1 Right Side Stage 1 Honey I'm Home!!!!



You arrive home carrying a baby. When you open the door and walk into the hallway you sense something is wrong and you draw your handgun. As you move down the hall you look to your left and see a family member held by a bad guy. After engaging that bad guy, you look to your right and see three bad guys, one holding another hostage. You know that you have to engage the bad guys in tactical sequence if you want to save the hostage. You are so shocked that you continue to hold on to the baby.

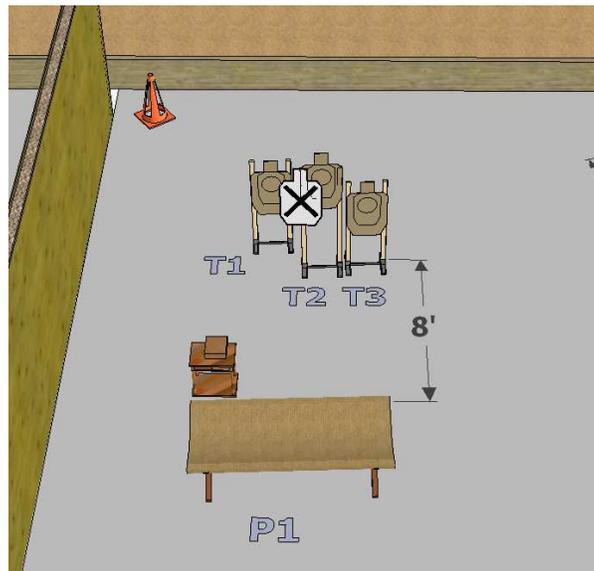
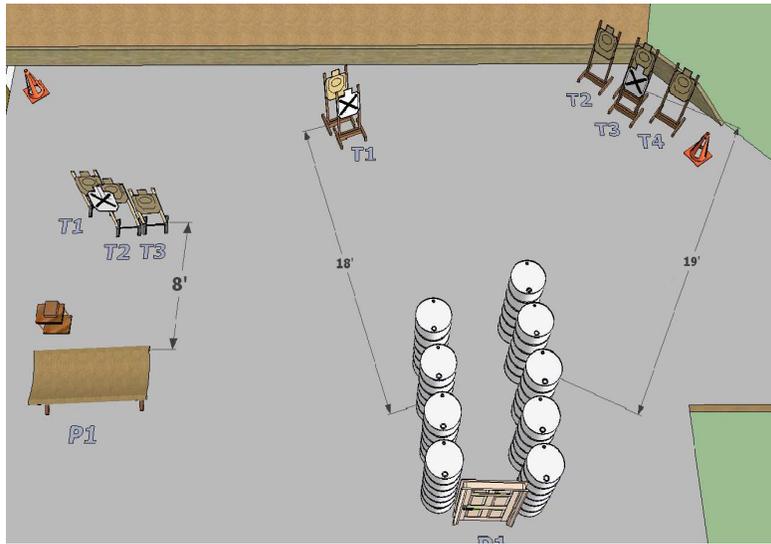
Stage 1 Procedure

Limited Vickers count, 12 rounds. Start at P1, Holding an infant in your weak hand. On signal open the door, step through the door **then** draw. Move forward and engage T1 with 3 rounds, using available cover without exposing yourself to the remaining targets. Then engage remaining targets in tactical sequence, using available cover with strong hand only while continuing to hold the infant with 3 rounds each. You may put baby down behind cover to reload, but you must pick baby up to resume firing.

Stage Notes

Position T1 non-threat target so that only the head of the bad guy is available. Position T3 non-threat target so that only the head of the bad guy is available.

Bay 1 Left Stage 2 Can I Get Some !@#^& Sleep !@#^&?



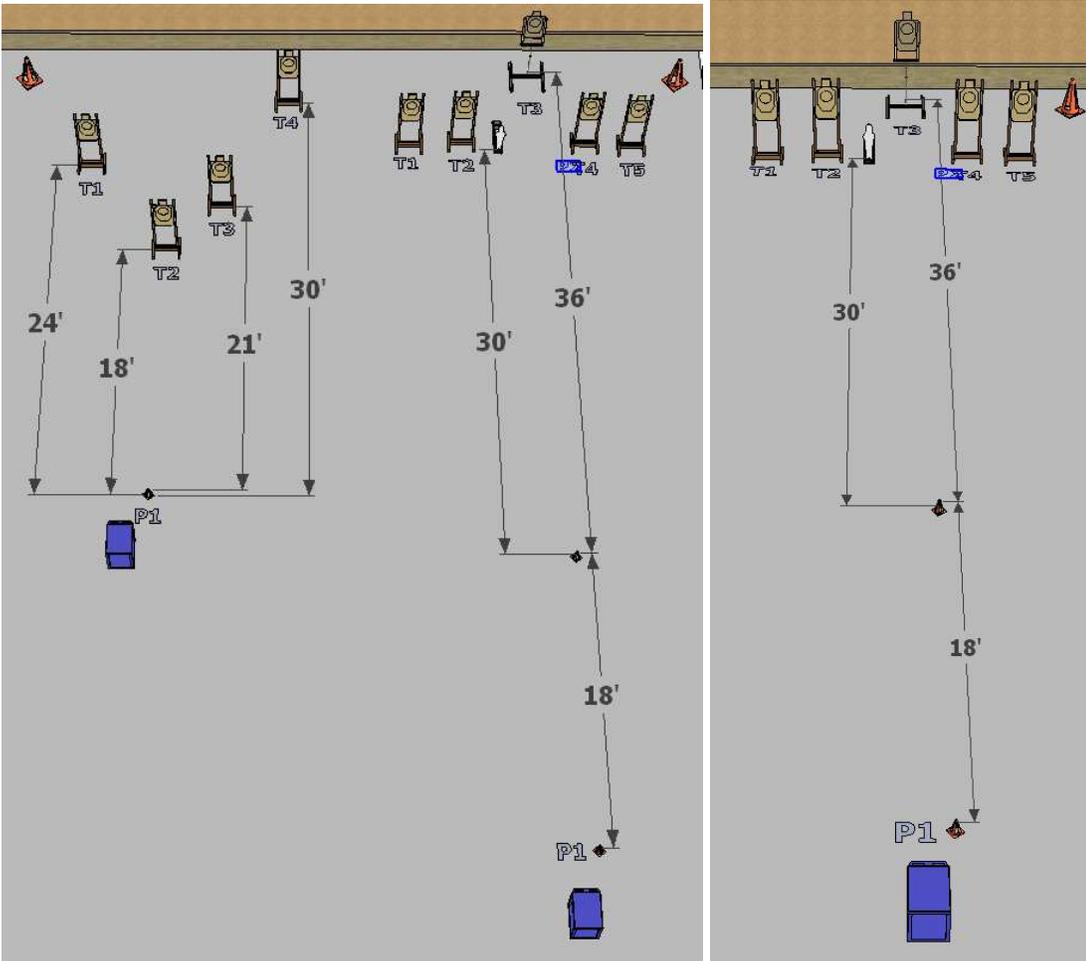
Stage 2 Procedure

Vickers count, 12 rounds. Start at P1 prone on the cot with your handgun unloaded in the IDPA box, maximum of 3 mags on the night stand. At the buzzer, sit up, put feet on the ground facing down range, retrieve and load your handgun. Engage targets T1 - T3 with four rounds each in tactical sequence.

Stage Notes

Shooter starts with unloaded handgun in the IDPA box. SO's make sure that the shooter is sitting up, feet on the ground and facing down range with feet on the ground before taking the handgun out of the box.

Bay 2 Right Side Stage 3 Mars Attacks

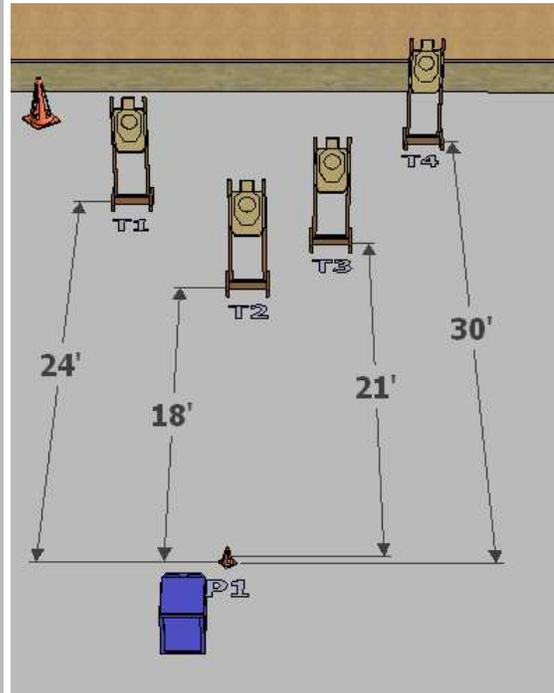
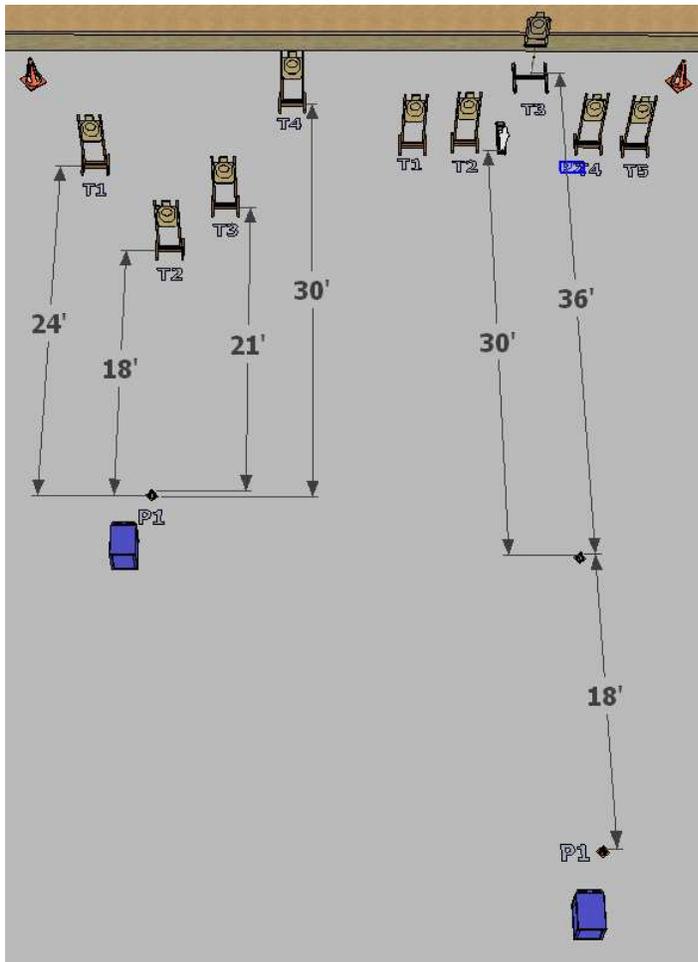


You are mowing your lawn when a flash appears ahead of you. You are dazed but still able to see that there are 5 ugly Martians staring at you with obvious evil intent. You move toward them while engaging with your handgun. You are so dazed that you forget to stop pushing the lawn mower.

Stage 3 Procedure

Vickers count, 11 rounds. Start at P1 with both hands on the lawn mower. At the buzzer, draw and engage T1 - T5 with 2 rounds each in tactical priority while advancing toward P2. Knock down the steel popper to activate T3. You may not pass P2 and one hand must remain on the mower unless you are reloading.

Bay 2 Left Stage 4 Welcome to Ballmart

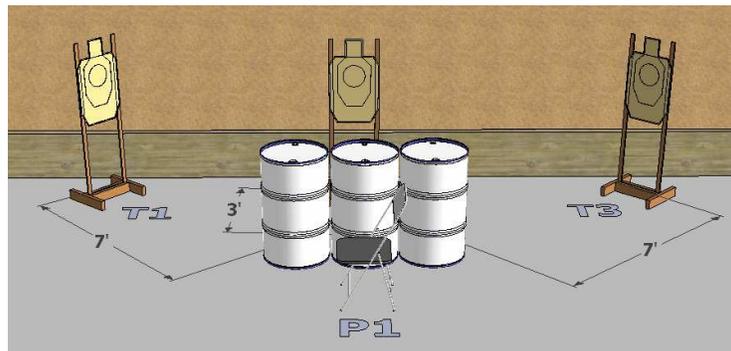
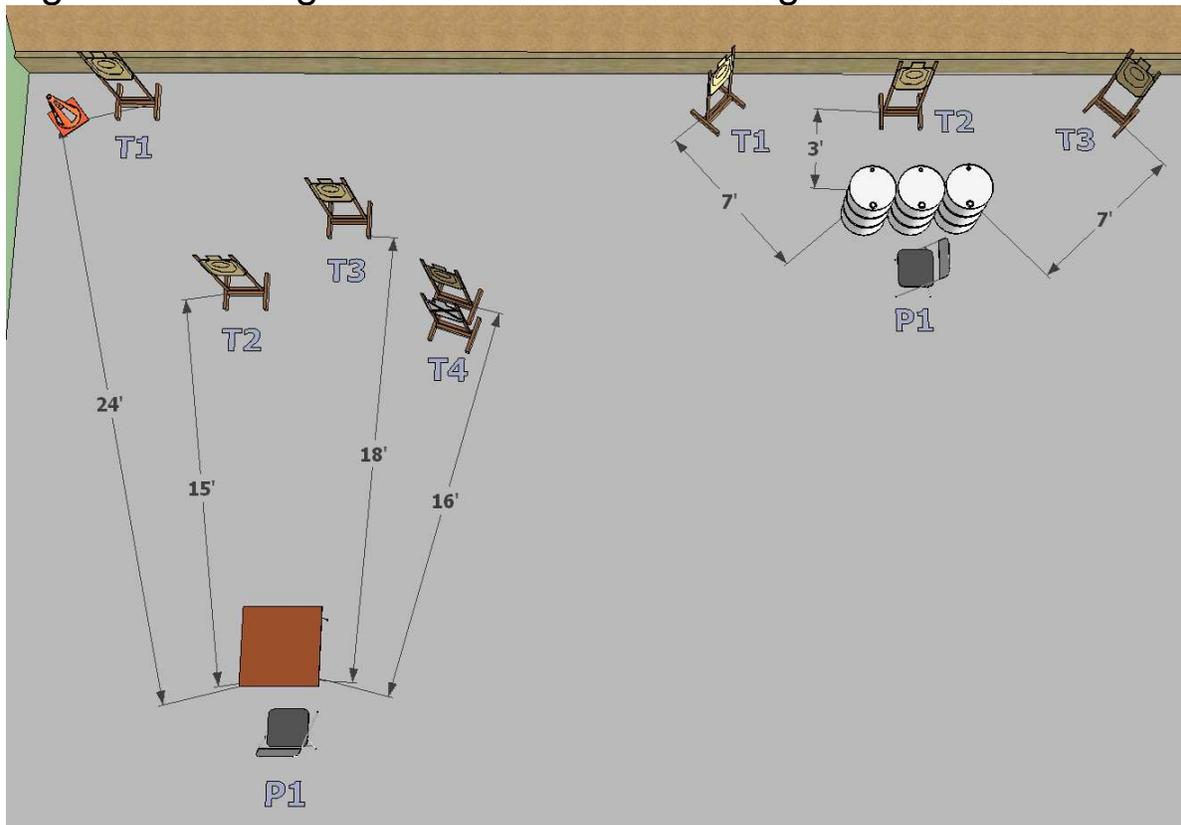


You are shopping at your favorite store when a gang of banana thieves attack you with the intent to steal your coconuts.

Stage 4

Vickers count, 12 Rounds Start at P1. At the buzzer draw and engage targets T1 - T4 with at least 3 rounds each while holding a grocery bag in your weak hand.

Bay 3 Right Side - Stages 5 and 6 Car Jacking



Stage 5 Procedure

Limited Vickers, 6 rounds. Begin seated in the chair, hands on knees, strong side towards the targets. On signal, draw and engage the three targets in tactical priority with two rounds each.

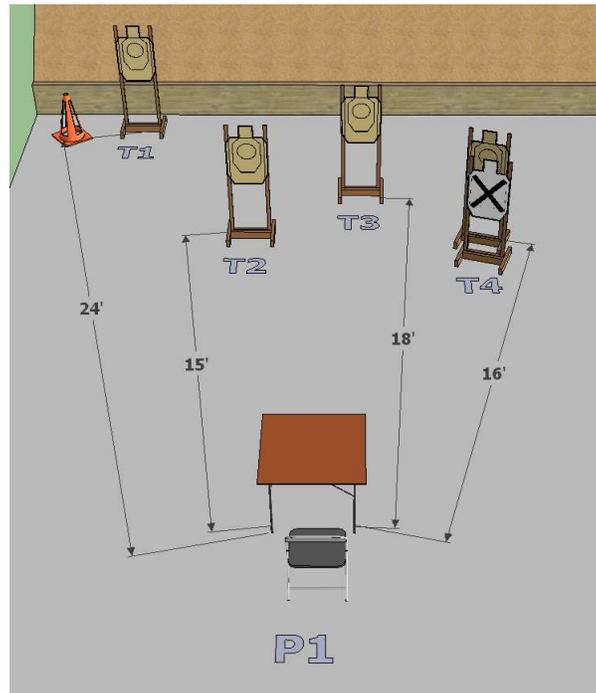
Stage 6 Procedure

Limited Vickers, 6 rounds. Begin seated in the chair, hands on knees, strong side towards the targets. On signal, draw and engage the three targets in tactical priority with two rounds each, strong hand only.

Stage Notes

Shooters run both stages back to back. Reloads are off the clock. The shooter should stand with the gun pointed downrange, then face downrange and reload. Score points down on the score sheet on stage 2. The middle target must be engaged first per IDPA rules, since it is the nearest and all targets are visible. The other targets are equidistant and may be engaged in any order the shooter desires.

Bay 3 Left Stage 7 - Oh Gosh Robbers



Stage 7 Procedure

Vickers count, 12 rounds minimum. Start at P1, sitting in chair. Handgun with magazine inserted, **but not round in the chamber**, placed under a magazine. Reloads may be staged under the magazine. On signal draw and engage each target T1 - T4 in tactical priority, near to far, with a minimum of three rounds each.