

**Bay 1 Left**  
**STAGE 1: Free Style, Vickers, 12 rounds**

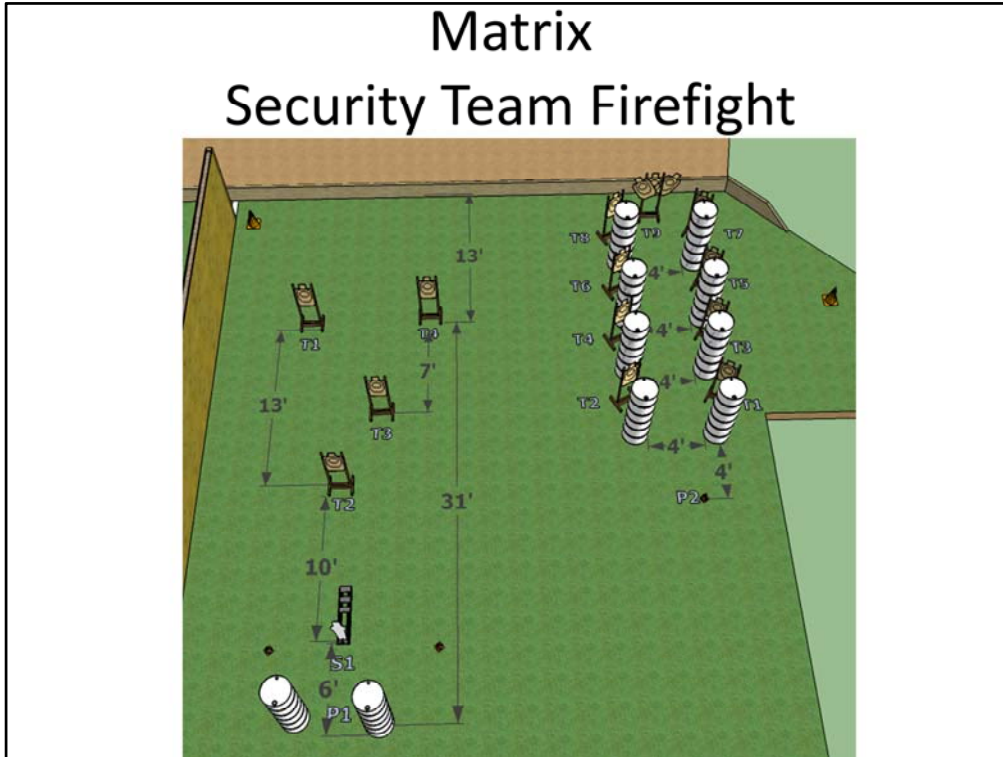
**Scenario: [Rescue Morpheus p.1]** This is the Matrix scene where Neo and Trinity are on what is thought to be a suicide mission to rescue Morpheus. They walk through and set off the metal detector. S1 is the guard that wants to search you. T1-T4 are the other guards at the entrance.

**Procedure:** Starting at P1 with hands holding your cover open like you were being searched facing S1, at the buzzer, push down S1 with your strong hand, draw and engage T1-T4 in tactical priority while moving laterally between the orange cones. All paper targets get 3 shots.

**Setup notes:**  
**Target Heights:**  
 T1 – 5 ft  
 T2 – 6 ft  
 T3 – 5 ft  
 T4 – 4 ft

**SCORING: Vickers, 12 rounds min.**  
**TARGETS: 4 IDPA, 1 large Popper**  
**SCORED HITS: Best 3 on Paper Targets**

# Matrix Security Team Firefight



## Bay 1 Right

### STAGE 2: Free Style, Limited Vickers, 22 rounds minimum

**Scenario: [Rescue Morpheus p.2]** After you have eliminated the guards at the metal detector, heavily armed and armored troops confront you around the pillars of the entrance. Mr. Anderson is waiting for you at the end of the hall doing his high tech bobbing and weaving.

**Procedure:** Begin at P2. At signal, draw, advance using cover to engage T1-T8 with 2 head shots each. T9 must be engaged last with 2 head shots to each of the 3 Andersons. All paper targets get 2 head shots.

### Setup notes:

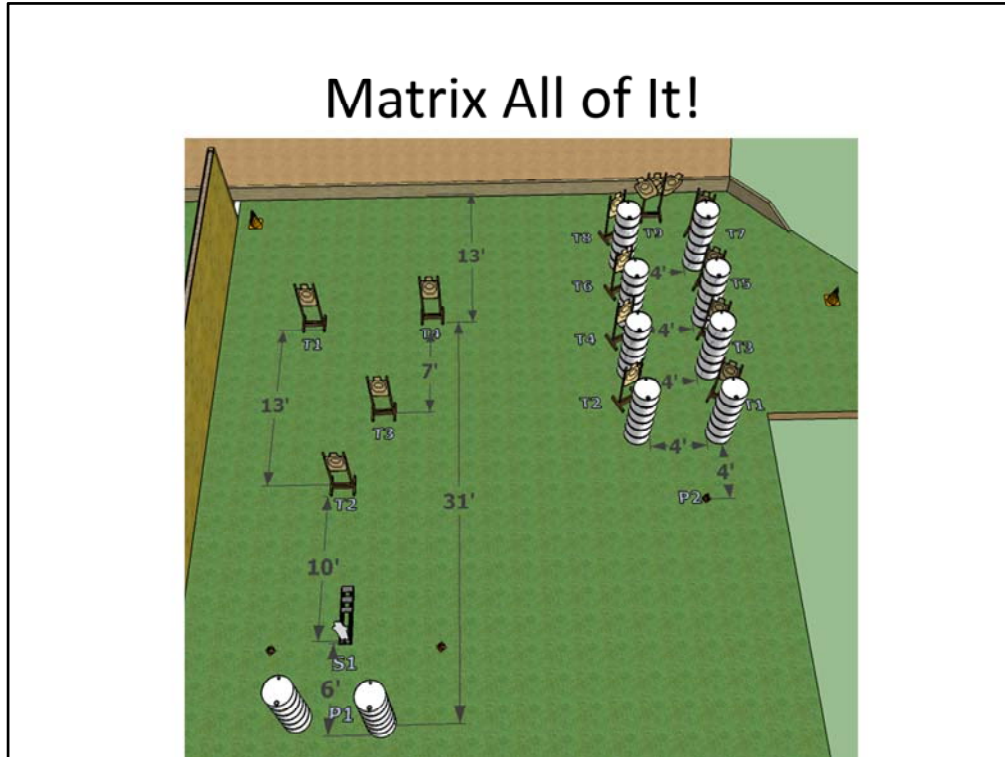
**Target Heights:** T1-6ft; T2- 5ft; T3-5 ft; T4-6ft; T5 – 5 ft;T6 – 6 ft;T7 – 5 ft;T8 – 4 ft; T9 – 5, 6, and 4 ft

**SCORING:** Stage 2 – Limited Vickers, 18 rounds

**TARGETS:** 11 IDPA

**SCORED HITS:** 2 on target

# Matrix All of It!



## Bay 1 Left and Right

### STAGE 3: Free Style, Vickers, 19 rounds minimum

**Scenario:** [Rescue Morpheus] This is the full scene combining stage 1 and 2 together.

**Procedure:** Starting at P1 with hands holding your cover open like you were being searched facing S1, at the buzzer, push down S1 with your strong hand, draw and engage T1-T4 in tactical priority with 2 shots each while moving laterally between the orange cones. Do not pass cone until T1-T4 have been engaged. Move to P2 and advance between barrels using cover to engage T1-T8 with 1 head shot each. T9 must be engaged last with 1 head shot to each of the 3 Andersons.

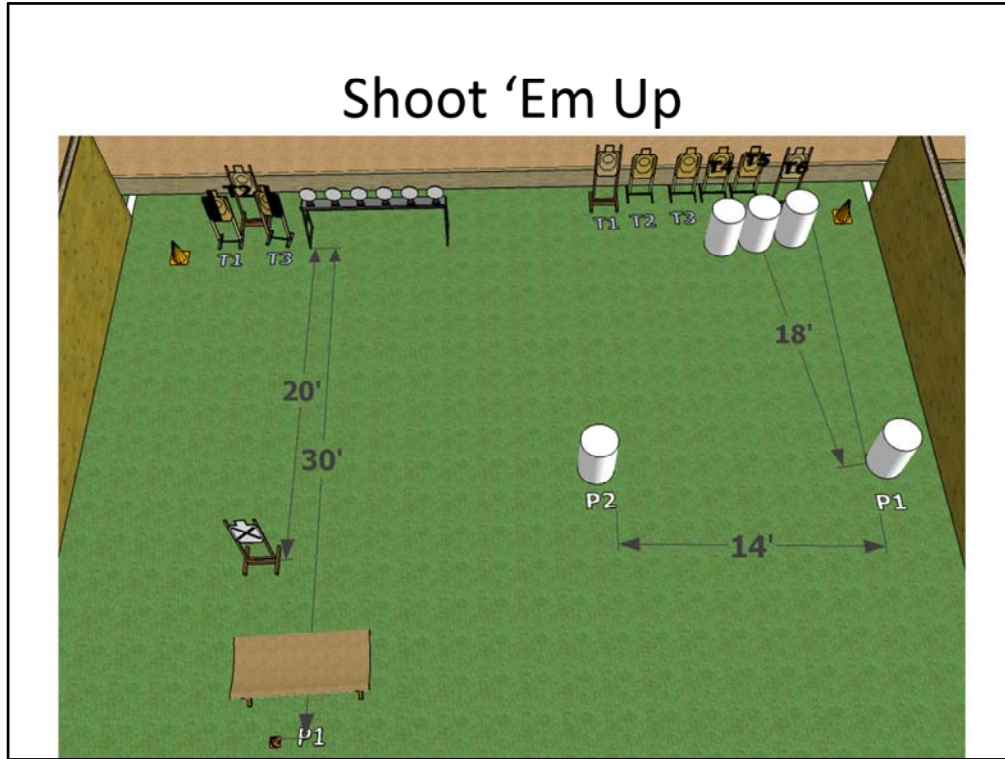
### Setup notes:

Target Heights as indicated on Stage1 and Stage 2

SCORING: Vickers, 19 rounds min.

TARGETS: As indicated for Stage 1 and Stage 2

SCORED HITS: Best 2 on target T1-T4. Head shot only on other targets



**Bay 2 Right**  
**STAGE 4: Strong Hand Only, Limited Vickers, 12 rounds.**

**Scenario:** You holding a baby crouching behind a barrel when the bad guys arrive. Protect the baby and take out the bad guys.

**Procedure:** Start at P1 crouching or kneeling with baby in your weak hand. On the start signal, stand, draw and engage T1-T6 with 1 shot each. While moving to P2 reengage T1-T6 with one shot each. If you reach P2 before completing the engagement, you must take cover behind barrel. You must shoot around the side of the barrel.

**STAGE 5: Strong Hand Only, Limited Vickers, 12 rounds.**

**Procedure:** Same as above except move from P2 to P1

**Setup notes:**

**Target Heights**

T1 – 5 ft; T2 – 4.5 ft; T3 – 4 ft; T4 – 6 ft; T5 – 4 ft; T6 – 4 ft,

**SCORING:**

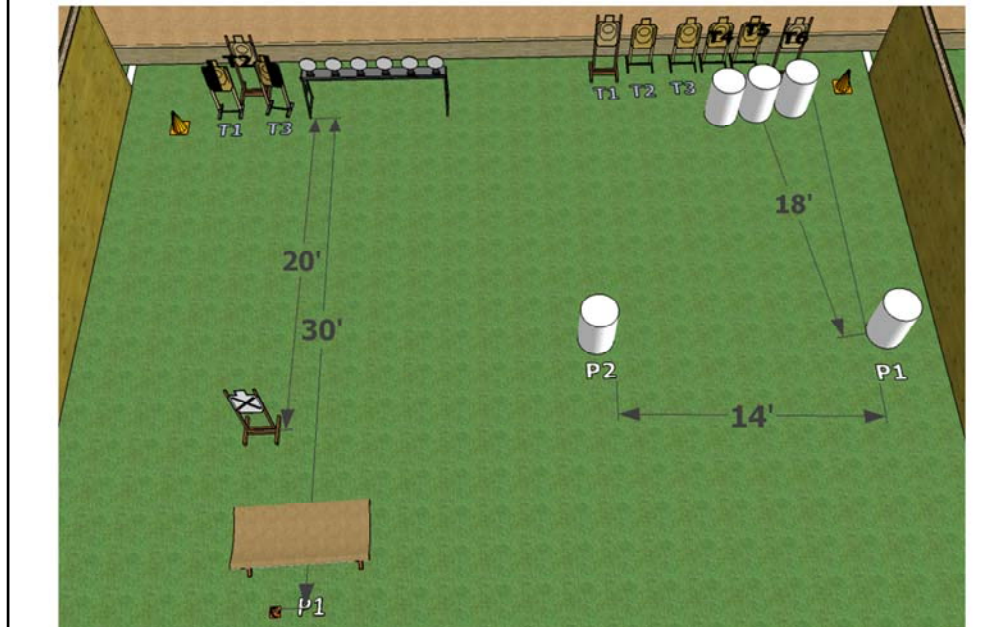
Stage 4 : Limited Vickers, 12 rounds.

Stage 5 : Limited Vickers, 12 rounds.

**TARGETS:** 6 IDPA, Baby

**SCORED HITS:** 4 on target

## Shoot 'Em Up Breast Milk and Bad Guys



### Bay 2 Left

#### STAGE 6: Free Style, Vickers, 12 rounds min.

**Scenario:** The interrogation begins. A woman's obsession and her clients fetish for breast milk gives you the upper hand when pulling information from this eccentric prostitute. The plate rack represents bottles of breast milk that you shoot which upsets the "no shoot," which also alerts the enemies within the brothel to your whereabouts.

**Procedure:** Starting at P1, on the signal, draw and engage Plate Rack. All steel must fall. Then engage T1-T3 with 2 shots each. You can move within the length of the cot to shoot around the no shoot. All paper gets 2 shots.

#### Setup notes:.

#### Target Heights

T1 – 5 ft

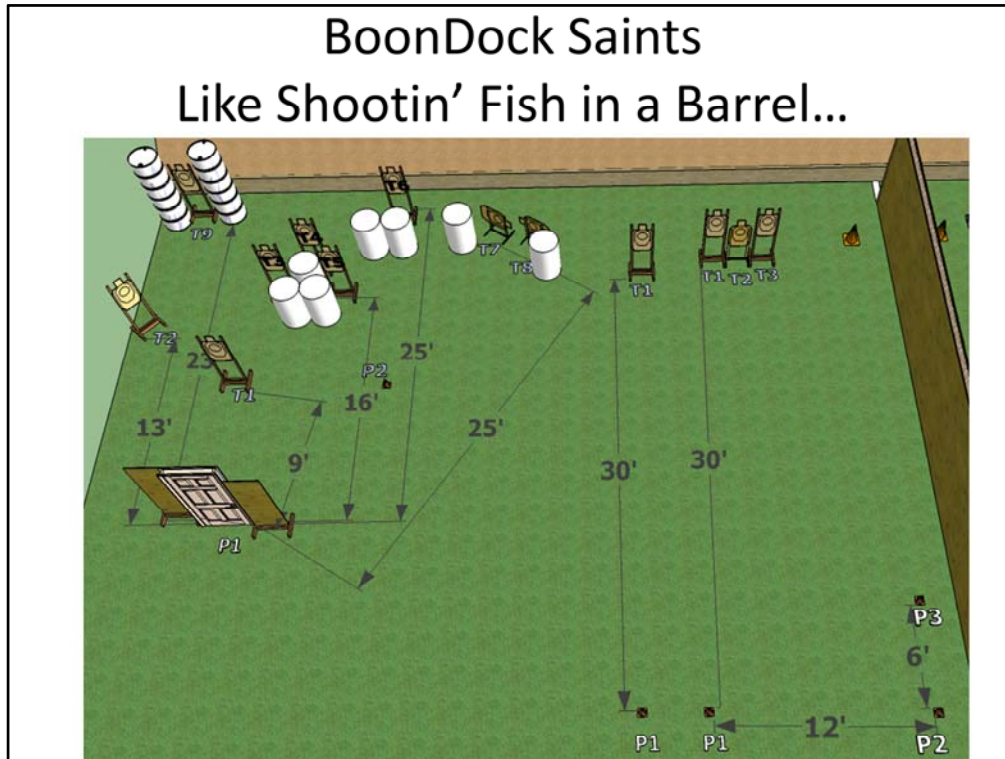
T2 – 6 ft

T3 – 6 ft

**SCORING:** Vickers, 12 rounds min.

**TARGETS:** 3 IDPA, Plate Rack

**SCORED HITS:** Best 2 on paper targets.



**Bay 3 Left**  
**STAGE 7: Free Style, Vickers 18 shots minimum.**

**Scenario:** This is the scene near the end where the MacManus brothers and Rocco enter the house to find 9 bad guys. T1 opens the door and backs away, T2 is on the phone, T3-T5 are playing cards, T6 is tending bar, T7 and T8 are playing pool. T9 is in the bathroom. Like shootin' fish in a barrel...

**Procedure:** Starting at P1 with the strong hand on the door, on the signal open the door, step into the house, then draw and engage T1-T6 with 2 shots each in tactical priority. Drop to your knees at P2 and engage T7-T8 hiding under the pool table with 2 shots each. Turn and engage T9 in the doorway with 2 shots. T7 and T8 must be engaged after T1-T6. T9 must be engaged last.

**Notes:**

**Setup notes:**

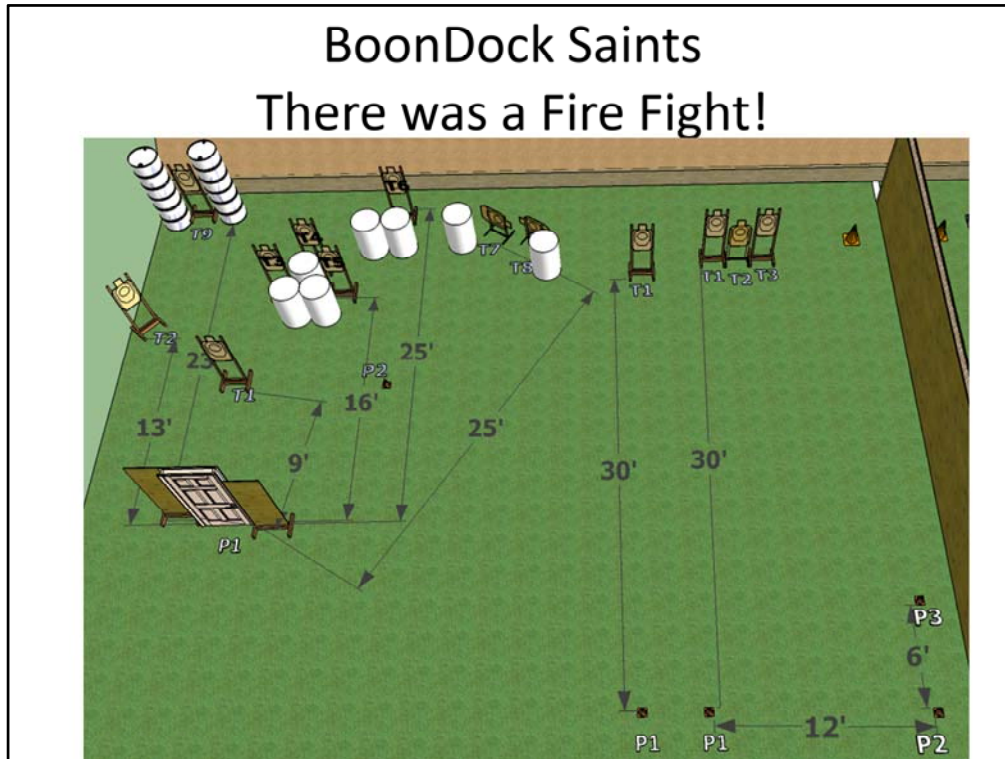
**Target Heights**

T1 – 6 ft; T2 – 5 ft; T3 – 5ft; T4 – 4 ft; T5- 6ft; T6-5ft; T7 and T8 – even with top of barrels; T9-6ft

**SCORING: Vickers, 18 rounds min.**

**TARGETS: 9 IDPA**

**SCORED HITS: Best 2 on target**



**Bay 3 Center  
STAGE 8: Free Style, Limited Vickers 12 shots**

**Scenario:** The MacManus brothers and Rocco exit the house from the front door and have no idea what they're in for, the 6 men (Their father with 6 guns) greets you outside. There was a Fire Fight!

**Procedure:** Starting at P1, on the signal draw and engage T1 with 12 shots.

**Bay 3 Right  
STAGE 9: Free Style, Limited Vickers 12 shots**

**Scenario:** You are the father with 6 guns fighting like 6 men. There was a Fire Fight!

**Procedure:** Starting at P1, on the signal draw, while moving laterally to P2, engage T1-T3 with 4 shots each alternating targets (1-1-1-1-1-1-1-1-1-1-1-1). If you reach P2 before completing, advance to P3. You must be moving while shooting.

**Target Heights**  
Center T1 – 6 ft; Right T1 – 5 ft; T2 – 4ft; T3 – 5 ft;

**SCORING: Limited Vickers, 12 rounds max for both stages**  
**TARGETS: 4 IDPA**  
**SCORED HITS: Limited Vickers, 4 on target max for Stage 9**