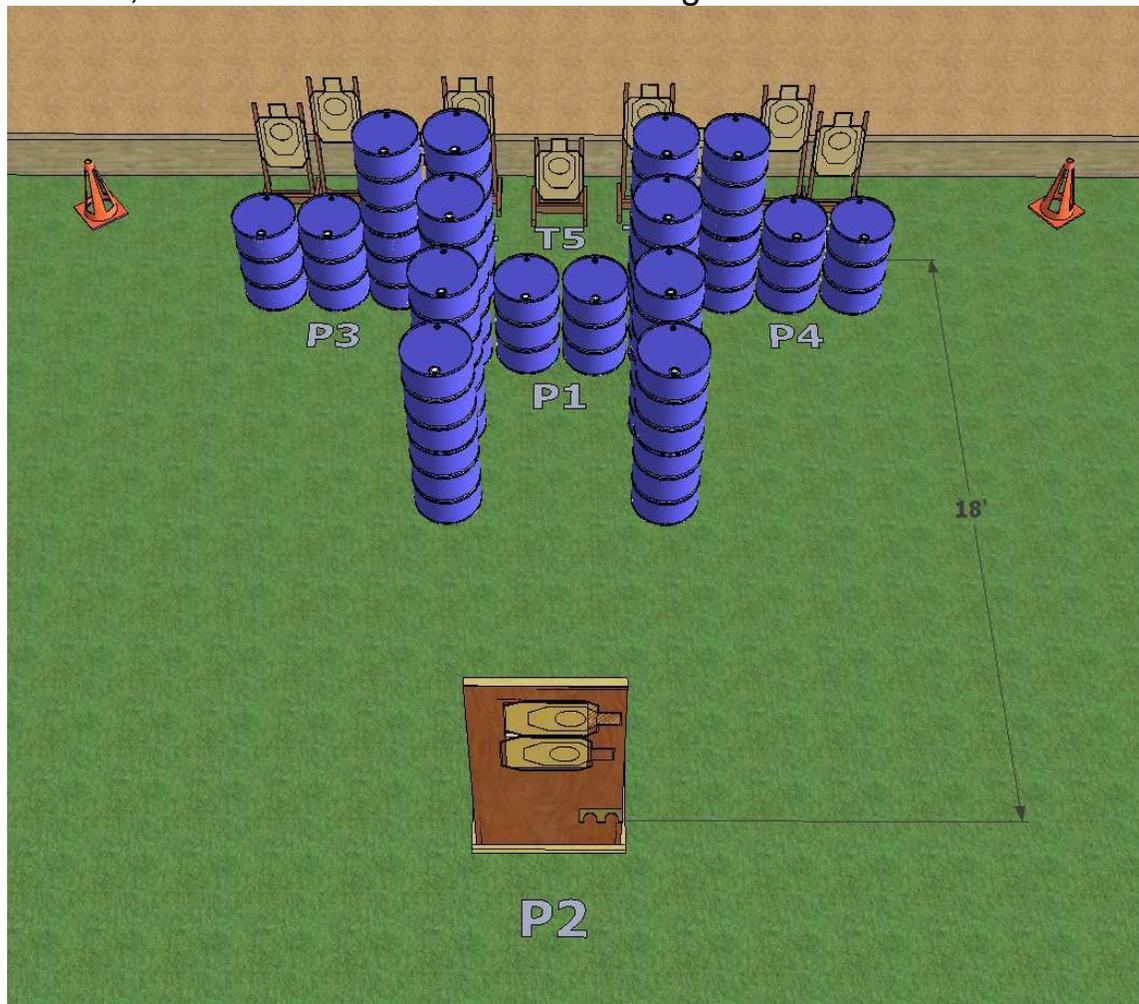


## Bay 1 Right Stages 1 and 2: No Good Way

Vickers, 18 rounds minimum for each stage



### Stage 1 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 2 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 1 Right Stages 1 and 2

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.

## Bay 1 Right Stages 1 and 2

We will need to ensure that 4x4 's protect the wall 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 visible 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.

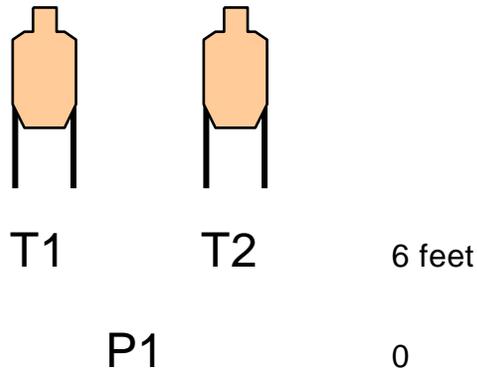
If this stage is set up correctly, there will be no good way to shoot it

## BAY 1 LEFT / STAGE 3:

Limited Vickers 12 rounds

Stage Designer: Jason Krywicki

## Dump & Run



**SCENARIO:** You are confronted by two thugs in a dark alley. It is apparent that they mean to do you grievous harm. Defend yourself.

**STAGE PROCEDURE:** At buzzer, draw and, while retreating, address T1 with six (6) shots and T2 with five (5) shots. At this point, you stop retreating and, while scanning your targets, you realize that T2 is still a threat – place one (1) shot to the head of T2 while stationary.

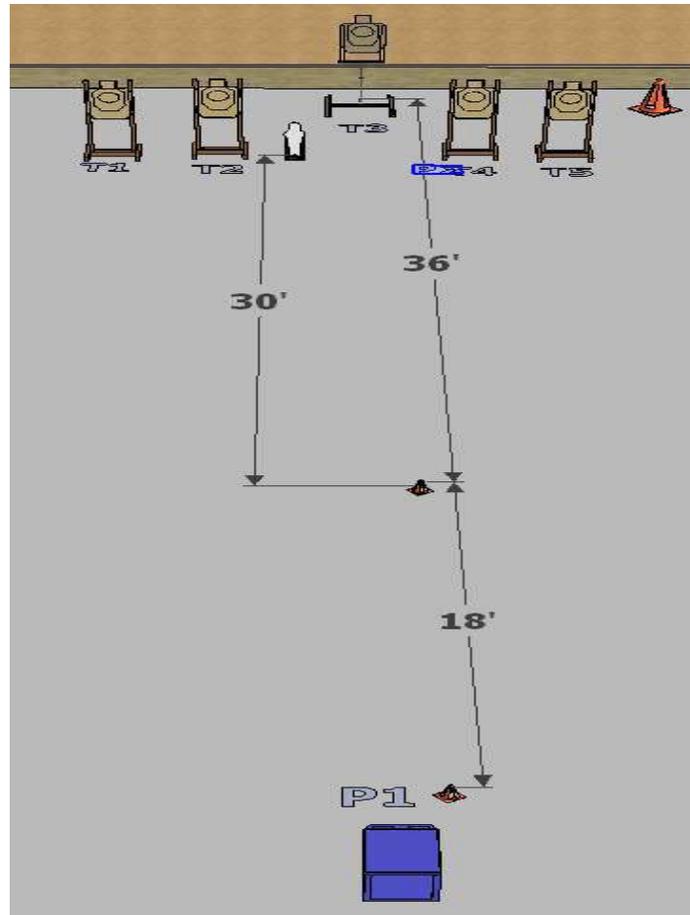
### NOTES:

Down zero of both T1 and T2 should be cut out to reduce paper usage. The shooter will start the stage with exactly six (6) rounds in their firearm.

## Bay 2 Right Side Stage 4: Mars Attacks

Vickers count, 11 rounds minimum

Stage Designer:



You are mowing your lawn when a flash appears ahead of you. You're a 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're so dazed that you forget to stop pushing the lawn mower.

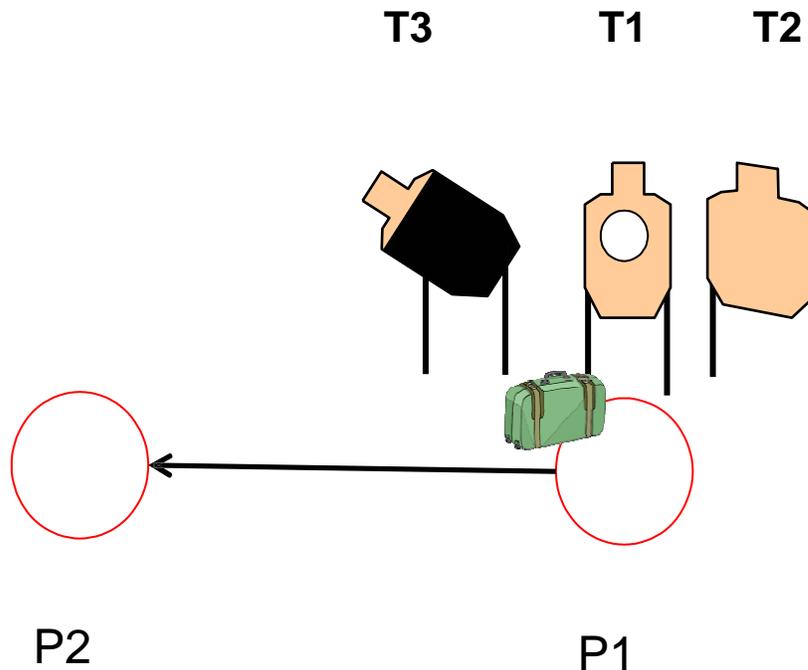
### Stage 4 Procedure

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

## Bay 2 Left Stages 4 and 5: Movie Scene - Collateral

Limited Vickers 6 rounds each stage

Stage Designer:



### Scenario Adaptation of a scene from *Collateral*

Handgun loaded to division capacity and holstered. Shooter standing at P1 facing T1. Both hands above shoulders in surrender position. Cover garment is required.

**Stage 4 Procedure:** At the buzzer, draw and engage T1 with 2 shots from retention position. Engage T2 with 2 shots to body and 1 to head. Then *pick up briefcase and while moving* to P2, engage T3 with 1 shot to head using strong hand only.

**Stage 5 Procedure:** Start from a weak hand retention position at the buzzer, engage T1 with 2 shots. Engage T2 with 2 shots to body and 1 to head. Then *pick up briefcase with strong hand (watch your muzzle) and while moving* to P2, engage T3 with 1 shot to head using weak hand.

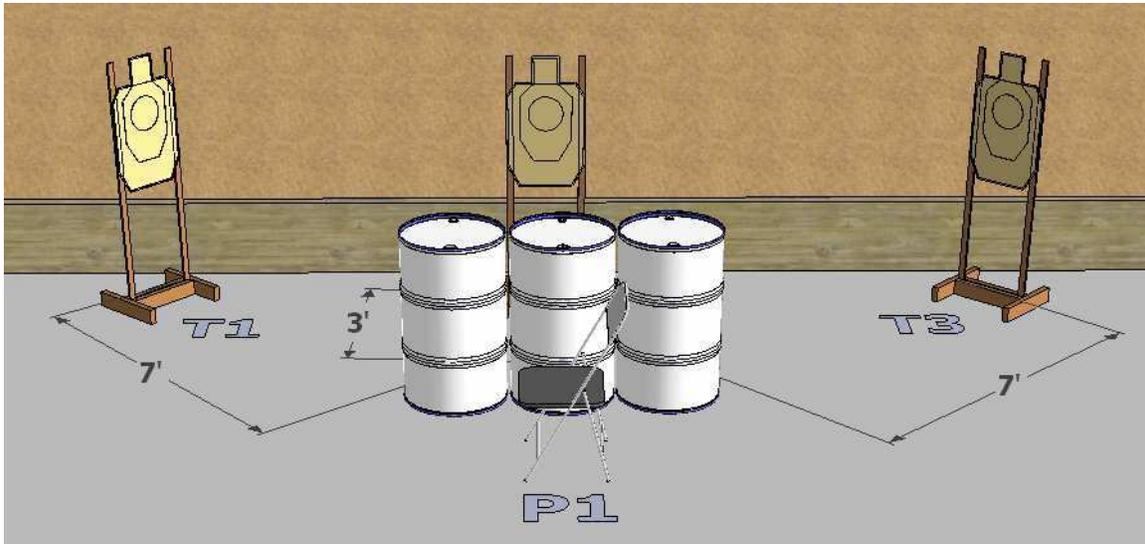
### Setup notes:

1. Position 1 is arms length from T1 and 5-7 yards from T2. (even though it doesn't look like they are that far apart)
2. Set up T3 to be 2+ yards behind and 1+ yard to the left of T1 – make sure angle of shots strike berm.
3. Cut out -0 zone of T1.

## Bay 3 Right Side Stages 6, 7 and 8: - Car Jacking

Limited Vickers 6 Rounds Each Stage

Stage Designer:



### 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 7 Procedure

Limited Vickers, 6 rounds. Begin standing facing T1, **chair has been removed for this stage**. On signal, draw and while kneeling behind the barrels (shooting from the side of the barrels) engage the three targets with two rounds each.

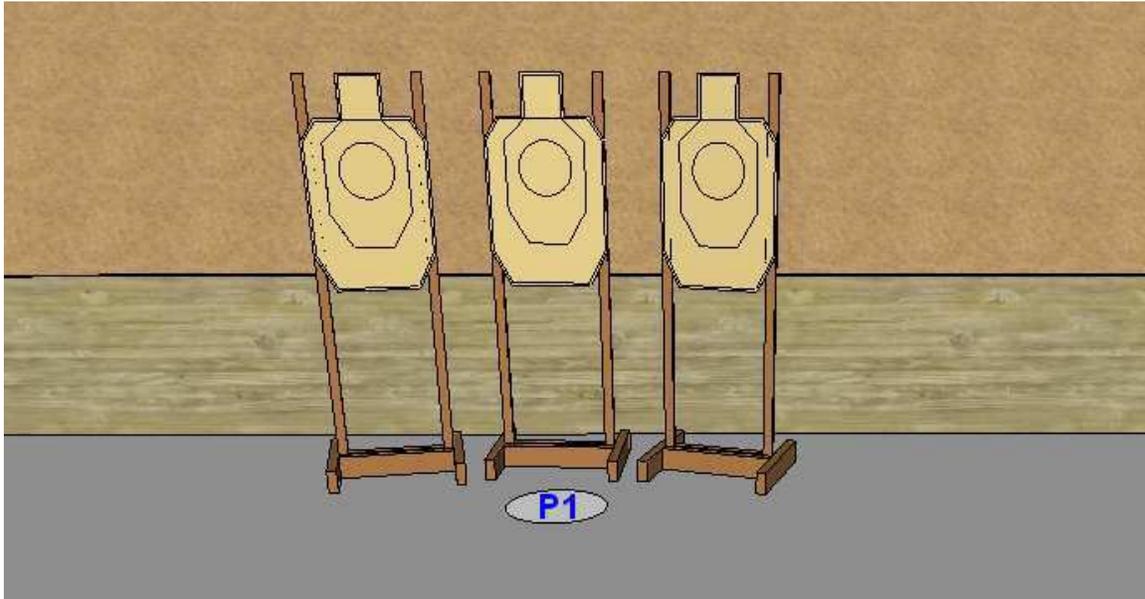
### Stage Notes

Shooters run all 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 6. 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 Side - Stages 9 and 10 Bad Breath Distance**

Limited Vickers 6 rounds each stage

Stage Designer:



### **Stage 9 Procedure**

Limited Vickers, 6 rounds. Begin standing at P1, supporting hand on collar, strong hand at side. On signal draw and engage each target with two rounds each while retreating, strong hand only.

### **Stage 10 Procedure**

Limited Vickers, 6 rounds. Begin standing at P1, transfer hand gun to weak hand. The supporting hand is on your collar. On signal draw and engage each target with two rounds each weak hand only, while retreating.

### **Stage Notes**

All three targets should be within three feet of P1 and equidistant from P1. Shooters run these stages back to back. Reloads are off the clock. Score points down on the score sheet on stage 9.