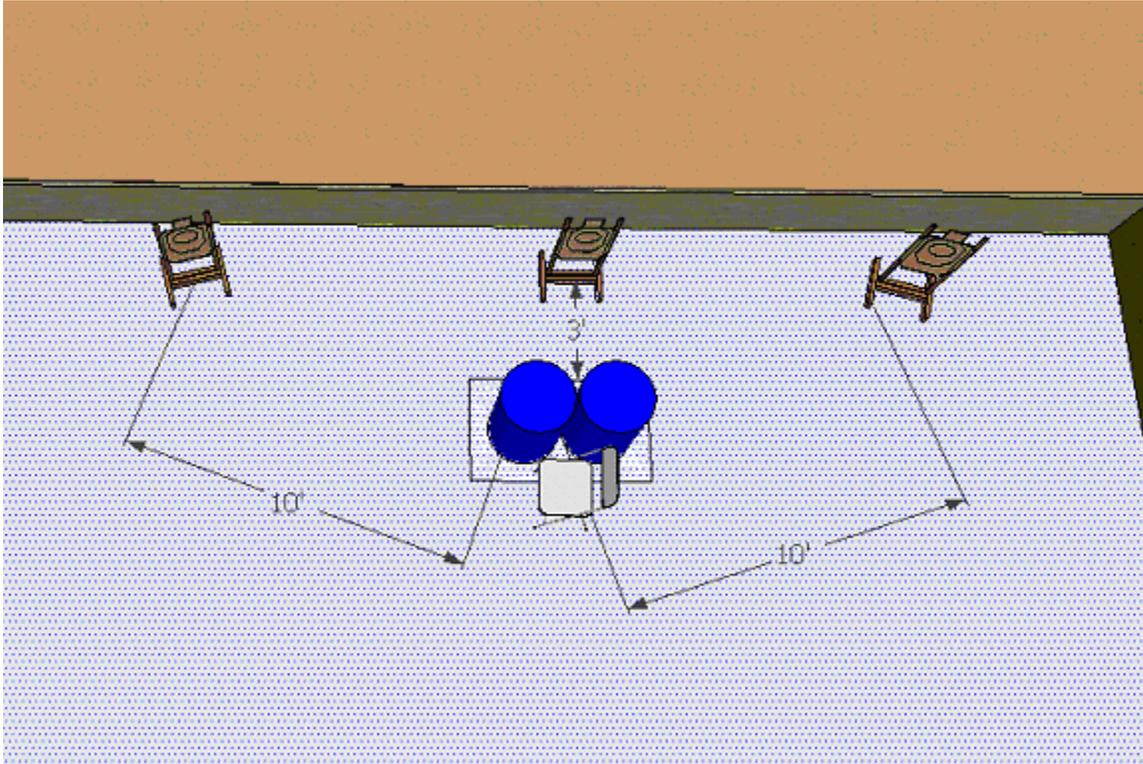


Bay 1 Right Side - Stages 1 and 2 - Car Jacking



Stage 1 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 2 Procedure

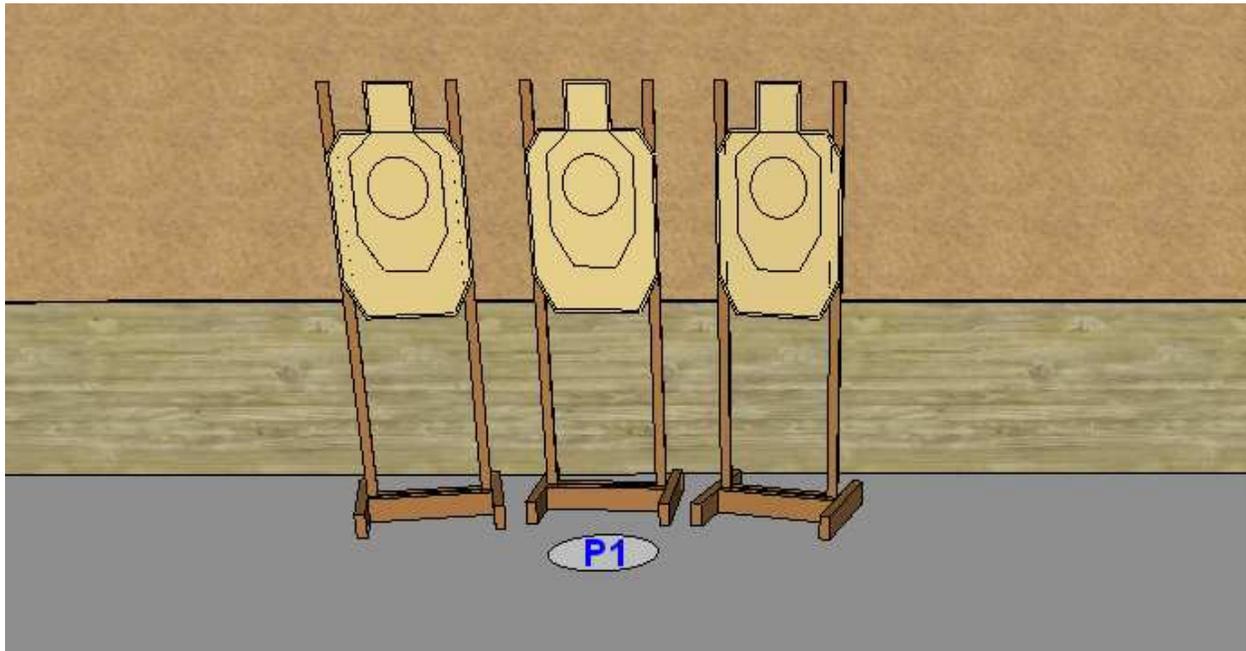
Limited Vickers, 6 rounds. Begin seated in the chair, hands on knees, strong side towards the targets. On signal, draw and engage the three targets in tactical priority with two rounds each, strong hand only.

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 1 Left Side - Stages 3, 4 and 5 - Bad Breath Distance



Stage 3 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 from retention. Shooter's strong side elbow must touch shooter's body while shooting or a procedural penalty will be called.

Stage 4 Procedure

Limited Vickers, 6 rounds. Begin standing at P1, hands at side. On signal draw and engage each target with two rounds each while retreating.

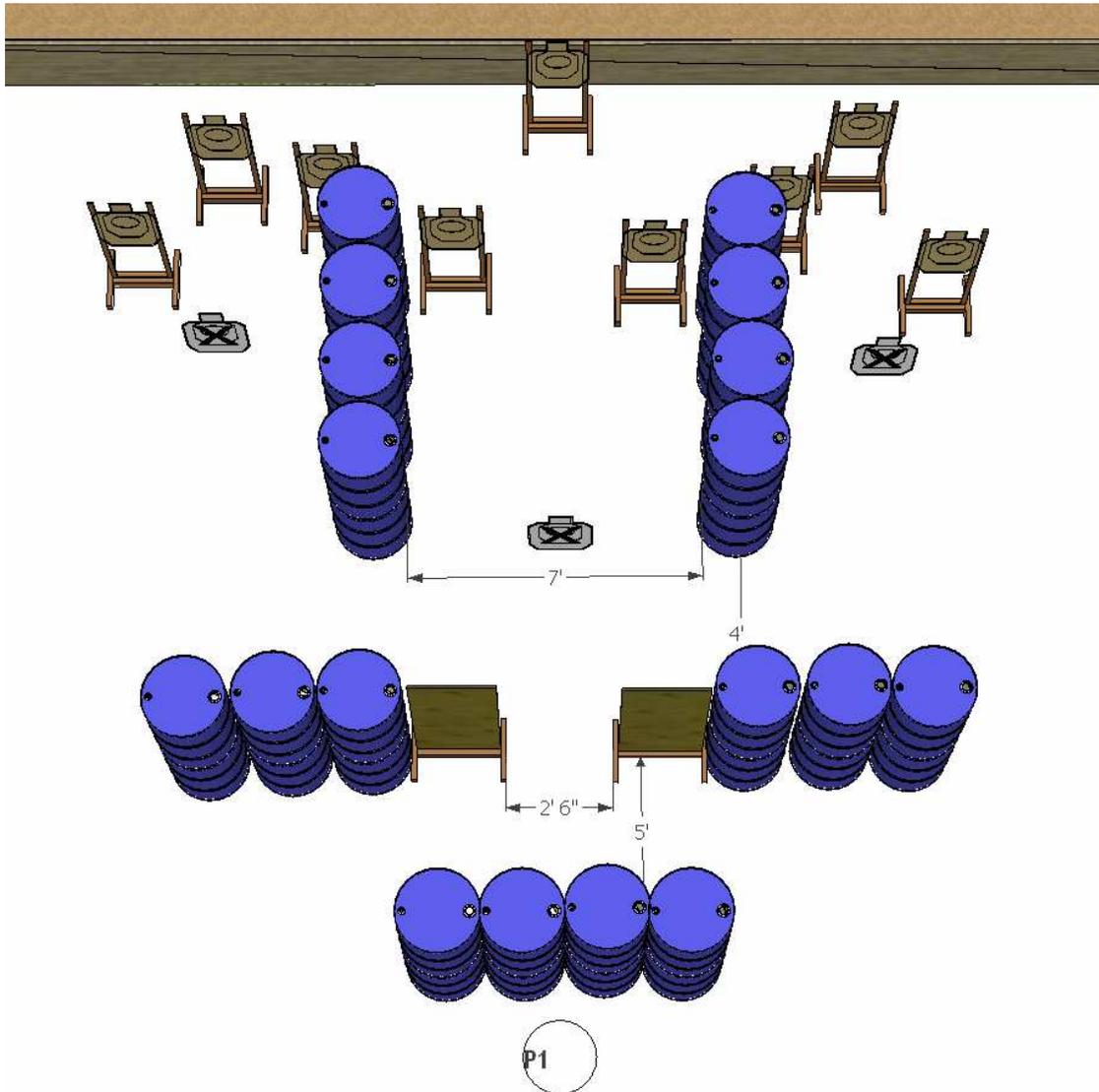
Stage 5 Procedure

Limited Vickers, 6 rounds. Begin standing at P1, hands at side. On signal draw and engage each target with two rounds each, strong 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 5.

Bay 2 - Stages 6 and 7 - Not Revolver Neutral!



Stage 6 Procedure

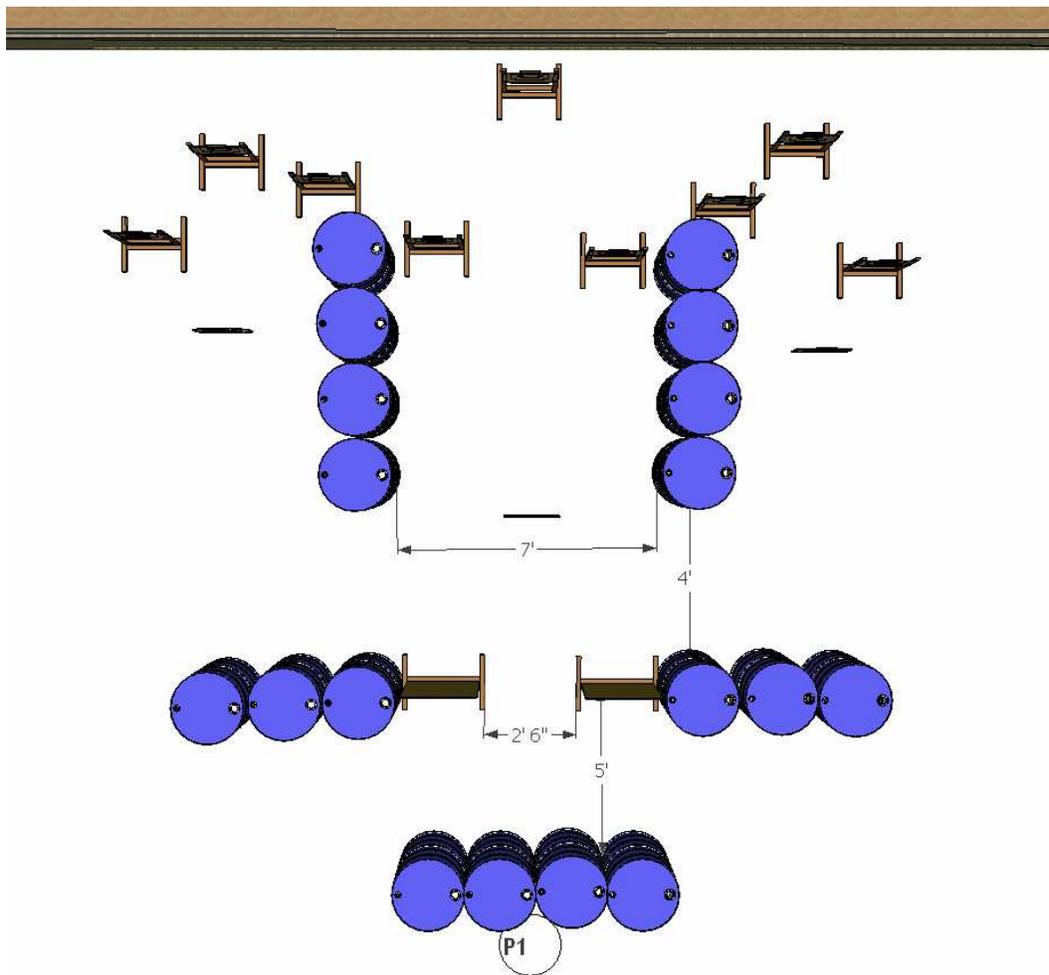
Vickers count, 18 rounds minimum. Start at P1, hands at side. On signal move to the barrier and engage each target with a minimum of two rounds each. Do not advance forward of the barrier or go through the entrance in the middle of the barrier.

Stage 7 Procedure

Vickers count, 18 rounds minimum. Start at P1, hands at side. On signal move to the entrance in the middle of the barrier and engage each target with a minimum of two rounds each. You must engage the three middle targets first from either side of the entrance. Next, advance through the entrance and engage remaining targets on either side.

Stage Notes

Set up stage as shown with two Bianchi Barricades, 36 double-stacked barrels, 9 regular targets and three non-threat targets. Targets should be positioned such that they are not visible to the shooter while advancing from P1 to the barricade. Only the middle three targets should be visible to the shooter from either side of the entrance. All targets will be engaged from two different positions. Try to position the non-threat targets so that they present a challenge to the shooter from either of the two possible firing positions. For example, the non-threat target in the middle area should partially obscure different targets depending on which side of the entrance the shooter is located.

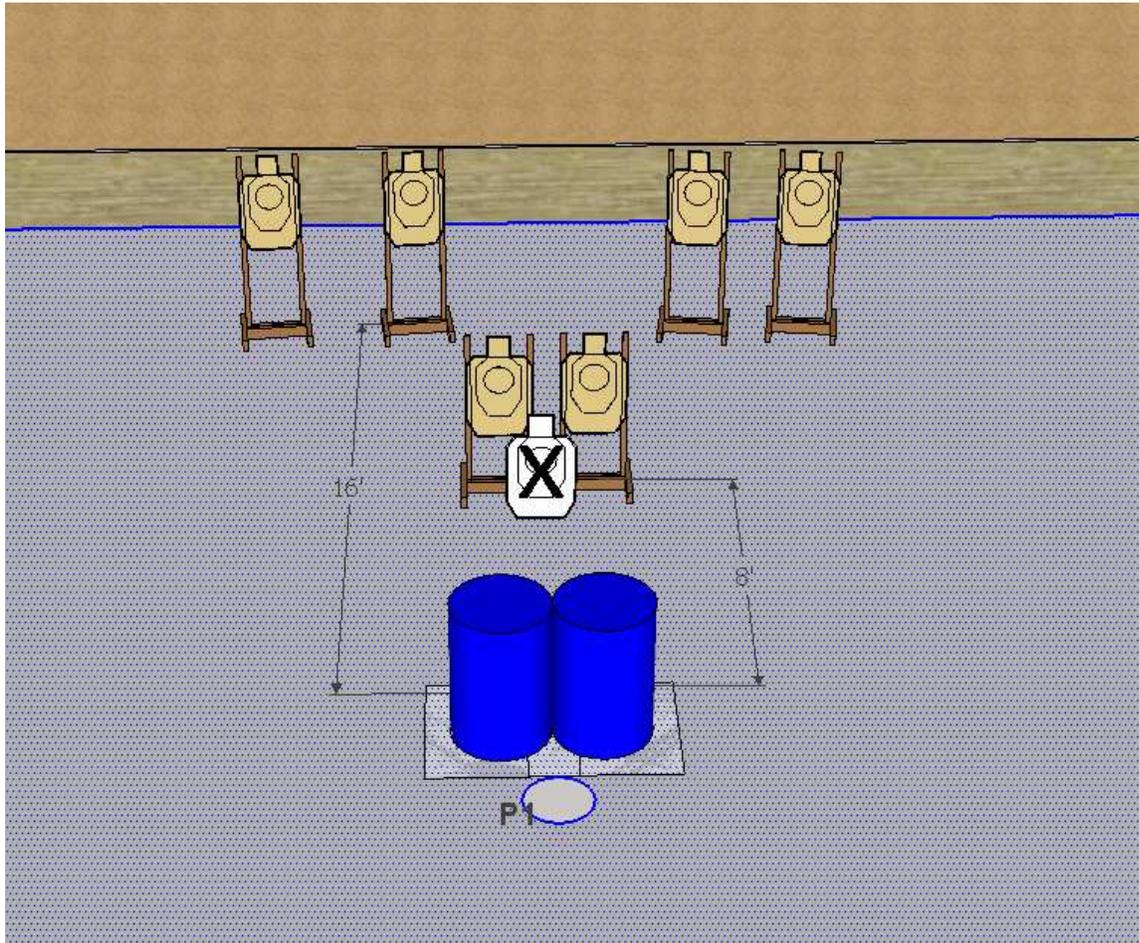


In stage 6, the shooter will engage the targets from the ends of the barricade wall and the entrance in the middle.

In stage 7, the shooter will move through the entrance and then move from side to side to engage the outer targets. The SO should stand in the entrance to observe the shooter.

SOs should call procedural penalties as appropriate for breaking cover, and be especially watchful for muzzle infractions.

Bay 3 - Stages 8 and 9 - Scant Cover



Stage 8 Procedure

Vickers count, 12 rounds minimum. Start at P1, hands at sides. On signal draw, kneel and engage each target in tactical priority, near to far, with a minimum of two rounds each. A shooter who is unable to kneel for medical reasons may shoot stage 8 strong hand only while standing.

Stage 9 Procedure

Vickers count, 12 rounds minimum. Start at P1, hands at sides. On signal draw and engage each target in tactical priority, near to far, with a minimum of two rounds each, while retreating.

Stage Notes

Position non-threat target so that it partially obscures the middle two targets. Shooters must engage the two nearest targets before engaging the remaining four targets.