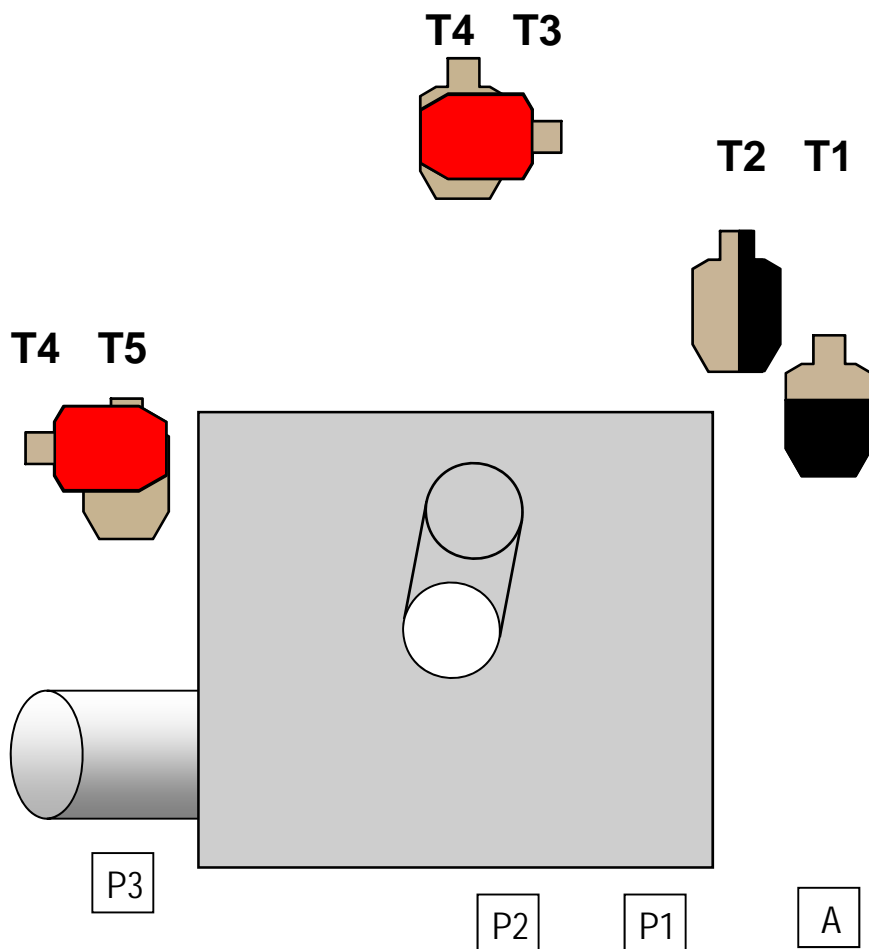


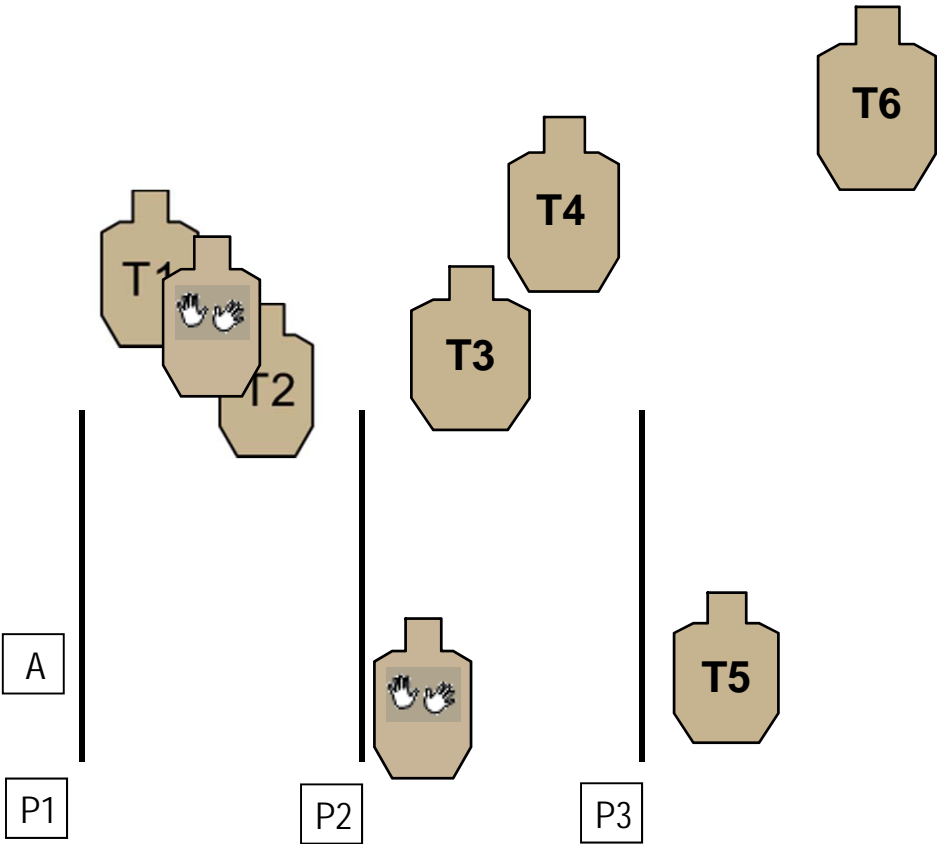
Stage 4: Pit or Barn: Car Park Incursion

Scenario:	After being attacked in a parking garage by a couple of nefarious grease monkeys you are engaged in a running gun battle under several cars...Get low and neutralize your attackers.
Start Position:	Standing in box A, concealed, back to targets, holding shopping bag with both hands.
Procedure:	<ul style="list-style-type: none"> • Move to P1 then engage T1-T2 with 2 rounds each, then • Engage T3-T4 with 2 rounds each through the barrel from P2, then • Engage T5-T6 under the low barrel with 2 rounds each from P3. <p>Red areas are non-scoring zones but not hard cover. Shots through red count on targets behind. Black is hard cover.</p>
Scoring/Rounds:	Vickers, 12+ rounds



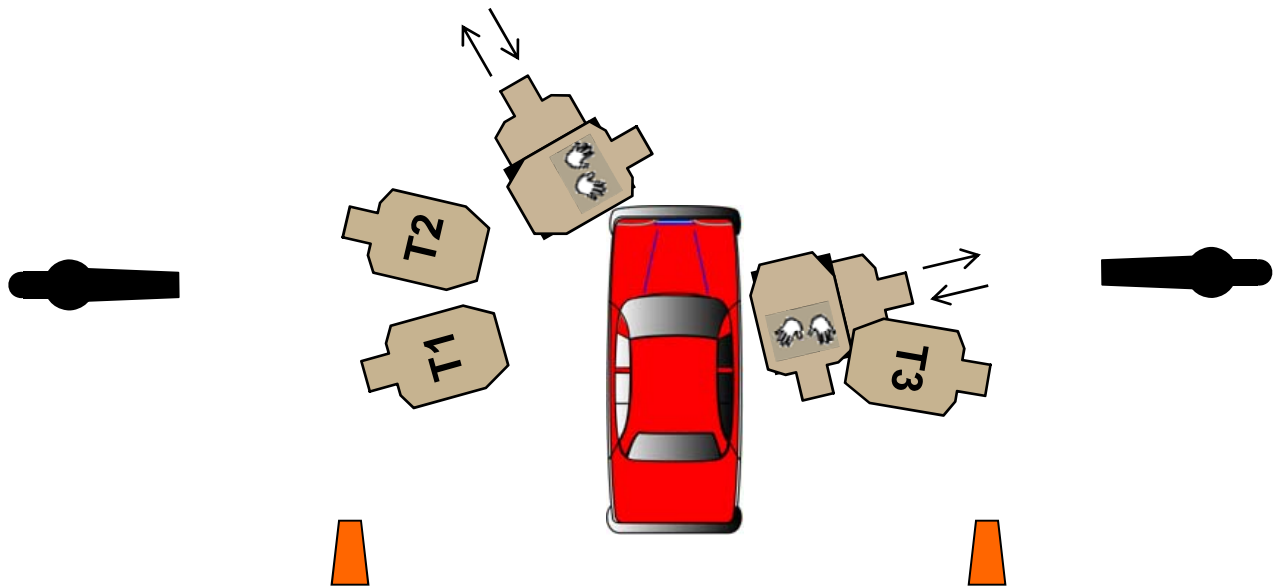
Stage 5: Backyard: Wal-Mart massacre

Scenario:	You are shopping at the local WallyWorld when two white supremacist oxygen thieves ambush two Law Enforcement Officers in an adjacent restaurant then come in to the store to effect their final solution...make sure its final...for them.
Start Position:	Standing in box A, concealed.
Procedure:	<ul style="list-style-type: none">•From P1 engage T1-T2 with 2 rounds each.•From P2 engage T3-T4 with 2 rounds each.•From P3 engage T5-T6 with 2 rounds each.
Scoring/Rounds:	Vickers 12+ rounds.



Stage 6: Gulch: Lemonade

Scenario:	Somebody totaled a car which is now the perfect range prop for a carjacking stage.
Start Position:	Gun loaded, muzzle above steering wheel, finger out of trigger guard. Both feet flat on car floor. Doors closed. Concealment not required.
Procedure:	<ul style="list-style-type: none">• Remain seated.• Engage T1-T3 with 2 rounds each.• Engage the steel targets until down and the up/down targets they activate with two rounds each. <p>Do not muzzle your feet/legs/knees, etc. This is a DQ. This stage uses muzzle safe points that are wider than 180°. Any shot striking the car is a DQ. If this is unacceptable, do not shoot this stage.</p>
Scoring/Rounds:	Vickers, 12+ rounds



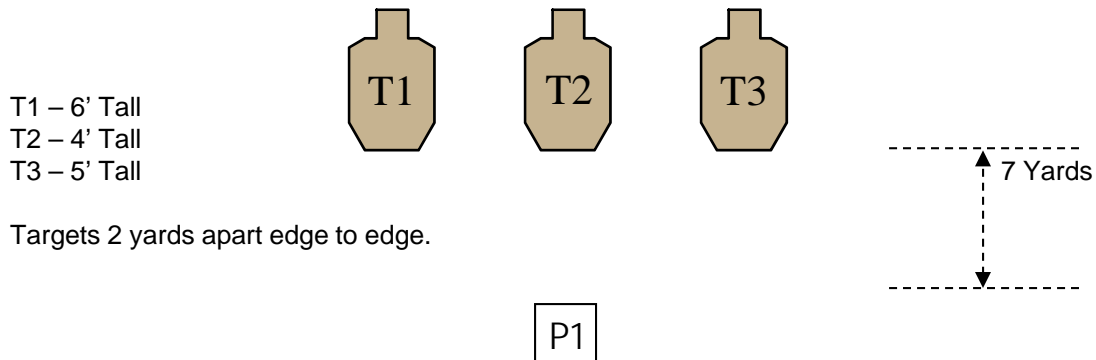
Classifier Stage setup

D Steel Pen	Classifier stages 1 and 2 only. 10 yard line even with steel wall, targets behind steel contraption.
E City Limits	Classifier stages 1-3
F Wall	Classifier stages 1-3
H Corral 1	Classifier stages 1-3
I Corral 2	Classifier stages 1-3
J Corral 3	Classifier stages 1-3

Print SIX copies of the three classifier stages.

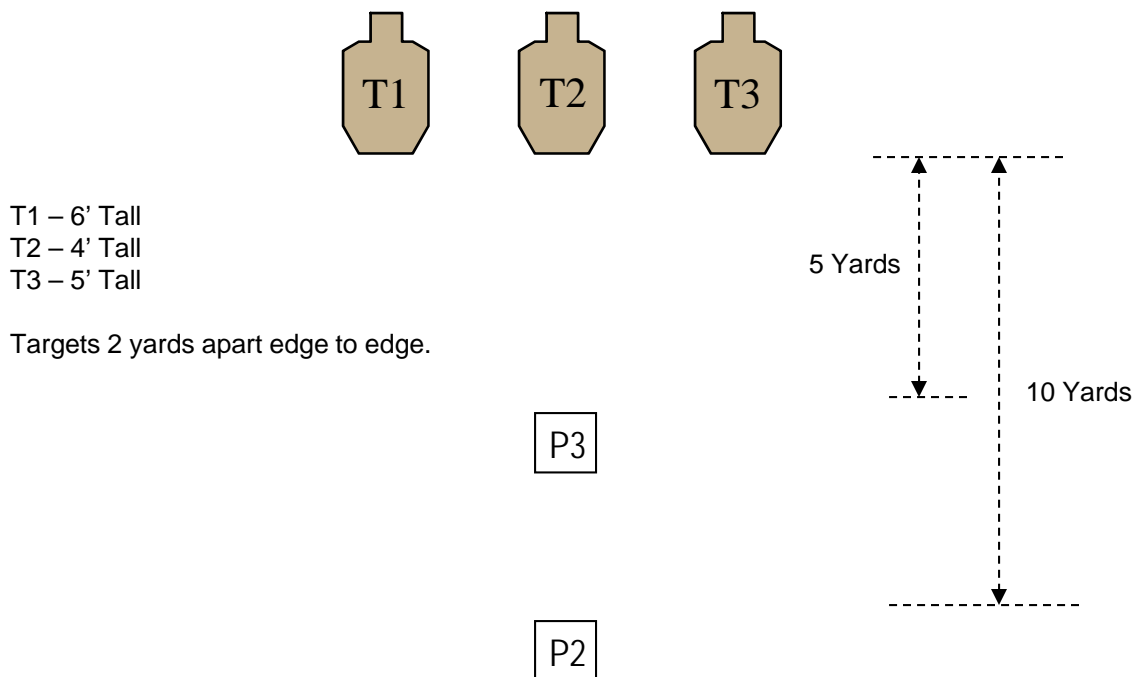
IDPA Classifier Stage 1

Start Position:	P1, concealment not required
Procedure:	<p>STRING 1 (3 shots) Draw and 2 two shots to the body then 1 to the head on T1.</p> <p>STRING 2 (3 shots) Draw and fire 2 shots to the body then 1 to the head on T2.</p> <p>STRING 3 (3 shots) Draw and fire 2 shots to the body then 1 to the head on T3.</p> <p>STRING 4 (6 shots) Draw and fire 2 shots at each head T1-T3 in any order.</p> <p>The Scorekeeper will watch for required head shots that miss the head and hit the body. These hits below the head area must be noted or pasted before shooting String Five.</p> <p>STRING 5 (3 shots) Start with gun in WEAK hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire 1 shot at T1-T3 WEAK HAND ONLY.</p> <p>STRING 6 (6 shots) Load exactly 3 rounds in the firearm. Start back to targets, turn, draw, and fire 1 shot at T1-T3 in any order, reload from slide lock or empty cylinder and fire 1 shot at T1-T3 in any order.</p> <p>STRING 7 (6 shots) Draw and fire 2 shots each at T1-T3 STRONG HAND ONLY.</p> <p>If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> •Mag 1: 9 rounds •Mag 2: 12 rounds •Mag 3: 9 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



IDPA Classifier Stage 2

Start Position:	Varies – see below. Concealment not required.
Procedure:	<p>STRING 1 (6 shots) Begin at P2. Draw and fire 2 shots each at each T1-T3 in any order while moving forward. All shots must be fired while moving straight toward T2. There is a forward fault line for this string at the 5 yard line.</p> <p>STRING 2 (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots each at T1-T3 while retreating straight backwards from T2. All shots must be fired while retreating.</p> <p>STRING 3 (12 shots) Begin at P2. Load exactly 6 rounds in the firearm. Start back to targets, turn, draw, and fire 2 shots each at T1-T3 in any order, reload from slide lock and fire 2 shots each at each T1-T3 in any order.</p> <p>STRING 4 (6 shots) Begin at P2. Draw and fire 2 shots each at T1-T3 in any order STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> •Mag 1: 12 rounds •Mag 2: 6 rounds •Mag 3: 12 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



IDPA Classifier Stage 3

Start Position:	Varies – see below. Concealment not required.
Procedure:	<p>STRING 1 (12 shots) Begin at P4. Draw and fire 2 shots each at T1-T3 in tactical priority from either side of the barricade using cover, do a loaded chamber reload and fire 2 shots each at T1-T3 in tactical priority from the opposite side of the barricade using cover.</p> <p>STRING 2 (12 shots) Begin at P4. Draw and fire 2 shots each at T1-T3 in tactical priority from either side of the barricade using cover, do a loaded chamber reload and advance to the barrel, fire 2 shots each at T1-T3 in tactical priority using low cover shooting around either side of the barrel.</p> <p>STRING 3 (6 shots) Begin at P5. Draw, kneel, and fire 2 shots each at T1-T3 in tactical priority using low cover shooting around either side of the barrel.</p> <p>Shooters should fill magazines as full as possible.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target

