

(Sorted by <i>Division</i> .)																				IDPA Stages											
Place	Name	*Div	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	PD	Stage 4	String 1	PD	Stage 5	String 1	PD	Stage 6	String 1	PD	Stage 7	String 1	PD	Stage 8	String 1	String 2	PD
1	Ward, Dan	CDP/EX	247.09	30	50.72	50.72	0	20.28	7.42	4.71	5.65	5	33.59	32.59	2	17.60	15.10	5	34.16	32.16	4	15.56	14.06	3	31.49	30.99	1	43.69	17.24	21.45	10
1	Gilbert, Mike	CDP/MM	346.59	30	50.94	50.94	0	33.84	9.97	6.74	9.63	15	65.08	64.08	2	25.29	24.29	2	66.73	63.23	7	22.62	22.62	0	40.26	38.26	4	41.83	23.63	18.20	0
1	Gilbert, Robert	SSP/NV	1294.60	152	89.49	87.99	3	82.00	16.86	32.28	18.86	28	131.84	118.34	27	82.78	79.28	7	281.85	273.35	17	76.12	73.62	5	223.68	201.18	45	326.84	166.97	149.87	20
1	Koski, Steve (Dad)	TRM	216.80	15	32.09	32.09	0	19.88	5.66	3.96	6.76	7	29.26	28.76	1	17.09	16.09	2	43.55	43.05	1	17.31	16.31	2	22.67	21.67	2	34.95	17.06	17.89	0
2	Ostler, Jeff	TRM	277.81	28	45.49	45.49	0	30.87	8.73	10.93	7.21	8	34.63	32.13	5	16.63	14.13	5	43.48	38.98	9	27.78	27.28	1	24.93	24.93	0	54.00	33.02	20.98	0
3	Koski, Steve (Son)( 22)	TRM	350.27	40	53.82	53.82	0	28.55	10.22	7.07	8.76	5	43.79	43.29	1	26.56	25.56	2	54.32	48.32	12	29.04	29.04	0	44.15	44.15	0	70.04	28.85	31.19	20
4	Simpson, Harold	TRM	418.59	26	58.00	58.00	0	35.53	9.58	9.27	12.18	9	69.39	68.89	1	29.31	26.31	6	88.22	83.72	9	28.51	28.01	1	44.54	44.54	0	65.09	38.94	26.15	0
5	Nageotte, Jim	TRM	571.85	93	126.12	114.12	24	32.27	11.01	7.83	7.93	11	94.74	94.24	1	37.38	32.38	10	70.23	66.23	8	26.51	24.51	4	54.48	51.98	5	130.12	67.70	47.42	30
1	Theodore, Ari	HICAP	215.71	25	36.68	36.18	1	20.92	6.70	5.79	7.43	2	28.98	28.98	0	13.75	10.25	7	36.14	30.14	12	11.64	10.14	3	23.17	23.17	0	44.43	21.23	23.20	0
2	Redford, "Red"	HICAP	292.40	32	49.06	49.06	0	27.82	7.64	6.79	8.89	9	29.50	29.00	1	19.78	17.78	4	49.36	48.36	2	23.94	21.44	5	35.00	34.50	1	57.94	31.95	20.99	10
3	Olson, Landon	HICAP	292.86	34	48.43	48.43	0	30.89	7.61	8.33	10.45	9	31.63	31.13	1	26.83	25.33	3	42.68	42.68	0	19.43	18.93	1	34.75	34.75	0	58.22	29.12	19.10	20
4	Montgomery, Robert	HICAP	295.46	54	43.89	42.89	2	20.53	6.25	5.45	7.33	3	47.06	44.06	6	16.13	12.13	8	57.24	46.74	21	20.99	19.99	2	48.71	42.71	12	40.91	21.27	19.64	0
5	Simeoli, Bryan	HICAP	346.25	70	55.88	55.88	0	32.45	9.45	6.90	7.60	17	41.35	36.85	9	29.64	23.14	13	49.17	42.17	14	25.41	23.41	4	44.53	43.03	3	67.82	35.51	27.31	10
6	Davis, Shane	HICAP	409.45	60	62.69	61.69	2	32.32	11.26	7.82	8.74	9	53.36	48.36																	

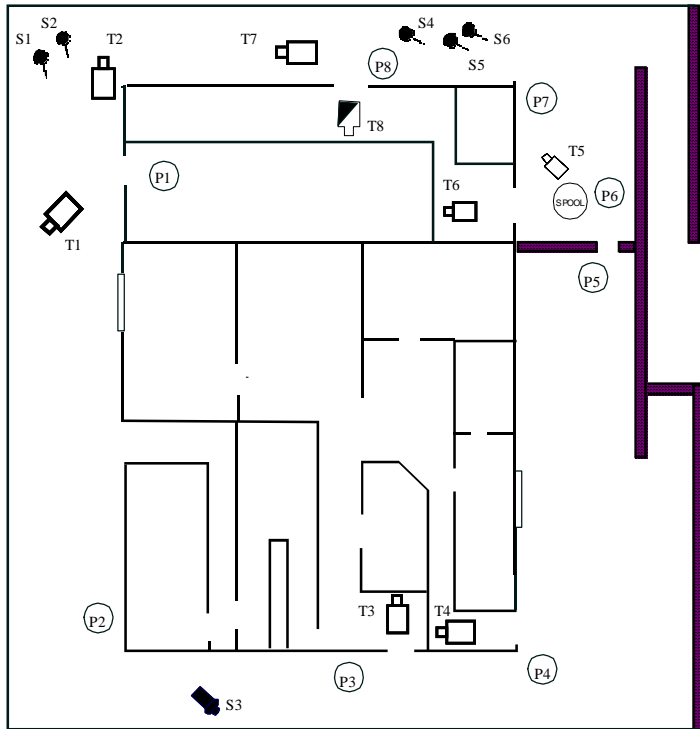
**xx** Indicates that the Points Down value includes some  
**PD** = *Points Down* value is PD x .5 seconds added to  
**\*DIV** = *Divisions*: **TRM** = Ten Round Maximum; **HiCAP**  
**REV** = Revolver - 8 round max, no

**DNF** = Did Not Finish  
**?** = No Division Marked



## STAGE 1 THE BARN

Shot From Concealment:	NO
Scoring Method:	VICKERS
Round Count:	14 RDS. MIN.



### STRING 1 -14 rounds min.

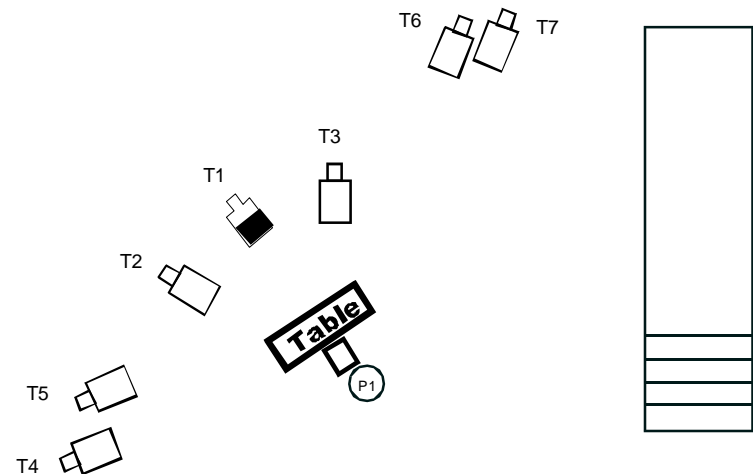
Start at P1 from a low ready position. At the sound of the buzzer engage T1,T2,S1and S2. Move to P2 and engage S3. Move to P3 and engage T3. Move to P4 and engage T4. Move to P5 and engage T5. Move to P6 and engage T6. Move to P7 and engage S1,S2,S3 and T7. Move to P8 and engage T8. **ALL TARGETS MUST BE NEUTRALIZED.**

### NOTES:

1. ALL NON-SHOOTERS MUST STAY OUTSIDE OF BLOCK WALL.
2. STEEL TARGET MUST BE KNOCKED DOWN AT P2.
2. Shooter must use cover at all positions.

## STAGE 2 THE BACKYARD

Shot From Concealment:	NO
Scoring Method:	LIMITED VICKERS
Round Count:	16 RDS. Max. ( 6-5-5 )



### STRING 1 - 6 rounds max. (Gun not loaded)

Seated with both legs under the table, (gun and mags on top of table). At the sound of the buzzer load and engage T1 thru T3 with 2 rounds each. **(FREESTYLE)**

### STRING

### 2- 5 rounds max. (Gun loaded)

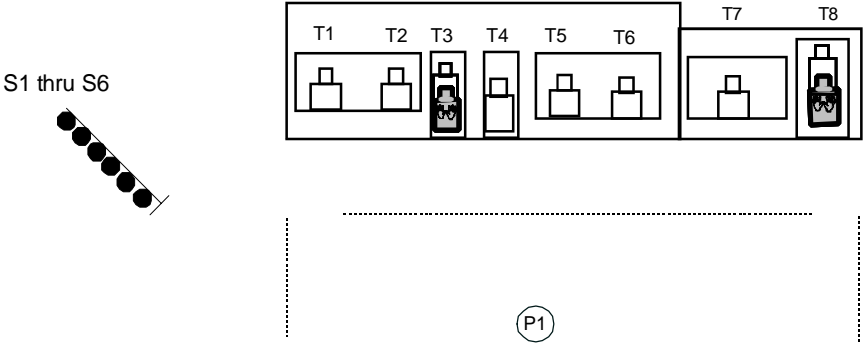
Seated with both legs under table, gun will be placed on table. At the sound of the buzzer pick up gun and engage T1 thru T3 with 1 shot each. Then engage **strong side targets** with 1 shot each. **(STRONG HAND)**

### STRING 3- 5 rounds max. (Gun loaded)

Seated with both legs under the table, with gun loaded and under a rug. At the sound of the buzzer pick up gun with **weak hand** and engage T1 thru T3 with 1 shot each then engage **weak side targets** with 1 shot each.

### STAGE 3 CITY LIMITS

Shot From Concealment	NO
Scoring Method	VICKERS
Round Count	16 RDS MIN.



#### STRING 1 - 16 rounds min.

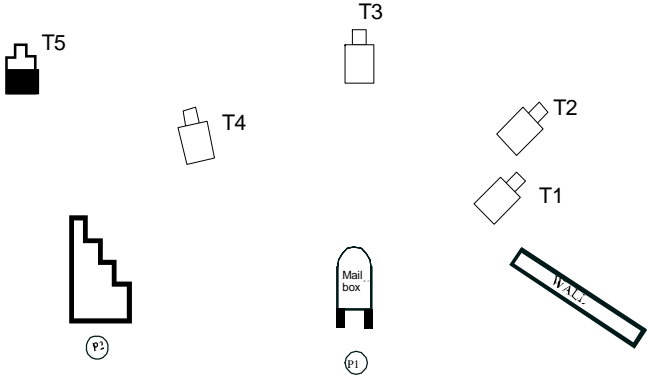
Start at P1. At the sound of the buzzer draw and engage T1 with one round then engage one plate then T2 with one round then a plate then T3 with one round then a plate T4 with one round then a plate then T5 with one round then a plate then T6 with one round then a plate. Then engage T7 and T8 with two rounds each.

#### NOTES:

1. T1 thru T8 must be shot in order. Plates may be shot in any order. (T1 any plate T2 any plate etc. )
2. Shooter may move between fault lines.

### STAGE 4 THE WALL

Shot From Concealment:	YES
Scoring Method:	VICKERS
Round Count:	15 RDS. MIN.



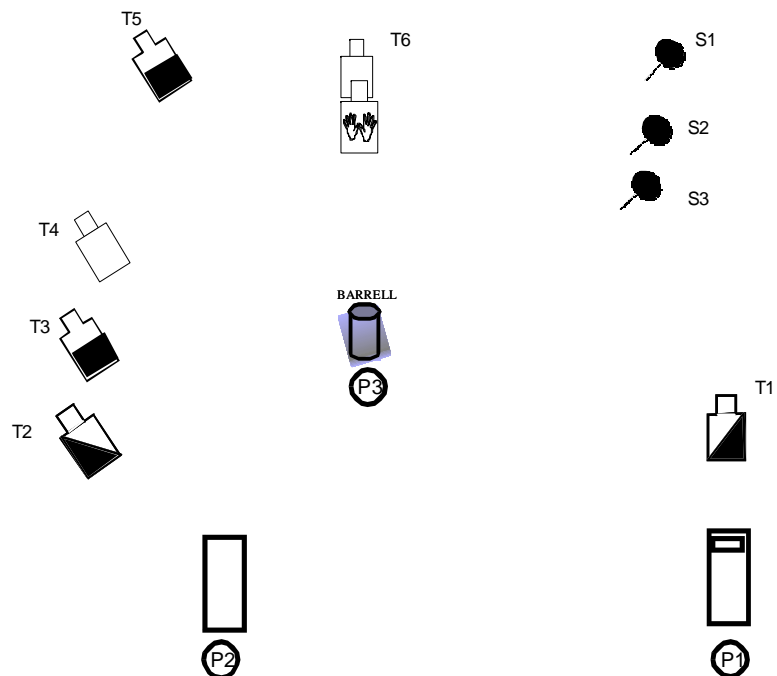
#### STRING 1 - 15 rounds min.

Start at P1 with both hands on "mailbox" at the sound of the buzzer draw and engage T1 thru T3 with 3 shots each. Engage T4 with 3 rounds while moving to cover at P2 where T5 is engaged with 3 rounds. **PERFORM A TAC. RELOAD IF THE WEAPON IS EMPTY AND SCAN AREA. DO NOT SCAN WITH AN EMPTY WEAPON. FAILURE TO SCAN,OR SCAN WITH AN EMPTY WEAPON IS A PROCEDURAL PENALTY. (3 SEC.)**

1. Shooter can use either side of barricade or mailbox as cover.
2. Shooter can not engage targets over the top of mailbox.

## STAGE 5 THE GULCH

Shot From Concealment:	YES
Scoring Method:	VICKERS
Round Count:	18 RDS. MIN.



### STRING 1 -18 rounds min.

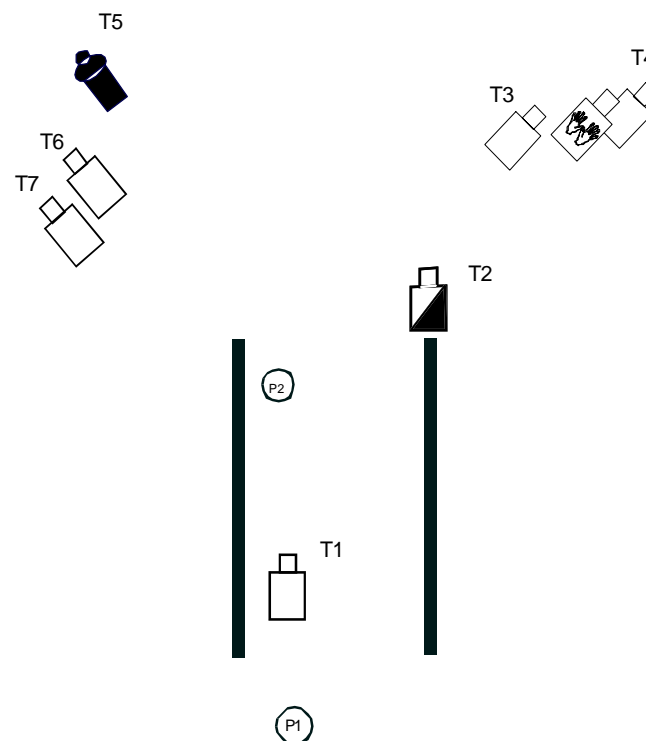
At P1 face 90 deg. From window holding item provided with both hands. Gun side down range. At the sound of the buzzer draw and engage T1 with 2 rounds thru the window of the barricade. Move to P2 and engage T2 thru T4 with 2 rounds each. Advance to P3 using the barrel for cover engage T5, T6 and S1 thru S3 with 2 rounds each. **(ENTIRE STAGE IS SHOT STRONG HAND ONLY)**

### NOTES:

1. Shooter must maintain cover at all locations.
2. **WATCH MUZZLE DIRECTION WHILE MOVING FROM P1 TO P2**
3. Shooter must carry item in weak hand for the entire stage. If item is Placed on ground to reload the shooter must pick it back up.
4. Shooter may use either side of barricade or barrel at P2 and P3.

## STAGE 6 CORRAL NO. 1

Shot From Concealment:	YES
Scoring Method:	VICKERS
Round Count:	17 RDS. MIN.



### STRING 1 - 17 rounds min. (FREESTYLE)

Start at P1 at the sound of the buzzer drop the package, draw and engage T1 with 6 rounds. Then engage T2 while advancing to P2 or from P1 with 2 rounds. At P2 engage T3 and T4 with 2 rounds each, then engage T5 until knocked down, then T6 and T7 with 2 rounds each.

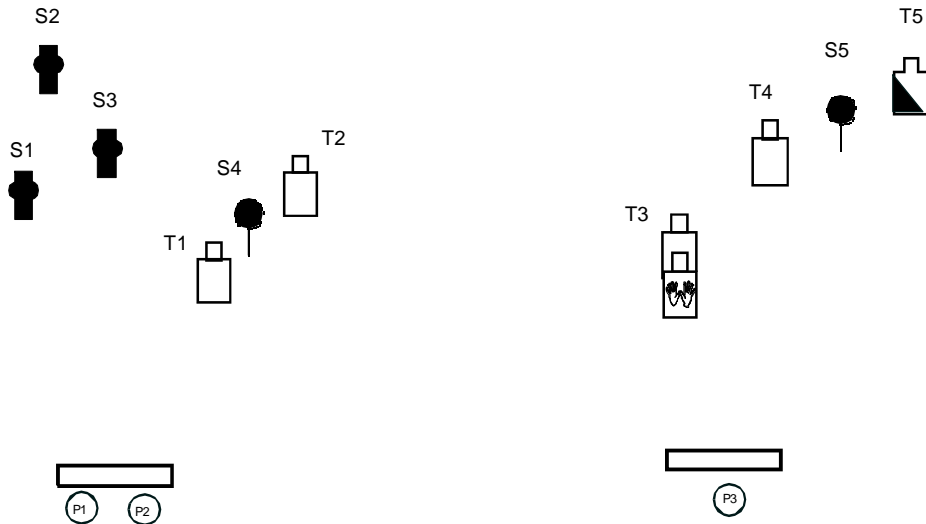
### NOTES:

1. Must use cover while engaging targets.
2. Engage in targets in tactical sequence.

\*\*\*\***ALL IDPA RULES APPLY**\*\*\*\*

## STAGE 7 CORRAL NO. 2

Shot From Concealment:	YES
Scoring Method:	VICKERS
Round Count:	17 RDS. MIN.



### STRING 1 - 17 rounds min.

Start at P1 with a **MAX. OF 6 ROUNDS IN THE GUN.** At the sound of the buzzer draw and engage S1 thru S3 until knocked down. Then move to P2 and engage T1, T2 and S4 with 2 rounds each. Move to P3 and engage T3 thru T5 and S5 with 2 rounds each. **(SLICE THE PIE)**

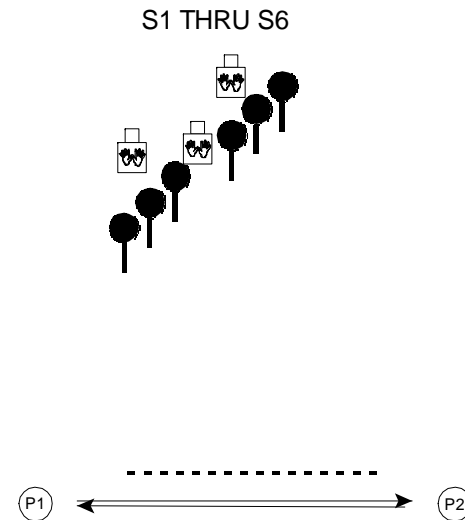
### NOTES:

1. Must use cover while engaging targets.
2. Shooter can use either side of barricade at P3.
3. S1-S3 calibrated to 9MM.

\*\*\*\*ALL IDPA RULES APPLY\*\*\*\*

## STAGE 8 CORRAL # 3

Shot From Concealment:	NO
Scoring Method:	VICKERS
Round Count:	24 RDS. MAX. 12-12



### STRING 1 -12 RDS. Min.

Start at P1 at the sound of the buzzer draw and engage S1 thru S6 with 2rds each while **moving to P2.**

### STRING 2 -12 RDS. Min.

Same as above except shooter starts at P2 and will move to P1.

### NOTES:

1. Shooter may engage targets in any order on both strings.
2. **DO NOT CROSS FAULT LINE WHILE ENGAGING TARGETS.**