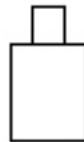


- - **Note that all of the Courses of Fire for the November 27<sup>th</sup> IDPA Match are contained in this document - -**

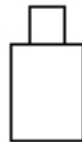
## STAGE 1 THE BACKYARD

<b>Shot From Concealment:</b>	<b>NO</b>
<b>Scoring Method:</b>	<b>LIMITED VICKERS</b>
<b>Round Count:</b>	<b>30 RDS. MAX. 6-6-12-6</b>

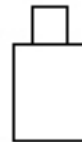
**T1**



**T2**



**T3**



### **STRING 1 - 6 RDS. MAX.**

Position #1 **Draw and advance toward targets**, fire 2 shots at each T1 thru T3 (all shots must be fired while moving) there is a forward fault line for this string.

### **STRING 2 - 6 RDS. MAX.**

Position #2 **Draw and retreat from targets**, fire 2 shots at each T1 thru T3 while retreating (all shots must be fired while moving).

### **STRING 3 - 12 RDS. MAX.**

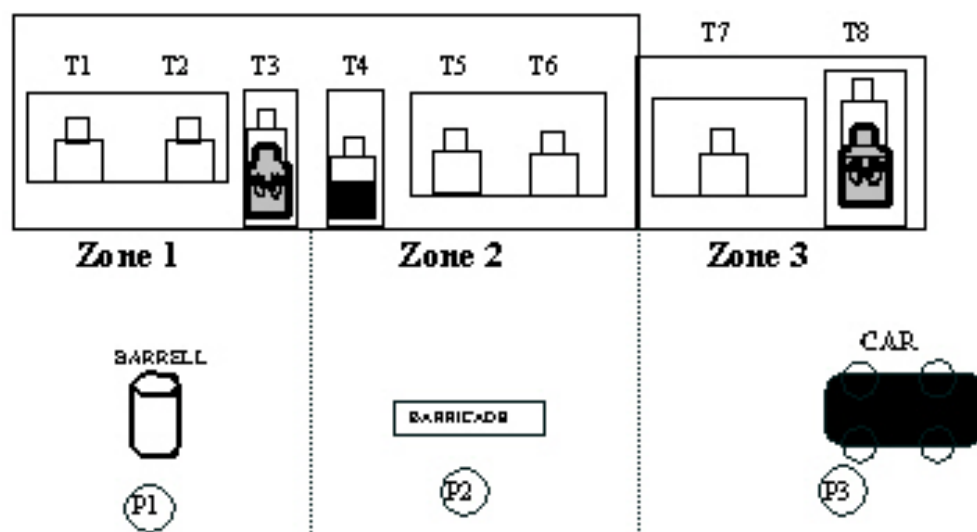
Position #1 (Load 6 rounds MAX. in pistol ) **Start with back to targets**, turn and fire 2 shots at each T1 thru T3, reload from slidelock and fire 2 shots at each T1 thru T3.

### **STRING 4 - 6 RDS. MAX.**

Position #1 Draw and fire 2 shots at each T1 thru T3 **“STRONG HAND ONLY”**.

## STAGE 2 CITY LIMITS

<b>Shot From Concealment:</b>	<b>NO</b>
<b>Scoring Method:</b>	<b>VICKERS</b>
<b>Round Count:</b>	<b>18 RDS MIN.</b>



### STRING 1 - 18 rounds min.

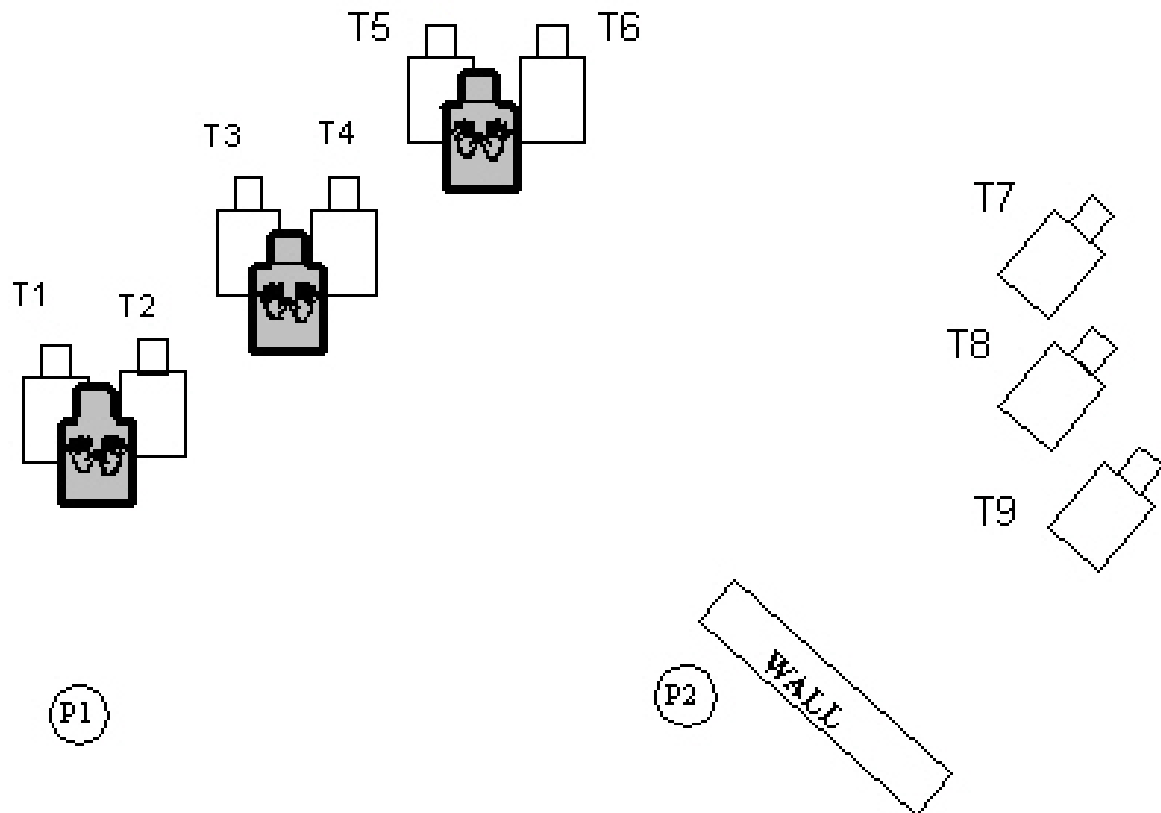
Start at P1. At the sound of buzzer draw, kneel and engage T1 thru T3 with 2 rounds each. Then move to P2 and engage T4 thru T6 with 2 rounds each. Then move to P3 and engage T7 and T8 with 2 rounds each.

### NOTES:

1. Cover must be used at P1, P2 and P3 before engaging each target group.  
(P1= T1 thru T3 in zone 1, P2 = T4 thru T6 in zone 2, P3 = T7 & T8 in zone 3.)
2. Reload as per I.D.P.A. rules.
3. Use either side of barrel or barricade.
4. Do not shoot over top of barrel.

## STAGE 3 THE WALL

<b>Shot From Concealment:</b>	<b>NO</b>
<b>Scoring Method:</b>	<b>VICKERS</b>
<b>Round Count:</b>	<b>18 ROUNDS MIN.</b>



### STRING 1-MIN. 18 ROUNDS

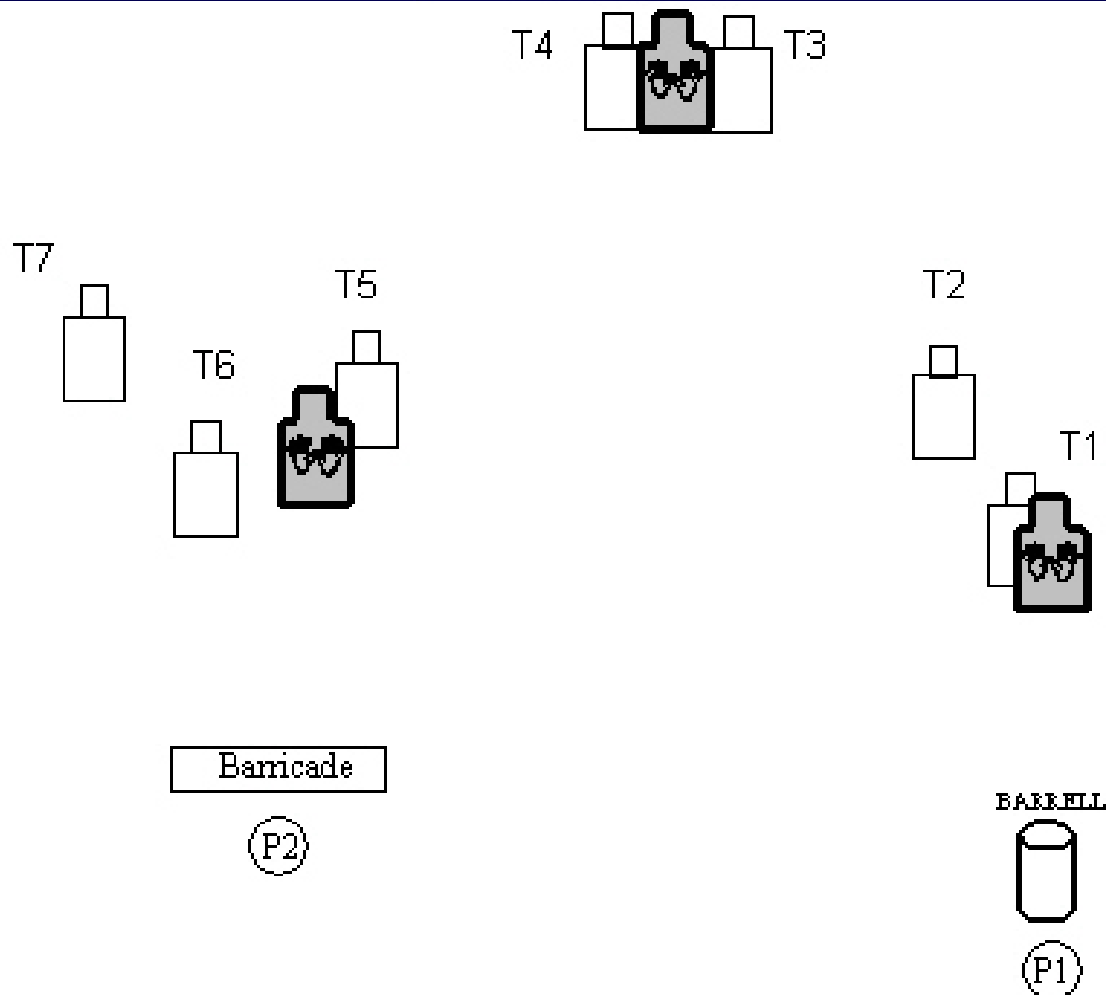
Start at P1 at sound of buzzer draw and engage T1 thru T6 with 2 rounds to the body while moving to P2. At P2 engage T7 thru T9 with 2 rounds each. Using either side of the wall as a barricade.

### NOTES:

1. Must use the wall as cover while engaging S1 thru S3.
2. All reloads must be made behind cover as per I.D.P.A. rules.
3. Shooter must be moving while engaging T1 thru T6.

## STAGE 4 THE GULCH

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



### STRING 1 - 16 rounds minimum

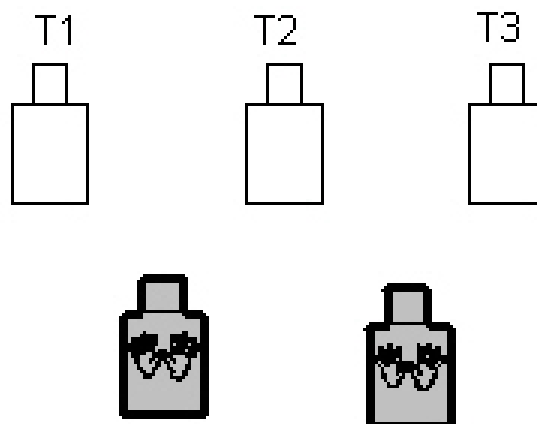
Start at P1 at sound of buzzer draw, kneel and engage T1 and T2 with 2 rounds each from either side of barrel. Then do a tactical re-load or a magazine change with retention from cover. Engage T3 and T4 with 2 rounds to the body and 1 round to the head while moving to P2. At P2 engage T5 thru T7 with 2 rounds each using the either side of the barricade as cover.

### NOTES:

1. "Slice the pie" at barrel and barricade
2. Do not engage targets until you reach cover at P2

## STAGE 5 CORRAL # 1

<b>Shot From Concealment:</b>	<b>YES</b>
<b>Scoring Method:</b>	<b>Limited Vickers</b>
<b>Round Count:</b>	<b>18 RDS. MAX. 6-6-6</b>



### **String 1- 6 rounds max.**

Start at P1 with Two (2) rounds in firearm and two extra magazines with two rounds only in each. At sound of buzzer Draw and engage T1 with two rounds. Perform slidelock reload and engage T2 with two rounds. Perform slidelock reload and engage T3 with two rounds.

### **String 2 -6 rounds max.**

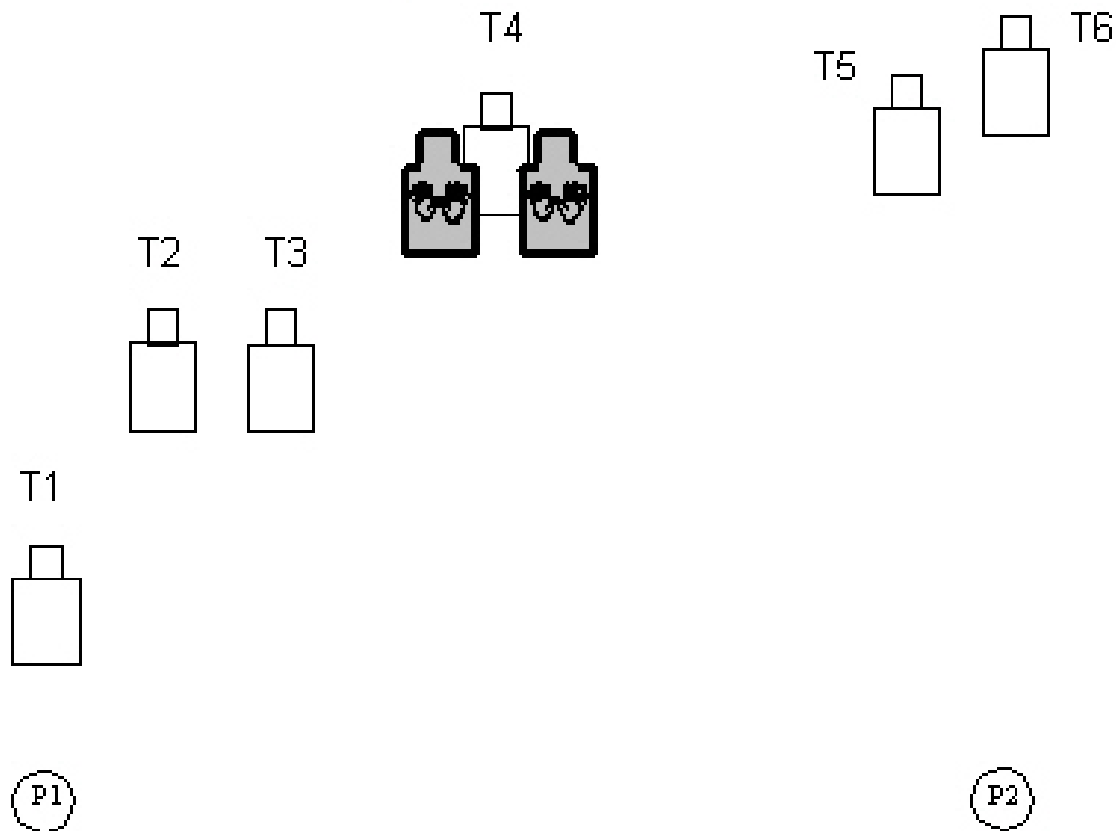
Same as above. **EXCEPT STONG HAND ONLY**

### **String 3-6 rounds max.**

Same as above. **EXCEPT WEAK HAND ONLY AND FROM A LOW READY POSITION.**

## STAGE 6 CORRAL NO.2

Shot From Concealment:	YES
Scoring Method:	VICKERS
Round Count:	24 RDS MIN. 12-12



### STRING 1-12 ROUNDS MIN.

Start at P1 engage T1 with 2 rounds to the body from **RETENTION**. Then engage T2 thru T6 with 2 rounds to the body while moving to P2.

### STRING 2-12 ROUNDS MIN.

Start at P2 engage T6 thru T4 with 2 rounds to the body. Then engage T3 and T4 with 2 rounds to the body and 1 round to the head while moving to P1.

### NOTES:

- 1.Freestyle after retention.
- 2.All shots must be made while moving in both strings.
- 3.Reload as necessary as per I.D.P.A. rules.