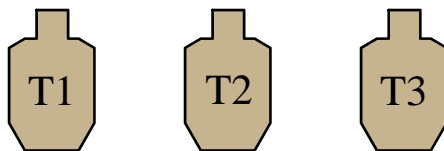


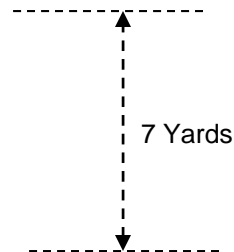
## Pit: Classifier Stage 1

Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p><b>STRING 1</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p><b>STRING 2</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p><b>STRING 3</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p><b>STRING 4</b> (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p><b>STRING 5</b> (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 one (1) shot at each T1-T3. WEAK HAND ONLY</p> <p><b>STRING 6</b> (6 shots) (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each T1-T3.</p> <p><b>STRING 7</b> (6 shots) Draw and fire two (2) shots at each T1-T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> <li>•Mag 1: 9 rounds</li> <li>•Mag 2: 12 rounds</li> <li>•Mag 3: 9 rounds</li> </ul>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall  
T2 – 4' Tall  
T3 – 5' Tall

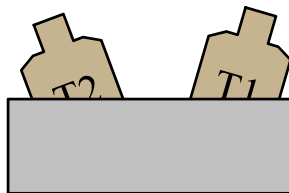
Targets 2 yards apart edge to edge.



P1

## Stage 1: Barn Left: Turning Gold into Lead

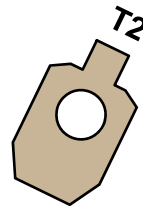
Scenario:	With the economy in shambles, it is a good thing that you had been investing in gold. Too bad you need to turn some of it into a new car. Unfortunately the gold buyers are not who you thought and plan on taking your gold and leaving you dead.
Start Position:	P1, concealed, holding pack with both hands.
Procedure:	•Engage T1 and T2 with 3 rounds each in tactical sequence (1, 3, 2).
Scoring/Rounds:	Vickers, 6+ rounds



P1

## Stage 2: Barn Right: Take a Hike

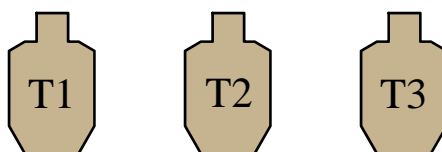
Scenario:	You are walking along when suddenly a robber pops out and demands your wallet. As soon as you produce it, he says he's going to kill you anyway, just because.
Start Position:	•P1 concealed
Procedure:	•String 1: Engage T1 with 6 rounds while backing up, holding wallet with weak hand. •String 2: Engage T2 with 6 rounds while backing up. No wallet necessary.
Scoring/Rounds:	Vickers, 12+ rounds



P1

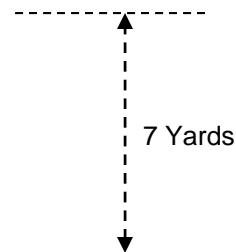
## Backyard: Classifier Stage 1

Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p><b>STRING 1</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p><b>STRING 2</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p><b>STRING 3</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p><b>STRING 4</b> (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p><b>STRING 5</b> (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 one (1) shot at each T1-T3. WEAK HAND ONLY</p> <p><b>STRING 6</b> (6 shots) (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each T1-T3.</p> <p><b>STRING 7</b> (6 shots) Draw and fire two (2) shots at each T1-T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> <li>•Mag 1: 9 rounds</li> <li>•Mag 2: 12 rounds</li> <li>•Mag 3: 9 rounds</li> </ul>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall  
T2 – 4' Tall  
T3 – 5' Tall

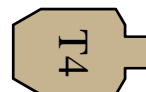
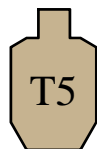
Targets 2 yards apart edge to edge.



P1

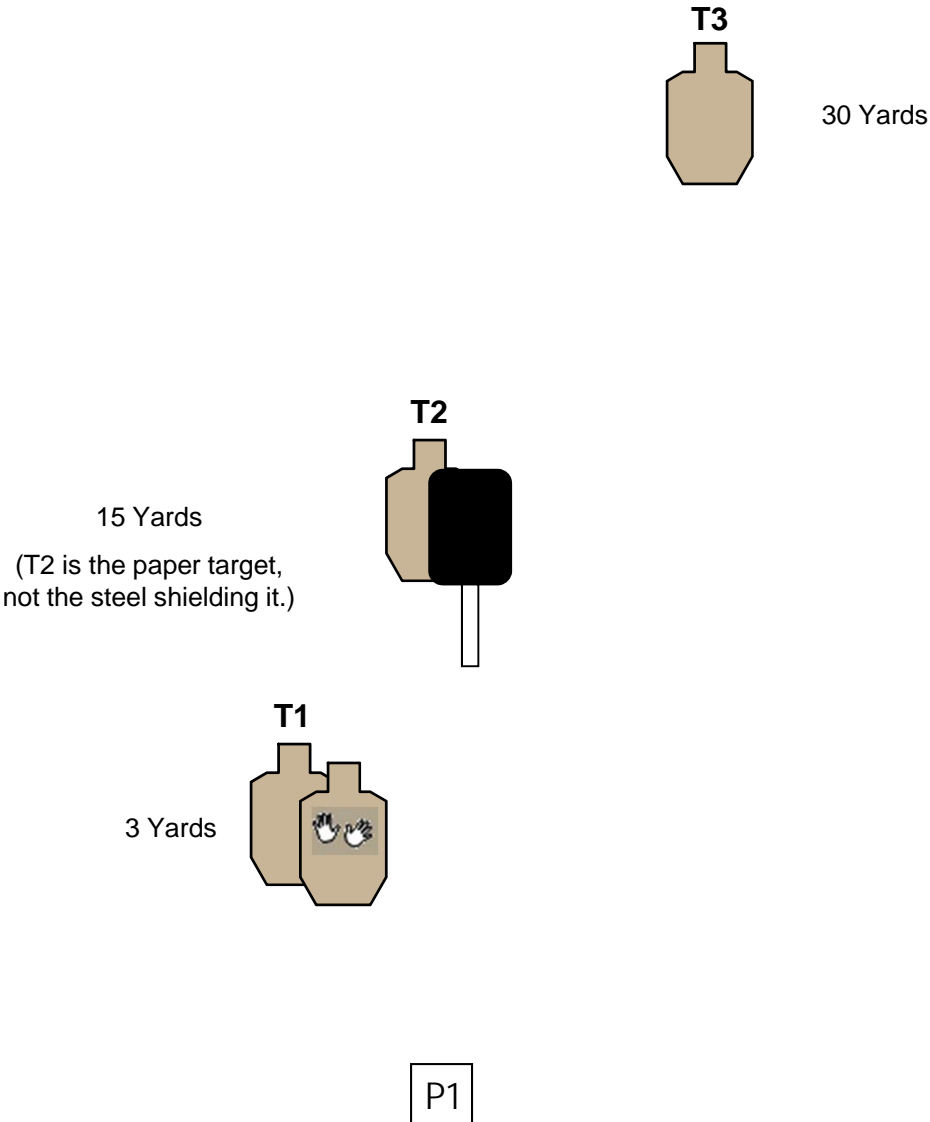
### Stage 3: Steel Pen: Stay On the Trigger

Scenario:	You are minding your own business when a drugged up scumbag runs up to you demanding your wallet. You start to back away when he starts to draw a knife. One round does not stop the threat so you drive him to the ground. Then you have to deal with his friend.
Start Position:	P1, concealed.
Procedure:	<ul style="list-style-type: none"><li>•Take one step back and engage T1-T4 with 1 round each. Then</li><li>•Engage T5 with 2 rounds.</li></ul>
Scoring/Rounds:	Vickers, 6+ rounds



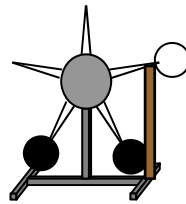
Stage 4: City Limits: New Standards 2

Scenario:	Standards Drill
Start Position:	P1, 6 rounds only in gun, 6 rounds in all spare magazines, no concealment
Procedure:	<ul style="list-style-type: none"><li>•Engage T1-T3 with 2 rounds each.</li><li>•Reload from slide lock, and reengage T1-T3 with 2 rounds each.</li></ul>
Scoring/Rounds:	Vickers, 12+ rounds

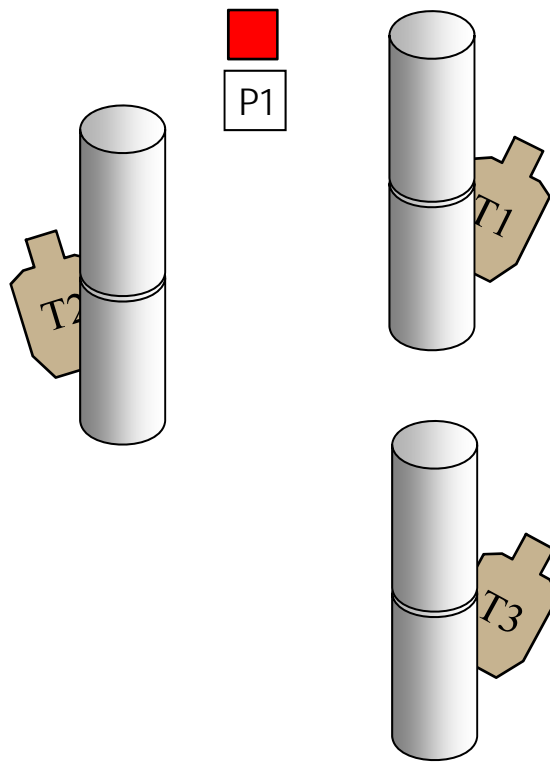


## Stage 5: Wall: Knife Attack

Scenario:	A man approaches you in a parking deck and you let him get too close. Suddenly he pulls a knife on you and attacks. After handling the immediate threat, you realize he's not alone. Retreat to the elevator while defending your life.
Start Position:	P1 concealed, holding pack with both hands.
Procedure:	<ul style="list-style-type: none"> <li>•Drop the pack on to the activator to activate S1.</li> <li>•Engage S1 (white plate) while backing up to cover at P2.</li> <li>•Engage T1-T3 with 3 rounds each as they become visible while continuing to back to cover at P2.</li> <li>•Engage T4 with 3 rounds from the left side of cover at P2.</li> </ul>
Scoring/Rounds:	Vickers, 13+ rounds

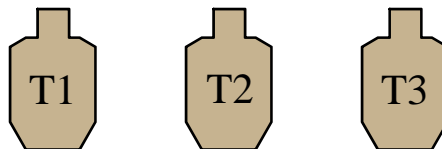


S1



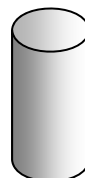
## Gulch: Classifier Stage 3

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and fire 2 shots at each T1 - T3 from the opposite side of barricade.</p> <p><b>STRING 2</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and advance to P5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.</p> <p><b>STRING 3</b> (6 shots) Begin at P5. Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55 - gallon barrel.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall  
T2 – 4' Tall  
T3 – 5' Tall

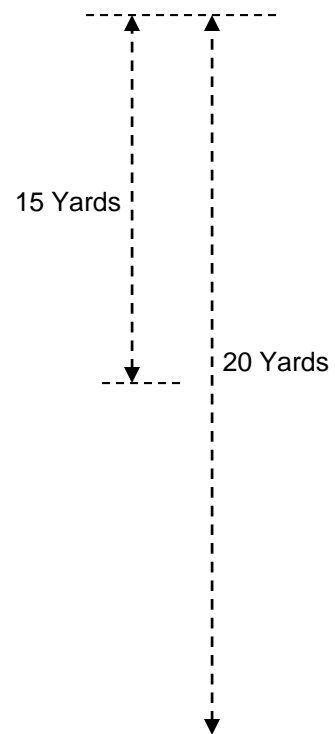
Targets 2 yards apart edge to edge.



P5

Barricade

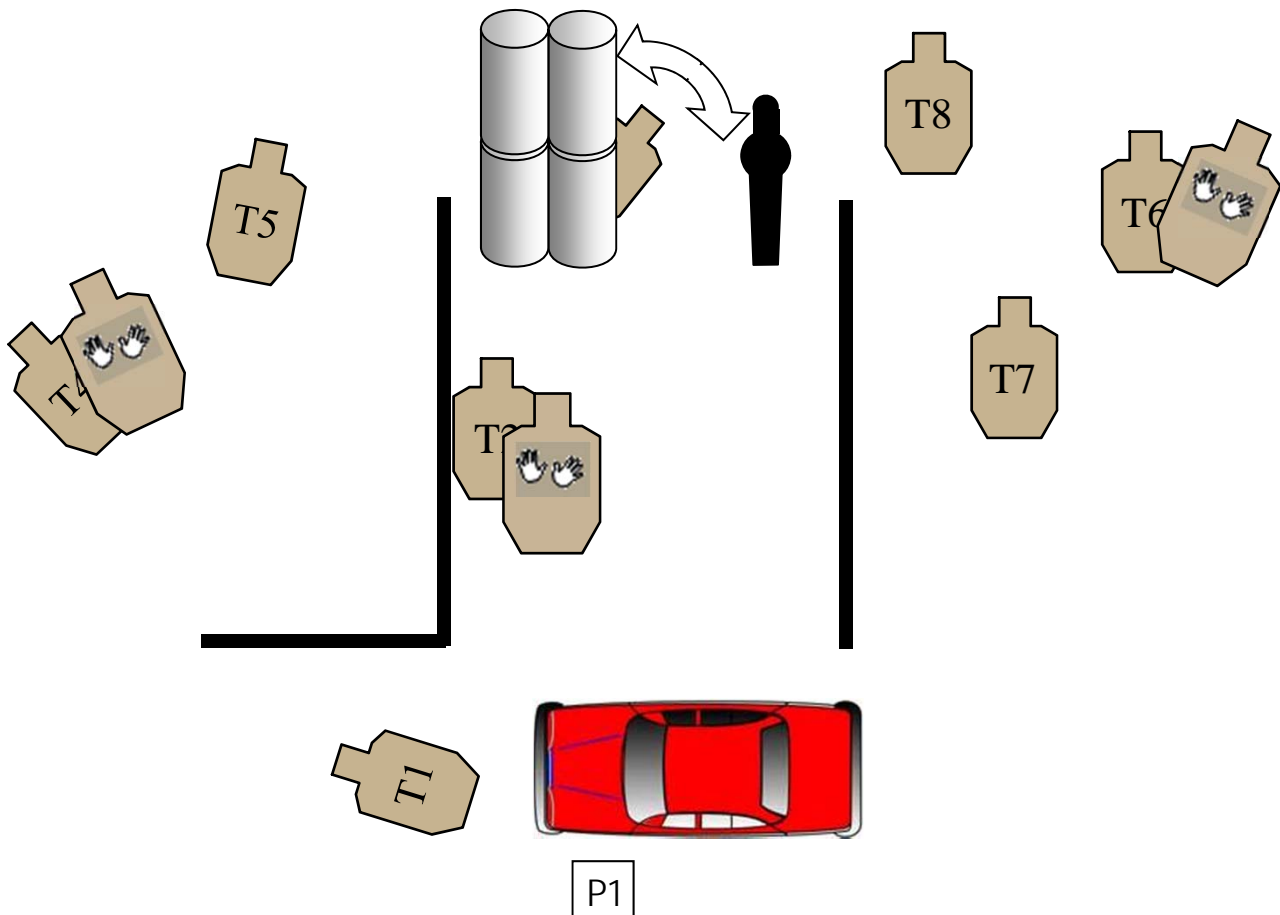
P4





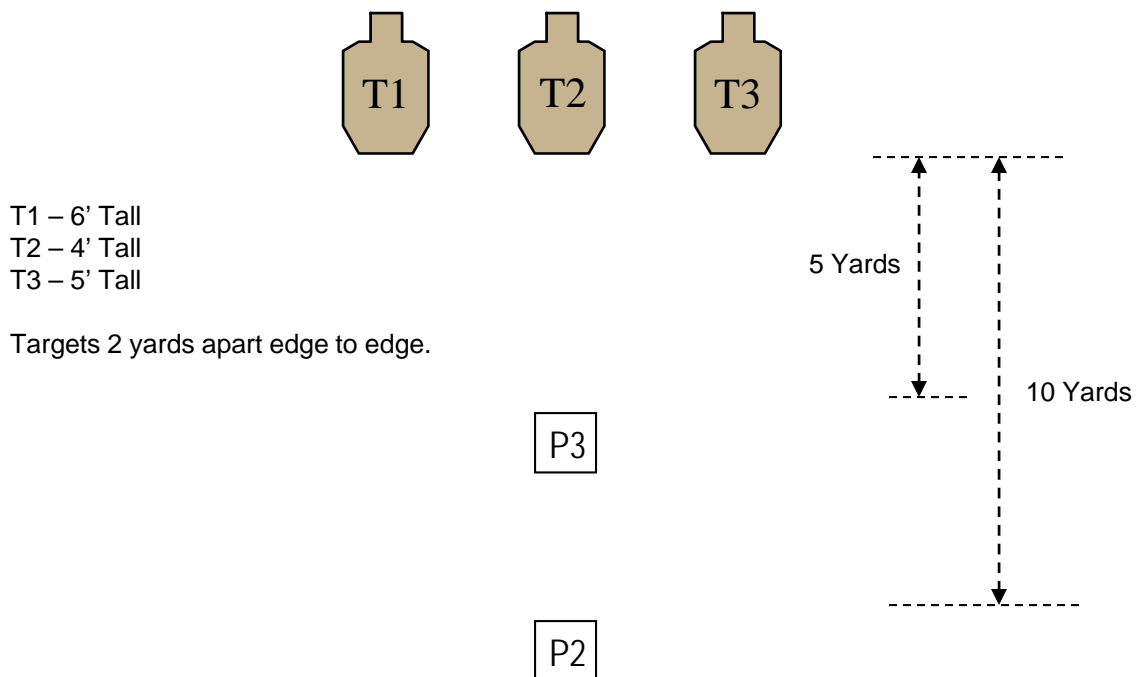
## Stage 6: Corral 1: Wrong Neighborhood

Scenario:	You are on your way to an IDPA sanctioned match. Your GPS has you going through a bad part of town when you have a flat. As you fix it, a punk walks up and attempts to rob you, unfortunately he also has friends.
Start Position:	Stooping at front tire with tire iron in both hands touching X. Gun holstered and concealed.
Procedure:	<ul style="list-style-type: none"> <li>•Drop the tire iron and engage all paper targets with two rounds each and all steel with 1 round each.</li> <li>•All targets are to be engaged in tactical priority.</li> <li>•For this stage, we will assume that the windows still have glass, and you can use the top of the car as cover. Tall shooters may need to duck/squat when shooting over the car to keep 50% of their torso behind cover.</li> </ul>
Scoring/Rounds:	Vickers, 17+ rounds



## Corral 2: Classifier Stage 2

Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (6 shots) Begin at P2. Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.</p> <p><b>STRING 2</b> (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).</p> <p><b>STRING 3</b> (12 shots) Begin at P2. (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.</p> <p><b>STRING 4</b> (6 shots) Begin at P2. Draw and fire 2 shots at each T1 - T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:            •Mag 1: 12 rounds            •Mag 2: 6 rounds            •Mag 3: 12 rounds</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



## Stage 7: Corral 3: Pirates of the Skeena River

Scenario:	The Somali pirates have given your local thugs an idea for making a quick buck. You and your buddy are enjoying a relaxing day drifting down the Skeena river fishing. You've just set your hook into a record red when pirates suddenly appear off the bow.
Start Position:	Seated in the rear of the boat, holding fishing rod with both hands out the right side of the boat. Gun is loaded in an open tackle box at your feet. Wearing concealment. Spare ammunition on your belt.
Procedure:	<ul style="list-style-type: none"><li>•Set the hook to activate your buddy.</li><li>•Remove gun from tackle box and engage each target with 3 rounds in tactical sequence (1,1,3,2,2) while seated. Don't hit your buddy.</li></ul>
Scoring/Rounds:	Vickers, 9+ rounds

