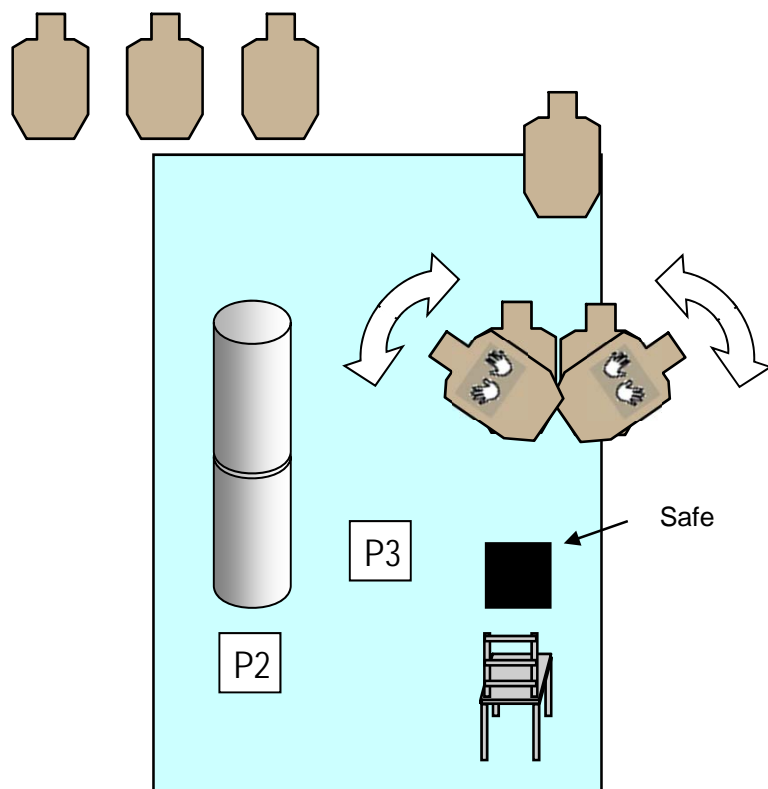


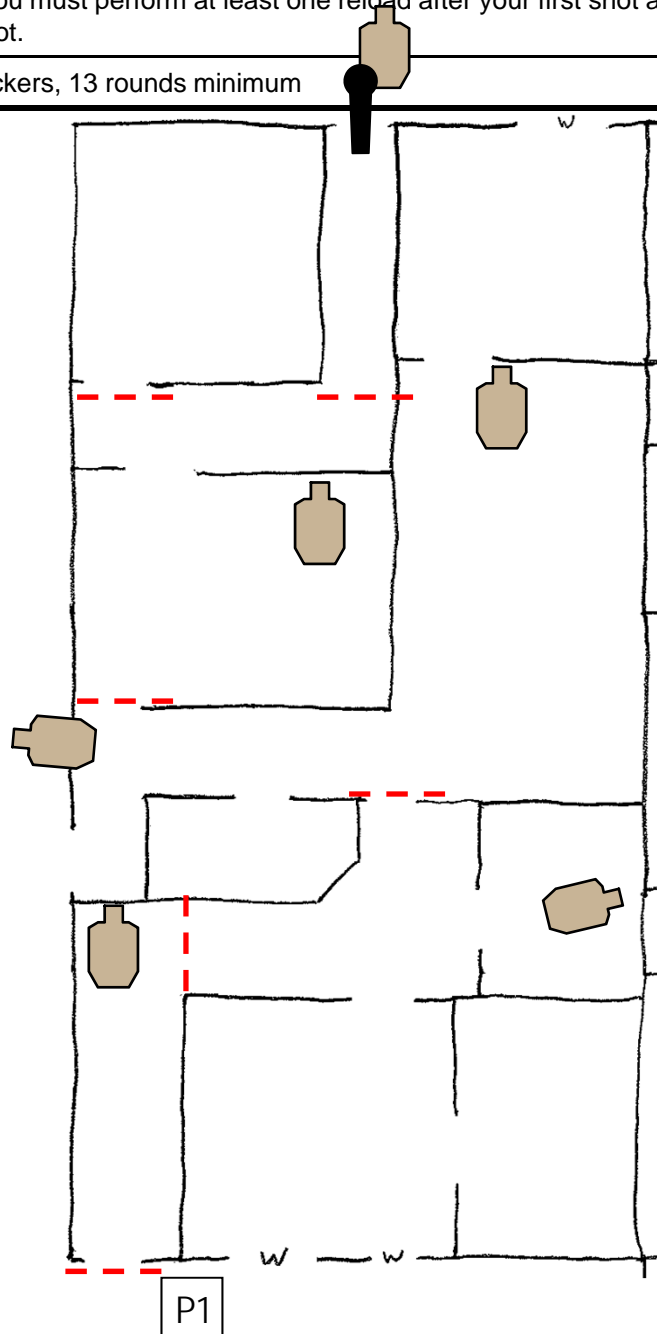
Stage 1: Pit: Big Black Safe

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| Scenario: | You keep retreating until you're in the basement at your safe. |
| Start Position: | <ul style="list-style-type: none"> •P1 sitting on chair, hands on knees. •Unloaded gun (slide forward hammer down), all mags, and light in the safe. Door closed. |
| Procedure: | <ul style="list-style-type: none"> •At the buzzer, the shooter will pull the cords activating both swingers (ropes on right side of safe). •While seated, engage the right three targets with two rounds each. Then •Move to the shooting box at P2 and engage the left three targets with 2 rounds each. Then •Move to the shooting box at P3 and engage all targets with 1 round to the head. •You must perform at least one reload after your first shot and before your last shot. •Score the best 3 hits per target, at least 1 must be in the head. |
| Scoring/Rounds: | Vickers, 18 rounds minimum |



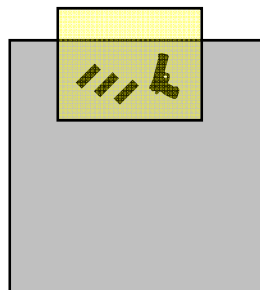
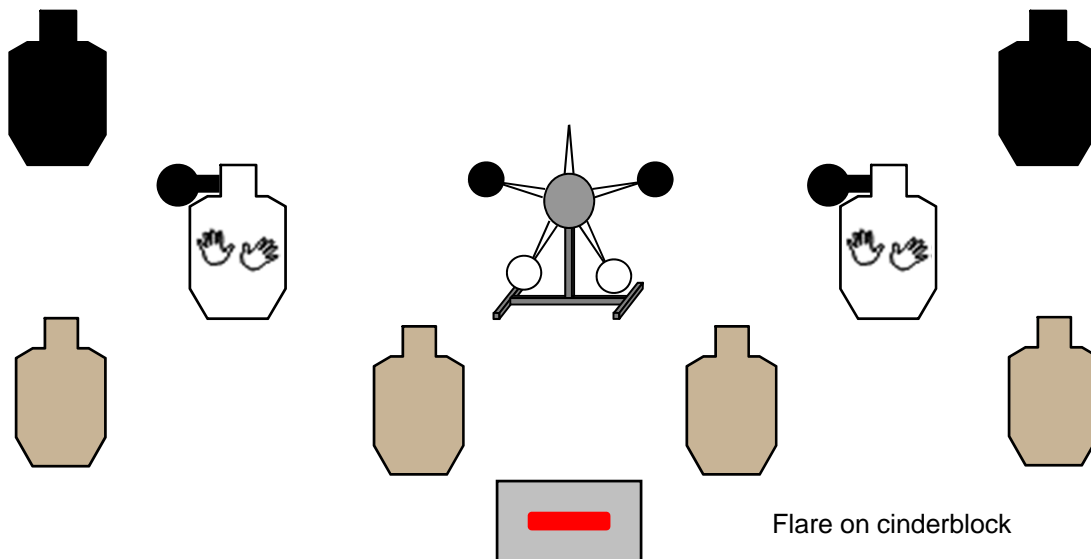
Stage 2: Barn: Goodbyme Osama

| | |
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| Scenario: | You are assaulting Bin Laden's hideout with Seal Team 6. Engage all threats whether they are armed or not. |
| Start Position: | •P1, gun loaded at low ready. |
| Procedure: | <ul style="list-style-type: none"> •Engage all targets with one round to the body, and one to the head. •Fire at the targets when they are first visible. Do not fire on the targets after advancing past the red lines. •Take a leg shot (knock down popper) before engaging Osama (final target). •You must perform at least one reload after your first shot and before your last shot. |
| Scoring/Rounds: | Vickers, 13 rounds minimum |



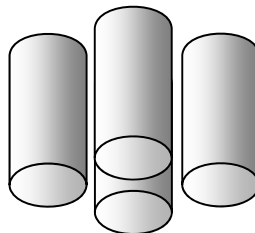
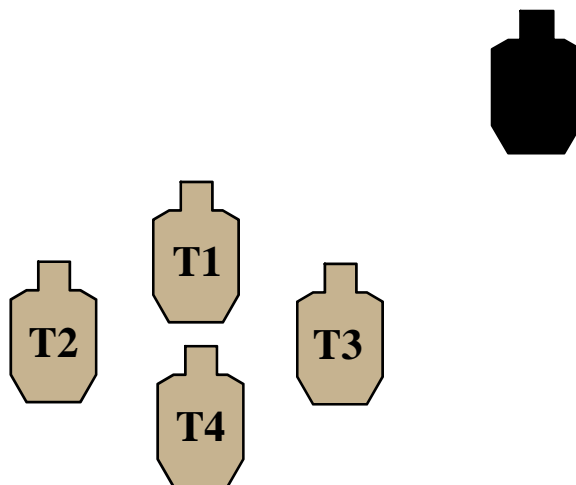
Stage 3: Backyard: Flares - The Sequel

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| Scenario: | Skills test |
| Start Position: | Kneeling on carpet with palms on carpet, loaded gun and spare mags covered with pillow, flare burning, lights and lasers may not be used/activated on this stage. |
| Procedure: | <ul style="list-style-type: none"> •Engage all paper targets with 2 rounds each. Then •Perform a mandatory reload. Then •Engage all steel targets. Torso targets get 2 rounds each, hostage taker heads get one round, the black targets must be cleared from the star. The white plates on the star are not targets. There is no credit or penalty for hitting them. •Paint any hits on the non-threats after each shooter. •Hostage taker head may be on either side of the non-threat. Do not move it unless it is stuck part way. |
| Scoring/Rounds: | Vickers, 16 Rounds Minimum |



Stage 4: Steel Pen: BUG Stage: Tubing

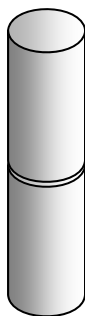
| | |
|-----------------|--|
| Scenario: | Engage homicidal attackers from a variety of starting conditions. |
| Start Position: | Handgun loaded to 5 rounds max, set inside one of the barrels. Shooter starts standing up, with hands touching belt. No Concealment Required. |
| Procedure: | <ul style="list-style-type: none"> •String 1: Begin with gun set inside top barrel, hands touching belt. At buzzer, engage T1 through T4 with one round each through each of the barrels, any barrel/paper target order. Then engage the steel target with one round not through any barrel. •String 2: Gun in left barrel, shoot left hand only, same target instructions. •String 3: Gun in right barrel, shoot right hand only, same target instructions. •String 4: Gun in bottom barrel, freestyle, same target instructions. <p>A miss on the steel target will incur a 5 second "miss on steel" penalty only.</p> |
| Scoring/Rounds: | Limited Vickers, 20 rounds ONLY. No reloading on the clock. |



P1

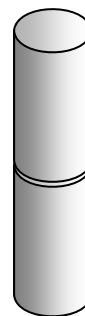
Stage 5: City Limits: BUG Stage: Bust 'Em

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| Scenario: | Engage four bad guys in a variety of different colors and flavors. |
| Start Position: | Handgun loaded with 5 rounds max, gun at low ready. |
| Procedure: | <ul style="list-style-type: none">•String 1: Begin at P1. Engage T1 with 2 rounds, then engage T2 with 1 round while moving to P2, then engage T3 with 2 rounds from P2.•String 1: Begin at P2. Engage T3 with 2 rounds, then engage T2 with 1 round while moving to P2, then engage T1 with 2 rounds from P2.•String 3: Begin kneeling on carpet at P3. Engage P2 with 2 rounds to the body and 1 to the head. <p>Score best 4 hits on each target, plus score one head shot on T2.</p> |
| Scoring/Rounds: | Vickers, 13 Rounds Minimum, 20 rounds maximum. No reloading on the clock. |



P1

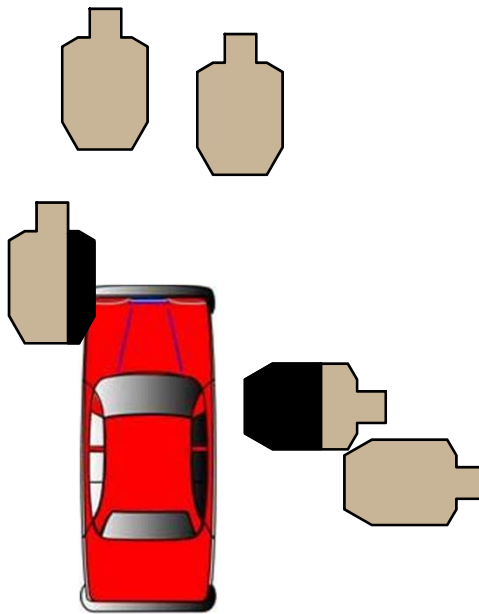
P3



P2

Stage 6: Wall: BUG Stage: Car Whacking

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| Scenario: | Standard car jacking/kidnapping stage. |
| Start Position: | Handgun loaded to 5 rounds max. Shooter sitting normally in driver's seat, hands on wheel. |
| Procedure: | <ul style="list-style-type: none">•String 1: Loaded gun sitting on passenger seat,•At buzzer engage all 5 targets with one round each. •String 2: Loaded gun in glove box, closed. Repeat firing instructions. <p>DO NOT shoot the car for any reason.</p> |
| Scoring/Rounds: | Limited Vickers, 10 rounds only. No reloading on the clock. |



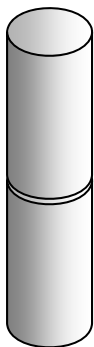
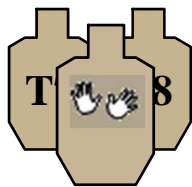
Stage X: Gulch: Classifier – IDPA Members Only

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|-----------------|--|
| Scenario: | |
| Start Position: | |
| Procedure: | |
| Scoring/Rounds: | |

- The classifier will be available for IDPA MEMBERS ONLY to shoot from 2:00 pm until 8:30 pm. You need to get a separate score sheet at sign up. Bring your IDPA membership card.
- The entire classifier (all 3 stages) will be set up in The Gulch, and it will go very slowly.
- If you need to shoot the classifier as part of your annual responsibility as an IDPA member, please shoot it.
- Please don't shoot it just for fun, it will be a log jam. Expect delays.

Stage 7: Corral 1: I don't like the look of your badge.

| | |
|-----------------|---|
| Scenario: | Non-standard car jacking/kidnapping stage. |
| Start Position: | Loaded gun and light in closed glove box. Shooter seated normally in driver's seat, hands on wheel, seatbelt fastened, door closed. |
| Procedure: | <ul style="list-style-type: none">•Engage T1-T4 with two rounds each while seated. Then•Perform a mandatory reload. Then•Exit the car. While moving to P2 engage T5-T6 with 2 rounds each.•At P2 engage T7-T8 with 2 rounds to the body and 1 to the head. <p>DO NOT shoot the car for any reason.</p> |
| Scoring/Rounds: | Vickers, 18 rounds. |

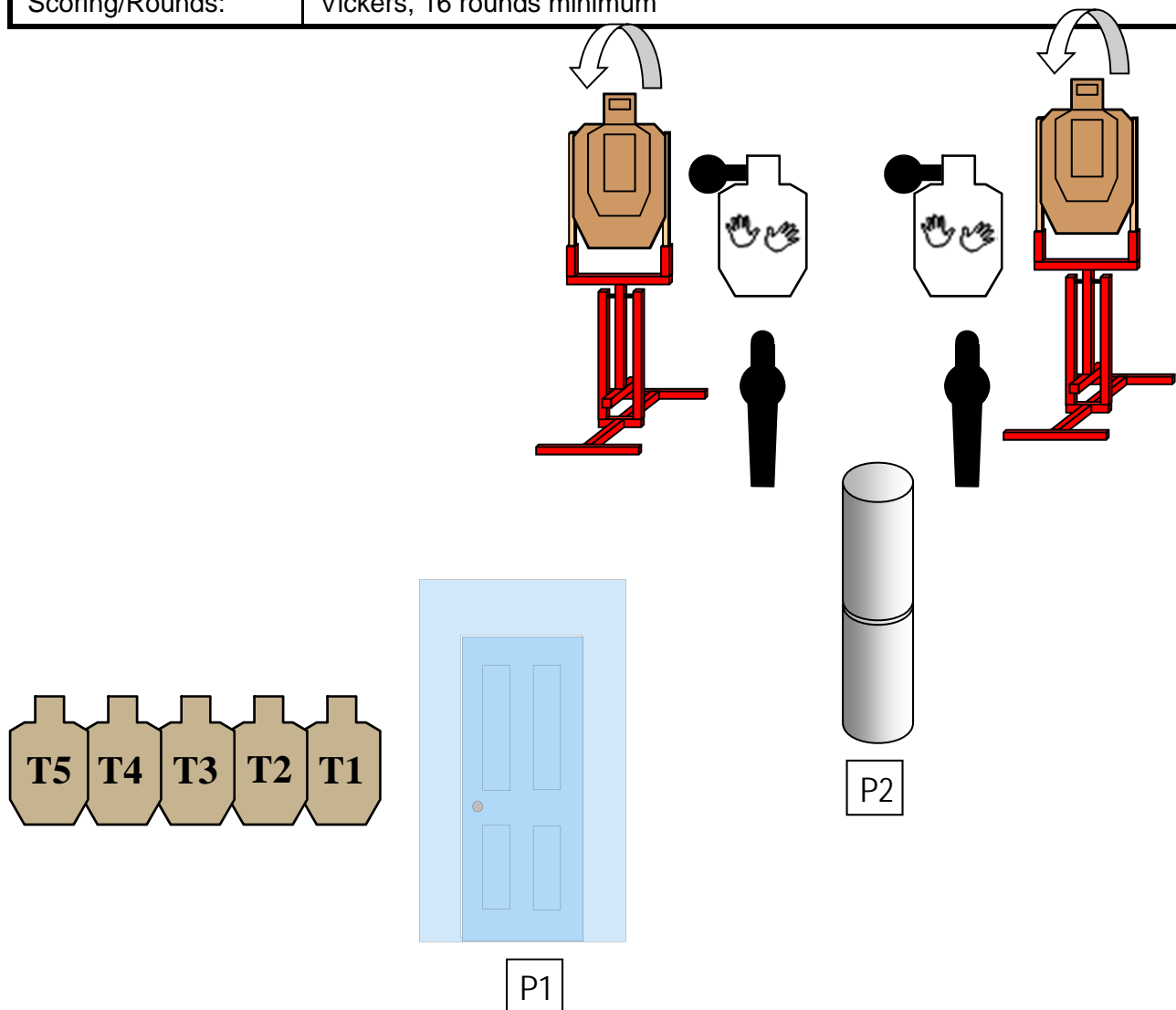


P2



Stage 8: Corral 2: Guns of Brixton

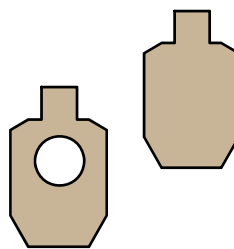
| | |
|-----------------|---|
| Scenario: | You step out your front door after hearing many voices conspiring to do you harm. |
| Start Position: | Gun at low ready, hand on door handle, door closed. |
| Procedure: | <ul style="list-style-type: none"> • Step through door and engage T1-T5 with 2 rounds each. • From P2 engage the right three targets (faller, popper, head) from the right side of the barrels, and the left three targets (faller, popper, head) from the left side of the barrels. Shooter's choice on which side to shoot first, and target order on each side. • You must perform at least one reload after your first shot and before your last shot. • Paint any hits on the non-threats after each shooter. • Hostage taker head may be on either side of the non-threat. Do not move it unless it is stuck part way. |
| Scoring/Rounds: | Vickers, 16 rounds minimum |



Stage 9: Corral 3: Collateral

| | |
|-----------------|---|
| Scenario: | Two assailants have stolen your briefcase and when you ask them very nicely to give it back they point a gun at you. |
| Start Position: | Handgun fully loaded, holstered and concealed. Hands up in the surrender position. No lights/lasers may be used/activated. |
| Procedure: | <ul style="list-style-type: none">•String 1 – At the sound of the buzzer draw and engage T1 with only 2 shots from retention (forearm or elbow against ribs) then engage T2 freestyle with only 2 shots to the body and only 1 shot to the head.•String 2 – Repeat string 1.•String 3 – Repeat string 1. <p>Replace targets as necessary.</p> |
| Scoring/Rounds: | Limited Vickers 15 rounds ONLY. |

**Lantern on wall will provide
some ambient light**



P1