

Stage 1: One Arm Against the Bandits

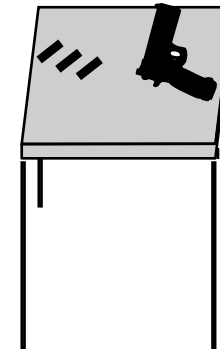
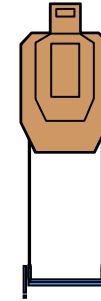
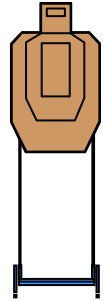
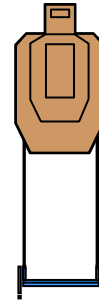
Scenario: You are a storekeeper with an injured arm. You are confronted by a gang intent on armed robbery. Retrieve your gun from the counter and eliminate the threats one handed.

Course of Fire: Loaded gun is staged on "counter". One arm will be in a sling. Pick gun up from the counter and engage threats T1 – T3 with two shots each.

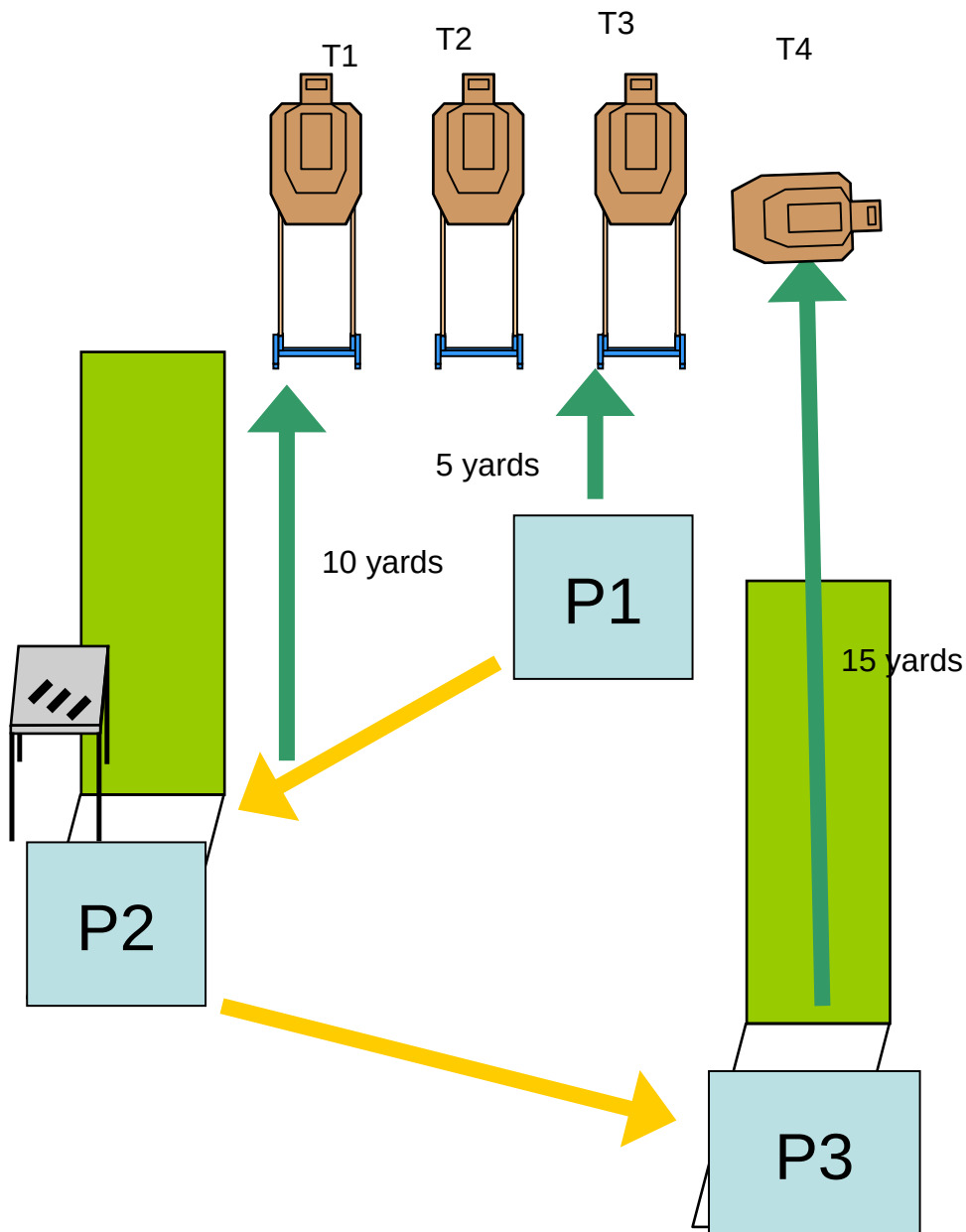
Reload and place gun back on counter.

Repeat course of fire with other arm in a sling. Two string time will be recorded before targets are scored and taped.

12 rounds minimum



Stage 2: Mad Dog



Scenario: While helping an animal control officer dispatch a problem animal you are accosted by three bad guys. You need to shoot them while you retreat to where your extra ammo is kept. After stopping the human threat you need to dispatch the rabid animal.

Course of fire: Stage extra magazines at P2. Start in P1 with only six rounds loaded. Shoot T1 T2 and T3 with two rounds each while moving to P2. Reload behind cover and engage T1, T2 and T3 with one head shot each while stationary behind cover at P2.. Engage T4, with three rounds while moving to or at P3.

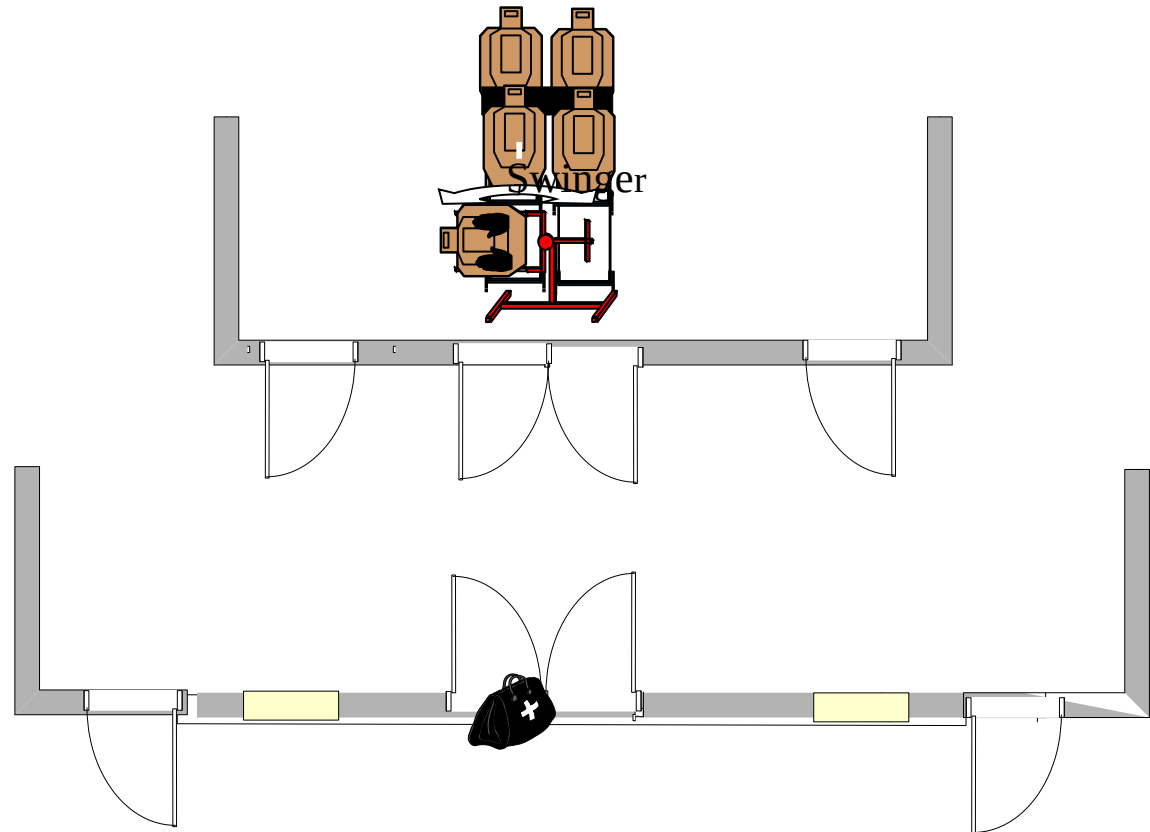
12 rounds minimum

Stage 3: At the bank, based on IDPA Nationals Stage 8

Scenario: While getting ready to make a deposit at the bank you encounter a robbery in progress. Engage the bad guys and avoid the good guys running amok.

Course of Fire: Start outside the house with the briefcase in your hand. At the beep drop or toss briefcase to activate swinger. Engage each threat with three rounds each, avoiding the swinging non shoot.

12 Rounds minimum



Stage 4

HARD CASES BEHIND HARD COVER

Start Position: In any one of the three start boxes, facing downrange, hands at sides. Gun and mags on body and loaded to capacity. **Scenario:** You find yourself in the middle of a prison riot and have to rescue your partner and shoot your way out!

Procedure: At the signal, draw and engage targets in any order with two shots each. T1 and T2 must be engaged from left side of COVER A. T5 and T6 must be engaged from the right side of COVER B. T4 may be engaged from the right side of COVER B or from the doorway. T3 must be engaged from the doorway.

Scoring: IDPA Scoring with stricter hard cover rules!

Scored Shots: 12

Penalties: Per IDPA Rules

A NOTE ABOUT HARD COVER SCORING...

- 5 Down This is a miss
- This is also a miss. ANY SHOT with ANY portion of it in the black is counted as a miss! (5 down)

