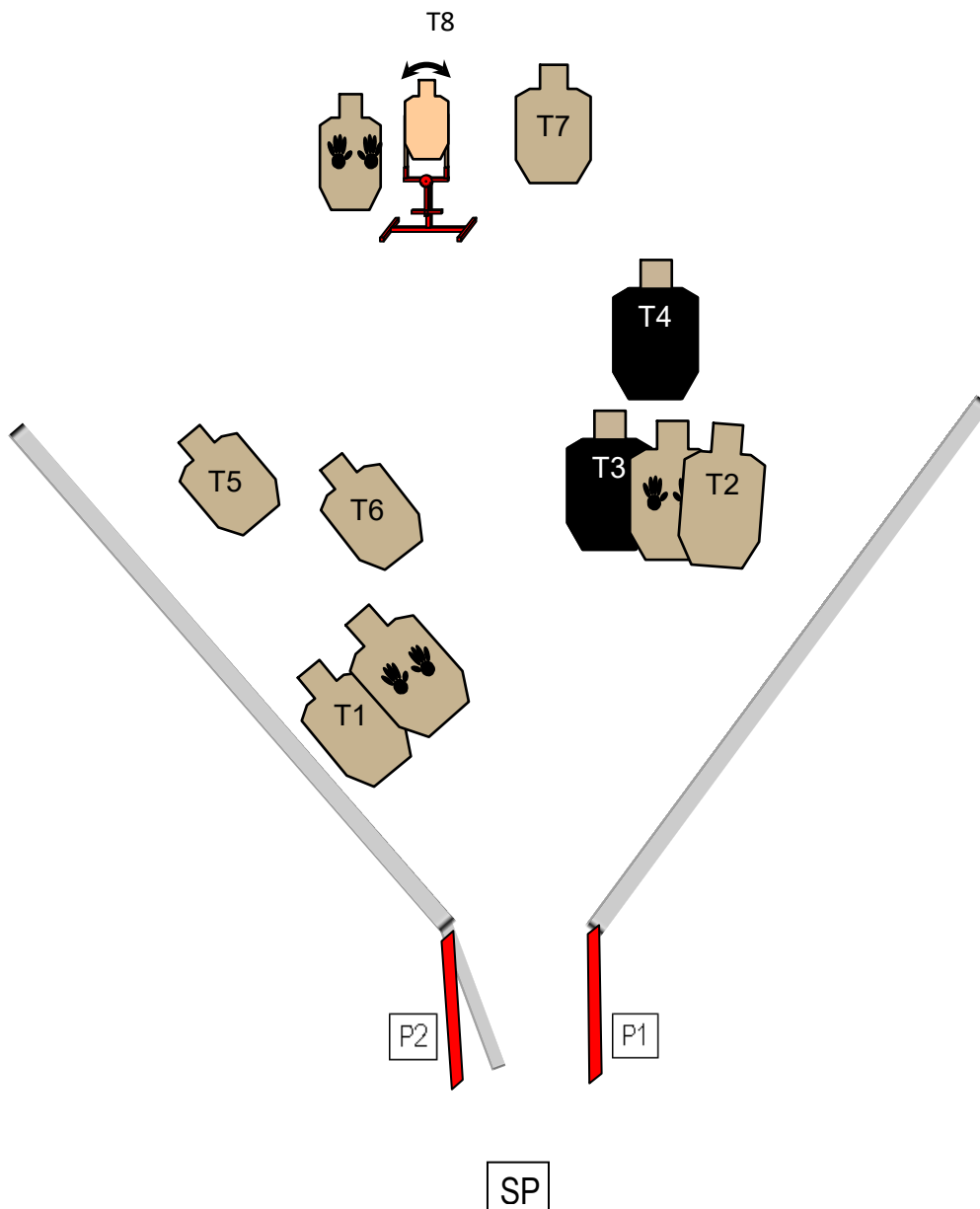




Stage 1

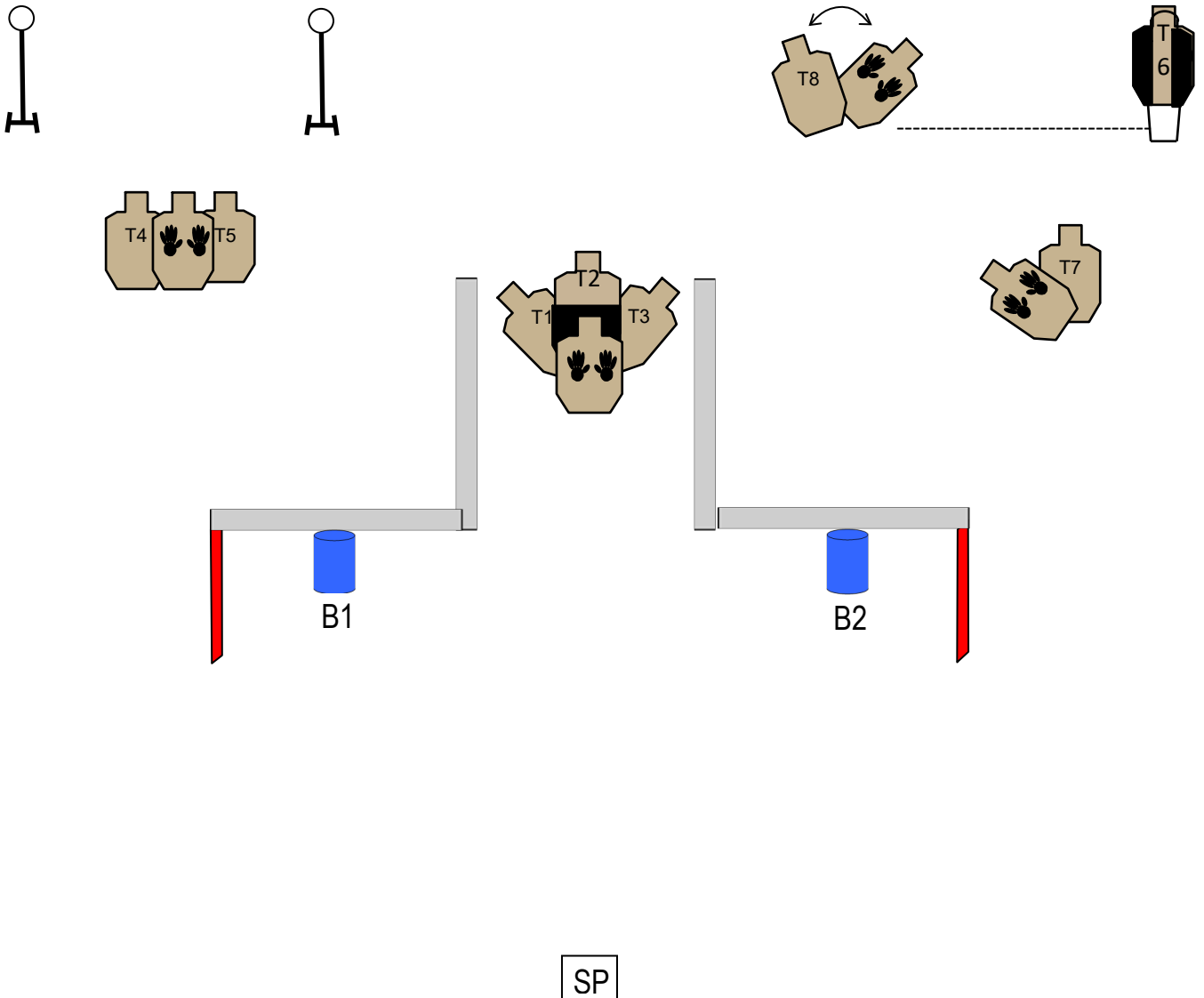
<p>Start position: Standing with your back to the door. Feet touching the red line, gun is loaded.</p>	<p>Scenario: you were going to go out in your courtyard. When you opened the front door, you saw a group of armed criminals threatening your family. You took out your gun and opened fire on them.</p>
<p>Scoring: 16 rounds, Unlimited Scored hits: 2 per target Targets: 8 Threats, 3 Non-threats Range: 5m. - 12 m. Concealment: required Comments: Muzzle safe points: 180</p>	<p>Stage procedure: at the signal, the shooter turns around, opens the door and hits targets T1 - T8 in tactical priority using cover. The door activates the swinger (T8).</p>





Stage 2

<p>Start position: Standing at SP, inside box, hands relaxed at sides gun loaded with 6 rounds only. All spare mags/speed loaders loaded to div. capacity and place on the barrel B1 or B2.</p>	<p>Scenario: You arrive home late on evening. When you enter your house you discover there is a home invasion in progress, your family needs your help and the only ammo you have is what is loaded in your gun! After destroying the first group of bandits, find your spare ammo and destroy the other invaders!</p>
<p>Scoring: 18 rounds, Unlimited Scored hits: best 2 per target, per steel must fall Targets: 8 Threats, 4 Non-threats, 2 steel Range: 5m-12m., steel target -12m Concealment: required Comments: Muzzle safe points: 180</p>	<p>Stage procedure: At signal, draw and engage T1-T3 with two rounds each from SP. Move to either B1 or B2, retrieve spare ammo and load/stow, using cover engage remaining threats as per rule 3.2.4 (Slice Pie). All staged mags must be retrieved and retained by last shot. Reload/Retention rules apply.</p>

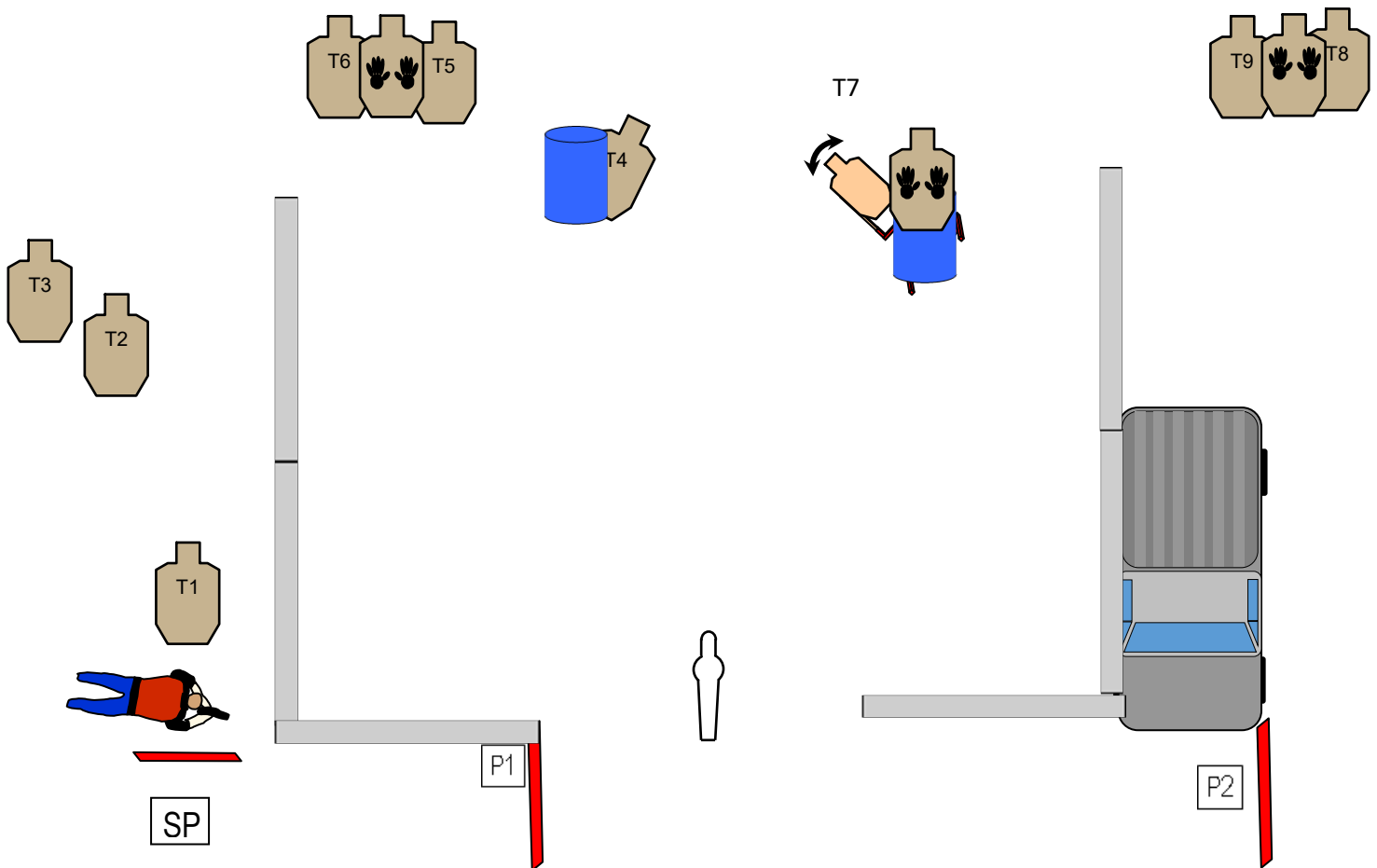


SP



Stage 3

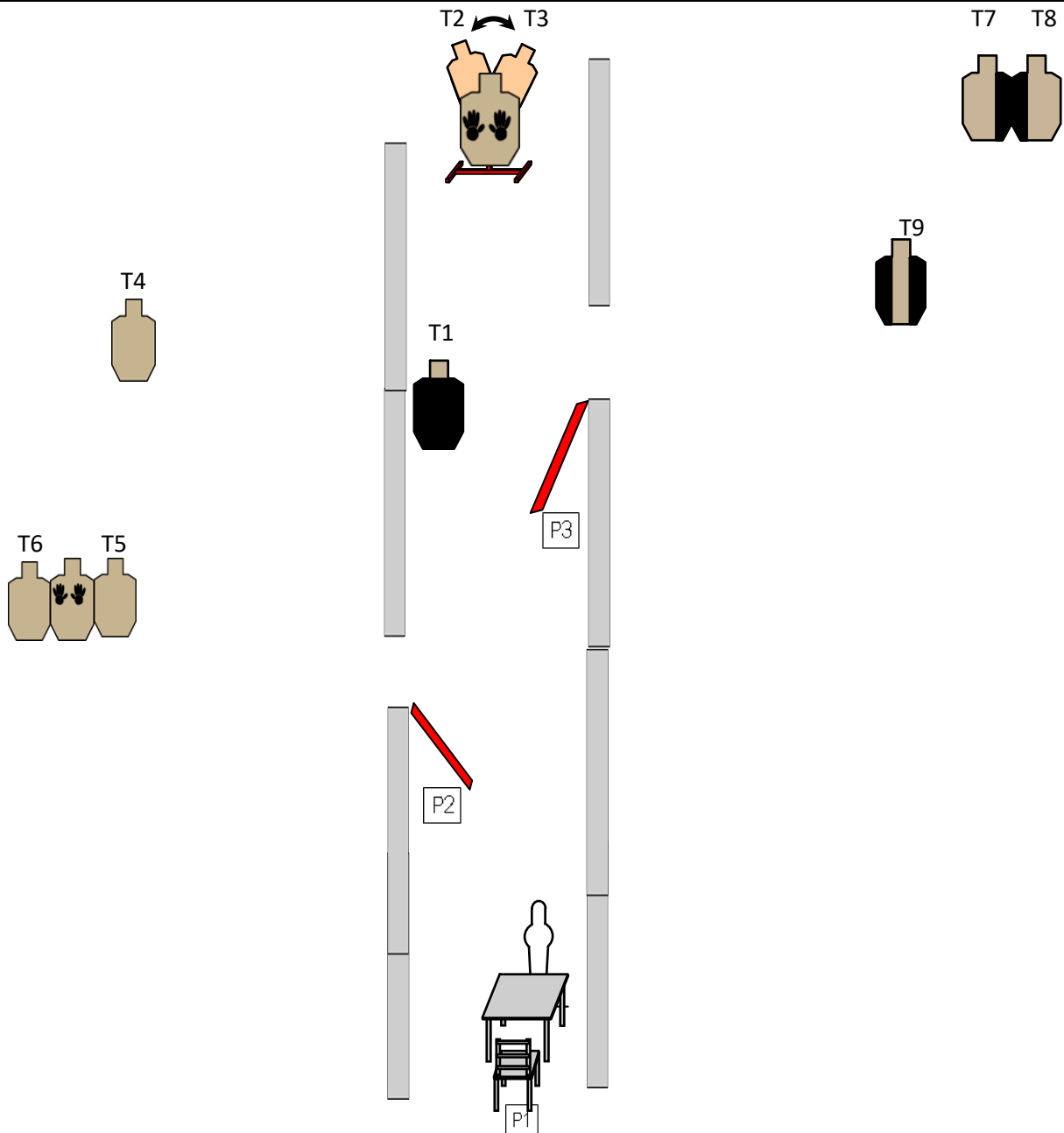
<p>Start position: At SP –Gun loaded with 6 rounds only. Mags loaded to Div. Cap. Both feet touching line & centered on T1. Hands at surrender above shoulders. Shooter places Dummy (part of dummy must touch line).</p>	<p>Scenario: You and your friend return to your car after visiting the mall. In the parking lot you were attacked by bandits with a pipe in their hands. Your friend is hit by a pipe to the ground. You got your weapon and destroyed these goons. You dragged your friend to a safe place! But be careful. The goons have friends.</p>
<p>Scoring: 18 rounds, Unlimited Scored hits: best 2 per target. Targets: 9 Threats, 3 Non-threats Range: 0.5 – 12m. Concealment: required Comments: Popper activates swinger Muzzle safe points: 180</p>	<p>Stage procedure: At signal draw & engage T1 strong hand only. From 'retention' (Retention defined as: Strong elbow touching Strong Side). Then engage T2-T3. Next move dummy to P1 and engage T4-T6 from cover (Slice Pie)., after that push the tention popper with hand or foot, which activates hiding target T7. Next, take 'Low Cover' (knee) P2 using car as cover engage T8-T9(slice pie).</p>





Stage 4

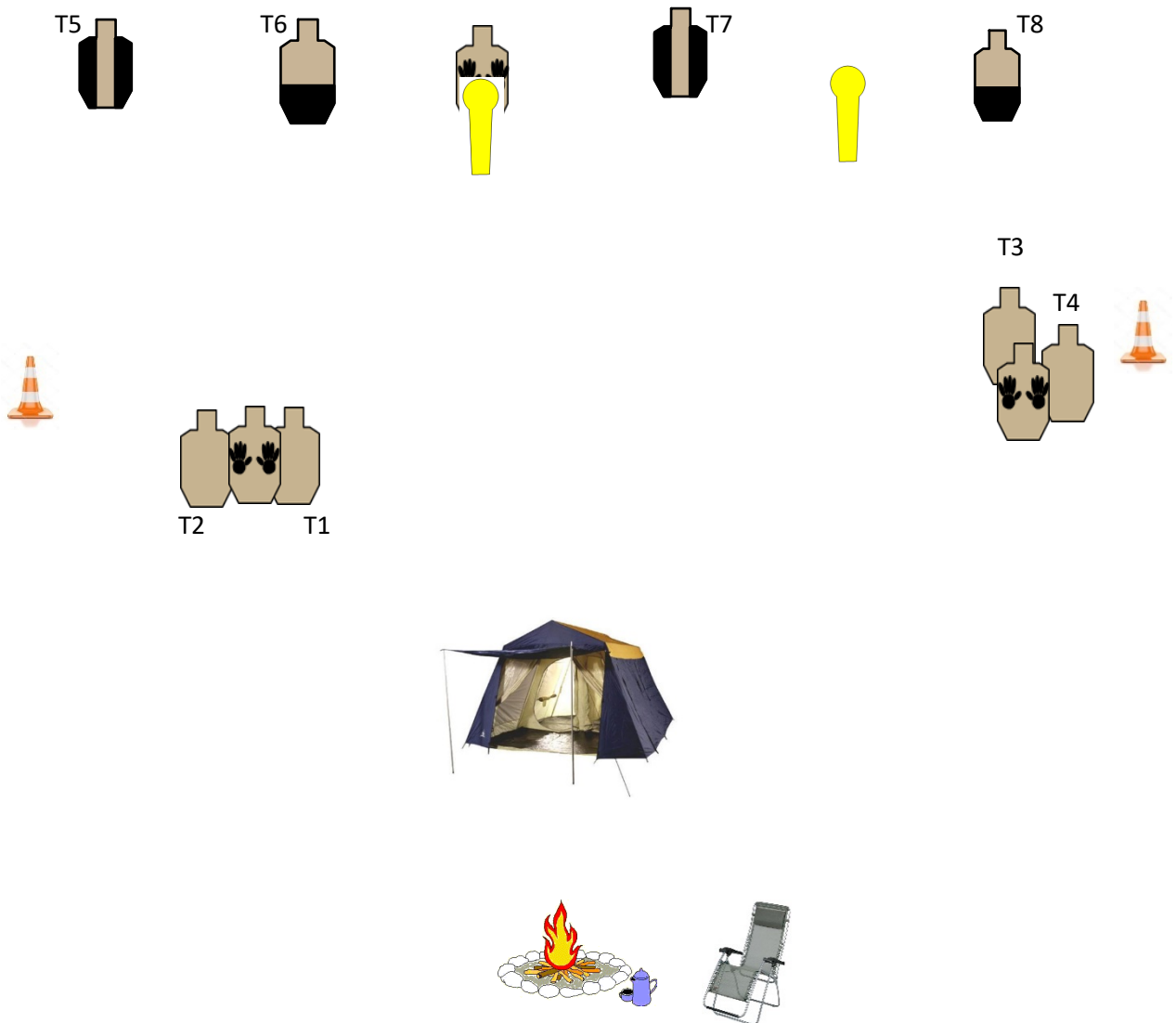
<p>Start POSITION: Gun Loaded with 6 rounds only. Holstered - Mags. Loaded to Div. Cap/Stowed. Sittings at P1 with reading material in both hands, arms resting on table.</p>	<p>Scenario: You setting into your new job, as a security guard when suddenly, everything goes wrong. Eliminate the armed bad guys.</p>
<p>Scoring: 18 rounds, Unlimited Scored hits: 2 per target Targets: 9 Threats, 2 Non-threats Range: 6m. - 12m. Concealment: required Comments: Muzzle safe points: 180</p>	<p>Stage procedure: At signal - «Knock Down» bystander. Then Draw and engage all threats as per IDPA rules. Either sitting or standing, T1-T3 must be initially engaged from P1. (P1 defined as: behind table & between table legs). Make up shots on T1-T3 may be taken anywhere during CoF as long as safety and muzzle discipline are maintained.</p>





Stage 5

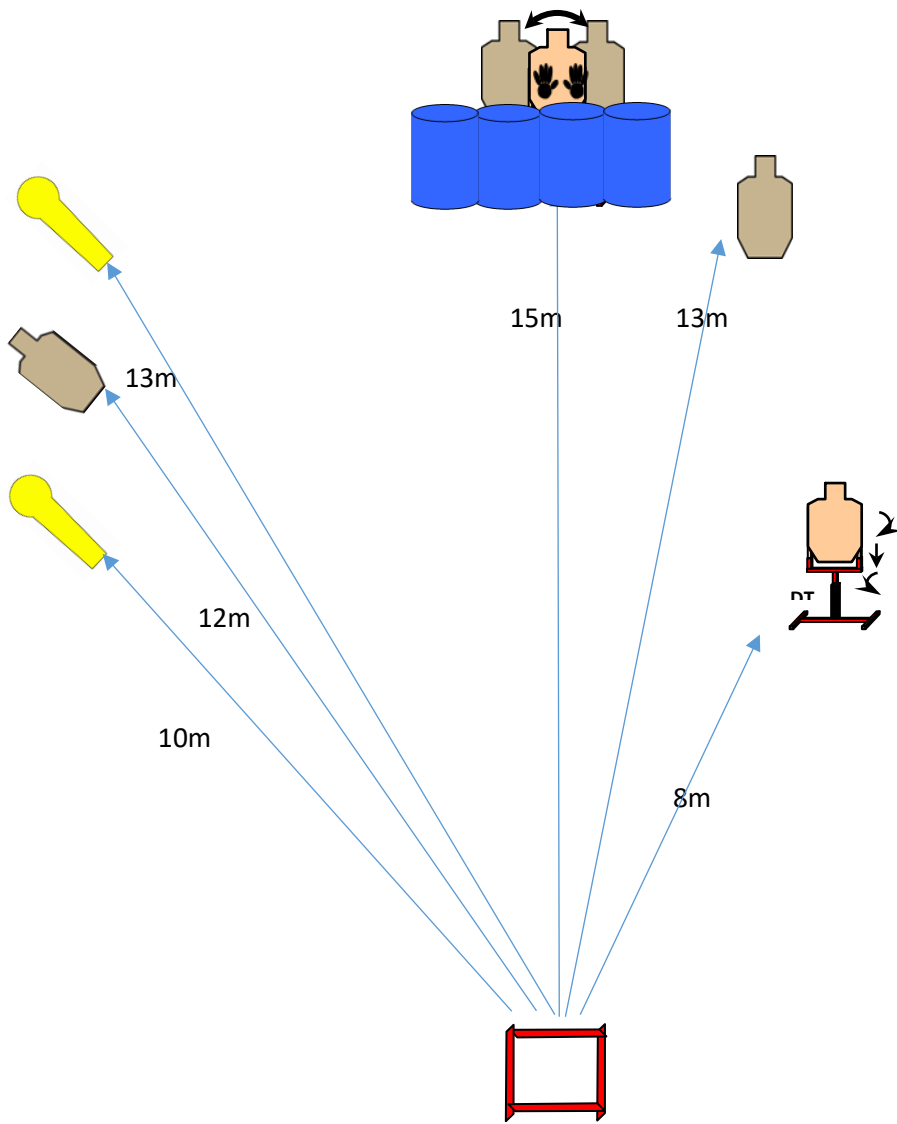
<p>Start position: Sitting in a chair, in one hand hold the cup in the other hand hold the pot. Gun unloaded, all mags. Loaded to div. caps. Both placed inside bag in the tent.</p>	<p>Scenario: You take your family on annual camping trip. By equipping your camp, you sit by the fire and make coffee while your family members enjoy nature. Suddenly, your camp and your family members were attacked by a group of bandits. You quickly take out your weapon and protect your family members.</p>
<p>Scoring: 18 rounds, Unlimited Scored hits: best 2 per target Targets: 8 Threats, 3 Non-threat, 2 poppers Range: 7m. - 12m. Concealment: not required Comments: Muzzle safe points: identified by red cones</p>	<p>Stage procedure: At the signal, throw the mug and coffee pot on the ground. Run to the tent, charge the weapon and from a prone position, while inside the tent, hit targets T1-T8 and two poppers in tactical priority.</p>





Stage 6

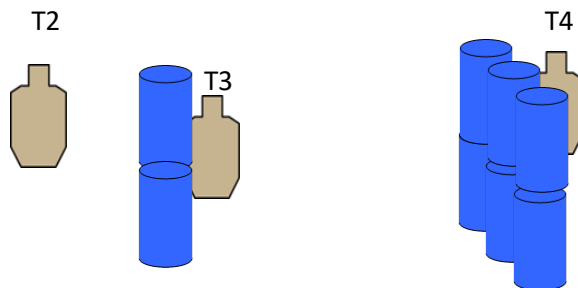
Start position: Standing in box hands relaxed at side, firearm loaded to division capacity, holstered.	STANDARD
Scoring: 12 Unlimited Scored hits: best 2 per target Targets: 5 Threats, 2 poppers, 1 Non-threat Range: 8m – 15m Concealment: Optional Muzzle safe points: 180 Comments:	Stage procedure: On the signal, draw and engage all targets with 2 rounds in Tactical Priority. All targets must be engaged from box



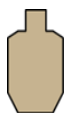


Stage 7

<p>Start position: String1: Standing in «SP» holding luggage in support hand, gun loaded and holstered. String2: Standing in «SP» holding luggage in strong hand, gun loaded and in support hand at law ready.</p>	<p>STANDARD</p>
<p>Scoring: 21 rounds, Unlimited Scored hits: best 3 per target Targets: 4 Threats Range: 6m. - 10m. Concealment: Optional Muzzle safe points: 180 Comments:</p>	<p>Stage procedure: String1: At signal engage (STRONG HAND ONLY) T1 using retention with 2 body and 1 head shot. Engage remaining targets with 3 shots each while remaining behind 10m fault line. String2: At signal engage (SUPPORT HAND ONLY) T2-T4 targets with 3 shots each while remaining behind the 6m fault line</p>



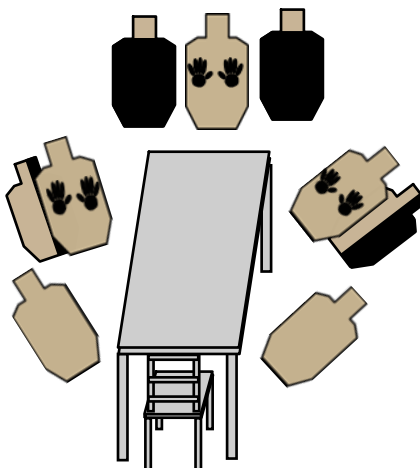
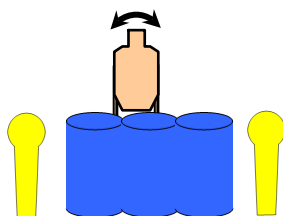
T1





Stage 8

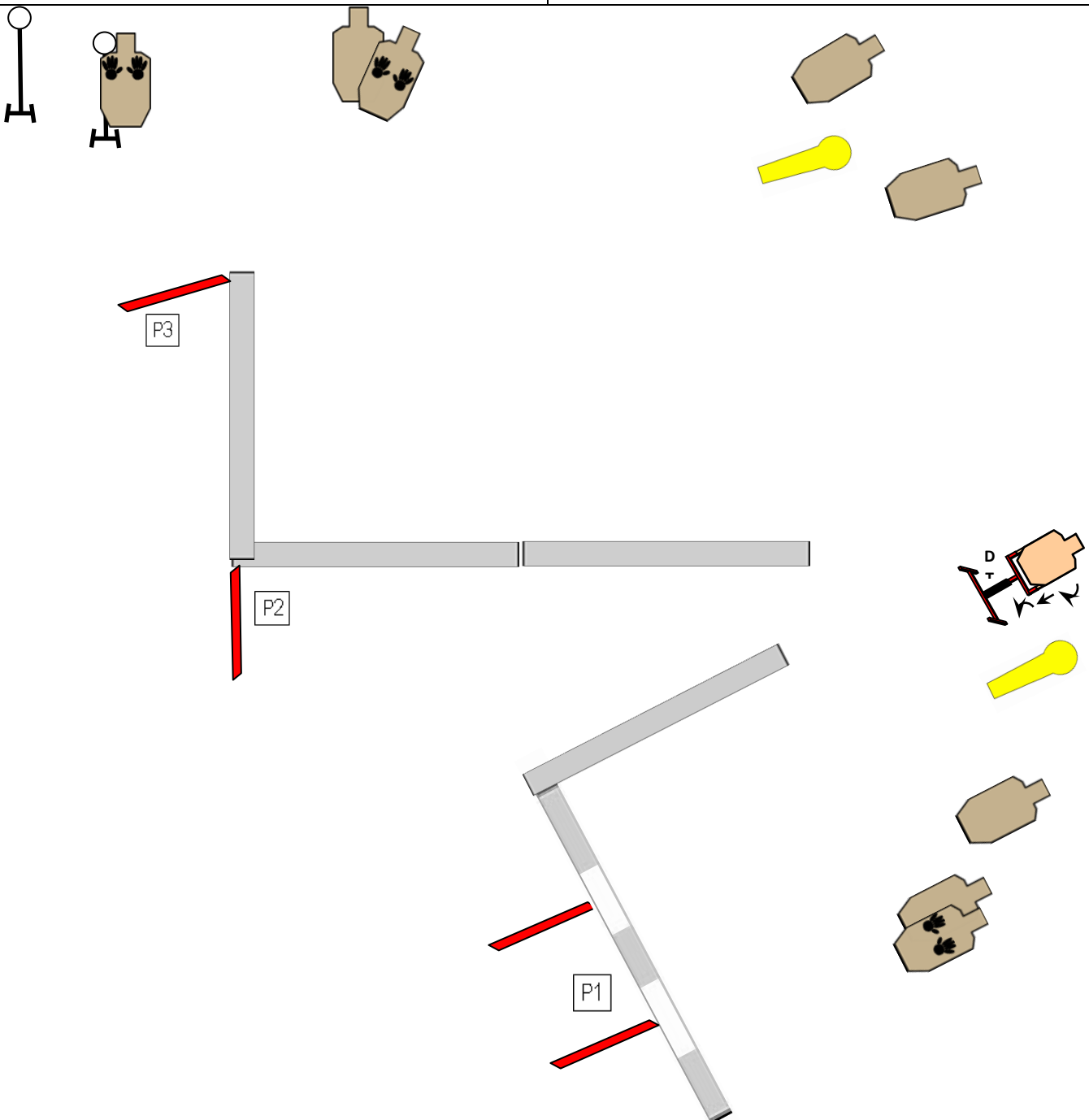
<p>Start position: Sitting on chair, holding cards in hands over the table. Gun loaded to division capacity, holstered, chamber is empty.</p>	<p>Scenario: You are playing poker with friends in casino. Suddenly, a group of armed robbers rush into the casino. Use your weapon to defend yourself and your friends from armed criminals.</p>
<p>Scoring: 16 rounds, Unlimited Scored hits: best 2 per target Targets: 7 Threats, 3 Non-threats, 2 popper Range: 1m. - 12m. Concealment: required Comments: Use tactical priority. Muzzle safe points: 180</p>	<p>Stage procedure: At signal drop the cards, take your gun and engage threats in tactical priority (from close to far).</p>





Stage 9

<p>Start position: Standing at P1 with weapon loaded to division capacity. PCC starts at low ready.</p>	<p>Scenario: Working on the yard by your garage, you hear your spouse and your neighbors scream. Defend your Neighborhood.</p>
<p>Scoring: 16 rounds, Unlimited Scored hits: best 2 per target Targets: 6 Threats, 3 Non-threats, 4 steel Range: 7m-12m Concealment: required Muzzle safe points: 180 Comments:</p>	<p>Stage procedure: On signal engage targets from either port in tactical priority. Move to P2 and engage targets in tactical priority using cover. Move to P3 and engage targets in tactical priority using cover. 2 Rounds on Paper, steel must fall.</p>





Stage 10

<p>Start position: P1 or P5 facing the wall with arms at sides. Gun holstered and loaded to division capacity.</p>	<p>Scenario: You are checking your foundation for cracks from the drought. You hear a scream, and bad guys have your child. Engage the thugs, and then check out your garage for bad guys through the windows.</p>
<p>Scoring: 16 rounds, Unlimited Targets: 8 threat, 3 non threat Scored hits: Best 2 per target. Range: 7m-12m Muzzle safe points: 180 Concealment: Required</p>	<p>Stage procedure: Engage targets in the open. Engage remaining targets in tactical priority.</p>

