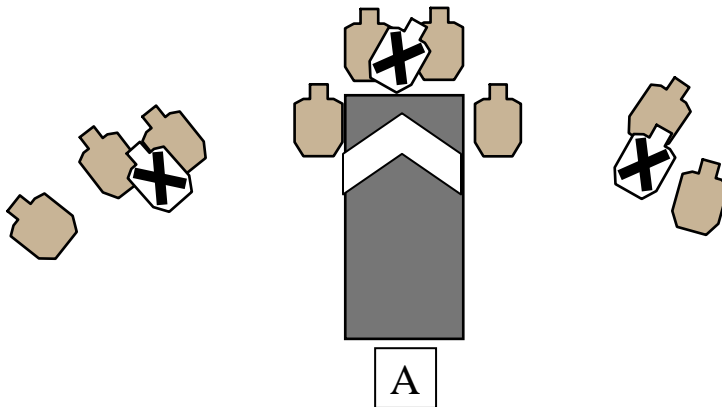


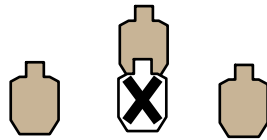
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Stage 1 / Range 1	Breakdown!
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	9 x IDPA Targets, 3 x Non-threat
Round Count	18 min
Scenario	Your vehicle breaks down and you are being hijacked.
Procedure	Start standing at the closed boot. Both hands on the demarcated area. Pistol loaded and concealed. On the signal draw and engage all the threat targets with 2 shots each min. using the vehicle for cover.
Note	All IDPA rules apply. SO to indicate muzzle safe points.



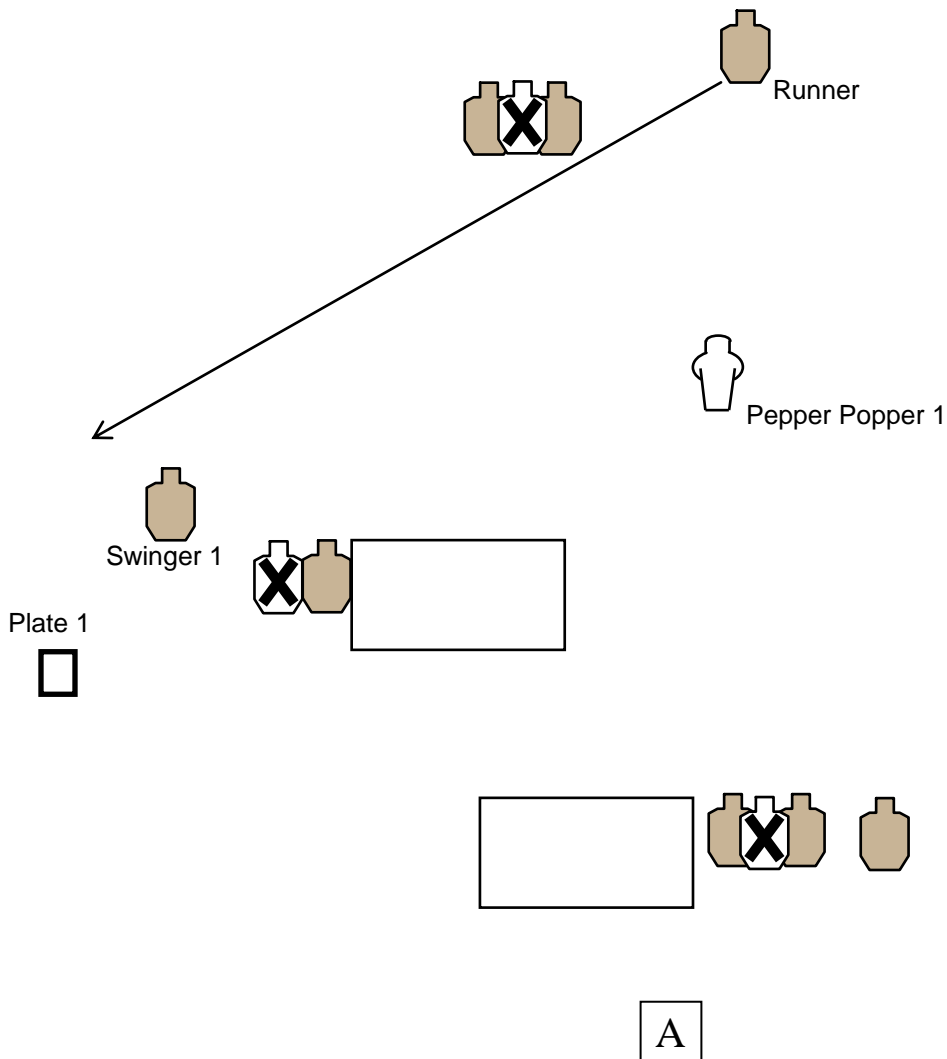
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Stage 2 / Range 1	Moving to cover
Designer	Adrian Rosslee
Scoring	Limited Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	3 x IDPA Targets, 1 x Non-threat
Round Count	12 max
Scenario	You see suspicious individuals on your fuel depot premises. When you go to investigate; you come under fire.
Procedure	Start standing at A. Pistol loaded and concealed, hands relaxed at sides. On the signal draw and engage the visible threat targets, with 2 shots each, while moving to cover. From cover engage the re-engage all threat targets with 2 head shots each.
Notes	All IDPA rules apply. SO to indicate muzzle safe points.



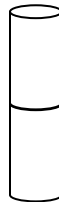
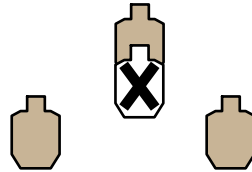
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Stage 3 / Range 2	Handgun Standards
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	8 x IDPA Targets, 1 x Pepper Popper, 1 x Plate, 3 x Non-threat
Round Count	18 Min
Scenario	While out sightseeing you come across child traffickers in the process of kidnapping 3 young children. You pursue them and they fire at you.
Procedure	Start standing at A. Loaded and concealed. Hands relaxed at sides. On the signal draw and fire 2 rounds, while moving, in tactical sequence, at the first 3 threat targets. From cover engage the remaining threat targets with 2 shot each min.
Notes	Plate 1 activates the Swinger 1. Steel must be shot down to score. Pepper Popper 1 activates the Runner. All IDPA rules apply. SO to indicate muzzle safe points.



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Stage 4 / Range 3	Make them count! & Chronograph
Designer	Adrian Rosslee
Scoring	Limited Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	3 x IDPA Targets, 1 x Non-threat
Round Count	12 Max
Scenario	Skills exercise.
Procedure	Start standing at A. Hands relaxed at sides, firearm loaded and concealed. String 1; On the signal, move to cover, draw and fire 2 head shots at each target in tactical sequence. Head only to score. Hits below the head are to be patched String 2; On the signal, move to cover, draw and fire 2 shots at each target in tactical priority. Zero points down circle (Body) only to score.
Notes	All IDPA rules apply SO to indicate muzzle safe points

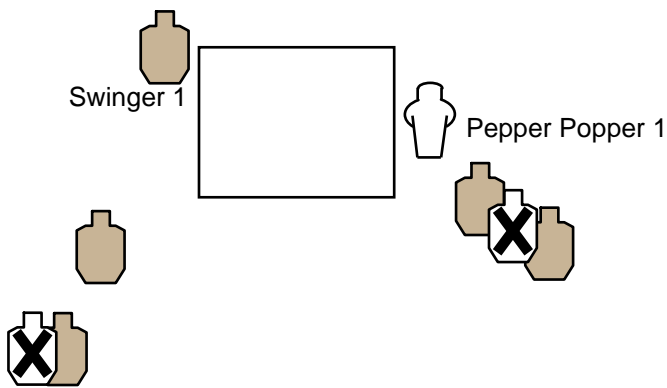
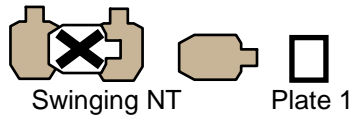


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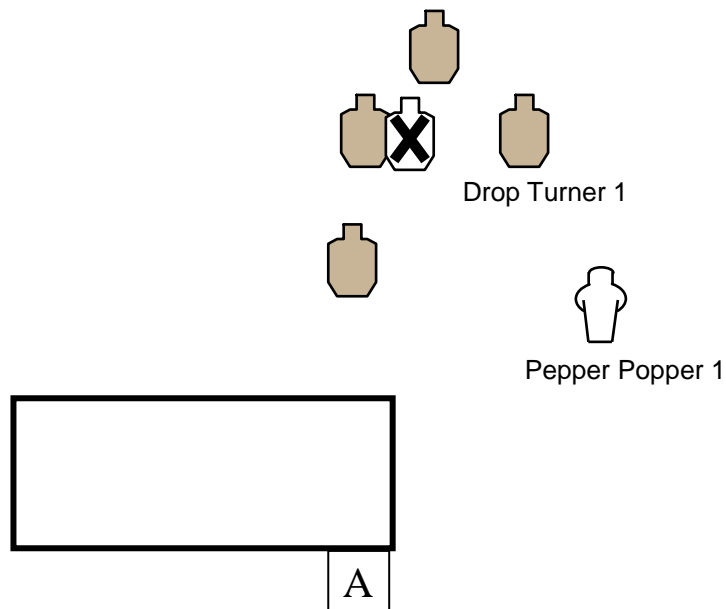
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Stage 5 / Range 4	
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	8 x IDPA Targets, 2 x Non-threat, 1 x Plate, 1 x Pepper Popper
Round Count	18 Min
Scenario	You've just re-assembled your handgun after cleaning it. You hear your wife screaming for help. You go investigate to find her and your daughter being attacked by an armed gang and their rabid dog. You must act to save their lives!
Procedure	Start seated at A. Firearm unloaded and placed in designated area. Hands on top of your head, fingers interlaced, legs stretched out under the table and legs crossed at ankles. On the signal retrieve your firearm, load it and engage all threat targets with a min. of 2 shots per from behind cover.
Notes	1 x loaded magazine/speedloader to be placed on the table. All other ammo to be placed on shooter's person. Pepper Popper 1 activates Swinger 1 Plate 1 activates Swinging NT. Steel must be shot down to score. All IDPA rules apply. SO to indicate muzzle safe points.



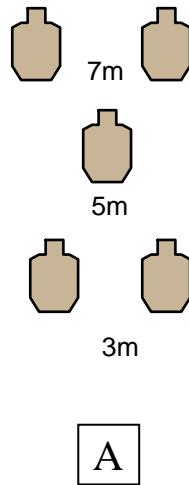
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Stage 6 / Range 4	Foursome with a bang?
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	4 x IDPA Targets, 1 x Non-threat, 1 x Pepper Popper
Round Count	9 Min
Scenario	You round a corner of a building; to find yourself in the midst of an armed mugging. The assailants do not want to leave witnesses.
Procedure	Start standing at A. Firearm loaded and concealed. Briefcase held in weak hand, strong wide hand relaxed at side. On the signal draw and engage all threat targets from behind cover with 2 shots each. Steel must be shot down to score. Briefcase has to be held in weak hand for all shots fired.
Notes	Pepper Popper 1 activates Drop Turner 1 All IDPA rules apply. SO to indicate muzzle safe points.



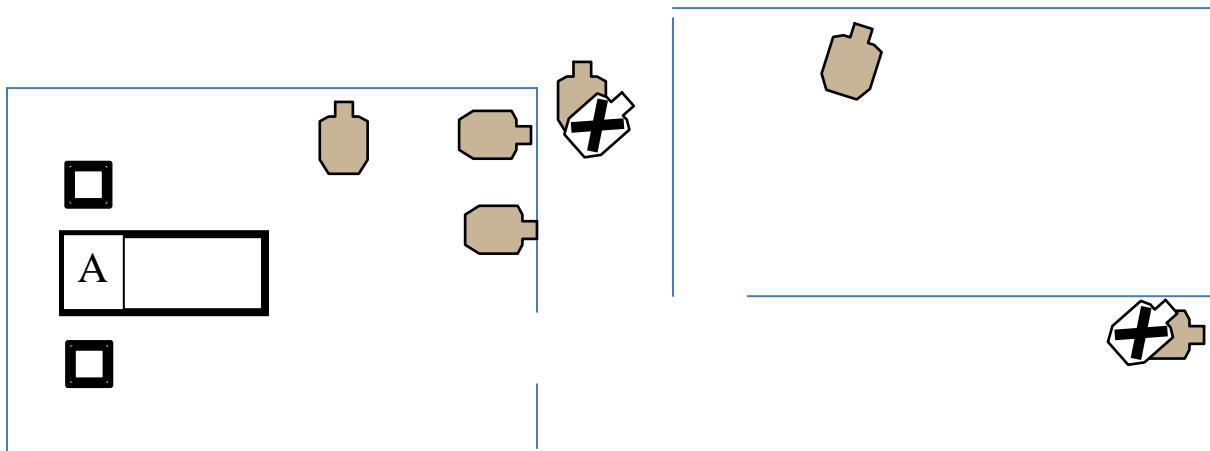
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Stage 7 / Range 5	Which way?
Designer	Adrian Rosslee
Scoring	Limited Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	5 x IDPA Targets, 1 x Non-threat,
Round Count	35 Max
Scenario	Skills Exercise
Procedure	Start standing at A. Firearm loaded and concealed. String 1: Draw & fire 2 head shots per target in Tactical Priority. Patch any hits below the head box prior to string 2. String 2: Draw & fire 3 shots per target in Tactical Priority. String 3: Draw & fire 2 shots per target in Tactical Priority; Strong hand only
Notes	Shooter starts standing centred on the pipe at A All IDPA rules apply. SO to indicate muzzle safe points.



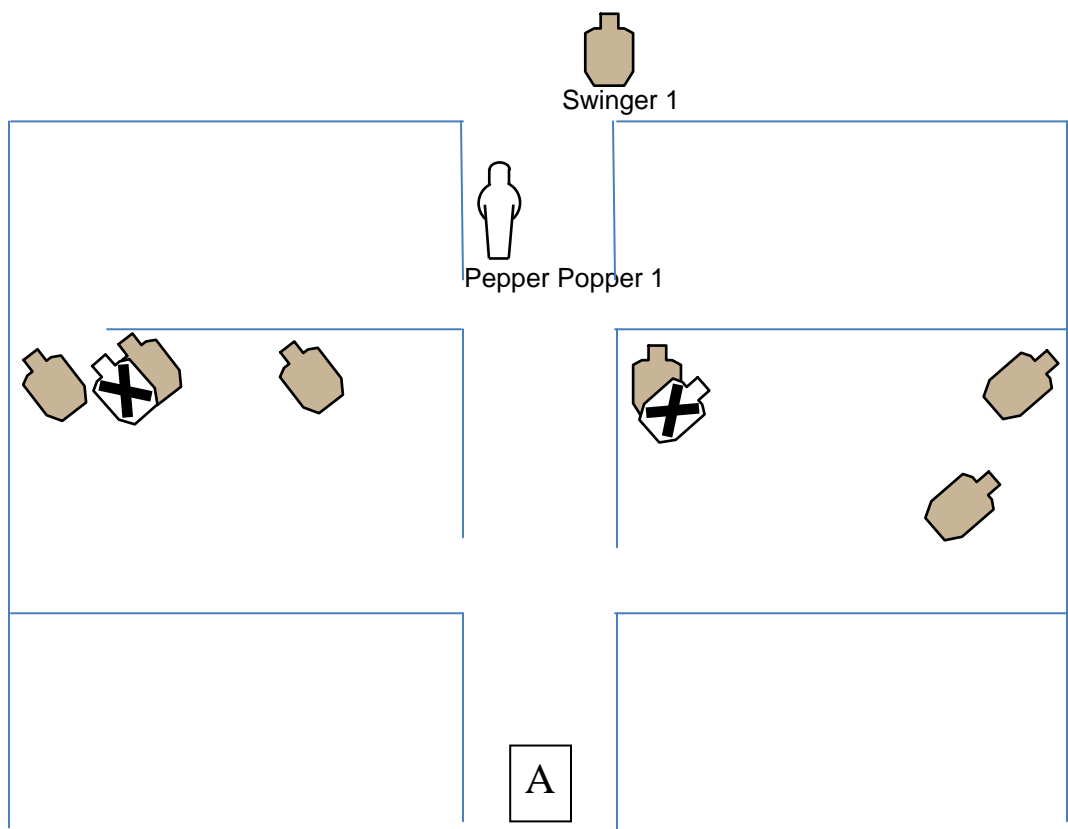
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Stage 8 / Range 6	Bump in the night?
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	6 x IDPA Targets, 2 x Non-threat,
Round Count	12 Min
Scenario	You awake from sleep to screaming followed by shots being fired in your house!
Procedure	Start lying flat on your back on the bed. Firearm has a loaded magazine in it, no round in the chamber; placed on one of the bedside tables. On the signal engage all the threat targets with 2 shot each min.
Notes	All IDPA rules apply. SO to indicate muzzle safe points.



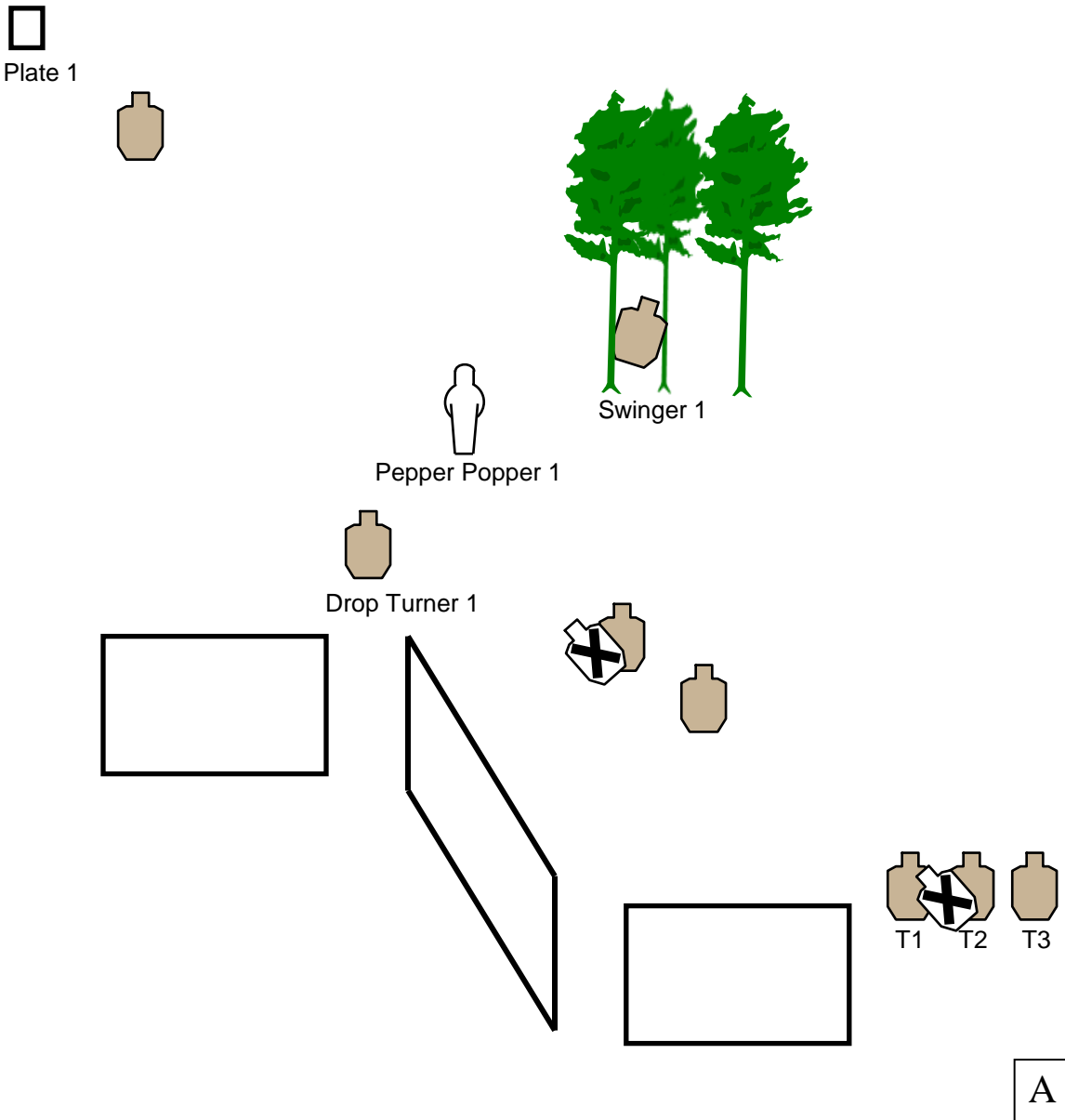
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Stage 9 / Range 6	Who's there?
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	7 x IDPA targets, 1 x Pepper Popper, 2 x Non-threats
Round Count	15 minimum
Scenario	You go to investigate strange noises during the night, when you come under fire!
Procedure;	Standing at A, handgun loaded, and held at compressed or low ready, finger off the trigger.
	On the signal; engage the Pepper Popper and Swinger 1. Engage the remaining threat targets from cover with 2 shots each min. Steel must be shot down to score.
Note	All IDPA rules apply. SO to indicate muzzle safe points.



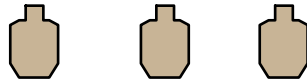
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Stage 10 / Range 7	Out and About
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	8 x IDPA targets, 1 x Pepper Popper, 1 x Plate, 2 x Non-threats
Round Count	18 minimum
Scenario	You are accosted by armed attackers who proceed to hold you at gun point.
Procedure;	Standing at A, handgun loaded and concealed, hands in the surrender position.
	On the signal; engage the T1 – T3 while moving to cover. From cover engage the remaining threat targets. Paper with 2 shots each min. Steel must be shot down to score.
Note	Pepper Popper 1 activates Drop Turner 1 and Swinger 1 All IDPA rules apply. SO to indicate muzzle safe points.



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Stage 11 / Range 8	You got to be Accurate!
Designer	Adrian Rosslee
Scoring	Limited Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	3 x IDPA targets,
Round Count	27 maximum
Scenario	Skills Exercise; Standing, handgun loaded and concealed, hands relaxed at sides.
Procedure;	String 1: 20m; Draw & fire 2 shots at each target. String 2: 15m; Draw & fire 3 shots at each target. String 3: 10m; Draw & fire 2 shots at each target strong hand only String 4: 5m; Draw & fire 2 shots at each target weak hand only
	Zero points zones only to score
Note	All IDPA rules apply. SO to indicate muzzle safe points.



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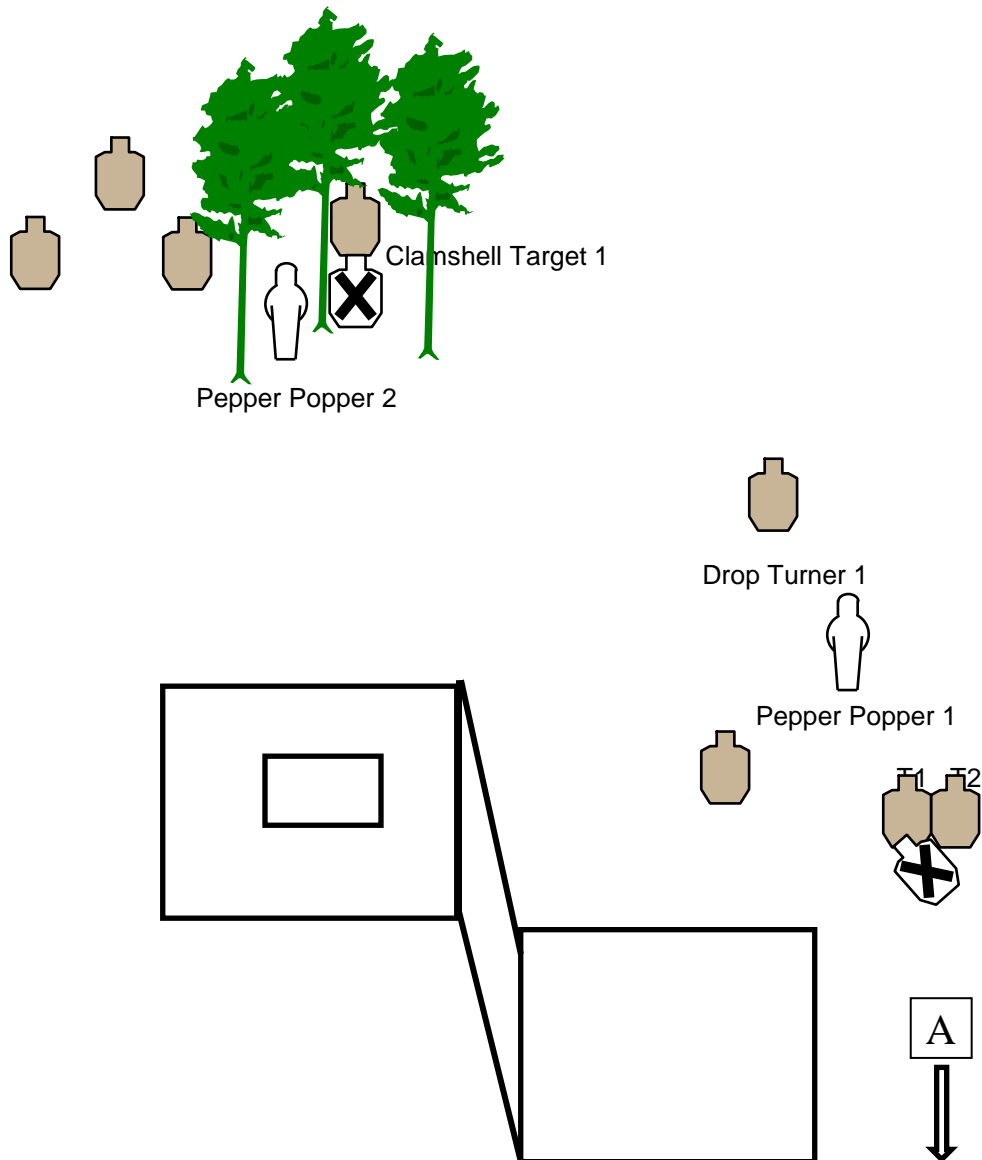
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B
15m

A
20m

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Stage 12 / Range 9	Hustle!
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	8 x IDPA targets, 2 x non-threats, 2 x Pepper Poppers,
Round Count	18 minimum
Scenario	You're out walking when an armed gang attack you, wanting to relieve you of your life and worldly possessions.
Procedure;	Standing at the A, handgun loaded and concealed, hands in the surrender position. On the signal engage T1 & T2 with 2 shots each, while moving to cover. From cover engage the remaining threat targets with 2 shots each, steel to be shot down to score.
Note	Pepper Popper 1 activates Drop Turner 1 Pepper Popper 2 activates Clamshell Target 1 All IDPA rules apply. SO to indicate muzzle safe points.



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Stage 13 / Range 10	Move, move, move!
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	3 x IDPA targets,
Round Count	12 minimum
Scenario	Skills exercise
Procedure;	Standing at the A, handgun loaded and concealed, hands in the surrender position. String 1: On the signal engage T1 – T3 with 2 shots each, while moving forward. String 2: On the signal engage T1 – T3 with 2 shots each, while moving backwards.
Note	All IDPA rules apply. SO to indicate muzzle safe points.

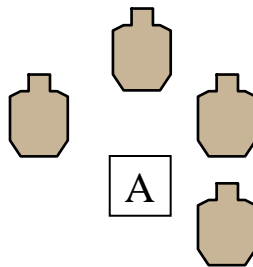


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Stage 14 / Range 10	Fast!
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	4 x IDPA targets,
Round Count	12 minimum
Scenario	Skills exercise
Procedure;	Standing at the A, handgun loaded and concealed, hands in the surrender position. String 1: On the signal engage T1 – T4 with 3 shots each, in tactical sequence.
Note	All IDPA rules apply. SO to indicate muzzle safe points.



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Stage 15 / Range 11	Ambush!
Designer	Adrian Rosslee
Scoring	Vickers
Rules	Current IDPA Rule Book & addendums
Start / Stop	Timer / Last Shot
Targets	6 x IDPA targets, 2 x non-threats
Round Count	16 minimum
Scenario	You walk into an ambush when you return to your hunting shack. They want your guns and goods.
Procedure;	Standing at the A, handgun loaded and concealed, hands relaxed, holding "rifle" in your strong hand. On the signal draw and engage T1 with 6 shots while advancing to cover. You have to take the rifle to cover. From cover engage the remaining threat targets with min. of 2 rounds each.
Note	All IDPA rules apply. SO to indicate muzzle safe points.

