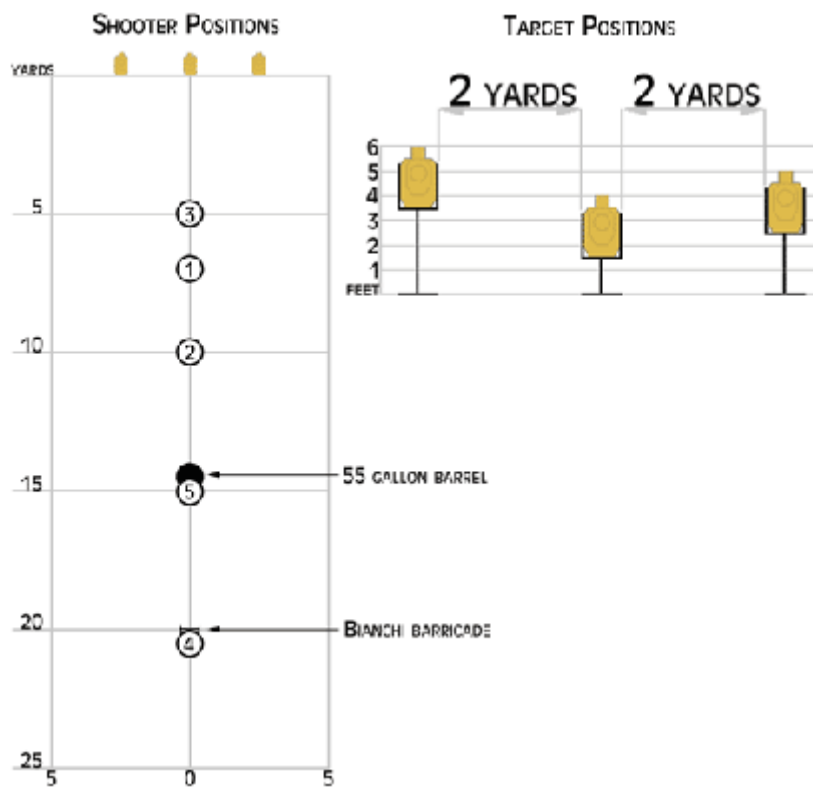


1. Safety Check

No image

| | | | | | |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 30 |
| Targets | 1 paper, 1 popper, 1 plates, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | As per SO directions | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. IDPA Classifier Stage 1



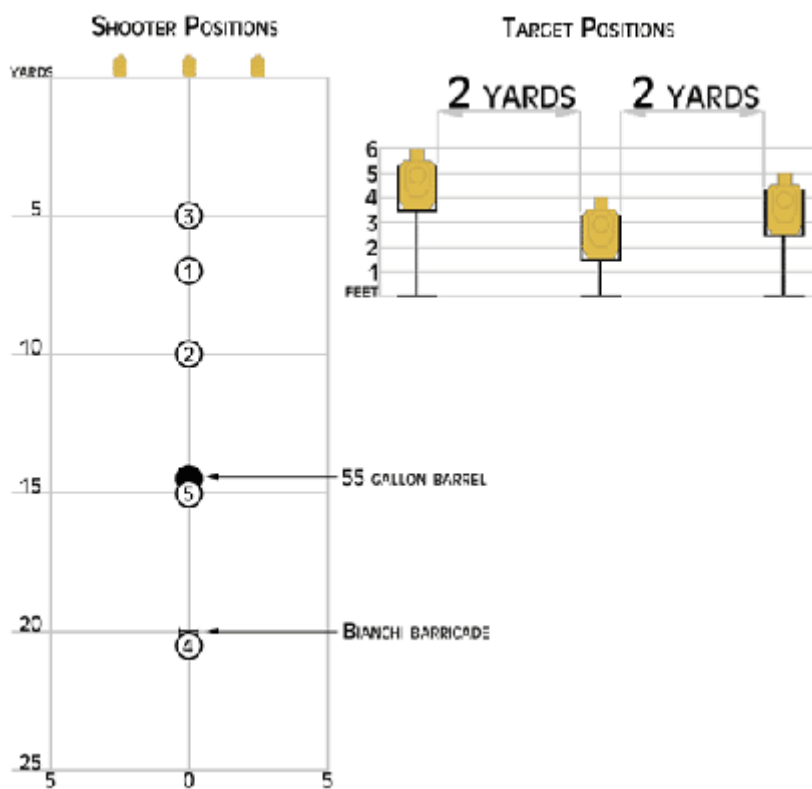
| | | | | | |
|----------------------|---|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 30 |
| Targets | 3 paper, | Total | 3 targets | Strings | 7 |
| Scenario & Procedure | <p>String 1 - Draw and fire two (2) shots to the body and one (1) to the head on T1. (3 shots) String 2 -Draw and fire two (2) shots to the body and one (1) to the head on T2. (3 shots) String 3 - Draw and fire two (2) shots to the body and one (1) to the head on T3. (3 shots) String 4 - Draw and fire two (2) shots at each head T1-T3. (6 shots) *** Hits below the head area should be pasted before shooting String Five *** String 5 - 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. (3 shots) String 6 - (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. (6 shots) String 7 - Draw and fire two (2) shots at each T1-T3 "STRONG" hand only. (6 shots)</p> | | | | |
| Start pos | Start position for all strings EXCEPT Stage One / String 5 is hands naturally at your sides. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | | | | | |
| Safety | L/R | | | | |
| Setup | See image | | | | |

3. IDPA Classifier Stage 2



| | | | | | |
|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 30 |
| Targets | 3 paper, | Total | 3 targets | Strings | 4 |
| Scenario & Procedure | <p>String #1 - 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. (6 shots) String #2 - Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving). (6 shots) String #3 - (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. (12 rounds) - String #4 - Draw and fire 2 shots at each T1 - T3 "STRONG" hand only. (6 shots)</p> | | | | |
| Start pos | Position #2 | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | | | | | |
| Safety | L/R | | | | |
| Setup | See image | | | | |

4. IDPA Classifier Stage 3



| | | | | | |
|----------------------|---|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 30 |
| Targets | 3 paper, | Total | 3 targets | Strings | 3 |
| Scenario & Procedure | <p>String #1 (Position #4) - Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and fire 2 shots at each T1 - T3 from the opposite side of barricade. (12 shots) String #2 (Position #4) - Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and advance to Position #5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel. (12 shots) String #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel. (6 shots)</p> | | | | |
| Start pos | Position #3 | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | | | | | |
| Safety | L/R | | | | |
| Setup | See image | | | | |