

STAGE 1 Bay 6: Standards-Five 5 Five

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: Standards

STAGE PROCEDURE:

String 1-Standing at P1 facing downrange, weapon loaded to eight rounds and holstered. At the audible start signal draw and engage T1-T4 with two shots each from P1. Perform an emergency reload and engage T5 with two shots.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 5

SCORING: Limited

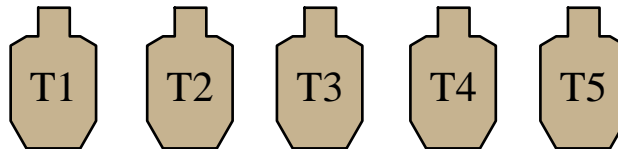
ROUND COUNT: 10 rounds.

MUZZLE SAFE POINTS: 180 degree

SCORED HITS: Two shots on all paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 2 Bay 6: Yoda's Choice

Orig. Designer: Unknown **Modified:** Jay L. Hile/WSSC-PAS

SCENARIO: Which hand , which distance, decisions, decisions... wisely will you choose?

STAGE PROCEDURE:

String 1-Standing at P1 facing downrange hands at your side, weapon loaded to a minimum of 5 rounds and holstered. At the audible start signal draw and engage T1 with five shots.

String 2-Standing at P2 facing downrange hands at your side, weapon loaded to a minimum of 5 rounds and holstered. At the audible start signal draw and engage T1 with five shots.

String 3-Standing at P3 facing downrange hands at your side, weapon loaded to a minimum of 5 rounds and holstered. At the audible start signal draw and engage T1 with five shots.

Note: One string must be shot weak hand only, one string must be shot strong hand only and one string will be shot fee style. Five must be head shots and ten must be body shots.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 5, 7 and 10

SCORING: Limited

ROUND COUNT: 15 rounds.

MUZZLE SAFE POINTS: 180 degree

SCORED HITS: Five shots to the head and 10 shots to the body.

SPECIAL NOTES:

SAFETY ISSUES:



P1

P2

P3

STAGE 3 Bay 5: Standard-Draw and Reload

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: Standard

STAGE PROCEDURE:

String 1-Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1 with one shot perform a tactical reload and reengage T1 with one shot.

String 2- Repeat String 1.

String 3- Repeat String 1.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 15

SCORING: Limited

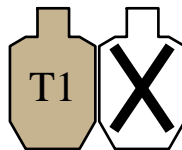
ROUND COUNT: 6 rounds.

MUZZLE SAFE POINTS: 180 degree

SCORED HITS: Best two shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 4 Bay 5: Standards-Tactical Mozambique

Orig. Designer: Jay L. Hile/WSSC-PAS

SCENARIO: Standards

STAGE PROCEDURE:

String 1-Standing at P1, facing down-range, hands at your side. Weapon loaded with at least six rounds and holstered. At the audible start signal draw your weapon and engage T1-T2 with two shots to the body one shot to the head in any order.

String 2-Repeat at P2

String 3- Repeat at P3

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 5, 7 and 9

SCORING: Limited

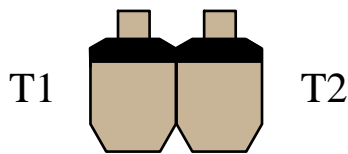
ROUND COUNT: 18 rounds.

MUZZLE SAFE POINTS: 180 degree

SCORED HITS: Nine shots on paper including three head shots.

SPECIAL NOTES: Hard cover from upper 0 down zone to the lower 0 down zone.

SAFETY ISSUES:



P1

P2

P3

STAGE 5 Bay 4: Standard-Hard Cover, Strong and Weak

Orig. Designer: JLH/WSSC-PAS

SCENARIO: Standard

STAGE PROCEDURE: Standing at P1, facing up-range (back to targets), hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1 four rounds gun hand only, transfer weapon to support hand and engage T2 four rounds support hand only, then engage T3 with four rounds freestyle.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 7 and 9

SCORING: Limited

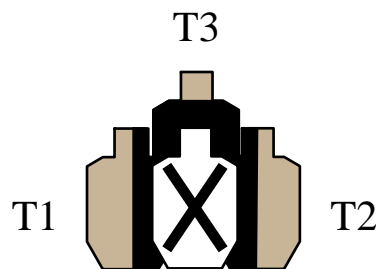
ROUND COUNT: Minimum 12 rounds.

MUZZLE SAFE POINTS: 180 degree

SCORED HITS: Four shots on paper.

SPECIAL NOTES: T1 and T2 can be shot in in any order.

SAFETY ISSUES:



P1

STAGE 6 Bay 4: Standards-Low Reloading

Orig. Designer: Jay L. Hile/WSSC-PAS

SCENARIO: Standard

STAGE PROCEDURE: Standing at P1, facing down-range with your hands at your side. Weapon loaded to six and holstered (reloads to division capacity). At the audible start signal draw, kneel behind the barrel and engage T1-T3 with two shots each. Perform an emergency reload and engage T1-T3 with two shots each. Perform a tactical reload and engage T1-T3 with two shots each. Shooter may shoot over the barrel.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 10

SCORING: Limited

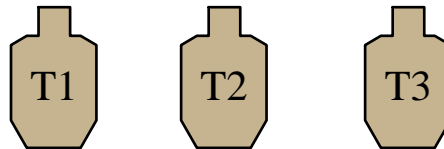
ROUND COUNT: Minimum 18 rounds.

MUZZLE SAFE POINTS: 180 degree

SCORED HITS: Best 6 shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 7 Bay 3: "Cup" Standards

Orig. Designer: 2012 Postal

SCENARIO: Standard

STAGE PROCEDURE: Standing at P1, facing down-range with your hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T3 with two shots each (free style). Transition to strong hand, and engage T1-T3 with two shots each (strong hand only). Transition to weak hand, and engage T1-T3 with two shots each (weak hand only). This will be timed as a single string. Shooters may perform any IDPA reloads. Stacking of shots will incur a FTDR.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 7

SCORING: Limited

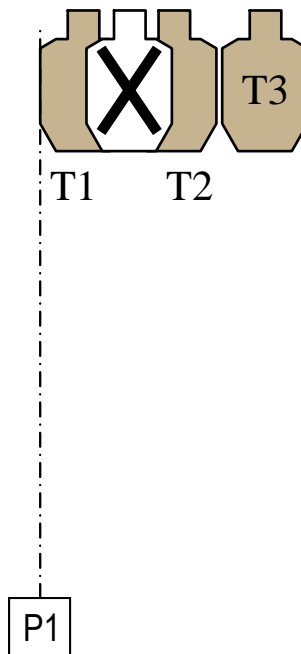
ROUND COUNT: 18 rounds.

MUZZLE SAFE POINTS: 180 degree

SCORED HITS: Six shots on paper.

SPECIAL NOTES: Left side of T1 on the centerline of stage. Targets are 4ft high to head. The top the Non-threat shoulder touches the neck of the threat targets T1 and T2.

SAFETY ISSUES:



STAGE 8 Bay 3: Standards-Reloads-02

Orig. Designer: Jay L. Hile/WSSC-PAS

SCENARIO: Standard

STAGE PROCEDURE: Standing at P1 facing downrange, hands at your side. Weapon loaded with 6 rounds and holstered. Reloads to be at division capacity. At the audible start signal, draw and engage T1-T3 two shots each from strong hand side of cover (slicing the pie). Perform an emergency reload and engage T1-T3 two shots each from weak hand side of cover (slicing the pie). Perform a tactical reload and engage T1-T3 two shots each either side of cover (slicing the pie).

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 7

SCORING: Limited

ROUND COUNT: 18 rounds.

SCORED HITS: Six shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:

