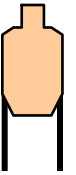


AWKWARD



SCENARIO: This stage is intended to make you hold on to the barricade with your non-shooting hand to be able to lean far enough to engage the targets.

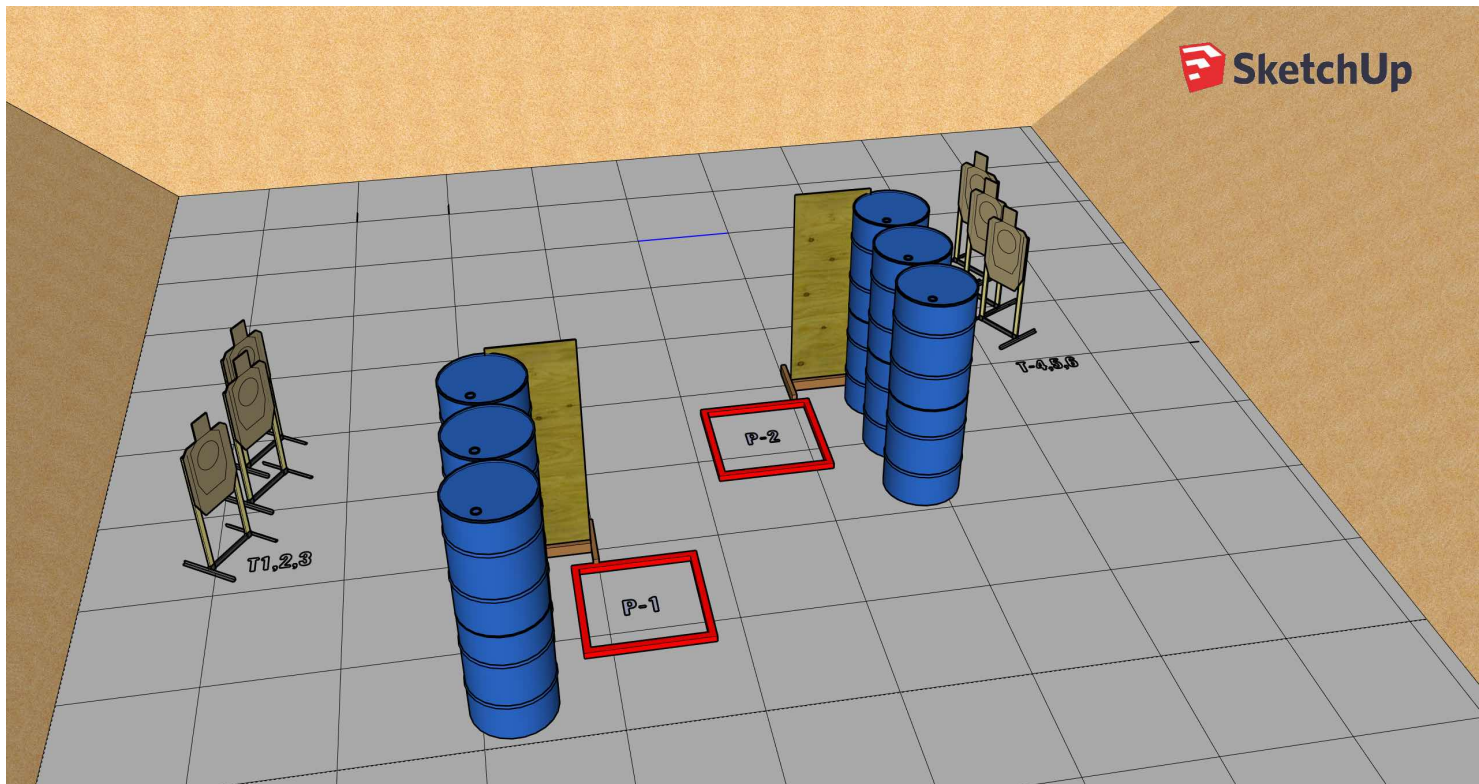
START POSITION:
P-1, hands relaxed at side

STRINGS: 1
SCORING: UNLIMITED
TARGETS: 6 threat, 0 non threat, 0 Steel
SCORED HITS: Best 2 on paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

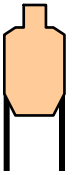
STAGE PROCEDURE:

On start signal engage T1, T2, & T3 with 2 rounds each at P-1 FROM THE RIGHT SIDE OF THE BARRICADE. Then move to the next barricade platform (P-2) and engage T4, T5, & T6 with 2 rounds each at P-2 FROM THE LEFT SIDE OF THE BARRICADE. As always engage in tactical priority which in this case, using cover, is as they become visible (outside in, slicing the pie, etc.). Barricades and drums are considered HARD COVER.

CAUTION: DO NOT VIOLATE THE 180 DEG. PLANE



GUN CLEANING GONE WRONG



SCENARIO: As you are busy cleaning your gun, you notice armed intruders invading your safe space. Defend yourself and rescue the hostages.

START POSITION:

Sitting at P1, hand gun unloaded and spare magazines on table in front of shooter. Hands on table. Handgun pointing downrange.

STAGE PROCEDURE:

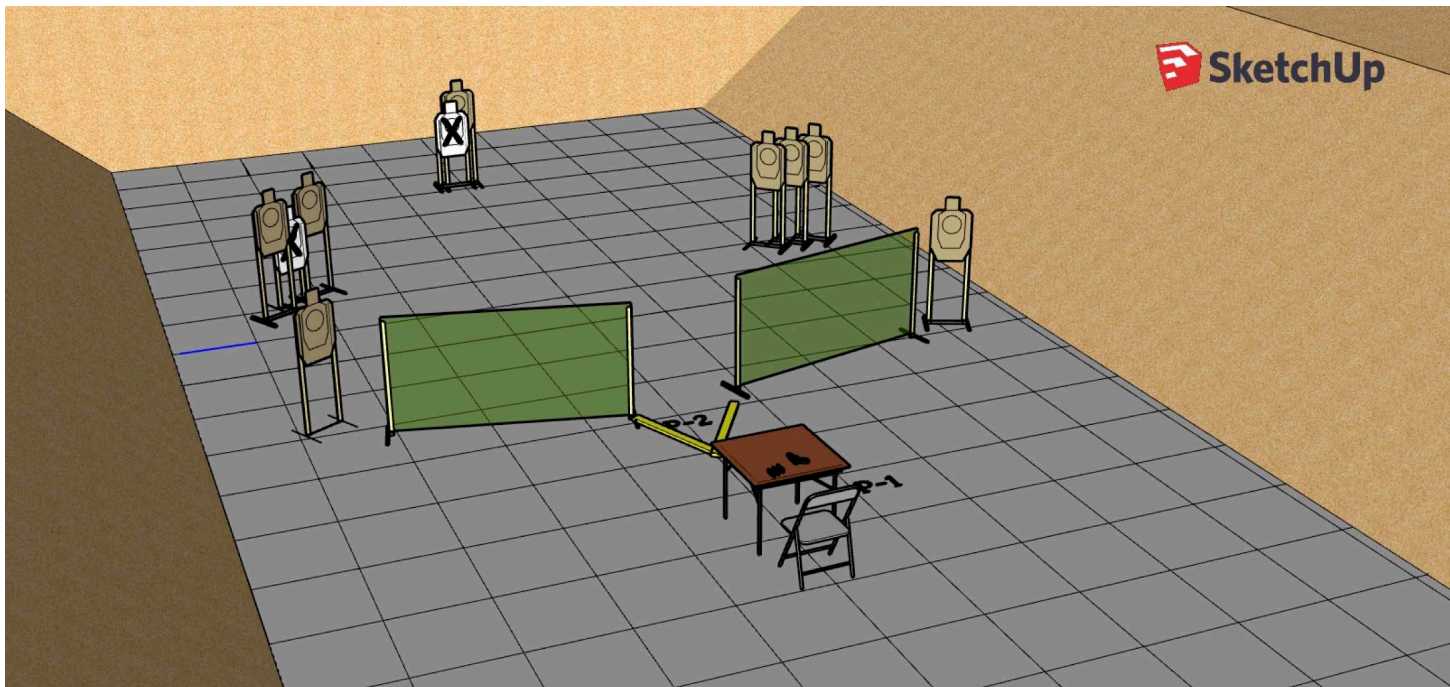
At the start signal engage all visible targets with 2 rounds each in tactical priority while in the open and seated at table.

Move to cover at P2 (choose a side and remain at that location for balance of CoF). Engage remaining targets with 2 rounds each in tactical priority from cover.

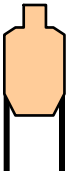
STRINGS: 1
SCORING: UNLIMITED
TARGETS: 8 threat, 2 non threat, 0 Steel
SCORED HITS: Best 2 on paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: NOT Required

CAUTION: do not violate 180 deg plane

Grid squares in diagram are 1 yd x 1 yd



STANDARDS with STEEL



SCENARIO:

STANDARDS

START POSITION:

Start at P-1 with gun loaded with **6 rounds only**. Remaining ammo carriers are loaded to division capacity. Handgun is holstered and hands are relaxed at sides

STAGE PROCEDURE:

On start signal draw and engage paper targets with 2 rounds each from P-1, Reload and re-engage with 2 rounds each. Move to P-2 and engage one steel popper **STRONG HAND ONLY**. Move to P-3 and engage remaining popper **WEAK HAND ONLY**.

Steel must fall

STRINGS:

1

SCORING:

UNLIMITED

TARGETS:

3 threat, 8 non threat, 2 Steel

SCORED HITS:

Best 4 on paper

START-STOP:

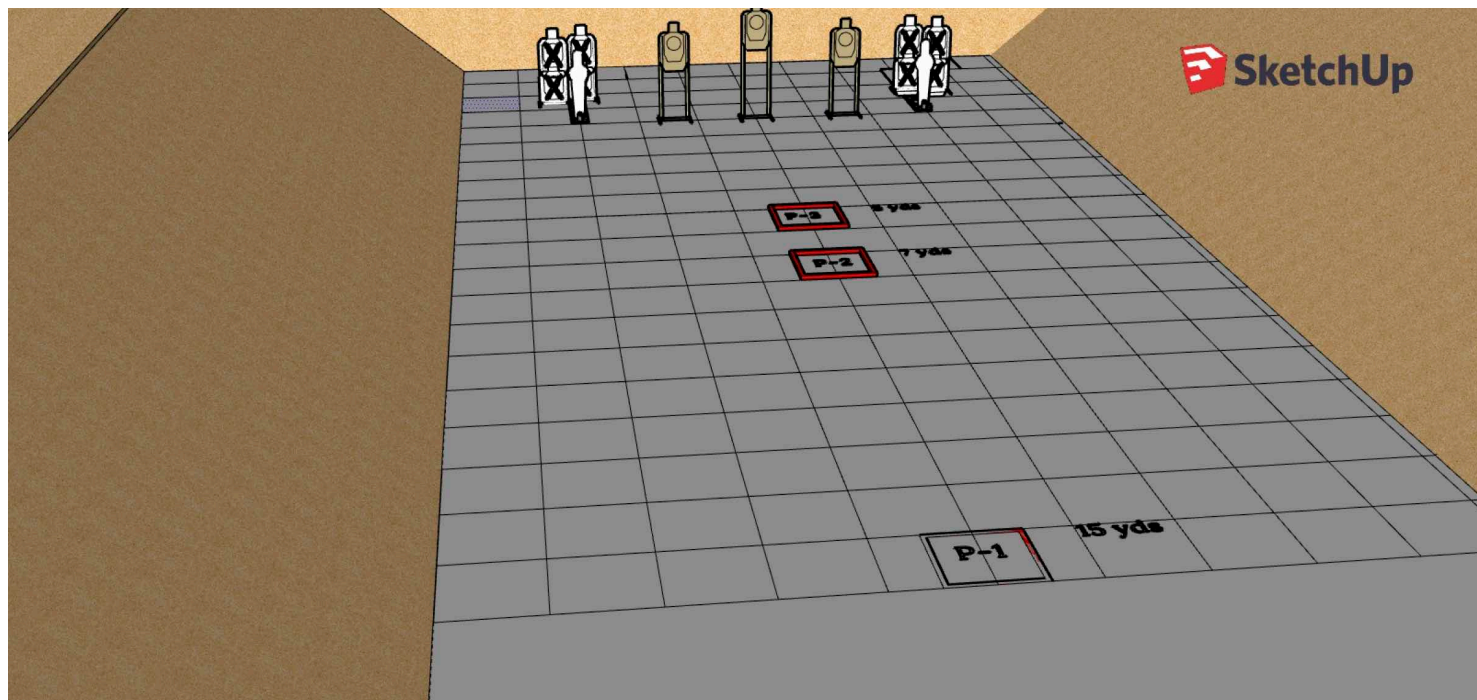
Audible - Last shot

RULES:

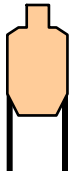
Current IDPA Rulebook

CONCEALMENT:

Required



HIKING NIGHTMARE, DOGS GONE WILD



SCENARIO: You are hiking with a friend in the woods. Luckily, you are open carrying your favorite handgun with reloads. Suddenly, as you are standing between points P-1 and P-2 a pack of vicious, growling, attacking wild dogs appears. Your friend ahead is surrounded by them.

START POSITION:
Standing between P-1 & P-2 , hands relaxed at side

STAGE PROCEDURE:

On start signal choose your position in the open uprange of the first tree (blue drum) and **engage T-1 first** with 2 rounds and then choose any other positions uprange of the first tree (blue drum) and engage the balance of the dogs with 2 rounds each in tactical priority

CAUTION: DO NOT VIOLATE THE 180 DEG. PLANE

DOGS DON'T SHOOT BACK, COVER NOT REQUIRED

STRINGS: 1
SCORING: UNLIMITED
TARGETS: 9 threat, 1 non threat, 0 Steel
SCORED HITS: Best 2 on paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: NOT Required

GRID SQUARES are 1 yd x 1 yd

