

TROUBLE AT THE MARKET

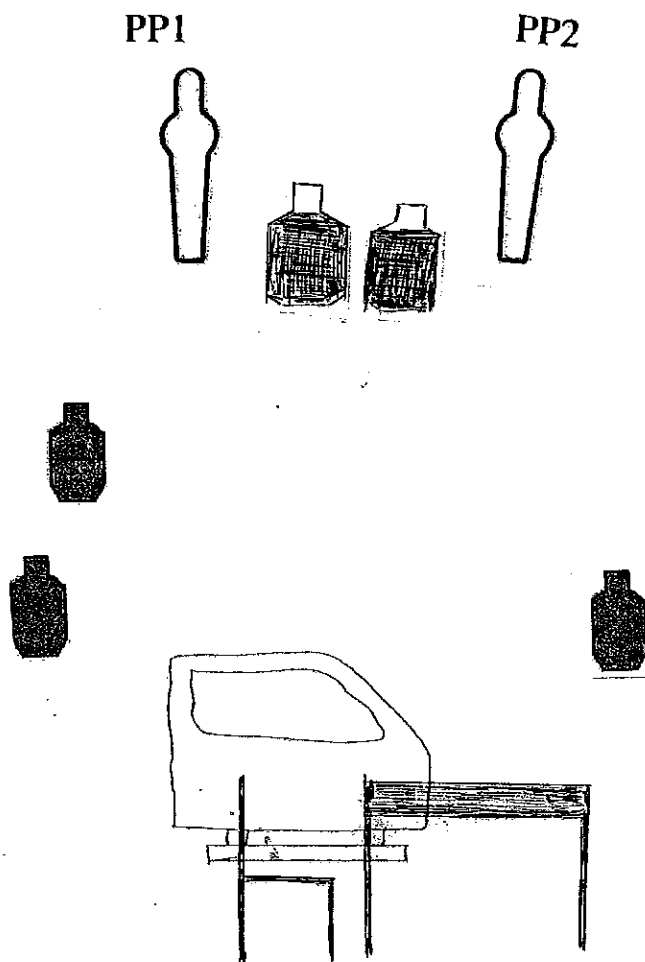
START POSITION: Seated at truck door. Hands on edge of table, Gun on table (on X) loaded to division capacity, reloads on belt, concealment is NOT required.

STAGE SCENARIO: You're waiting for your wife, seated in your truck, in the parking lot, of the local Weiss Market. You hear a commotion; you look up and see bad guys' approaching your vehicle with bad intent. Protect yourself.

PROCEDURE: At signal, pick up your gun and engage targets near too far with 2 rounds each and steel till down.

RULES: Current IDPA Rule Book.

SCORING: Unlimited, best 2 per paper target and steel must fall.



Get to the Exit

START POSITION: Seated at P1, gun loaded and concealed. Hands on menu with elbows on table.

STAGE SCENARIO: You just sat down to enjoy dinner out. Unfortunately the local gang decides to shoot up the place.

STAGE PROCEDURE: At the signal, engage T1-T3 with 2 rounds each while seated. Get up and move to P2 and engage T4-T6 with 2 rounds each. Move to P3 and engage T7-T8 with 2 rounds each.

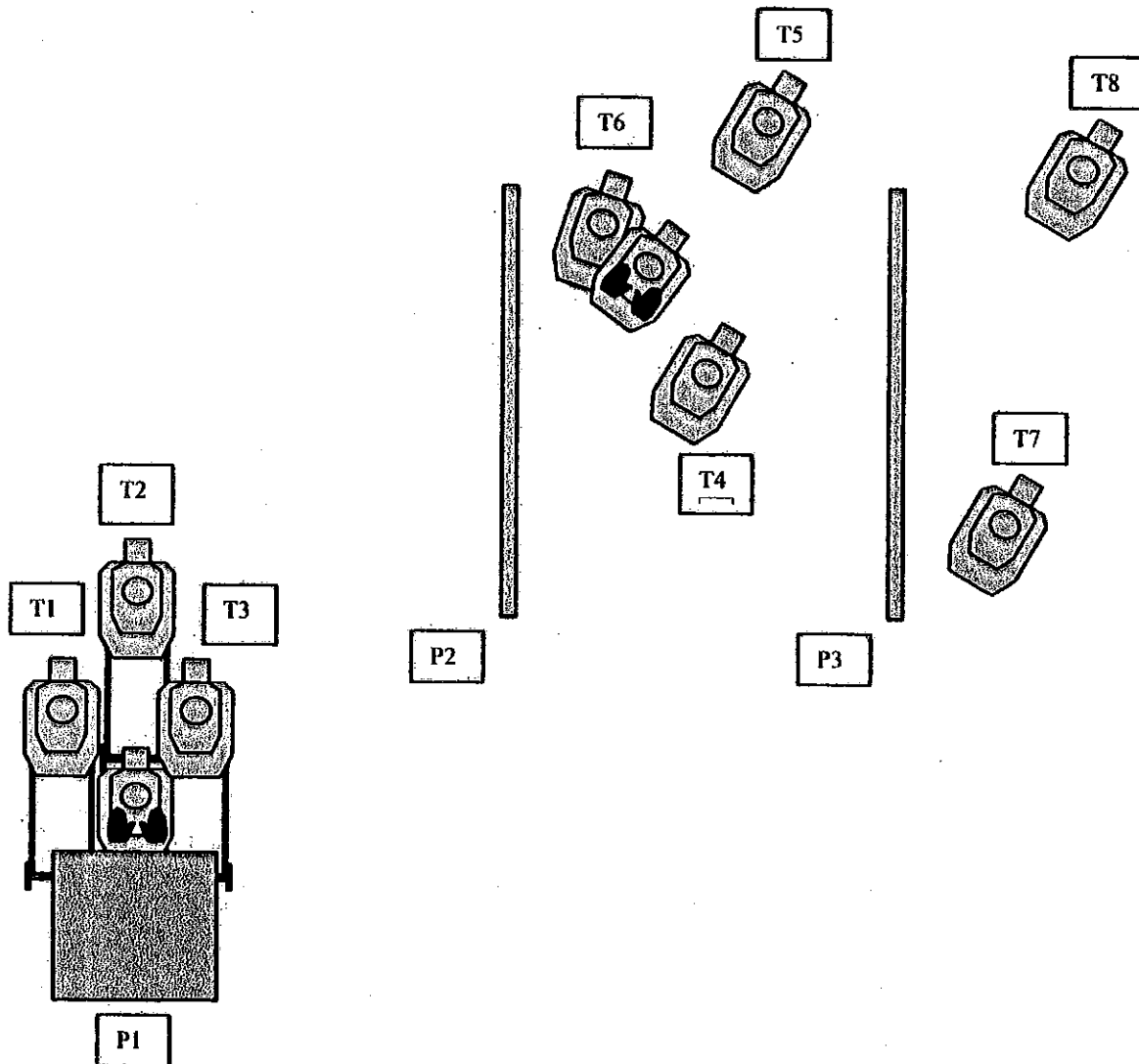
SCORING

SCORING: Vickers - 16 rounds

TARGETS: 8 IDPA

START-STOP: Audible - Last shot

STAGE DESIGNER: John May



STAGE: Burrito Bandits Bay

RULES: IDPA Note concealment garment required.
Gun loaded to division capacity.

Course Designer: Reuben Yau
<http://idpashooting.wordpress.com>

STARTING POSITION: Standing at P1 facing uprange, wrists above shoulders

SCENARIO: After exiting at your favorite Mexican restaurant, the Burrito Bandits approach on your way back to the parking lot and demand your wallet. As you take care of them, their cousins return fire from their getaway car.

STAGE PROCEDURE: At the start signal turn, draw and engage T1-T3 while retreating to P2. Engage PP1 until down, then T4.

SCORING: Vickers Count.

ROUND COUNT: 9

TARGET DISTANCE: PP1 10 yds.

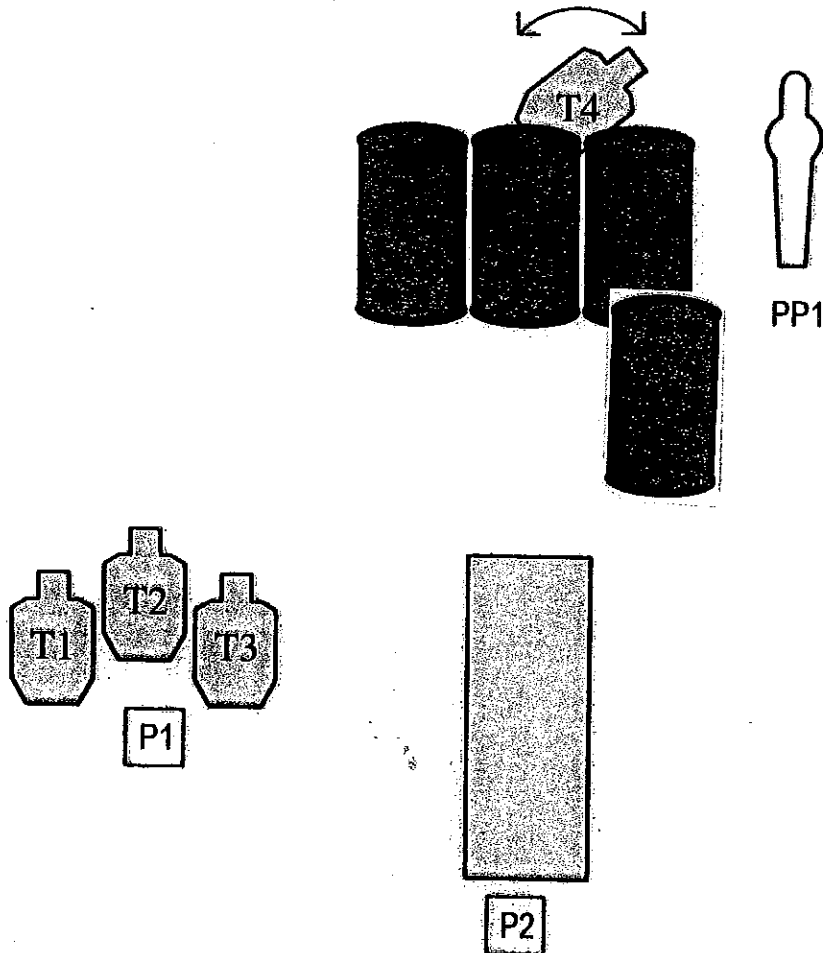
SCORED HITS: Best two shots on paper, steel until down.

RELOADS: Any Legal IDPA

START-STOP: Audible & Last shot

SPECIAL NOTES: T4 is not available until activated by PP1.

SAFETY ISSUES: Be cautious of muzzle direction when shooter retreats to P2.



TAKE COVER

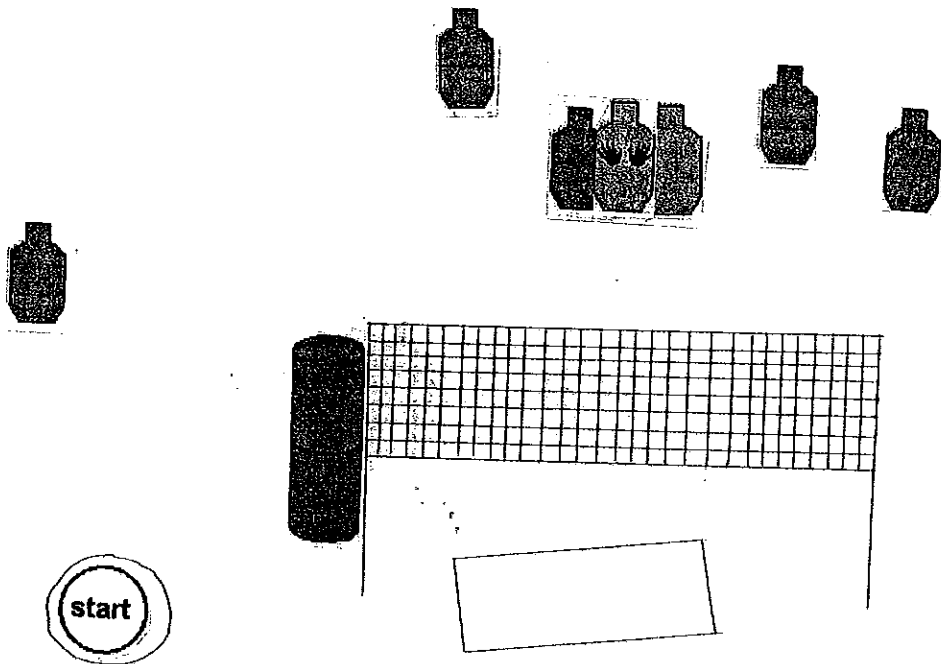
START POSITION: Standing in START box, hands relaxed at sides, Loaded to Division Capacity, Reloads on belt. Concealment is Required.

STAGE SCENARIO: You're waking home past a supposed vacant lot. You hear a scream and see bad guys trying to drag a woman into the lot. When the bad guys see you they panic and start shooting. Take cover and save the girl.

PROCEDURE: At the signal, draw and engage T-1 with 2 rounds to the body and one round to the head while moving to cover at the wall. (Or not) Then going to the prone position engage remaining targets with 2 rounds to the body and one round to each head.

RULES: Current IDPA rule book.

SCORING: Unlimited, 18 Round Minimum. Best 3 per target. Audible last shot.



KNOCKED THE F--- OUT!

Scoring	Vickers
Round Count	18
Targets	7 IDPA
Concealment Garment	Required
Stage Designer	"Iron Mike" Webb
KNOCKED THE F--- OUT!	

Start Position: Hands relaxed at sides.

Scenario: You are inside the convenience store when you see a van full of thugs pull up. As the driver gets out he abruptly opens his door hitting your vehicle. You meet him at the door and confront him about denting your vehicle. He denies it. He then becomes irate and takes a swing at you. His friends take offense to you knocking him out and attack.

Procedure: Starting at P1 with hands relaxed at sides, at the signal knock dummy over with strong hand and then engage T1 with 6 rounds while retreating to P2. From cover at P2 engage T2 - T4 with 2 rounds each. Use all available cover while engaging T5 with 2 rounds. At P3 engage T6 and T7 with 2 rounds each.

