

STAGE 1 BAY 1

Attempted Mugging.

Designed by: Fran Sheridan

START POSITION: Standing at P1, bag of groceries in weak hand.

Scenario: You are on your way home from the grocery store when accosted by a couple of thugs who want to rob you and do you harm.

Procedure: At start, engage each threat with 2 rounds to the body of each target and then one to the head of each target with your strong hand while holding the grocery bag.

SCORING: Unlimited, 6 rounds minimum.

TARGETS: 2 IDPA.

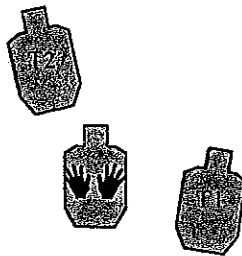
SCORED HITS: Best 2 hits on the body and best 1 hit to the head of each paper target

CONCEALMENT: Required.

GUN: Loaded to division and holstered, reloads on the body.

MUZZLE SAFE POINT: IDPA 180.

START-STOP: Audible - Last shot.



P1

**PARKING GARAGE
CONCEALMENT REQUIRED - UNLIMITED
14 SHOTS MINIMUM**

STAGE 2

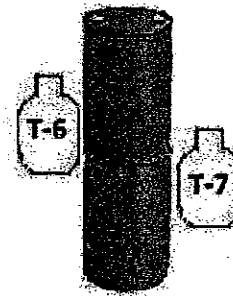
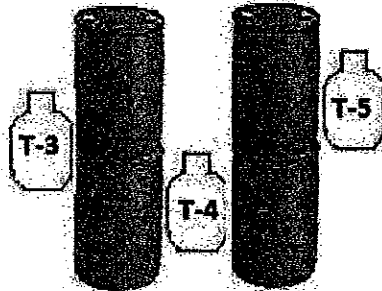
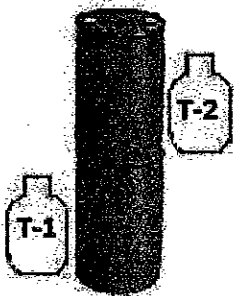
BAY 2

PREMISE: ON YOUR WAY BACK TO YOUR CAR YOU OBSERVE A GROUP OF TERRORISTS PLANTING EXPLOSIVES TO BRING DOWN THE BUILDING ABOVE. THEY OVER HEAR YOU CALLING 911 AND GRAB THEIR RIFLES TO PREVENT YOU FROM COMPLETING THE CALL. OUT GUNNED, YOU NEED TO SAVE YOURSELF.

**SHOOTER START POSITION: CENTERED ON WALL AT EITHER P-1, SUPPORT HAND ON WALL, CELL PHONE IN STRONG HAND HELD TO EAR. GUN LOADED TO DIVISION CAPACITY
HOLSTERED AND CONCEALED.**

PROCEDURE: AT THE SIGNAL, DRAW AND ENGAGE PAPER WITH 2 ROUNDS EACH.

ANY IDPA RELOAD WHEN NECESSARY.



P-1



P-1

STAGE 3

BAY 3

Standards.

Designed by: Walt Mosetter

START POSITION: Standing at P1, hands relaxed at sides.

Procedure: At start, engage targets with 2 rounds to the body and 2 rounds to the head.

SCORING: Limited, 8 rounds maximum.

TARGETS: 2 IDPA.

SCORED HITS: Best 2 hits on body and best 2 hits on the head of each paper target

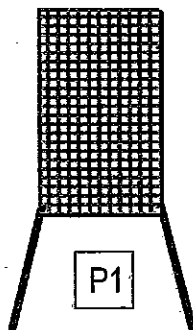
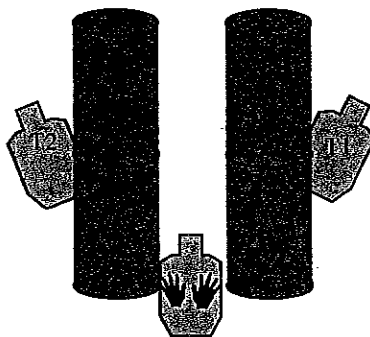
CONCEALMENT: Not Required.

GUN: Loaded to division capacity and holstered, reloads on the body.

MUZZLE SAFE POINT: IDPA 180.

START-STOP: Audible - Last shot.

NOTE: Any rounds hitting the side walls will result in a match disqualification.



STAGE 4 BAY 4

Big Trouble in Little China

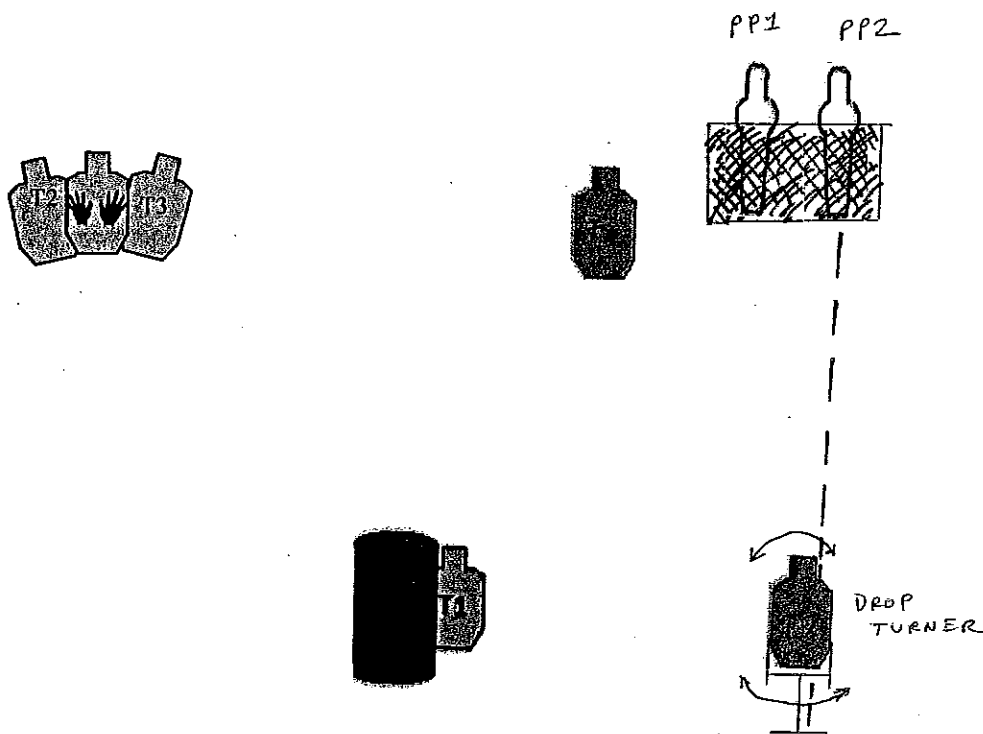
Premise: You're out taking a walk and stop to tie your shoe. You hear a noise and look up. You see trouble and must take action.

Start position: Kneeling at P1 (as if tying your shoe). Gun loaded to division capacity and reloads on belt.

Concealment required.

At the start signal, stand, draw, and engage all paper targets in tactical priority with 2 round each and steel till down. Any IDPA Legal reloads as needed.

Scoring: Best two hits per target. Scoring is **Unlimited**.



start

P1

STAGE 5 BAY 5

Paul Revere's Ride.

Designed by: Bill Vigilante

START POSITION: Standing at P1, hands relaxed at sides.

Scenario: It is April 18, 1775 and you are Paul Revere heading to the Old North Church in Boston to lite the lanterns to warn the Charleston Patriots of the position of the British. This is where the famous saying, "One if by land and two if by sea" came from.

Procedure: At start, engage all targets from the 3 shooting positions in tactical priority with 2 rounds each.

SCORING: Unlimited, 18 rounds minimum.

TARGETS: 9 IDPA.

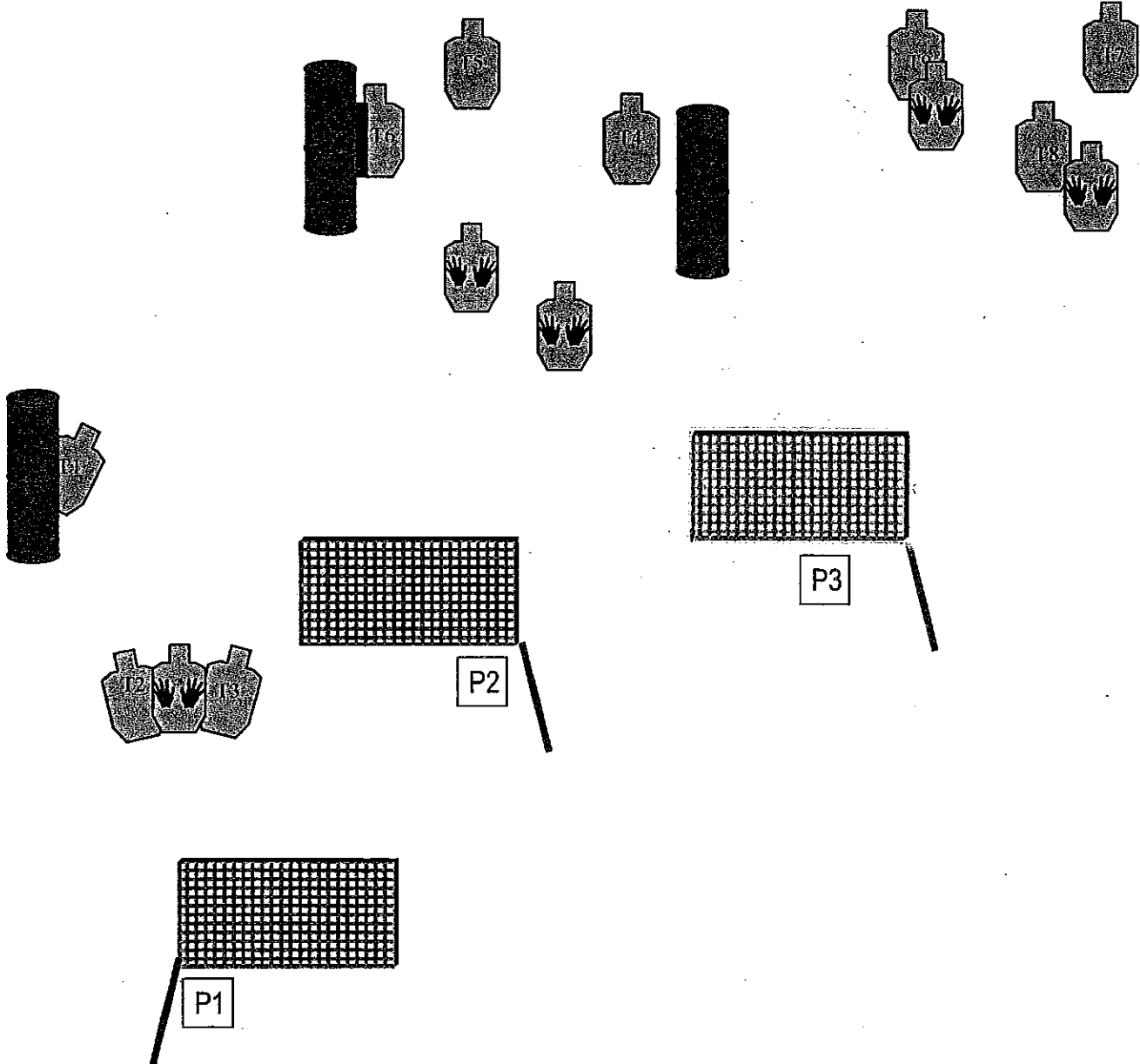
SCORED HITS: Best 2 hits on each paper target

CONCEALMENT: Required.

GUN: Loaded to division and holstered, reloads on the body.

MUZZLE SAFE POINT: IDPA 180.

START-STOP: Audible - Last shot.



STAGE 6

BAY 6

Barrel Drill.

Designed by: Walt Mosetter

START POSITION: Standing at P1, hands relaxed at sides.

Scenario: Barrel drill to test your skill with tight cover and deep hidden targets.

Procedure: At start, engage targets in tactical priority from P1 and P2 with 3 rounds to each target.

SCORING: Unlimited, 12 rounds minimum.

TARGETS: 4 IDPA.

SCORED HITS: Best 3 hits on each paper target

CONCEALMENT: Required.

GUN: Loaded to division capacity and holstered, reloads on the body.

MUZZLE SAFE POINT: IDPA 180.

START-STOP: Audible - Last shot.

NOTE: Any rounds hitting the side walls will result in a match disqualification.

