

Warmup Stage 1 Bays 9 11 and 14

RULES: IDPA Rules

Created By: Scott Martin

START POSITION:

Facing downrange, hands at sides, gun loaded with exactly 3 rounds and holstered. Additional loading devices loaded to division capacity on person.

SCENARIO:

PROCEDURE:

At the start signal, draw and fire 3 shots at T1 freestyle, emergency reload and fire 2 additional shots at T1 freestyle. Then engage S1.

This will be the first stage for all competitors and will be set up in bays 9, 11, and 14.

SCORING: Unlimited

ROUND COUNT: 06

TARGETS: 01

DISTANCE: 10 yards from P-1 to T-1.

SCORED HITS: 5 hits on T1. Steel until down.

PENALTIES: Standard

CONCEALMENT: No

NOTES:



15 Yards

T1



10 Yards



P1



Cheater Stage 2 Bay 9

RULES: IDPA Rules

Created By: Scott Martin

START POSITION:

Sitting in the chair, facing down range at the card table. Both hands touching table top, strong hand holding your cards. Your gun is loaded to division capacity and holstered. Additional loading devices are on person, loaded to division capacity. PCC lay rifle on table, muzzle facing T2.

SCENARIO:

You are playing poker with some drunk folks you don't know well. You are about to lay down your winning hand when one of the dudes yells "Cheater" and pushes back from the table and goes for his gun. Protect yourself.

PROCEDURE:

At the start signal, engage all targets with 2 rounds each in tactical priority.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

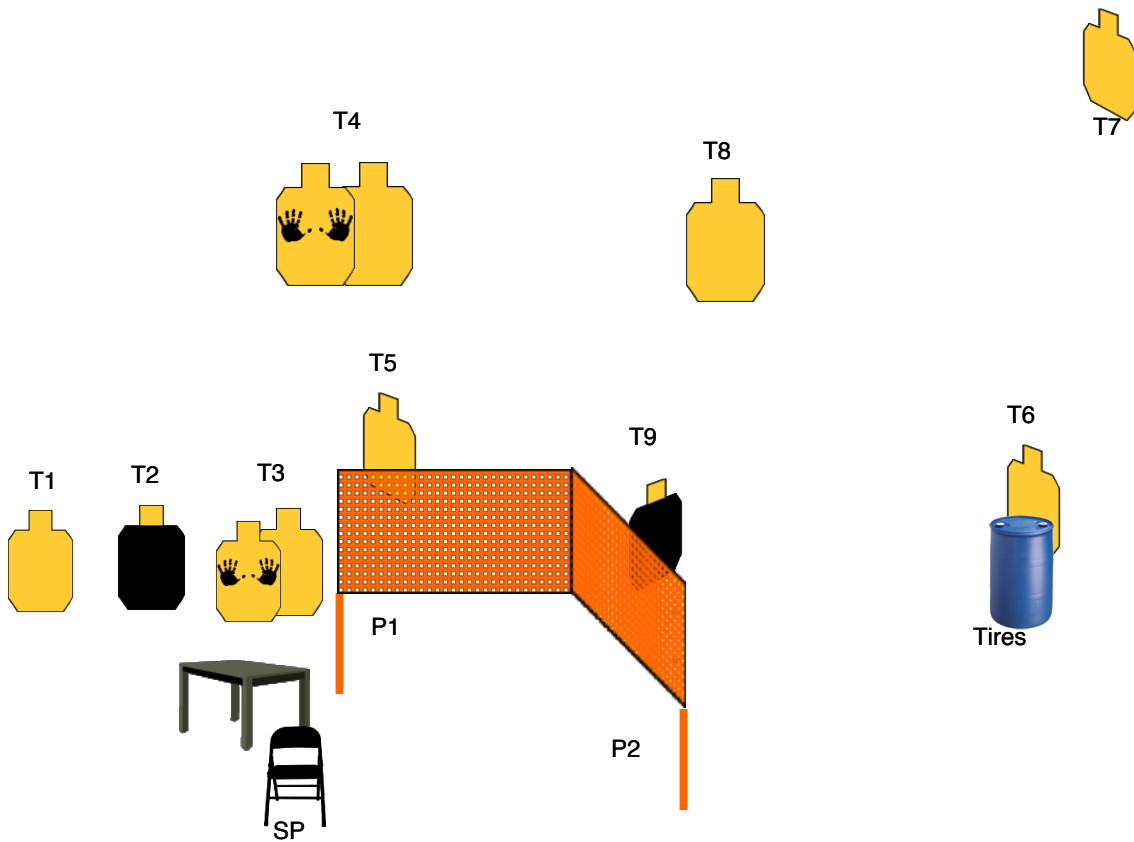
DISTANCE: T7 is 20 yards from P2.

SCORED HITS: Two hits on all paper.

PENALTIES: Standard

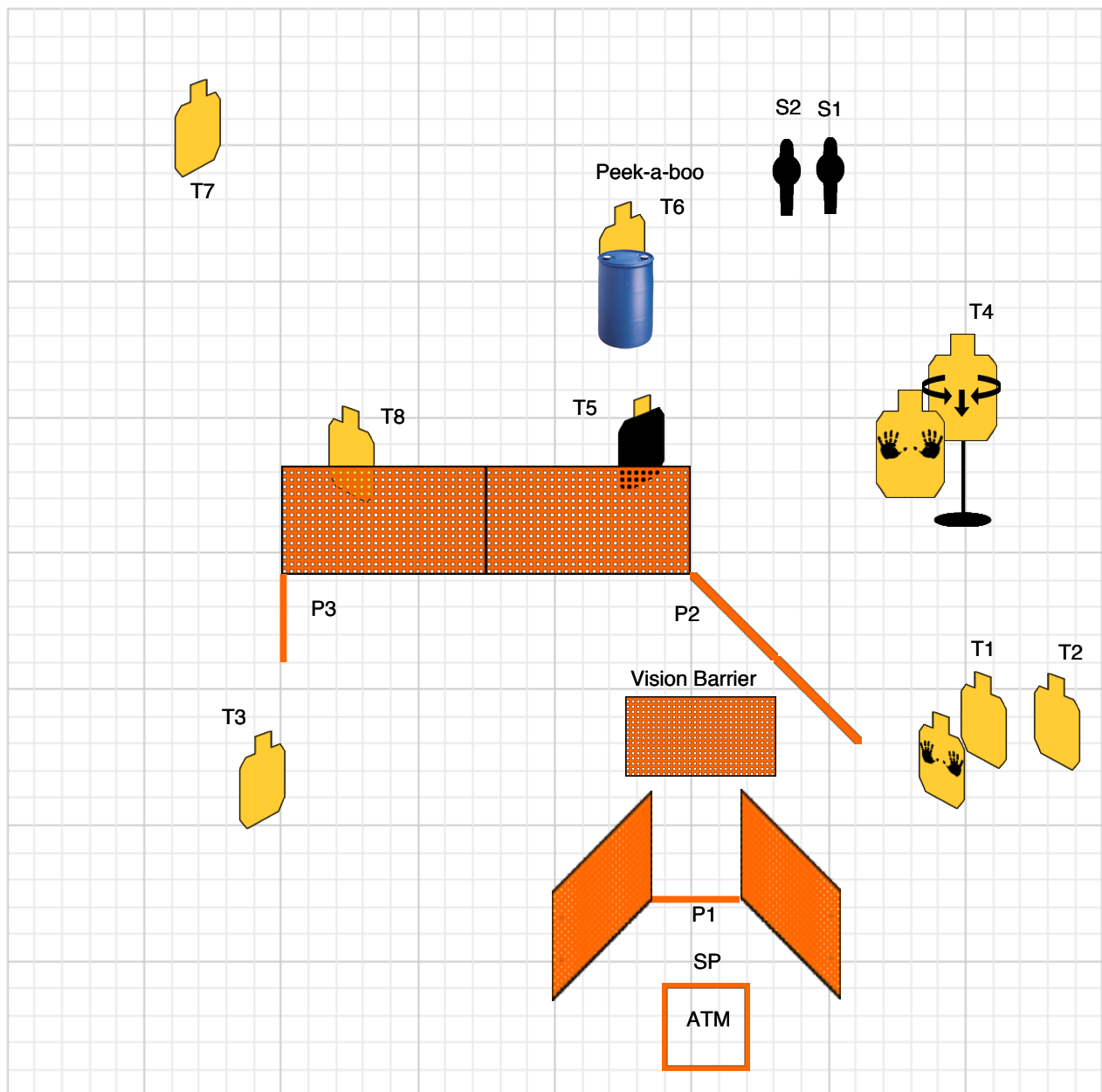
CONCEALMENT: Yes

NOTES: Tires will be used to conceal T6.



ATM Robbery Stage 3 Bay 10

RULES: IDPA Rules	Created By: Scott Martin
START POSITION: Standing at the ATM, facing uprange, gun loaded to division capacity and holstered. Additional loading devices loaded to division capacity. Strong hand holding ATM card which is touching the ATM, weak hand also touching the ATM.	
SCENARIO: You stop to get some cash to take your family out to dinner. Unfortunately, the town gang shows up to take your cash and rough up your family. Defend yourself and family.	SCORING: Unlimited
PROCEDURE: At the start signal, turn, then draw and engage targets in tactical priority. S1 activates T4. S2 activates T6.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE:
	SCORED HITS: 2 hits on all paper, steel until down
	PENALTIES: Standard
	CONCEALMENT: Yes
	NOTES: Revised 11/8/2018



NRA Convention Break Stage 4 Bay 11

RULES: IDPA Rules

Created By: Scott Martin

START POSITION:

Sitting on the toilet, head and feet pointed uprange, both hands touching the wall. Your firearm will be unloaded, in the box, lid closed, on the table, muzzle down range. Loading devices will be on the table and loaded to division capacity. PCC will be laying on the table, muzzle downrange, loading devices same as pistol.

SCENARIO:

You're finally checking off "Attending an NRA Convention" from your bucket list! The keynote speaker will be addressing the convention in 10 minutes when nature calls. The hotel has a classy private rest room so you stow your firearm and ammunition on a table and get down to business. Suddenly ANTIFA decides to invade the convention and you hear screams and shots fired. Time to get down to some REAL business!

PROCEDURE:

At the start signal, retrieve your firearm and loading devices. Move to P1 and engage all targets with 2 hits on paper and steel until down.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 08

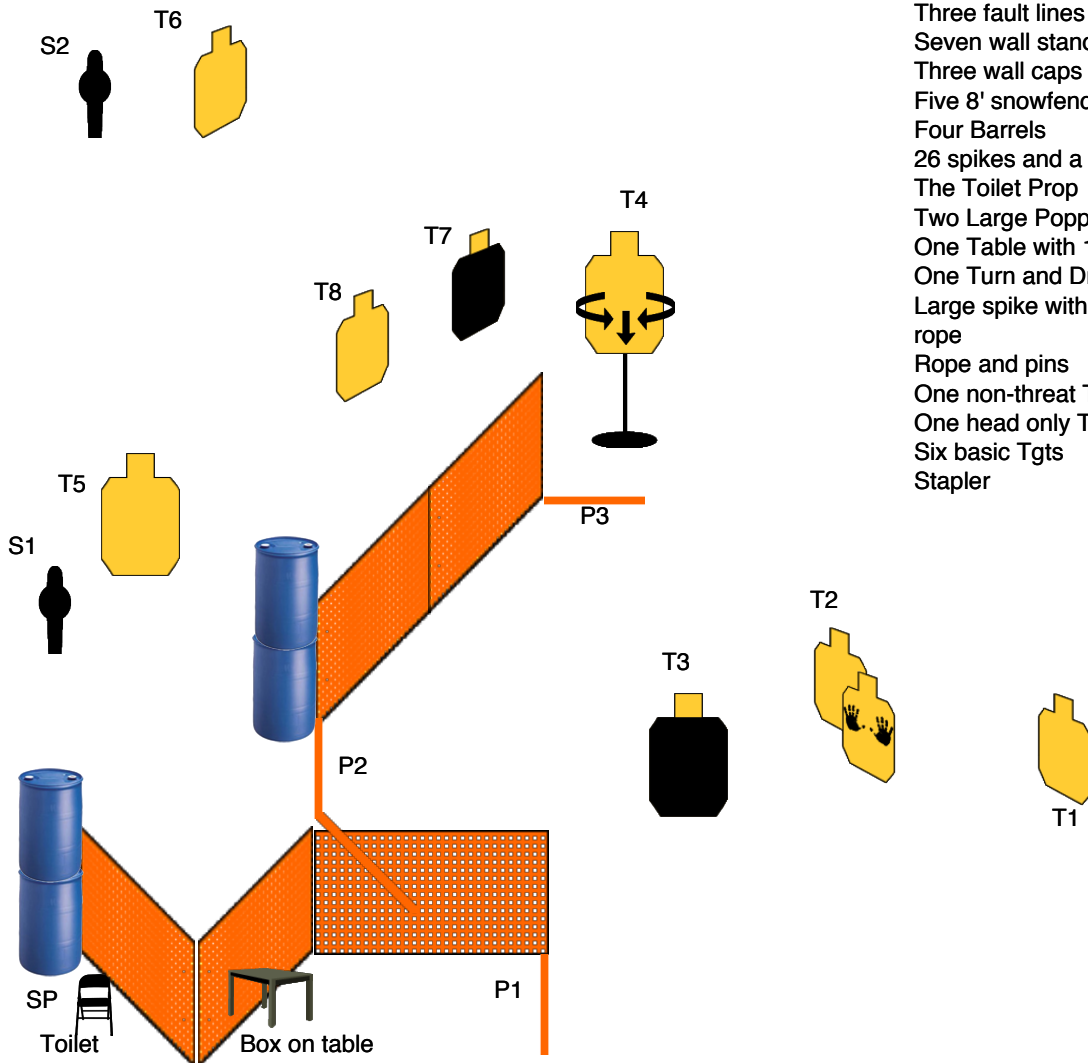
DISTANCE: S1 10 yards from P2.

SCORED HITS: 2 hits on all paper, steel until down

PENALTIES: Standard

CONCEALMENT: Yes

NOTES: S1 activates T4.



Inventory:

- Seven target stands
- 16 sticks (2 Three footers)
- Three fault lines
- Seven wall stands
- Three wall caps
- Five 8' snowfence walls
- Four Barrels
- 26 spikes and a hammer
- The Toilet Prop
- Two Large Poppers
- One Table with 1 gun box
- One Turn and Drop
- Large spike with eyelet for rope
- Rope and pins
- One non-threat Tgt
- One head only Tgt
- Six basic Tgts
- Stapler

Meth Heads Stage 5 Bay 14

RULES: IDPA Rules

Created By: Scott Martin

START POSITION:

Facing downrange, standing at SP, hands at sides, gun loaded to capacity, additional loading devices loaded to capacity and on person. PCC start from low ready.

SCENARIO:

Meth heads have kidnapped your loved ones. You persued them to a warehouse where you hear cries for help coming from inside. The police are long minutes away. Seconds count. Save your loved ones.

PROCEDURE:

At the start signal, open the door and engage targets from P1. While moving to P2, S1 appears as a surprise target. Engage S1, T4 and T5 in the open prior to reaching P2. Engage T6, T7, and T8 from P2.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

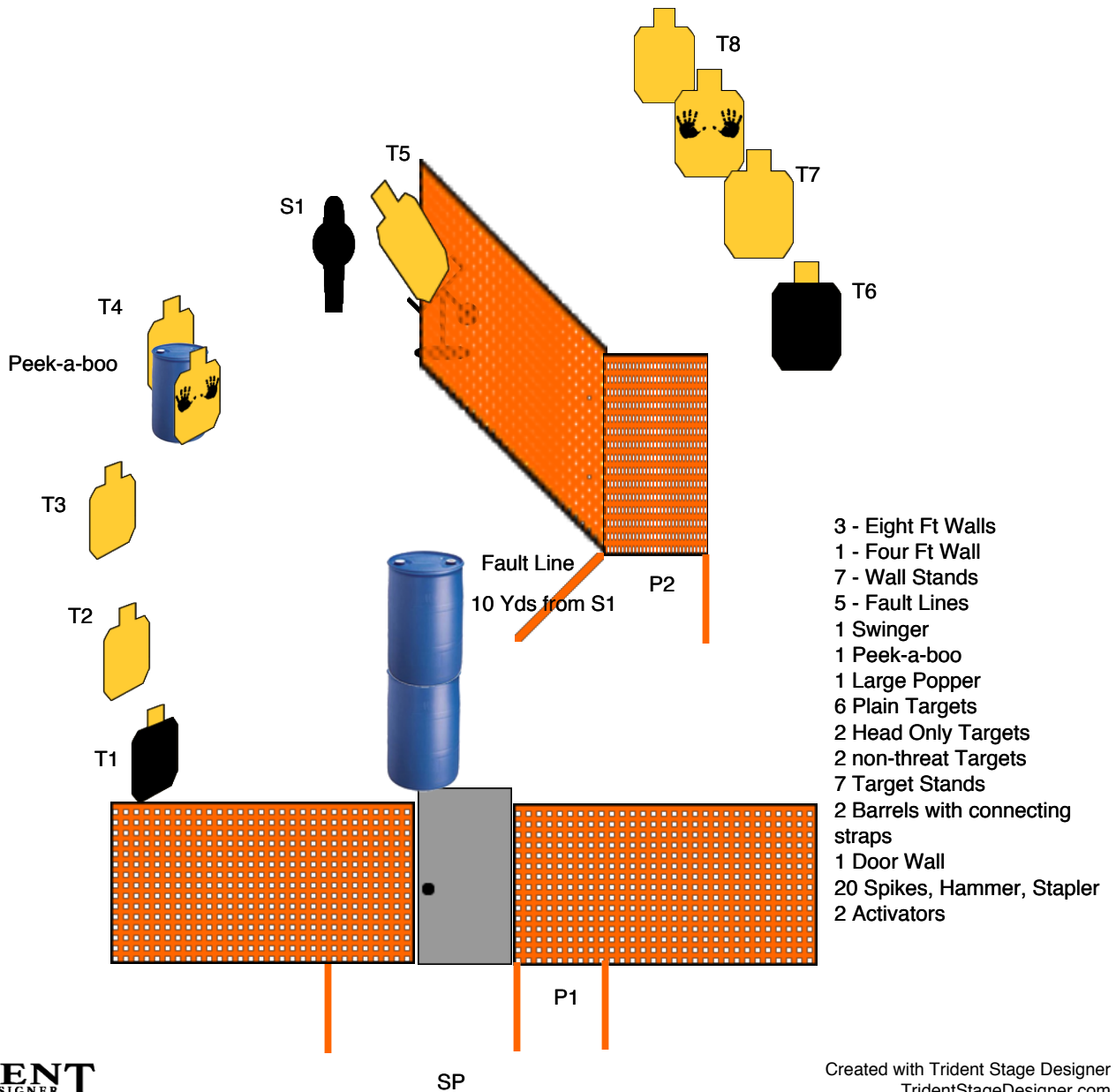
DISTANCE: S1 will be 10-12 yards from the door

SCORED HITS: 2 hits on all paper, steel until down

PENALTIES: Standard

CONCEALMENT: Yes

NOTES: S1 activates T4 and T5. Tires will be used to conceal T4. Tire stacks with vertical tire on top will conceal T7 & T8.



Standards Stage 6 Bay 15

RULES: IDPA Rules

Created By: Scott Martin

START POSITION:

Standing at P1 with hands at sides, gun loaded to division capacity holstered. Additional loading devices will be loaded to division capacity. PCC will start at low ready.

SCENARIO:

Standards.

PROCEDURE:

At the start signal, draw and engage targets T1 thru T8 with 2 shots each. Two targets must be engaged strong hand only. Two targets must be engaged weak hand only. All other targets may be engaged freestyle.

SCORING: Limited

ROUND COUNT: 16

TARGETS: 08

DISTANCE: See Stage Design

SCORED HITS: 2 hits on all paper

PENALTIES: Standard

CONCEALMENT: No

NOTES: Limited Scoring

Inventory:
Eight target stands
16 sticks
One Shooting Box
Two head only Tgts
Six basic Tgts
Stapler

