

STAGE 1 :Lateral Movement

Orig. Designer: COL Kirby at NEPA IDPA modified by JTW

SCENARIO: While You and your spouse are out to pick up your evening paper a local gang decides to have some fun at your expense. One of them grabs your spouse and puts a knife to your spouse's throat. The others pull guns. It's a solve it or else situation. Shoot the bad guys in the order of greatest threat on the move to cover. When you reach cover others are coming at you from the other side and also taking cover.

STAGE PROCEDURE: Standing at P1 loaded to division capacity, weapon holstered. At the audible, move laterally and engage T1-3 tactical priority. P2 is a fault line for T1-3 Engaging targets after this is a procedural and the shots not counted. At P2 slice the pie.

Concealment: Yes

TARGET DISTANCE IN YARDS: 5-14

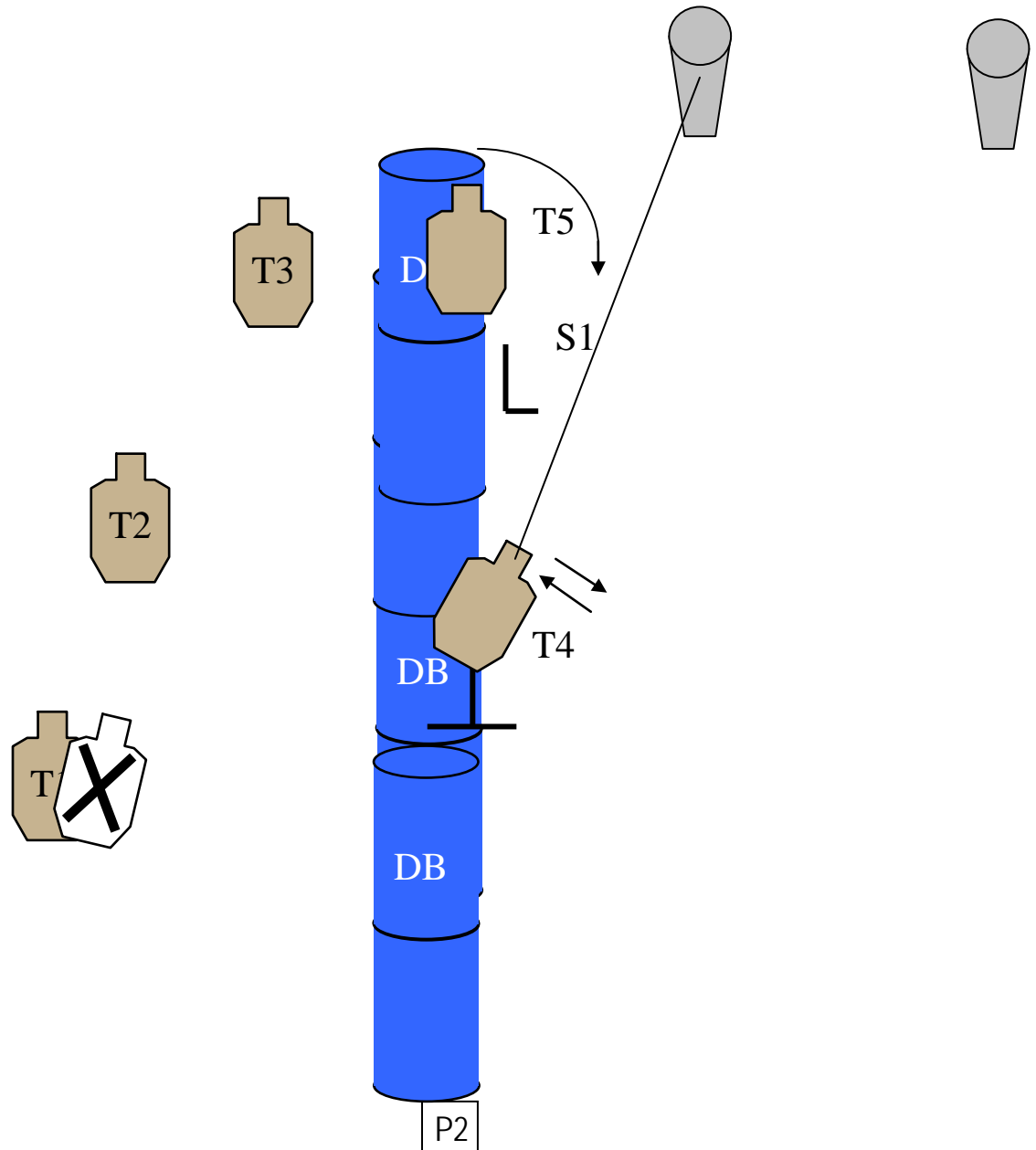
SCORING: Vickers Count.

ROUND COUNT: 12

SCORED HITS: 2 on each paper

SPECIAL NOTES: Paper targets are behind barrels but shown in front to show the placement.

SAFETY ISSUES:



STAGE 2 Barricade and Barrel

Orig. Designer: WSSC-PAS-JTW

STARTING POSITION: Standing at P1 facing downrange. Weapon holstered with 1 round chambered and at least 6 in the magazine. 2nd magazine has at least 6 rounds. Revolvers reload normally and retain ejected cases or moon clips.

SCENARIO: Standard

STAGE PROCEDURE: At the audible start signal draw and engage T1-T3 two shots from either side of the barricade. Perform a tactical reload while still behind cover and advance to the barrel and engage T1-T3 with two shots each from shooters choice of side.

Concealment: No

TARGET DISTANCE: 15 and 20 yds.

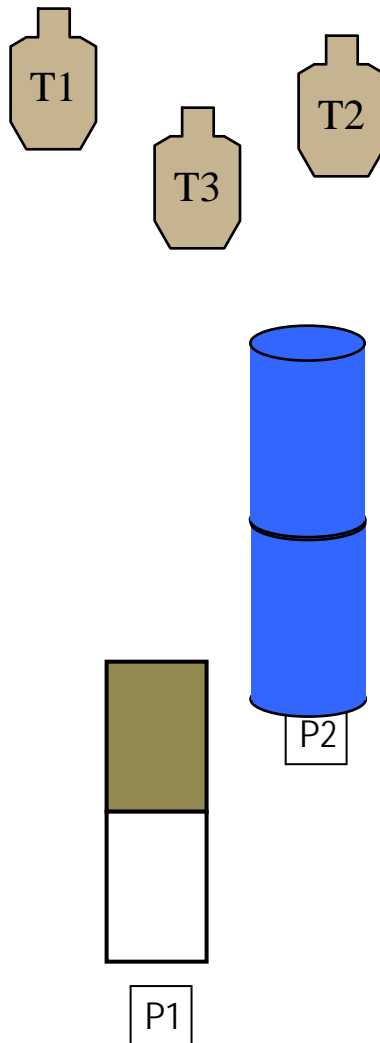
SCORING: Limited Vickers

ROUND COUNT: 12 rounds

SCORED HITS: 4 shots each on T1-T3.

SPECIAL NOTES: Targets placed at heights of 6, 4, and ,5 feet.

SAFETY ISSUES: Muzzle remains pointed downrange during reload



STAGE 3 :Feeding the Baby

Orig. Designer: NEPA IDPA modified by JTW

SCENARIO: You are feeding your baby when armed attackers pour into the room. Save the baby

STAGE PROCEDURE: Sitting at P1 Feeding the baby. At the audible drop the bottle, move to P2 to retrieve your weapon. Engage T1-3 in tactical sequence. Second string start at P2, baby cradled with strong arm, weapon at low ready in weak hand. Dropping the baby is a procedural, shooting the baby is a failure to do right.

Concealment: Yes

TARGET DISTANCE IN YARDS: 6

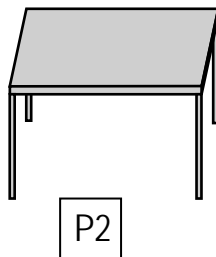
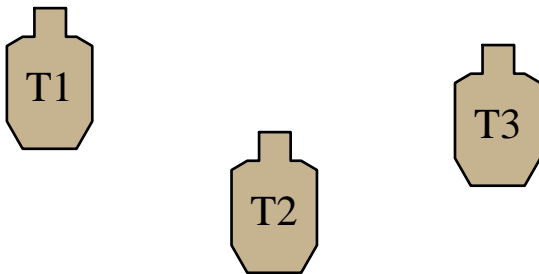
SCORING: Vickers Count.

ROUND COUNT: 12

SCORED HITS: 4 on each paper

SPECIAL NOTES: Strong Hand shooting only on first string.

SAFETY ISSUES: Second string starts at P2 with weapon at low ready in weak hand



STAGE 4 Advance and Retreat

Orig. Designer: WSSC-PAS- JTW

SCENARIO: Standard

STAGE PROCEDURE: Standing at P1 facing downrange. Weapon holstered with 1 round chambered and 5 in the magazine. 2nd magazine has at least 7 rounds. 3Rd magazine has at least 6 rounds At the audible start signal draw and engage T1-T3two shots each while retreating. Reload from slidelock upon reaching P2 and engage T1-T3 with two shots, perform a Reload with Retention and engage T1-T3 while advancing to P1.

Concealment: No

TARGET DISTANCE: 5 to 10 yds.

SCORING: Limited Vickers

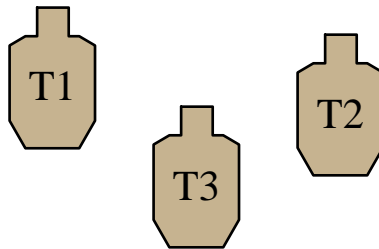
ROUND COUNT: 18 rounds

SCORED HITS: 6 shots each on T1-T3.

START-STOP: Audible & Last shot

SPECIAL NOTES: Targets placed at heights of 6, 4, and ,5 feet. Beginning and end portions must be done on the move.

SAFETY ISSUES: Muzzle remains pointed downrange during reload



P1

P2

STAGE 5 :Hell Hath No Fury

Orig. Designer: GADPA modified by JTW

SCENARIO: While examining the area that is supposed to be the new downtown hotel you encounter a group of the “local residents” who offer to provide information and assistance in trade for you money, life and spouse. They grab her and are now struggling behind some stacked barrels.

STAGE PROCEDURE: Standing at P1 loaded to division capacity, weapon holstered. At the audible, retreat to cover engage T1 then S1 to activate T2. After engaging them, advance to P3 and engage S2. Continue slicing the pie.

Concealment: Yes

TARGET DISTANCE IN YARDS: 5-12

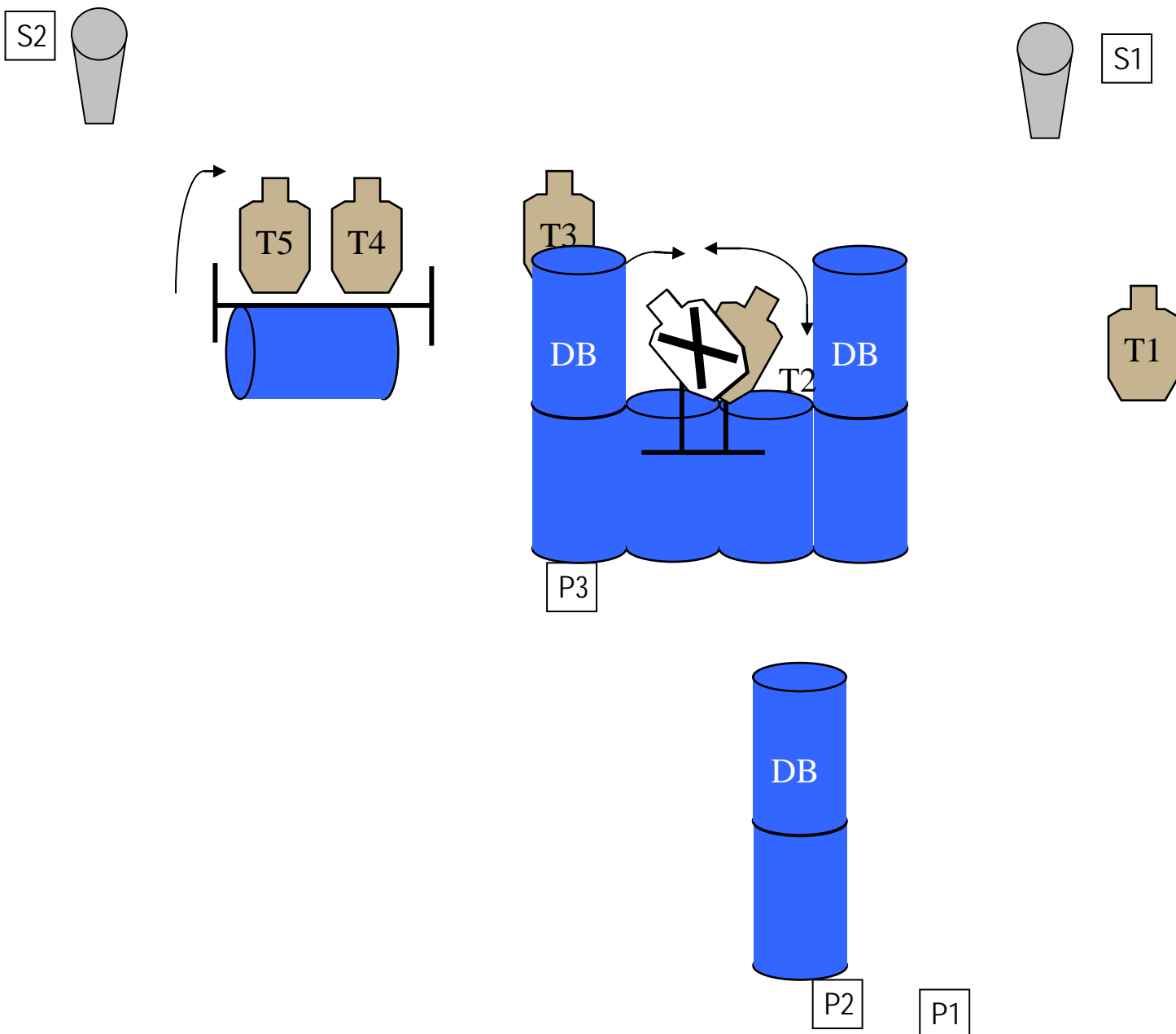
SCORING: Vickers Count.

ROUND COUNT: 14

SCORED HITS: 2 on each paper

SPECIAL NOTES: Paper targets are actually behind barrels but shown here in front to show the placement.

SAFETY ISSUES:



STAGE 6 :Gas Pump Gauntlet

Orig. Designer: GADPA modified by JTW

SCENARIO: Right after paying for your gas at a convenience mart on Riverside Drive a gang of Obamacare supporters look to you for money to pay for their new medical insurance. Their community organizer confronts you as you exit. His supporters are taking cover behind the pumps and trash cans to ambush you. Deal with them in tactical priority

STAGE PROCEDURE: Standing at P1 loaded to division capacity, weapon holstered. At the audible, engage T1 and proceed down the Gauntlet engaging targets as they appear while proceeding to your car at the far end. For each pair of targets there is a "fault line" Corresponding targets cannot be engaged beyond the fault line.

Concealment: Yes

TARGET DISTANCE IN YARDS: 3-11

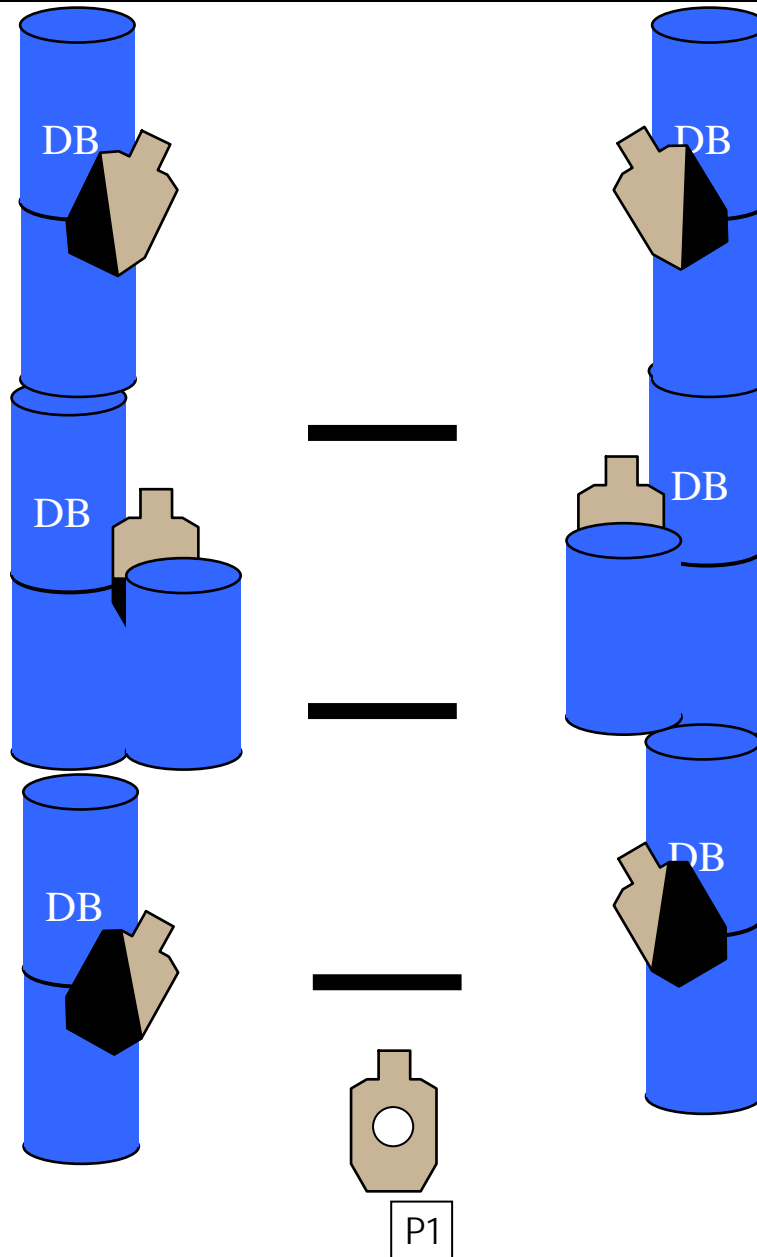
SCORING: Vickers Count.

ROUND COUNT: 14

SCORED HITS: 2 on each paper

SPECIAL NOTES: Paper targets are actually behind barrels but shown here in front to show the placement.

SAFETY ISSUES: Fault lines are set to prevent shooter from breaking the 180



Bay 1: Carbine Side Match-Classifier 1

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: Side Match

STAGE PROCEDURE: Standing at P1 facing downrange, weapon loaded to 7 rounds reload 5 rounds, and weapon aimed at the "X". At the audible start signal engage T1-T3 two shots each . Perform a tactical reload and reengage T1-T3 two head shots each.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 15

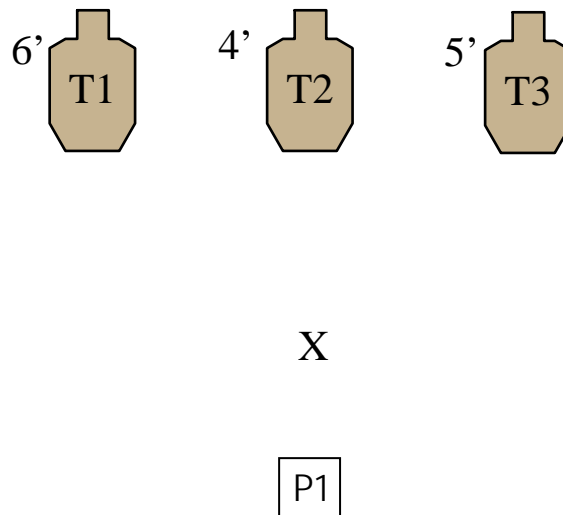
SCORING: Limited Vickers

ROUND COUNT: 12 rounds.

SCORED HITS: Four shots on paper including two head shots.

SPECIAL NOTES:

SAFETY ISSUES:



Bay 1: Carbine Side Match-Classifier 2

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: Side Match

STAGE PROCEDURE: Standing at P1 facing downrange, weapon loaded to 7 rounds reload 5 rounds, and weapon aimed at the "X". At the audible start signal engage T1-T3 two shots each while advancing to P2. Perform a tactical reload and reengage T1-T3 two shots each while retreating to P1.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 20-15

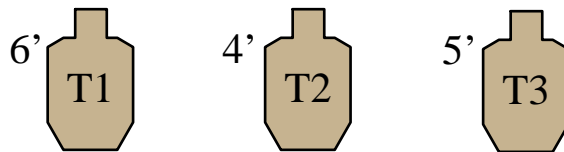
SCORING: Limited Vickers

ROUND COUNT: 12 rounds.

SCORED HITS: Four shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:



P2

X

P1

Bay 1: Carbine Side Match-Classifier 3

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: Side Match

STAGE PROCEDURE: Standing at P1 facing downrange, weapon loaded to 6 rounds reload 6 rounds, and weapon aimed at the "X". At the audible start signal engage T1-T3 one shot each from either side of the barricade. Reengage T1-T3 one shot each from other side of the barricade. Perform an emergency reload, advance to P2 and from cover reengage T1-T3 two shots each from a kneeling position.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 25-20

SCORING: Limited Vickers

ROUND COUNT: 12 rounds.

SCORED HITS: Four shots on paper.

SPECIAL NOTES:

SAFETY ISSUES:

