

## STAGE 1 Bay 1:Over the Barrel

**RULES: IDPA concealment garment required.**

**Orig. Designer: COF-exchange-modifide-JTW**

**SCENARIO** You are waiting next to the skating rink to pick up your youngster when you are approached by a gang who would like to relieve you of the weight of your phone and wallet.

**STAGE PROCEDURE:** starting at P1 standing with hands at sides loaded to division capacity and holstered. At the audible, draw, kneel in any fashion on the trip plate and engage the two closest targets over the barrel in any sequence then remaining targets in tactical sequence and priority, 1-2-1, 1-2-1

**SCORING:** Vickers Count.

**ROUND COUNT:** 12

**TARGET DISTANCE IN YARDS:** 4-15

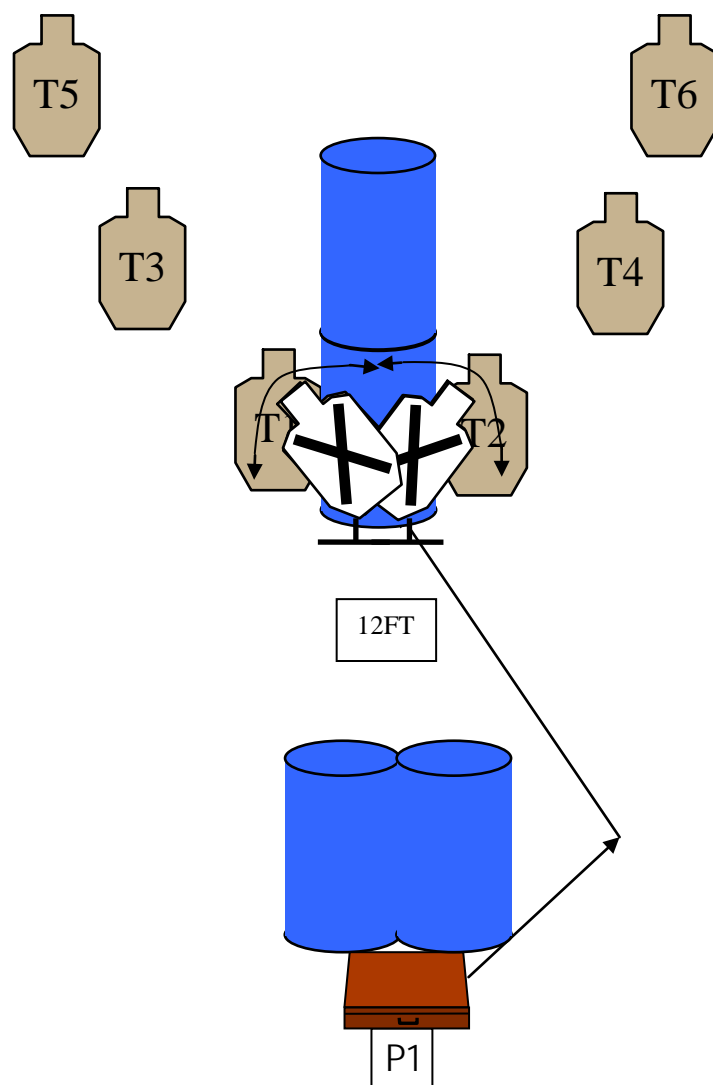
**SCORED HITS:** 2 shots on paper.

**RELOADS:** any IDPA reload

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:** Double swinger is behind barrel but shown here in front for clarity

**SAFETY ISSUES:**



## STAGE 2 Bay 1:How Fast Are You

**RULES: IDPA NO Concealment**

**Orig. Designer: COF-exchange-modified-JTW**

**SCENARIO** Standard

**STAGE PROCEDURE:** : Starting at P1 standing with hands at sides, magazines loaded to division capacity. Weapon on the table unloaded, first load on the table, remaining reloads on the belt.

String 1 At the audible, retrieve your weapon, load, and engage targets T1-3. Two shots each to the body then one shot to the outside target heads. finish with steel till down.

String 2 Start facing up range. At the audible, turn, retrieve your weapon, load, and engage targets T1-3. Two shots each to the body then one shot to the outside target heads. finish with steel till down.

**SCORING:** Vickers

**ROUND COUNT:** 18

**TARGET DISTANCE IN YARDS:** 7 and 20 Yds

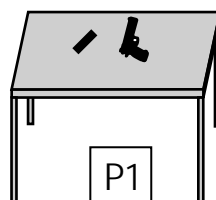
**SCORED HITS:** 2 on body one to head on designated targets

**RELOADS:** any IDPA reload

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:**

**SAFETY ISSUES:**



## STAGE 4 Bay 2: Firewater Firefight

**RULES:** IDPA concealment garment required.

**Orig. Designer:** COF-exchange-modified-JTW

**SCENARIO** You are bartending when a holdup goes down in a bad way. Bad guys are turning tables and taking cover behind them and drawing weapons. Find a solution

**STAGE PROCEDURE:** starting at P1 standing with hands at sides loaded to division capacity and holstered. At the audible, draw, engage targets in tactical priority. When the “bad guys” struggling behind the table with the hostage show themselves engage them in any sequence. Shooter remains behind the bar

**SCORING:** Vickers Count.

**ROUND COUNT:** 9

**TARGET DISTANCE IN YARDS:** 4-10

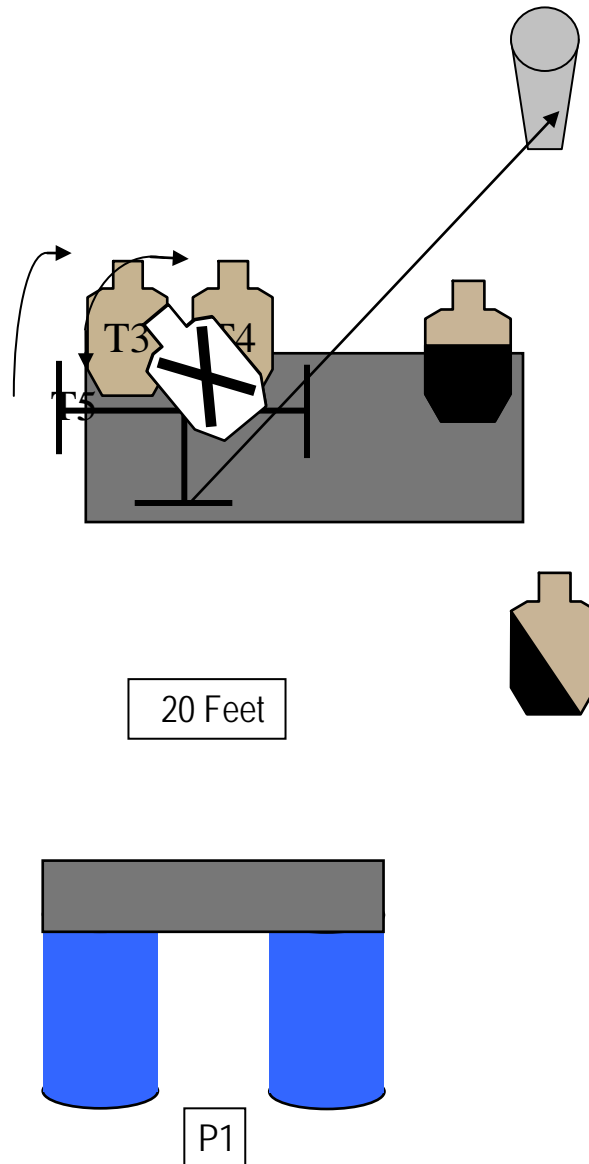
**SCORED HITS:** 2 shots on paper.

**RELOADS:** any IDPA reload

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:** T-2 T-3, and T-4 are shown in front of cover for clarity. “Table is hard cover”

**SAFETY ISSUES:**



## STAGE 3 Bay 2: Through the Window

**RULES:** IDPA concealment garment required.

**Orig. Designer:** COF-exchange-modified-JTW

**SCENARIO** You are selling brain sandwiches at the Fall Festival when a gang from the south side decides your proceeds would benefit them more than the Nut Club.

**STAGE PROCEDURE:** : Starting at P1 sitting with hands on the counter, loaded to division capacity and holstered. Engage targets in tactical priority. All shots through the window.

**SCORING:** Vickers

**ROUND COUNT:** 12

**TARGET DISTANCE IN YARDS:** 2 to 7 Yds

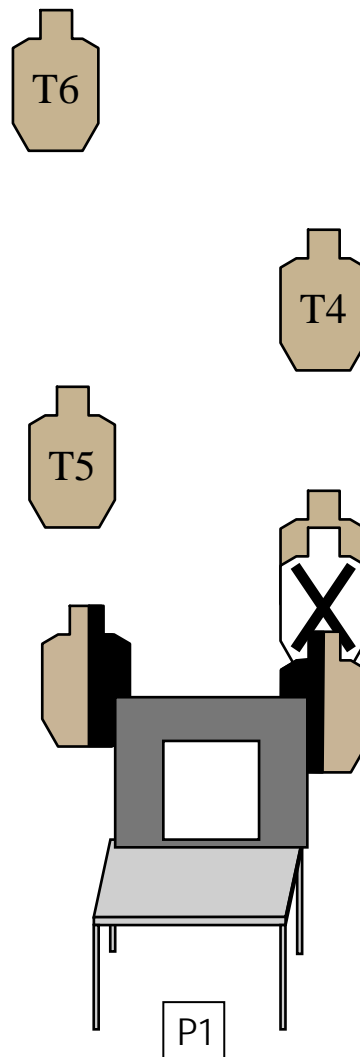
**SCORED HITS:** 2 shots on paper

**RELOADS:** any IDPA reload

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:** Shooter will have to lean to get the close targets

**SAFETY ISSUES:**



## STAGE 5 Bay 3:Slot in the Wall

**RULES:** IDPA concealment garment required.

**Orig. Designer:** COF-exchange-modified-JTW

**SCENARIO** While checking out a delivery at a local warehouse one night you stumble across a gang that is pilfering the material in the warehouse for illegal sale. The gang hears you approach and sends two of their group to 'take you out' and it is not for dinner. Deal with those two, then run to the wall and use the wall as cover while you take out the rest of the gang slicing the pie.

**STAGE PROCEDURE:** Starting at P1 standing with hands at surrender, loaded to division capacity and holstered. At the audible, draw and engage T-1 and T-2 then move to P2 which is either end or center of the wall. Engage T-3 – T-7 while maintaining cover. Shooter breaks cover if he crosses the slot before engaging the center targets.

**SCORING:** Vickers Count.

**ROUND COUNT:** 14

**TARGET DISTANCE IN YARDS:** 1-5

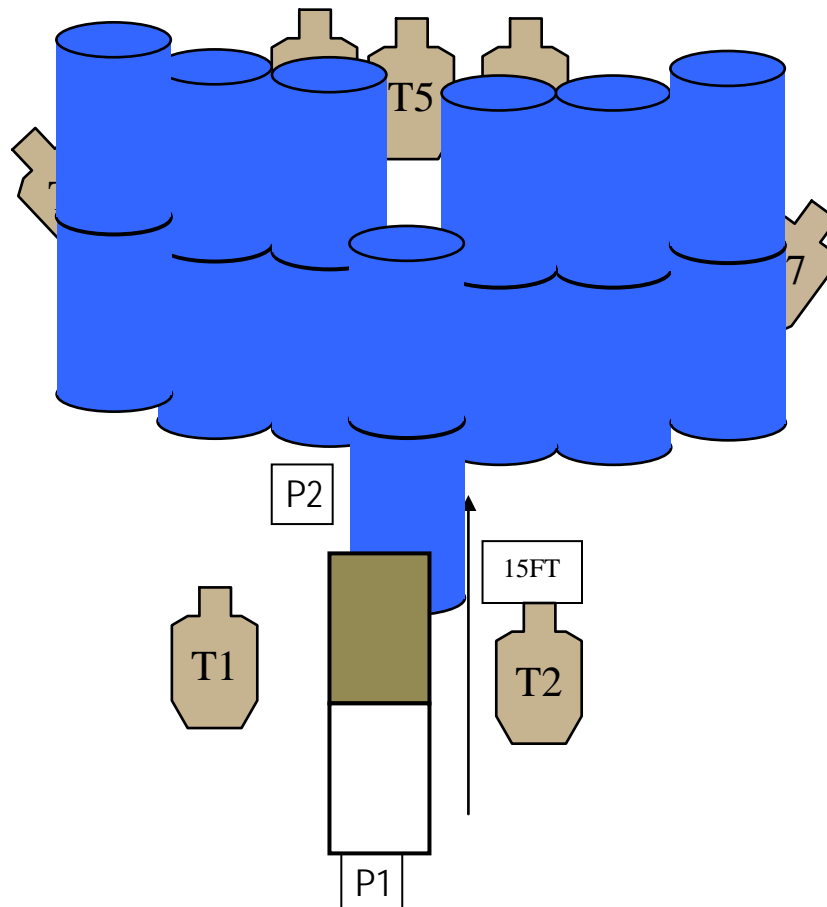
**SCORED HITS:** 2 shots on paper.

**RELOADS:** any IDPA reload

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:**

**SAFETY ISSUES:** Insure shooter maintains 180 when crossing the barrels



## STAGE 6 Bay 3: Weak Hand Shootout

**RULES:** IDPA concealment garment required.

**Orig. Designer:** COF-exchange-modified-JTW

**SCENARIO** While inspecting an abandoned warehouse you interrupt an unruly gang and they attack you. In the struggle your strong hand index finger is broken by a swinging pipe that also knocks your weapon out of your hand. You grabbed your weapon with your weak hand and now need use your strong hand as the support hand.

**STAGE PROCEDURE:** String 1: Starting at P1 standing with weapon loaded to division capacity, in the weak hand at low ready, and the strong hand is used in support. Engage T-1 – T3 in tactical priority and sequence. (T2 and 3 engaged 1-2-1). String 2: Starting at P1 standing with weapon loaded to division capacity, in the weak hand low ready, and the strong hand is used in support. Advance to P2 and engage those targets in tactical priority (slicing the pie) using cover.

**SCORING:** Vickers

**ROUND COUNT:** 12

**TARGET DISTANCE IN YARDS:** 2 to 7 Yds

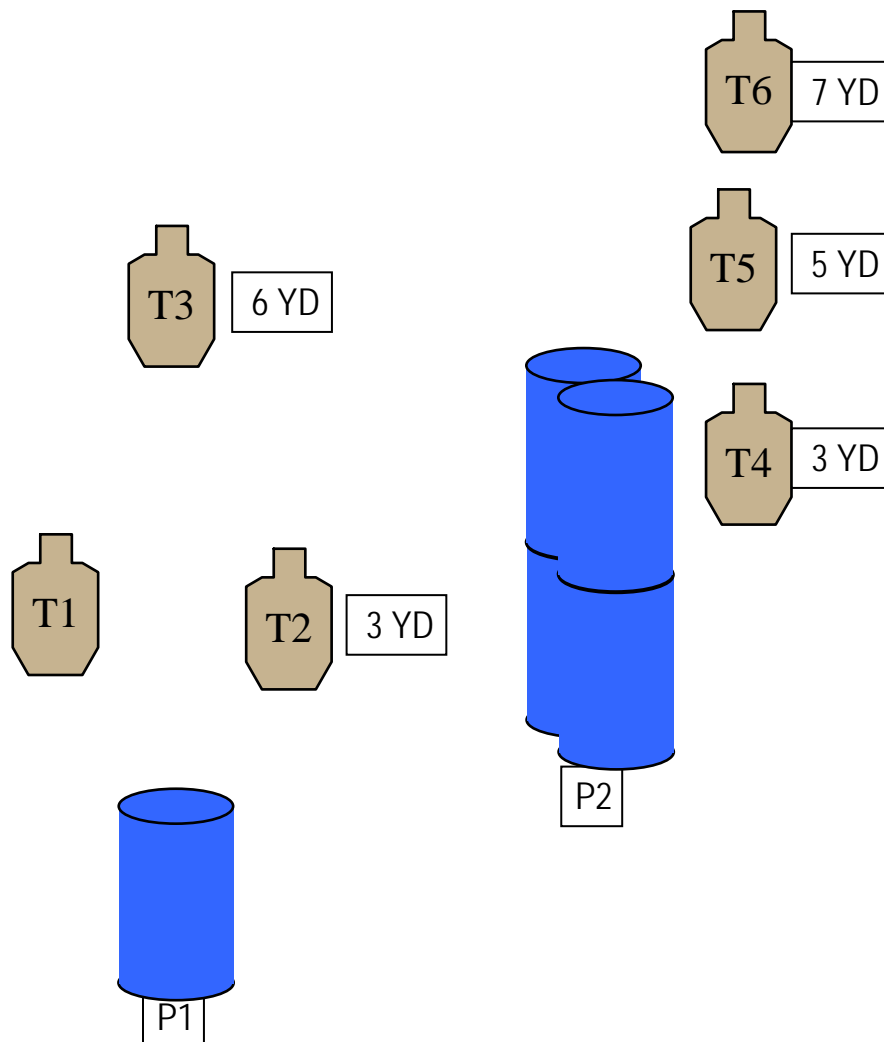
**SCORED HITS:** 2 hits on target

**RELOADS:** any IDPA reload

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES** All shots are with the weak hand shooting and the strong hand supporting.

**SAFETY ISSUES:** Shooter insures his grip is safe off the clock to avoid slide bite.



## STAGE 1 Bay 2:BUG Daycare Desperado

**RULES: IDPA concealment garment required.**

**Orig. Designer: WSSC-PAS-DustyDawg**

You are at daycare picking up your child. You stop by the changing table and are taking care of business when the daycare is assaulted by a desperate individual. They break down the door with gun in hand and try to abduct one of the children. Protect yours while saving another's! Eliminate the threat and save the baby from being abducted.

**STAGE PROCEDURE: : SCENARIO** Your backup gun is in the box (you left your main weapon at in the car) and P1 is seated in front of your child. All shots are taken while seated. 5 shots on T-1. At the start signal pick up "the baby" with both hands and cradle it in the weak arm, then retrieve your weapon and engage T-1 strong hand only.

**SCORING:** Limited Vickers Count.

**ROUND COUNT:** 5

**TARGET DISTANCE IN YARDS:** 4

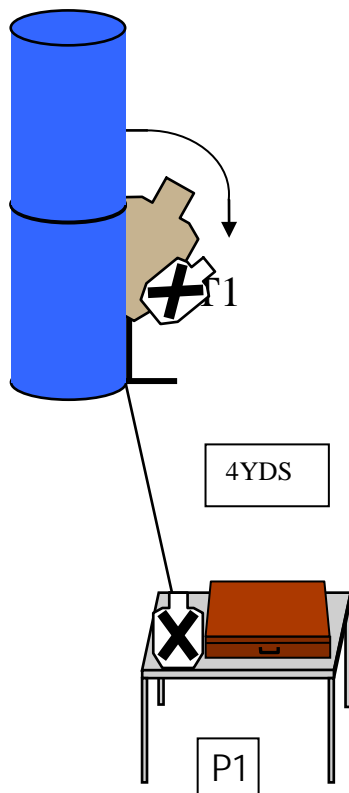
**SCORED HITS:** five shot on paper

**RELOADS:** None

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:** Picking up Baby on table triggers swinger

**SAFETY ISSUES:** Weapon and the box are oriented to point the weapon downrange. Box and baby are reversed for left hand shooters



## STAGE 2 Bay 2:BUG Ransom Remorse

**RULES:** IDPA concealment garment required.

**Orig. Designer:** WSSC-PAS-DustyDawg

**SCENARIO** Your teenager owes the wrong crowd money and they have kidnapped him until you cough it up. Knowing they aren't likely to let the two of you leave alive you prepare to free you and your family. Engage t-1 and t-2 and eliminate the threat while saving your boy.

**STAGE PROCEDURE:** P1 is seated in front of the box and opposite the close retention target. 5-rounds Limited. Weapon is loaded, charged, and "in the box with the money". At the start retrieve your weapon from the box and engage T1 with two close retention shots. Convert to freestyle and engage T1 with one headshot then engage T-2 with two shots.

**SCORING:** Limited Vickers Count.

**ROUND COUNT:** 5

**TARGET DISTANCE IN YARDS:** 2- 4

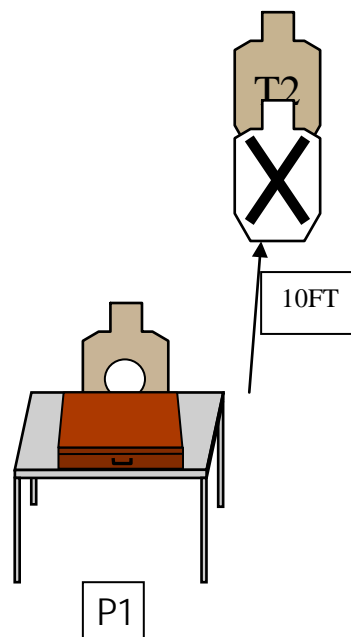
**SCORED HITS:** 5 shots on paper.

**RELOADS:** None

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:** Shooter may stand during the course of fire

**SAFETY ISSUES:** Weapon and the box are oriented to point the weapon downrange





## STAGE 3 Bay 2:BUG Attack in the Park

**RULES: IDPA concealment garment required.**

**Orig. Designer: WSSC-PAS-DustyDawg**

While out in the park for a walk you hear a cry for help. You approach the scene and see a man unleash his dog to attack a helpless soul and draw his knife to fight you off. Save the fellow nature lover and yourself.

**STAGE PROCEDURE: : SCENARIO** P1 is standing a yard away from NT with gun at pointing at the ground halfway between P1 and the NT. At the start signal eliminate the attacking dog with 2 rounds and then the mugger with 2 rounds to the body and one to the head.

**SCORING:** Vickers Count.

**ROUND COUNT:** 5

**TARGET DISTANCE IN YARDS:** 4

**SCORED HITS:** five shots on paper

**RELOADS:** None

**START-STOP:** Audible & Last shot.

**SPECIAL NOTES:**

**SAFETY ISSUES:**

