

STAGE 1 Bay 1: Blackhawk Down

RULES: IDPA concealment garment Required

Orig. Designer: Houston IDPA modified by-JTW

SCENARIO: You are defending those in the Black Hawk that has been shot down. Your buddies are taking care of your six, but there are plenty of threats coming into your field of fire. Your rifle is dry and you have only your sidearm.

STAGE PROCEDURE: You are in a gunfight, START WITH 6 IN GUN (ALL OTHER LOADING DEVICES TO DIV. CAPACITY) AT THE LOW READY AT P1. At buzzer engage all threats using cover with two rounds each. Make use of cover by moving to any point around the pillars.

SCORING: Vickers Count.

ROUND COUNT: 18

TARGET DISTANCE IN YARDS: 5-7

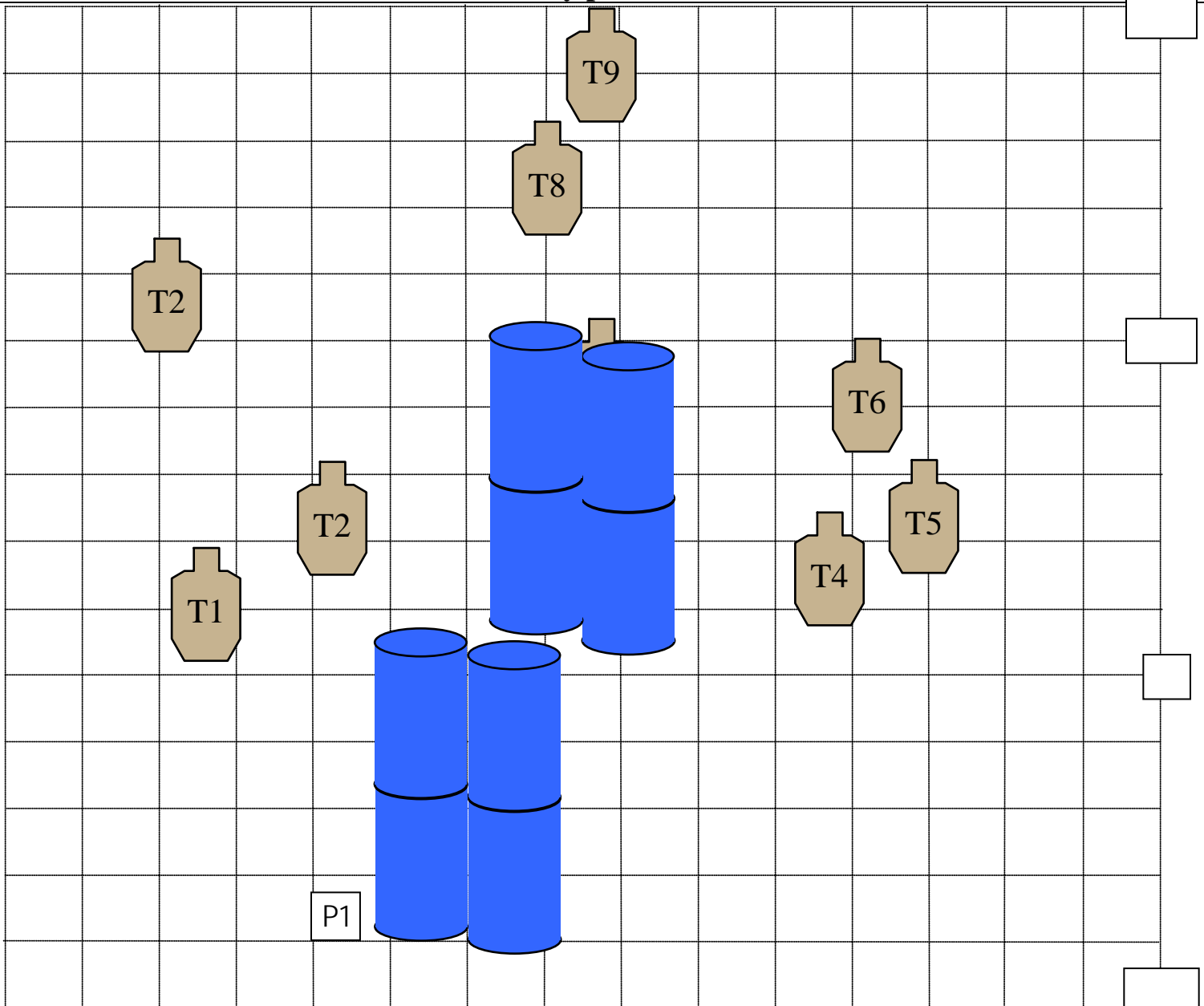
SCORED HITS: Best two shot on paper.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES:

SAFETY ISSUES: Be cautious of muzzle safety points



STAGE 3 Bay 2 Advance, Retreat then Six More

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. Remaining magazines at division capacity. At the audible start signal draw and engage T1-T3 two shots each while advancing. Reload from slidelock upon reaching P2 and engage T1-T3 with two shots while retreating to P1. Perform a tactical reload and engage T1-3 with two rounds each freestyle from P1

Concealment: No

TARGET DISTANCE: 5 to 10 yds. (Shrink to fit)

SCORING: Limited Vickers

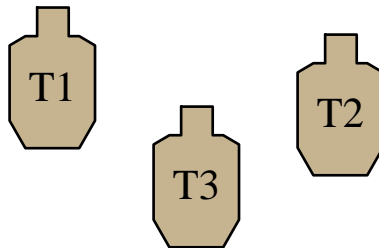
ROUND COUNT: 18 rounds

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. All shots must be done on the move. Shooter must touch P2 and reload before retreating

SAFETY ISSUES: Muzzle remains pointed downrange during reload



P2

P1

STAGE 1 Bay 2: Make the Long Ones Count

RULES: IDPA concealment garment
Optional.

Orig. Designer: WSSC-PAS-JTW

SCENARIO: Standard

STAGE PROCEDURE: Take cover behind at P1 engage targets T1-3 or 4-6 with two rounds each from either side of cover. Switch to the other side of cover and engage the other three targets. Move to P2 and engage T7-8 with two rounds each

SCORING: Vickers Count.

ROUND COUNT: 16

TARGET DISTANCE IN YARDS: 15-5

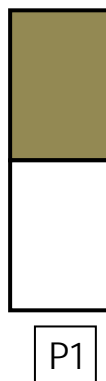
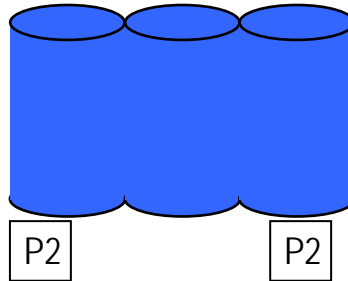
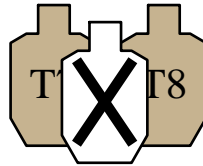
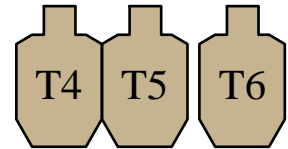
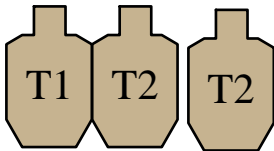
SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 4 Bay 2 Officer Down

RULES: IDPA concealment garment
Optional.

Orig. Designer: Houston IDPA modified by-JTW

SCENARIO: You helping a fallen officer when the gang that shot him attacks you while you are giving aid. As you dispatch the guys charging you, you start taking fire. Go prone, STEEL YOUR NERVES and shoot under the "car" and nail them.

STAGE PROCEDURE: Start kneeling beside car. At buzzer, go prone and engage threats with two scored rounds each and then knock down S-1 steel from prone "under the car". Engage in any sequence.

SCORING: Vickers Count.

ROUND COUNT: 13

TARGET DISTANCE IN YARDS: 5-8

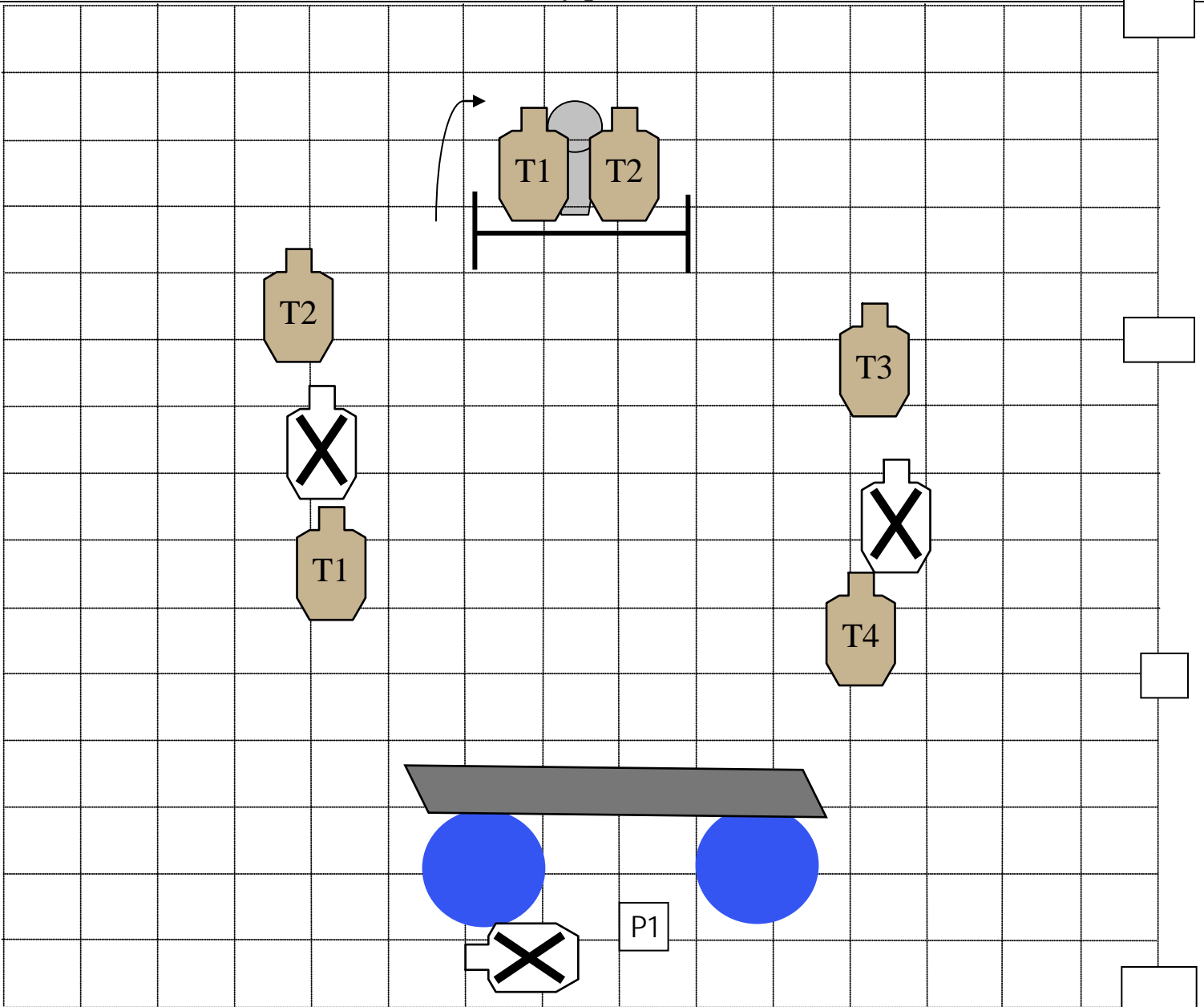
SCORED HITS: Best two shot on paper.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES:

SAFETY ISSUES: Be cautious of muzzle safety points



STAGE 6 Bay 3: Stop Moving

RULES: IDPA concealment garment required.

Orig. Designer: WSSC-PAS-JTW

SCENARIO: You are taking a walk in Bosse Park when you are shot at by an unknown assailant. After you neutralize him, his buddies produce weapons and aim weapons from behind trees.

STAGE PROCEDURE: Your weapon is loaded to division capacity and holstered. Engage targets as you see them engage S1 to activate the movers. Engage all targets from one side of the barrel with two shots on paper. Perform any IDPA legal reload, transition to the other side of the barrel and engage the moving targets from the other side while keeping the muzzle downrange.

SCORING: Vickers Count.

ROUND COUNT: 13

TARGET DISTANCE IN YARDS: 11-8

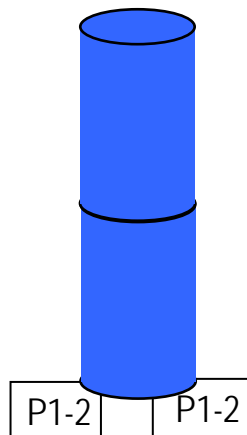
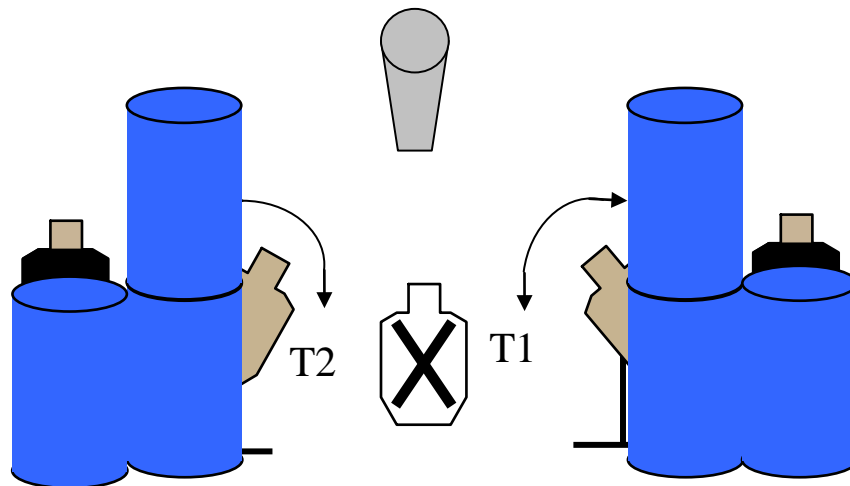
SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 5 Bay 3: The Mayoral Caper

RULES: IDPA concealment garment required.

Orig. Designer: WSSC-PAS-JTW

SCENARIO: You are filling out a deposit slip for your meager savings when a group of thugs come in and hop over the counters. Suddenly you recognize them. The Mayor and City council must have figured out they don't have enough money for a hotel, a downtown university plus pay the bonds on the Ford Center. To top it all off the residents shot down the city county merger last year so they cant rape the county residents. A shot rings out, take action.

STAGE PROCEDURE: Hands at surrender, weapon loaded to division capacity and holstered. At the audible engage the close retention target then take cover behind the counter and engage targets in any sequence

SCORING: Vickers Count.

ROUND COUNT: 14

TARGET DISTANCE IN YARDS: 8

SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES:

SAFETY ISSUES:

