

STAGE 1 Bay 1: Kind of like an El Prez

RULES: IDPA concealment garment optional.

Orig. Designer: WSSC-PAS-JTW

SCENARIO:

STAGE PROCEDURE: LOAD FIRST MAGAZINE WITH 3 ROUNDS ONLY. ALL OTHER MAGS/LOADING DEVICES LOADED TO DIVISION CAPACITY. Start facing up-range with hands at sides. At buzzer, turn, draw place 1 round on each target, then perform an emergency reload and engage 1 round per target, then do a tactical reload or reload with retention and engage each target with 1 round.

SCORING: LIMITED VICKERS.

ROUND COUNT: 9

TARGET DISTANCE IN YARDS: 15

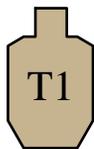
SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES: Targets placed at different heights

SAFETY ISSUES: Don't draw before turning



STAGE 2 Bay 1: Obamacare it's worth fighting for

RULES: IDPA concealment garment required.

Orig. Designer: West Houston modified by JTW

SCENARIO: It's in the near future and you must deal with Obama-care health system. You are trying to save the life of a loved one. You have a transplant heart in that medical cooler and only you can get it to the hospital to your loved one. The federal flunkies are trying to stop you because they want the heart for some heartless Congressman or Senator that voted for Obama-care (because we all know that any politician that voted for that bill has no heart)

STAGE PROCEDURE: Cooler in weak hand, loaded to division capacity and holstered. Engage S1 and advance to P2 and P3 engaging targets as they are visible. All strong hand.

SCORING: Vickers Count.

ROUND COUNT: 15

TARGET DISTANCE IN YARDS: 10-5-5-5

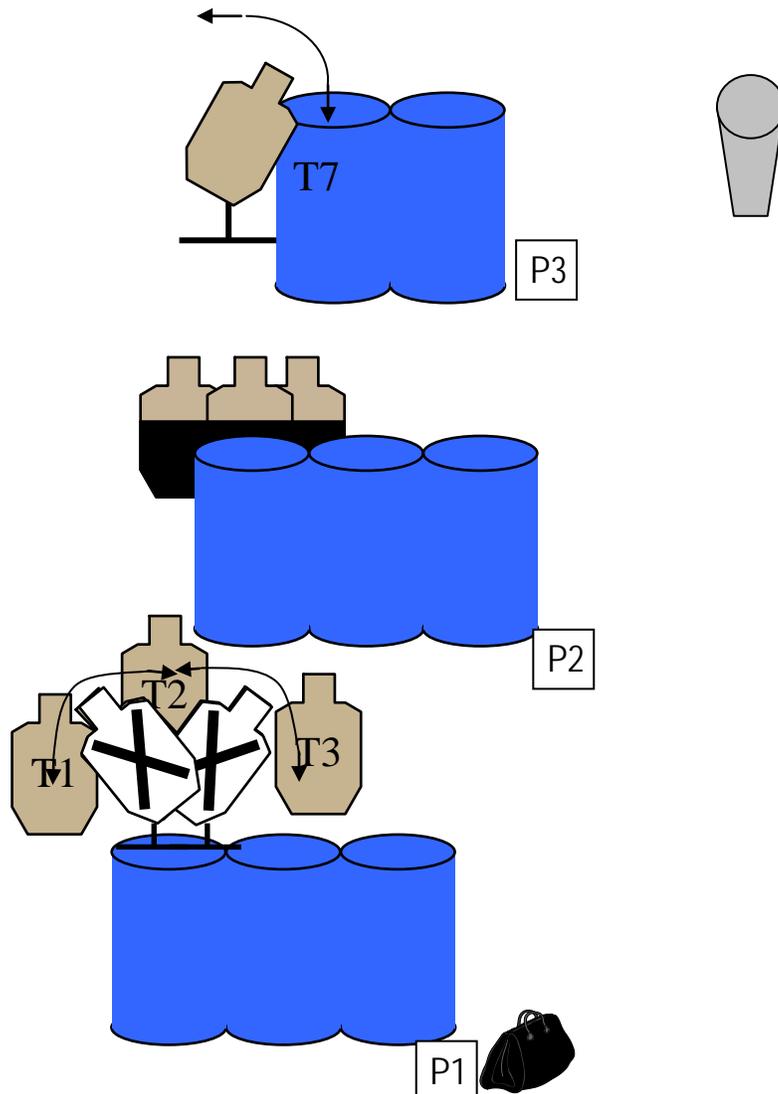
SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES: Shooters may stop to fire and reload. Cooler may be set down but all shots are with it in hand. Barrel height and width will be adjusted at the time.

SAFETY ISSUES:



STAGE 2 Bay 3: Biker Blast

RULES: IDPA concealment garment required.

Orig. Designer: West Houston IDPA modified by JTW

SCENARIO: You are walking out of a diner on a lonely stretch of highway when three motorcycles come roaring up and surround you. They start threatening you and you tell them you don't want trouble. Then you hear "kill um" and you see weapons.

STAGE PROCEDURE: Start with hands at your sides, loaded to division capacity, and holstered. At buzzer, draw and engage all threats with 2 scored rounds TACTICAL SEQUENCE (all threats are considered equal)

SCORING: Vickers Count.

ROUND COUNT: 12

TARGET DISTANCE IN YARDS: 7

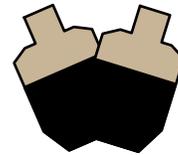
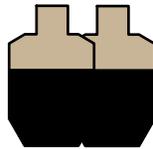
SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES: 1-1-1-1-1-2-1-1-1-1-1

SAFETY ISSUES: Watch for Muzzle Limits



P1

STAGE 4 Bay 2: Engage and Retreat then Repeat

RULES: IDPA concealment garment required.

Orig. Designer: West Houston IDPA modified by JTW

SCENARIO: You are having dinner with friends when it goes bad. You are an idiot because only now do you realize that you went to the range to do some shooting but left the range with a partial mag in your gun. Deal with it

Start @ P1 with both hands in surrender position with elbows above shoulders GUN LOADED WITH 6 ROUNDS ONLY but all other loading devices to division capacity . At buzzer, engage T1-T3 with 2 rounds each, move to P2 reload and engage T1-T3 with 2 rounds each, move to P3 and engage T1-T3 with 2 rounds each. All make up shots from P3 ONLY. Use low cover at P-2 and P-3.

SCORING: Vickers Count.

ROUND COUNT: 18

TARGET DISTANCE IN YARDS: 5-7-10

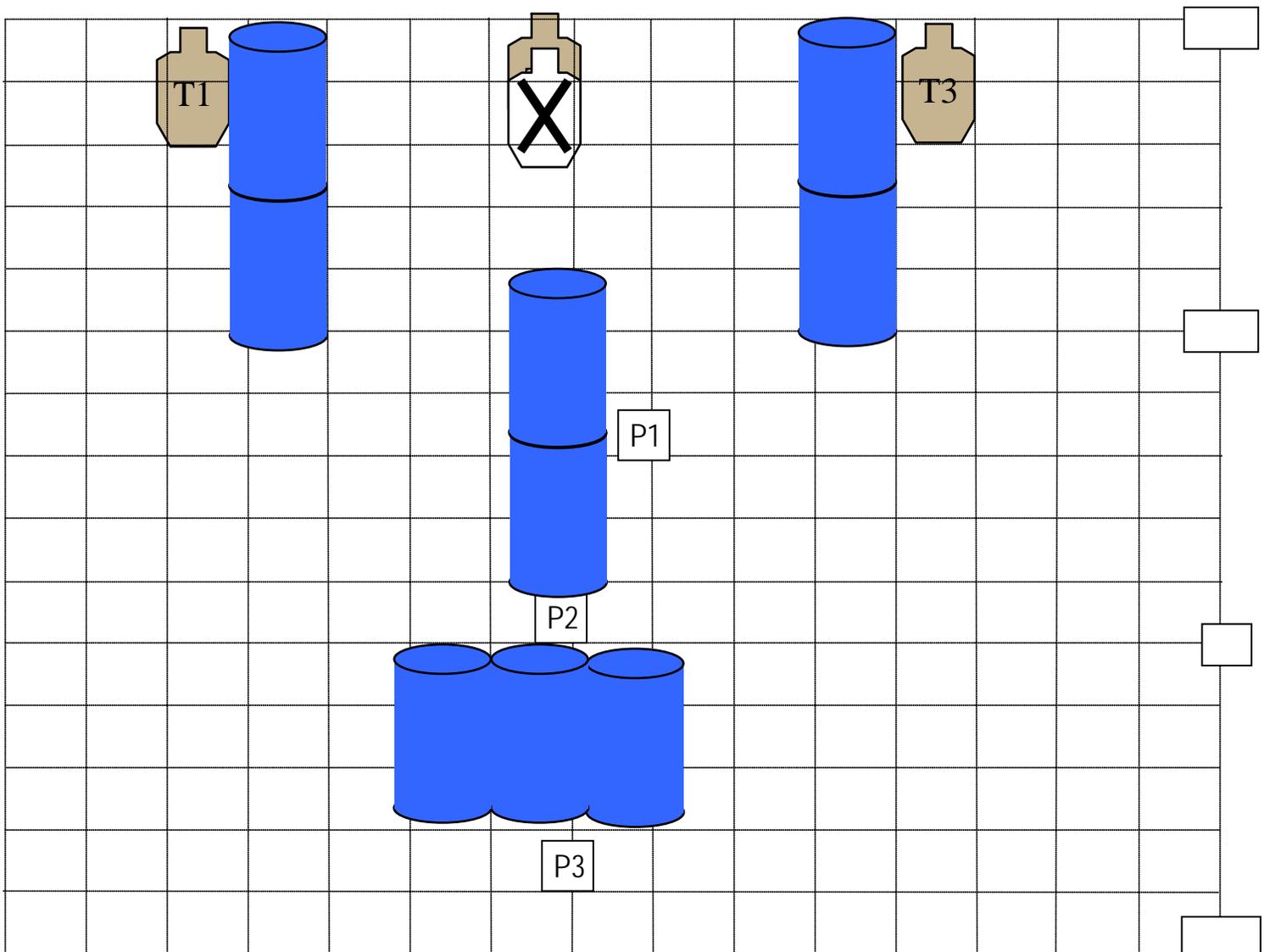
SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES:

SAFETY ISSUES: Caution shooter to keep weapon pointed down range while retreating



STAGE 5 Bay 3: Save the Hostages

RULES: IDPA concealment garment required.

Orig. Designer: WSSC-PAS-JTW

SCENARIO: You are depositing the proceeds from selling your car at the Downtown Old National Bank headquarters when an altercation ensues in the lobby between the bank guards and the local City Council members. The bank president wants naming rights to all of Evansville and the Mayor and City Council want money to fund a new hotel. The Mayors henchmen from the council have disarmed the guards and are holding them hostage until the news media arrives. All the sudden a shot is fired! Take action!

STAGE PROCEDURE: Hands at surrender, weapon loaded to division capacity and holstered. Engage targets in tactical priority. When the “struggling hostages” bend over engage the hostage takers. Engage remaining targets in tactical priority.

SCORING: Vickers Count.

ROUND COUNT: 14

TARGET DISTANCE IN YARDS: 6- 12

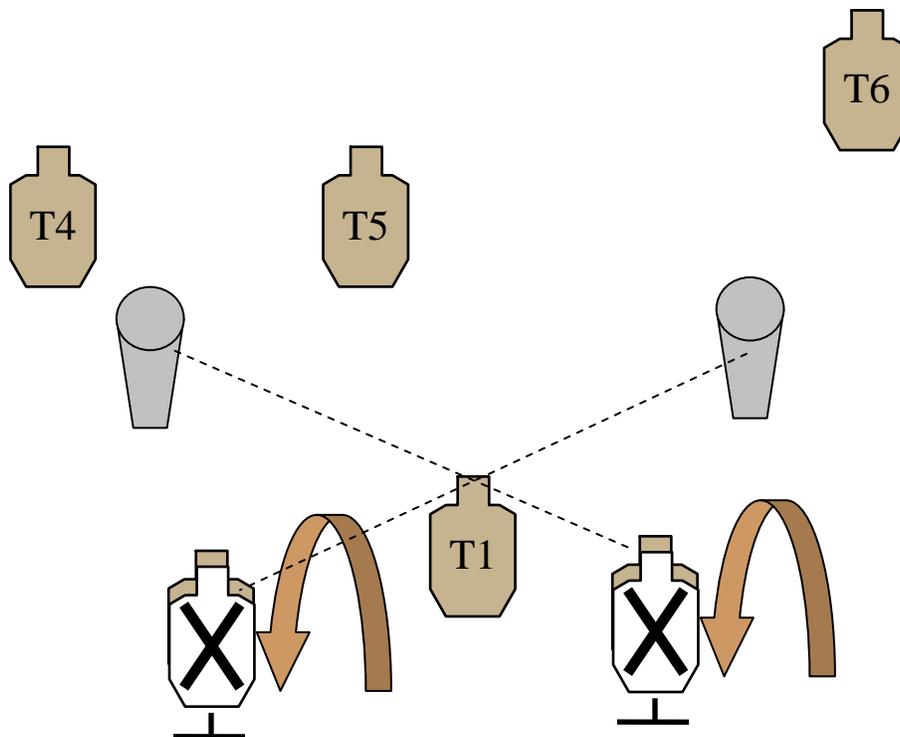
SCORED HITS: Best two shot on paper and all steel down.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES: Shooters may engage either steel and wait on first hostage to bend over before engaging second steel

SAFETY ISSUES: Steel 10 YDS



STAGE 6 Bay 3: Quick then Longshot

RULES: IDPA concealment garment required.

Orig. Designer: West Houston IDPA modified by JTW

SCENARIO: You are caught with multiple threats. Everywhere you go, they pop up. Deal with it.

STAGE PROCEDURE: Start at P1 with hands at your sides, loaded to division and holstered. At buzzer, engage T1-T5 with 2 Rounds each in Tactical Priority, while proceeding to P2 engage t6-7 either moving or after taking cover at P2

SCORING: Vickers Count.

ROUND COUNT: 14

TARGET DISTANCE IN YARDS: 3-10

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

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot.

SPECIAL NOTES: You are in the open and may initiate a reload on the move. Once you are in cover stop to reload. First five targets are on the move. T-6 and 7 may be engaged on the move or slicing the pie after reaching P-2 cover

SAFETY ISSUES:

