

STUPID GPS



Scenario: You're out driving your brand new Escalade and your GPS has you turn down a dead end road where gang bangers decide they want your new ride, and your life.

Start Position: Standing at P1, handgun loaded to division capacity and placed inside the box with lid closed. Extra mags stored on you. Right hand on the roof of car. Left hand on the top of the door.

Procedure: At the signal retrieve handgun and engage T-1 thru T-4 with two rounds each though the car window using tactical priority (near to far). Then engage T-5 with two rounds and S1 until down. Engaging S1 will cause barrels to fall. Proceed to engage remaining target (T-6 thru T-8) in tactical priority (near to far).

Concealment: Required

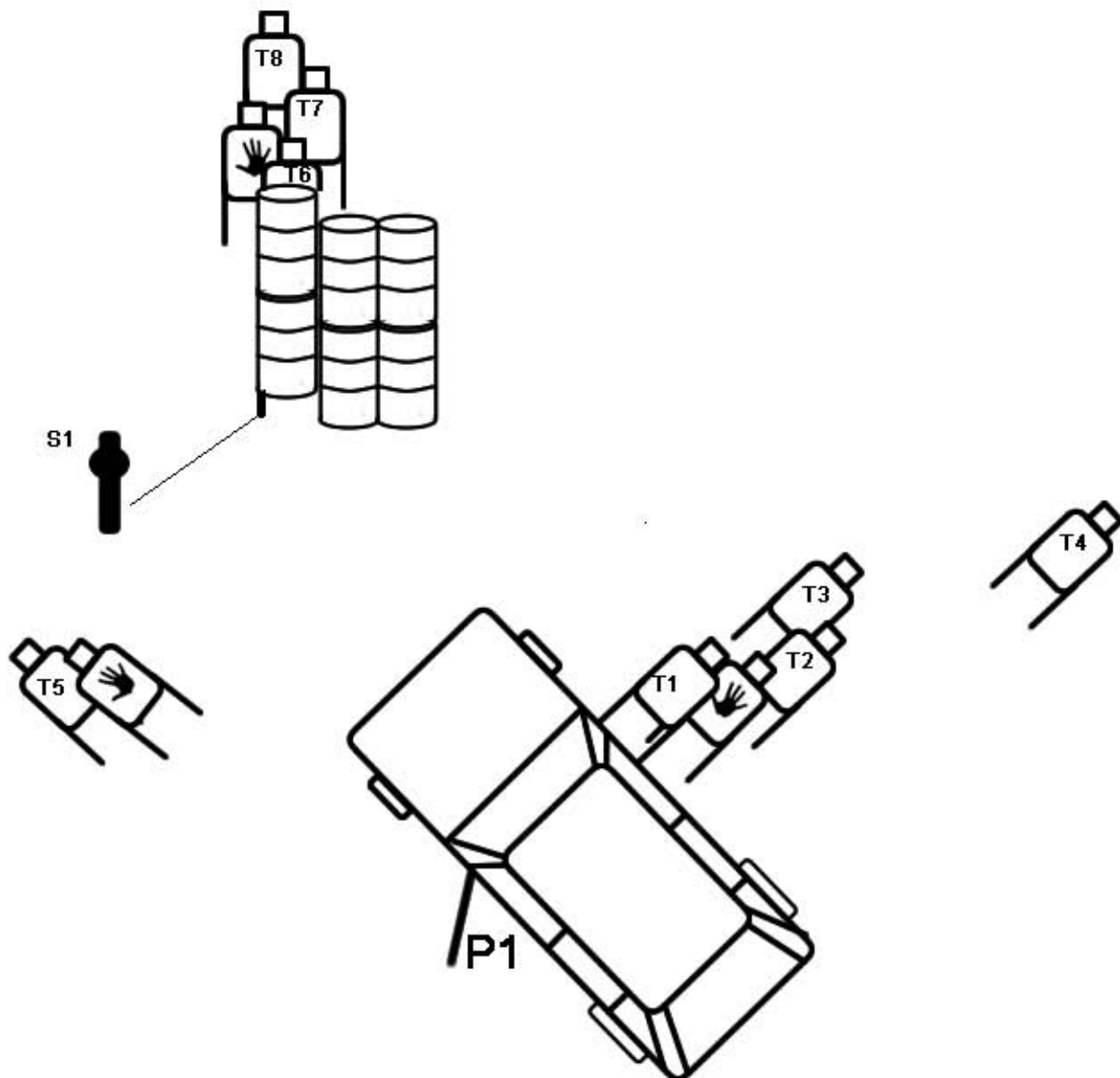
Scoring: Vickers

Scored Hits: 17 minimum.

Targets: 8 IDPA, 3 non-threat, 1 steel

Penalties: Standard

Start Stop: Audible - Last Shot



STAB AND GO



Scenario: You've been attacked by a mob in an ally. You have taken the knife away from your first attacker and you must fight your way out.

Start Position: Standing at P1 with handgun loaded to division capacity and holstered. Knife in strong hand.

Procedure: At the signal stab the prop target and proceed to P2. At P2 engage S1 and S2 until down in tactical priority (slice the pie) from cover and move to P3. From P3, using cover, engage T-1 thru T-4 with 2 rounds each and move to P4. From P4 engage T-5 thru T-7 with 2 rounds each.

Note: Prop target is for stabbing only. Do not engage with handgun. T-1 thru T-4 will have randomly placed tape for hard cover.

Concealment: Required

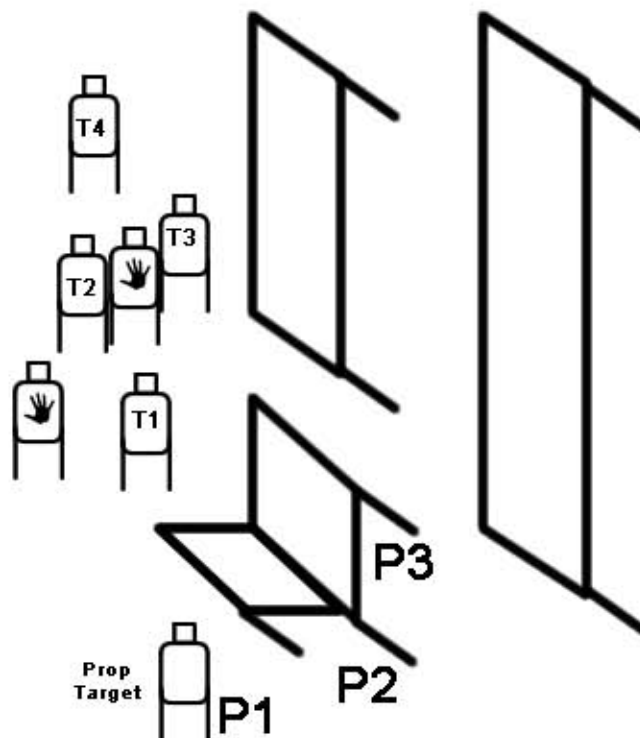
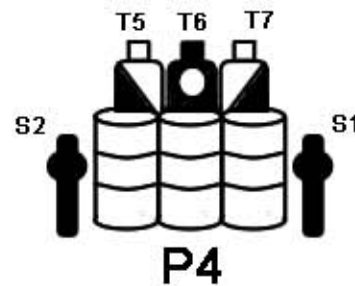
Scoring: Vickers

Scored Hits: 16 minimum.

Targets: 7 IDPA, 2 non-threat, 2 steel

Penalties: Standard

Start Stop: Audible - Last Shot



RUN AND GUN TO COVER



Scenario: While having a nice relaxing walk through the park on a warm summer day, nine inmates from the county jail work crew have taken the officers hostage and decide to take you out.

Start Position: Standing at P1. Handgun loaded to division capacity and holstered.

Procedure: At the signal draw and engage T-1 thru T-3. Move to P2 and engage T-3 thru T-5. Move to P3 and engage T-7 thru T-9. Shooter must use cover and tactical priority (slice the pie). All threat targets get 2 rounds each.

Concealment: Required

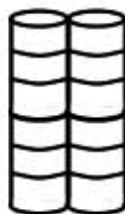
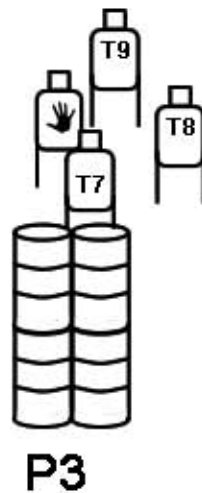
Scoring: Vickers

Scored Hits: 18 minimum.

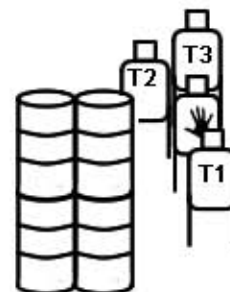
Targets: 9 IDPA, 3 non-threat,

Penalties: Standard

Start Stop: Audible - Last Shot



P2



P1

THE EXTREAMIST



Scenario: A knife wielding extremist is intent on killing your two friends.

Start Position: Standing at P1 facing up range. Handgun on the barrel and empty. All magazines to be used on the barrel.

Procedure: At the signal retrieve handgun and ammo, load the handgun, and move to P1. From P1 engage targets T-1 THRU T-6 in tactical priority (slice the pie) from cover with 2 rounds each.

Concealment: Required

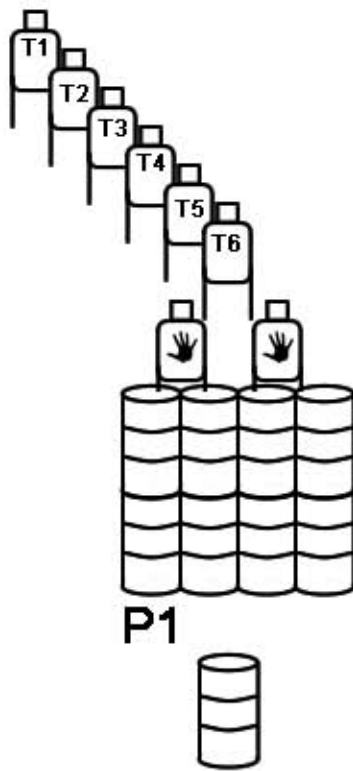
Scoring: Vickers

Scored Hits: 12 minimum.

Targets: 6 IDPA, 2 non-threat,

Penalties: Standard

Start Stop: Audible - Last Shot



BAD BOB AND THE GANG



Scenario: You are on your way home from work when out of no where Bad Bob and his gang, intent on stealing and killing, find you as their first victim.

Start Position: Standing at P1. Handgun loaded to division capacity and holstered. Briefcase in weak hand. Rope in strong hand.

Procedure: At the signal, pull rope to activate swinger and engage T-1 with four rounds, strong hand only, while retreating to P2. At P2, drop briefcase behind barrels and engage T-2 thru T-4 with two rounds and Bad Bob until down. From P3 engage T-5 thru T-7 using tactical priority (slice the pie) from cover with two rounds each. **NOTE: Targets at P2 can be engaged either from cover at P2 (slice the pie) or while on the move to P3. Steel poppers at P2 are non-threats.**

Concealment: Required

Scoring: Vickers

Scored Hits: 17 minimum.

Targets: 7 IDPA, 3 non-threat, 3 steel

Penalties: Standard

Start Stop: Audible - Last Shot

