

No Cover, Just Shoot Fast II

Scenario: You stopped in at your favorite fast food joint late one night. Before you get your order, you and the employees are forced to the back room by a group of BG intent on getting all of the valuables and leaving no witnesses. Lucky for you they forgot to check you for any weapons. You hear the leader say “Kill them.” When the BG holding you at gunpoint is distracted you take action.

Start Position: Standing at P1, **facing up range, surrender position**, gun loaded to IDPA capacity and holstered.

Stage Procedure: On signal, turn, draw and from P-1 engage T-1 with 3 rounds. Then, still from P-1, engage T-2 through T-5 with 3 rounds in tactical sequence, 1-1-1-3-2-2-2. Note: T-2 through T-5 are of equal distance, shoot them in any order. Reload as necessary, cover is not available.

Concealment: Required

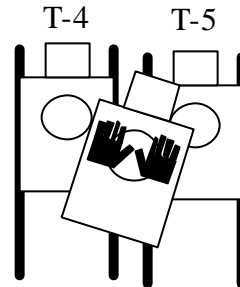
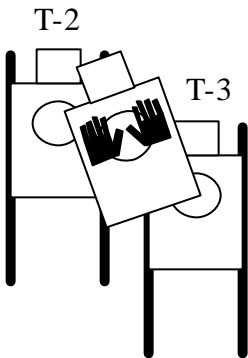
Scoring: Vickers

Scored Hits: 15 rounds, 3 shots on paper

Targets: 5 IDPA and 2 non-threat

Penalties: Standard

Start Stop: Audible – Last Shot



Save the Hostage

Scenario: The bad guys have taken a hostage. It is up to you to save the day.

Start Position: Standing at P1 with hands relaxed at sides. Gun in holster loaded to IDPA capacity.

Stage Procedure: At signal engage T1, T2 and T3 with 2 rounds each. Best 2 shots on paper.

Concealment: Required

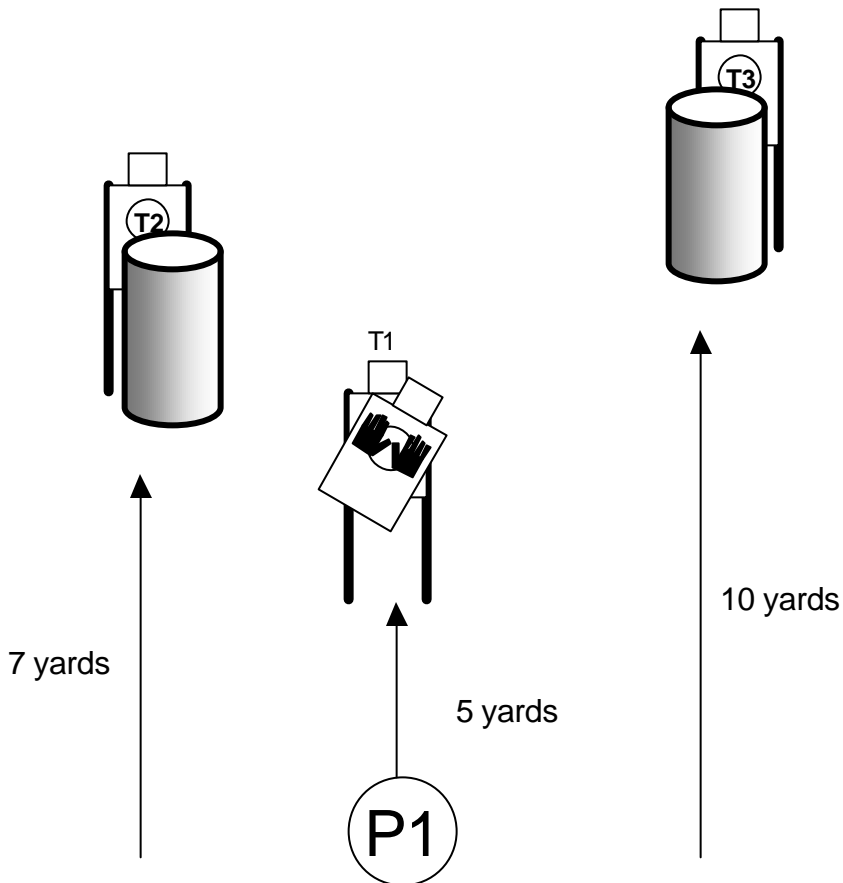
Scoring: Vickers

Scored Hits: 6 rounds, 2 per target

Targets: 3 IDPA paper, 1 non-threat.

Penalties: Standard

Start Stop: Audible – Last Shot

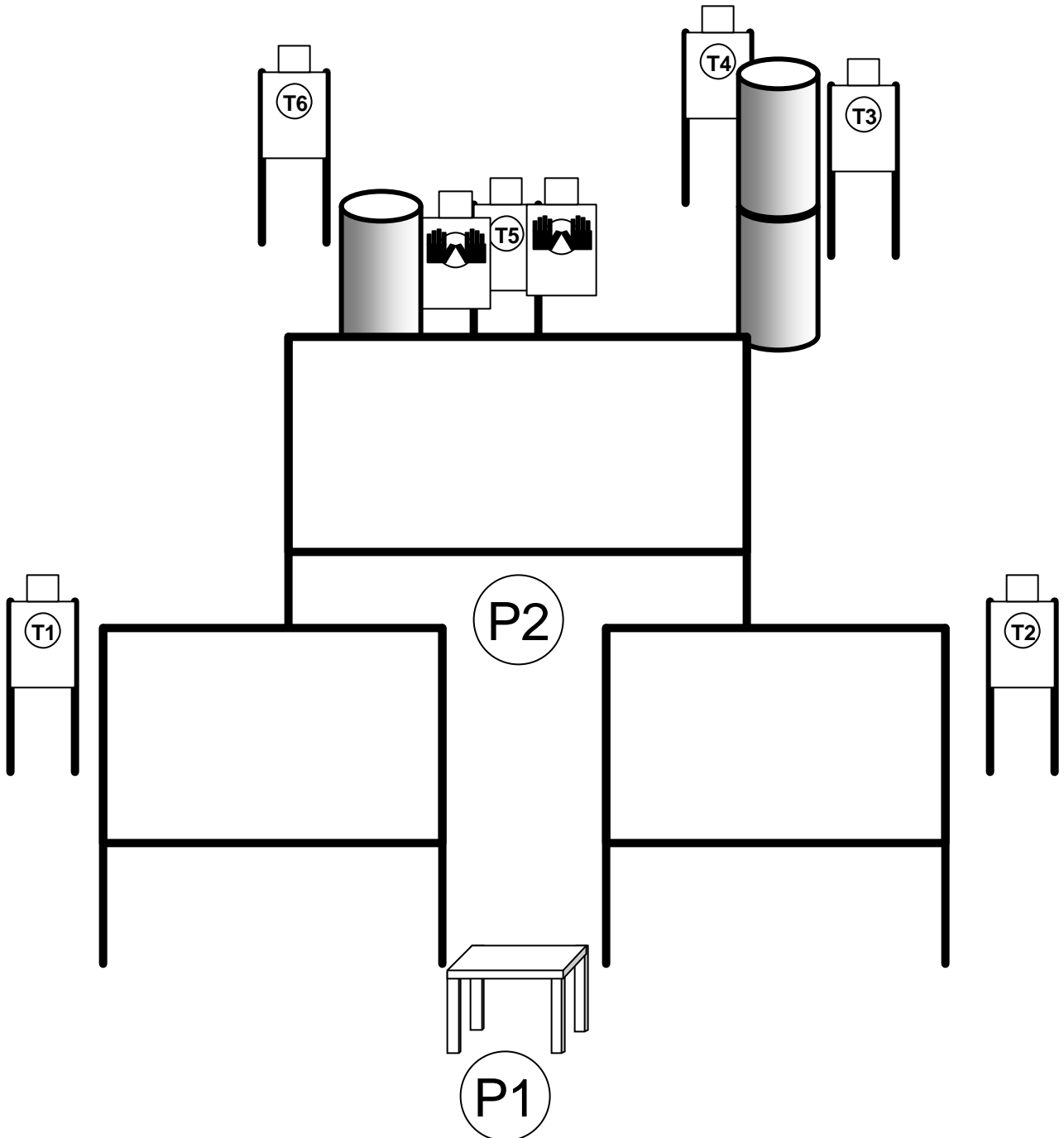


Home Invasion at the Wrong House

Scenario: While relaxing at home you and your family are the victims of a home invasion. You must retrieve your weapon and defend your family in the other room.

Start Position: Seated at P1, reading magazine using both hands. Gun and all spare mags to be used placed on table. Gun loaded to IDPA max.

Stage Procedure: At signal, retrieve gun and ammo. Then move to doorway and using cover engage T1 and T2 with 3 rounds each. Perform a mandatory reload Then move to P2 and engage remaining targets as they become visible with 3 rounds each while using cover. Shooter may move to either side of doorway first at P1, then either side of wall at P2. Best 3 shots on paper. Reload as necessary at P2. **Concealment:** Optional **Scoring:** Vickers **Scored Hits:** 18 rounds, 3 shots on paper. **Targets:** 6 IDPA paper, 2 non-threat **Penalties:** Standard **Start Stop:** Audible – Last Shot **Note:** All spare mags must be stored per IDPA rules before firing first shot.



Undercover Trap

Scenario: While working undercover for the DEA you meet a known drug lord to arrange a large transaction. Unknown to you, your cover has been blown and you have stepped into a trap.

Start Position: Standing at P1, right hand on car door. Gun holstered & loaded to IDPA capacity.

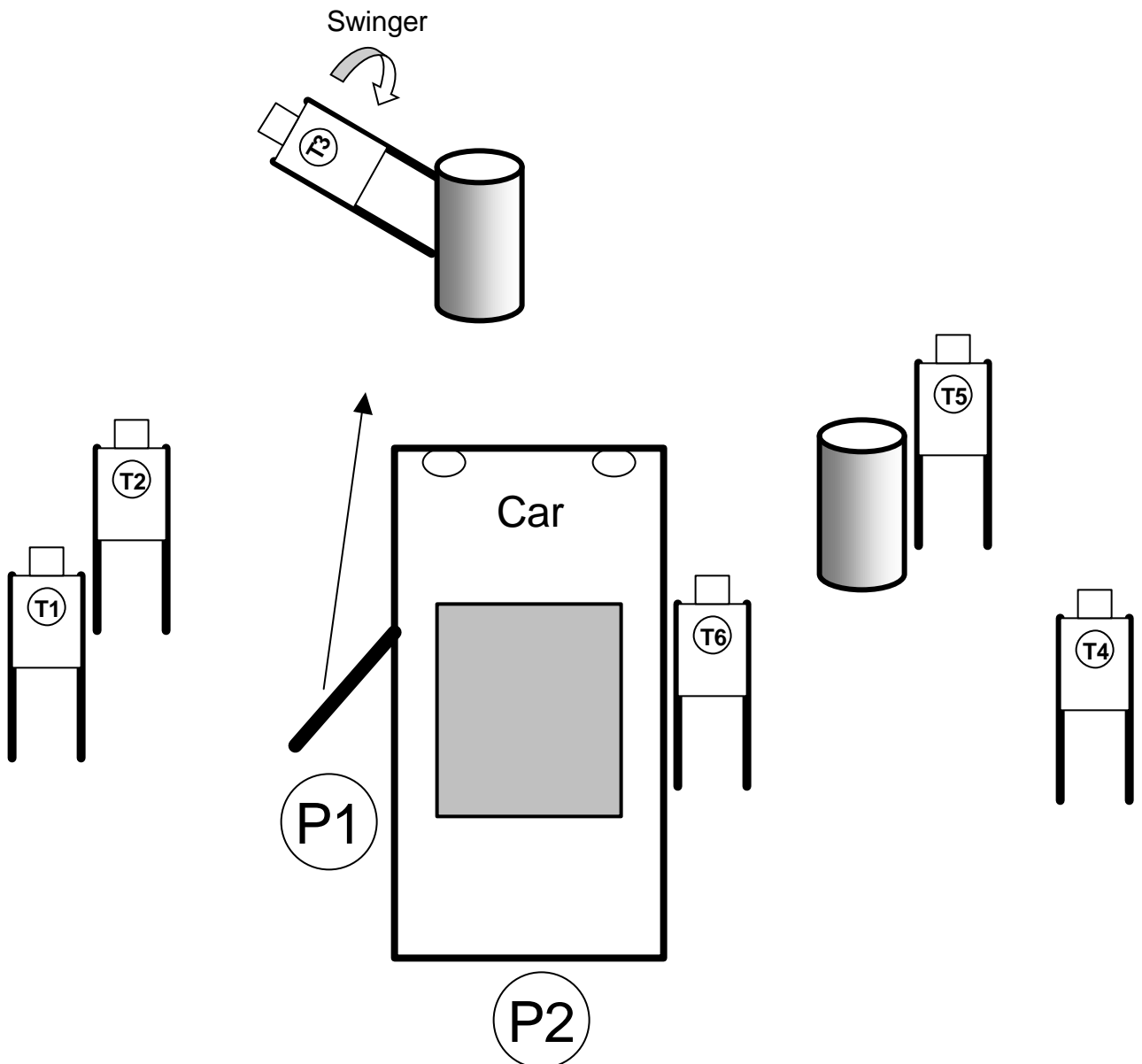
Stage Procedure: At signal, close door and engage T1 and T2 with 3 rounds each while moving to cover at P2. From cover at P2 engage T3, T4, T5 and T6 with 3 rounds each.

Best 3 shots on paper. Reload as necessary using cover.

Concealment: Required **Scoring:** Vickers

Scored Hits: 18 rounds, 3 shots on paper **Targets:** 6 IDPA paper.

Penalties: Standard **Start Stop:** Audible – Last Shot



Left and Right

Start Position: Standing at P1, gun loaded to IDPA capacity and in box with lid closed

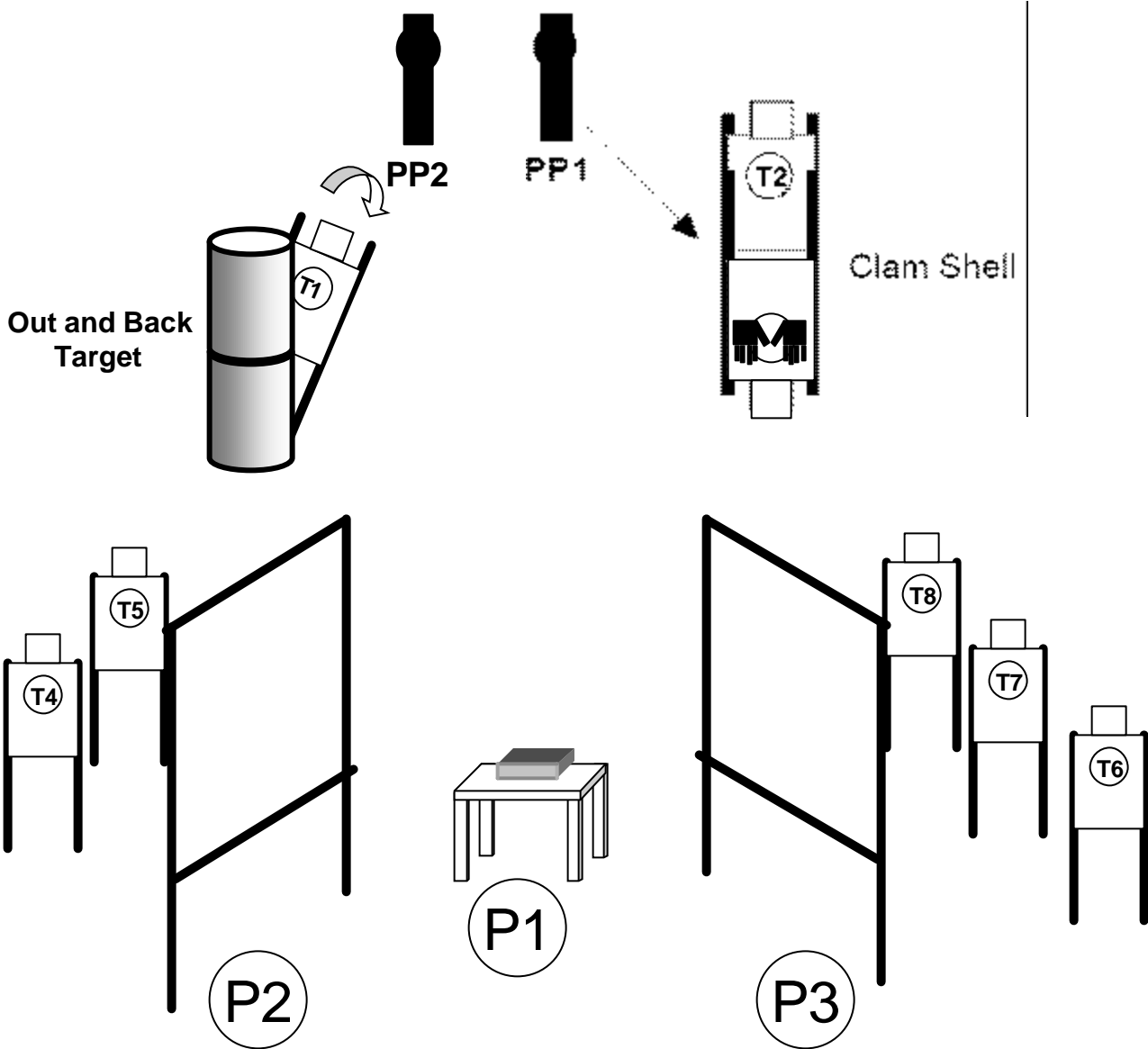
Stage Procedure: At signal, retrieve gun and engage PP1 or PP2 until they fall, in either order, and the paper targets they activate with 2 rounds each. Move to P2 and engage T3 to T5. Move to P3 and engage T6 to T8. Best 2 on paper. Shooter may move to P2 or P3 first, then to other position. Reload as necessary anywhere behind cover between walls after PP1 and PP2 are down and T1 and T2 are no longer visible.

Concealment: Optional

Scoring: Vickers

Scored Hits: 18 rounds, 2 shots on paper

Targets: 8 IDPA paper and 2 steel poppers



Move and Reload 2 Strings

Start Position String 1: Standing at P1, both hands on barrel. Gun loaded to 6 rounds only and on either barrel at P2. Spare magazine loaded with 6 rounds only on the opposite barrel.

Stage Procedure String 1: At signal, retrieve weapon and engage 3 targets using cover. Then move to retrieve spare mag, reload and engage 3 targets.

Start Position String 2: Standing at either P2, gun loaded with 6 rounds only, both hands on barrel and behind cover with spare mag on barrel at P1

Start Position String 2: At signal engage 3 targets with 2 rounds each. Move to opposite P2 and engage remaining 3 targets with 3 shots on paper. Reload as necessary anywhere behind walls.

Concealment: Optional **Scoring:** Limited Vickers

Scored Hits: String 1 total – 12. String 2 total – 12, Both strings total 24. 2 shots per paper

Targets: 6 IDPA paper **Penalties:** Standard **Start Stop:** Audible – Last Shot

