

# DUMB AND DUMBER Stage 2

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

At P1 hands relaxed at sides, gun loaded to division capacity, holstered and concealed. PCC starts at low ready.

**SCENARIO:**

Armed thugs try to rob and disarm you as you enter the Men's room. Defend yourself and get home safe.

**PROCEDURE:**

At the signal draw and engage T1-T6 with 2 rounds each, T7 with 2 to the body and 1 to the head.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 07

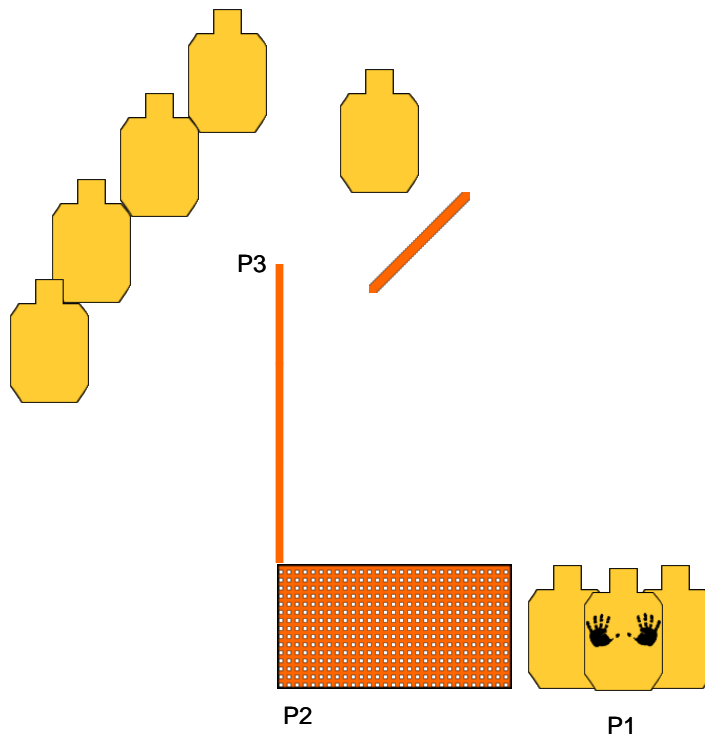
**DISTANCE:** 1- 7 yds.

**SCORED HITS:** 15

**PENALTIES:** Std.

**CONCEALMENT:** Yes

**NOTES:**



# SHOOT RUN AND GUN Stage 3

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

At P1, facing uprange, hands relaxed at sides, gun loaded to division capacity, holstered, and concealed. PCC starts at low ready, facing down range.

**SCENARIO:**

Armed thugs try to sneak up on you from behind, fight your way to safety.

**PROCEDURE:**

At the signal turn, draw, and engage all threats with 2 rounds each per IDPA rules. S.O will activate swinger on "standby " command.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

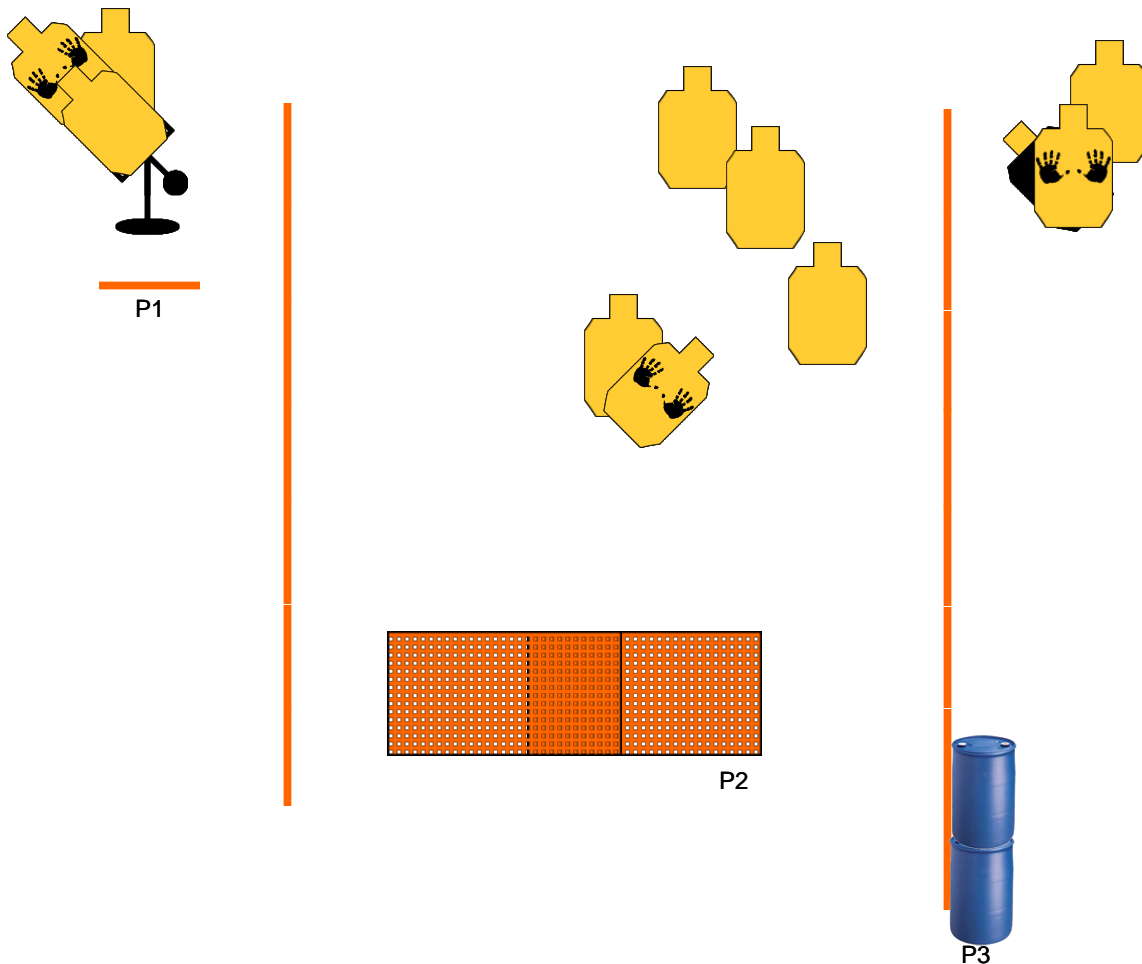
**DISTANCE:** 2 - 10 yds.

**SCORED HITS:** 16

**PENALTIES:** Std.

**CONCEALMENT:** Yes

**NOTES:**



# LINE EM UP TAKE EM OUT Stage 4

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

P1, hands above shoulders in surrender position, gun loaded to division capacity, and holstered. PCC starts at low ready.

**SCENARIO:**

Standards

**PROCEDURE:**

At the signal engage all targets with 2 rounds to the body, THEN 1 round to the head on each target. Targets may be reengaged only after all targets have been fully engaged.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

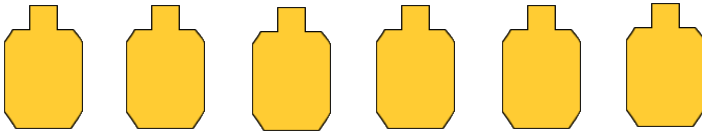
**DISTANCE:** 7 yds.

**SCORED HITS:** 18

**PENALTIES:** Std

**CONCEALMENT:** No

**NOTES:**



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P1

# DINNER DISASTER STAGE 5

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Seated at the table, hands on x's, gun holstered, loaded to division capacity. PCC starts with gun laying on top of the table with muzzle pointing down range.

**SCENARIO:**

While eating dinner after work thugs invade your home and are holding your family hostage. Eliminate all threats and rescue your loved ones.

**PROCEDURE:**

At the signal draw and engage T1 & T2 while seated, engage remaining targets from cover positions. Engage all threat targets with two rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

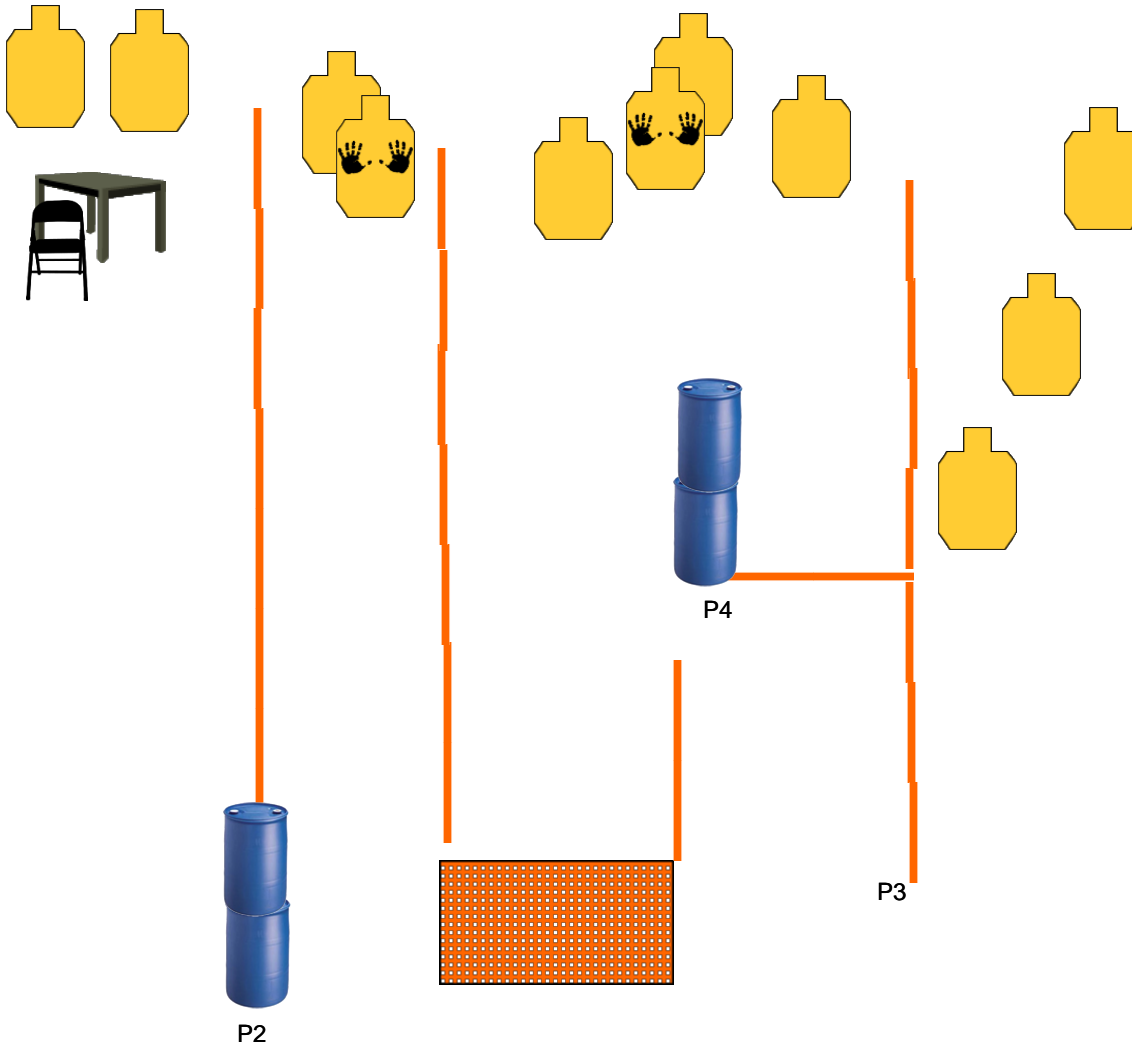
**DISTANCE:** 1-15yds.

**SCORED HITS:** 18

**PENALTIES:** Std

**CONCEALMENT:** No

**NOTES:**



# Speed Drill. Stage 6

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

P1, hands relaxed at sides, first magazine loaded with five rounds only, all other magazines loaded to division capacity. PCC starts at low ready, first magazine loaded with five rounds, all other magazines loaded to division capacity.

**SCENARIO:**

Accuracy, reload, speed drill.

**PROCEDURE:**

On the signal, engage T1 with five rounds, engage remaining targets with five rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 03

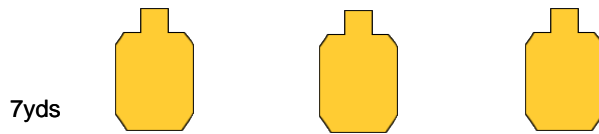
**DISTANCE:** 7 yds.

**SCORED HITS:** 15

**PENALTIES:** Std

**CONCEALMENT:** No

**NOTES:**



P1

# .RUN NOT WALK IN THE PARK. Stage 7

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Hands on center of the wall at P1, gun loaded to division capacity, holstered and concealed. PCC starts at low ready.

**SCENARIO:**

You're in the park enjoying the day when gang members Intent on harming anyone they encounter take over. Fight your way to safety.

**PROCEDURE:**

At the signal engage all threats with 2 rounds each from cover.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

**DISTANCE:** 5-15 yds.

**SCORED HITS:** 18

**PENALTIES:** Std

**CONCEALMENT:** Yes

**NOTES:**

