

Big Box Store Bungle Stage 2

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

You are shopping for new flooring when a gang of armed illegal aliens invades the local home improvement store mistaking it for a bank. They decide to rob the patrons anyway and take hostages. They also brought their attack dog. Fight your way to the exit.

PROCEDURE:

Facing downrange at P1, hands relaxed at sides, on the signal engage T1-T3, from P2 engage T4-5, and from P3 engage T6-8, all targets get 2 rounds each.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

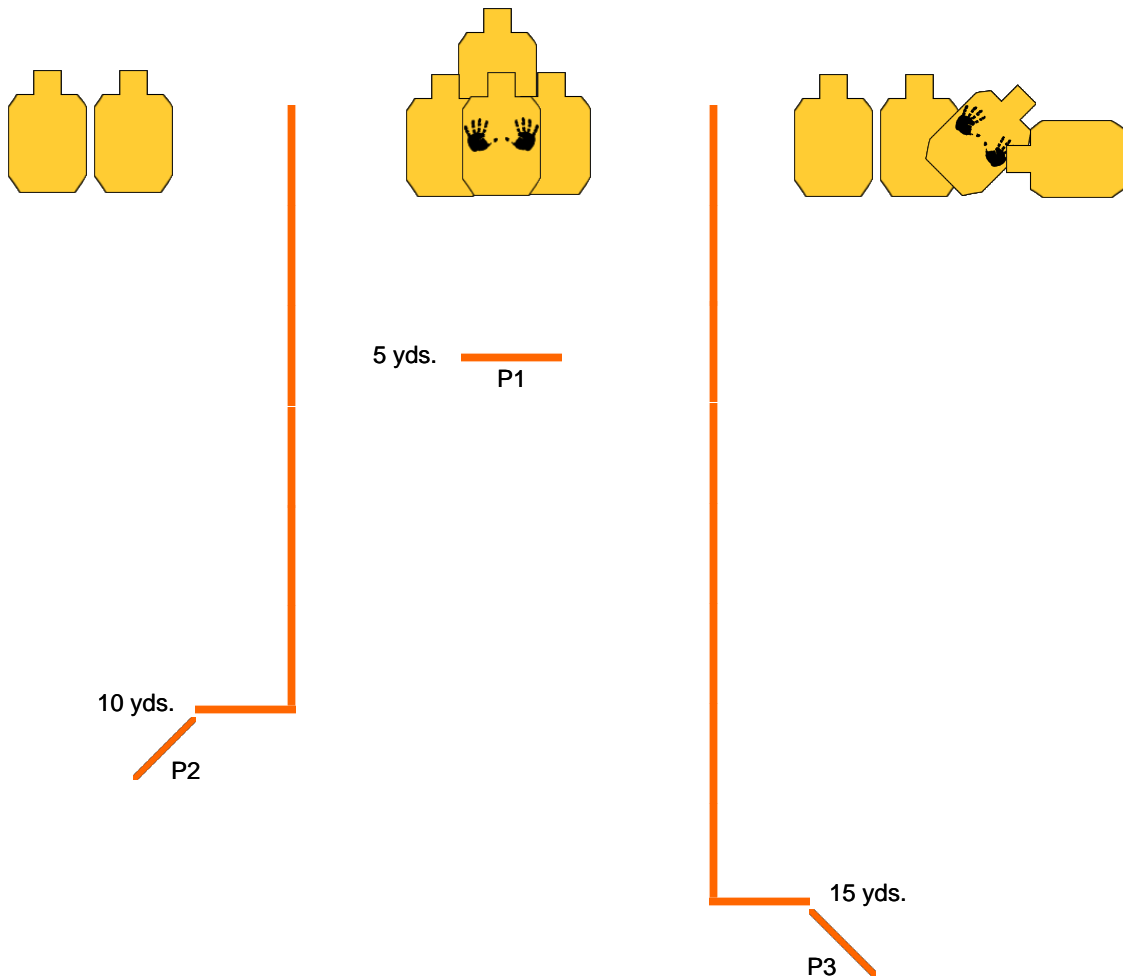
DISTANCE: 5 -15 yds

SCORED HITS: 16

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:



ATM Action Stage 3

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at P1 facing the ATM, strong hand on the ATM buttons, weak hand holding your infant. Gun is loaded to division capacity, holstered, and concealed. PCC starts with rifle laying on the table, muzzle pointing down range at the berm.

SCENARIO:

While withdrawing a ton of money for diapers, armed and dangerous thugs intent on relieving you of your diaper money appear. Dirty diapers are not in your future, stop the bad guys.

PROCEDURE:

At the signal, engage T1-3 with 2 rounds each, strong hand only while moving towards P2. Upon reaching P2, GENTLY place the infant on the chair, then engage remaining threats utilizing available cover. T1-3 may NOT be re-engaged from P2.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

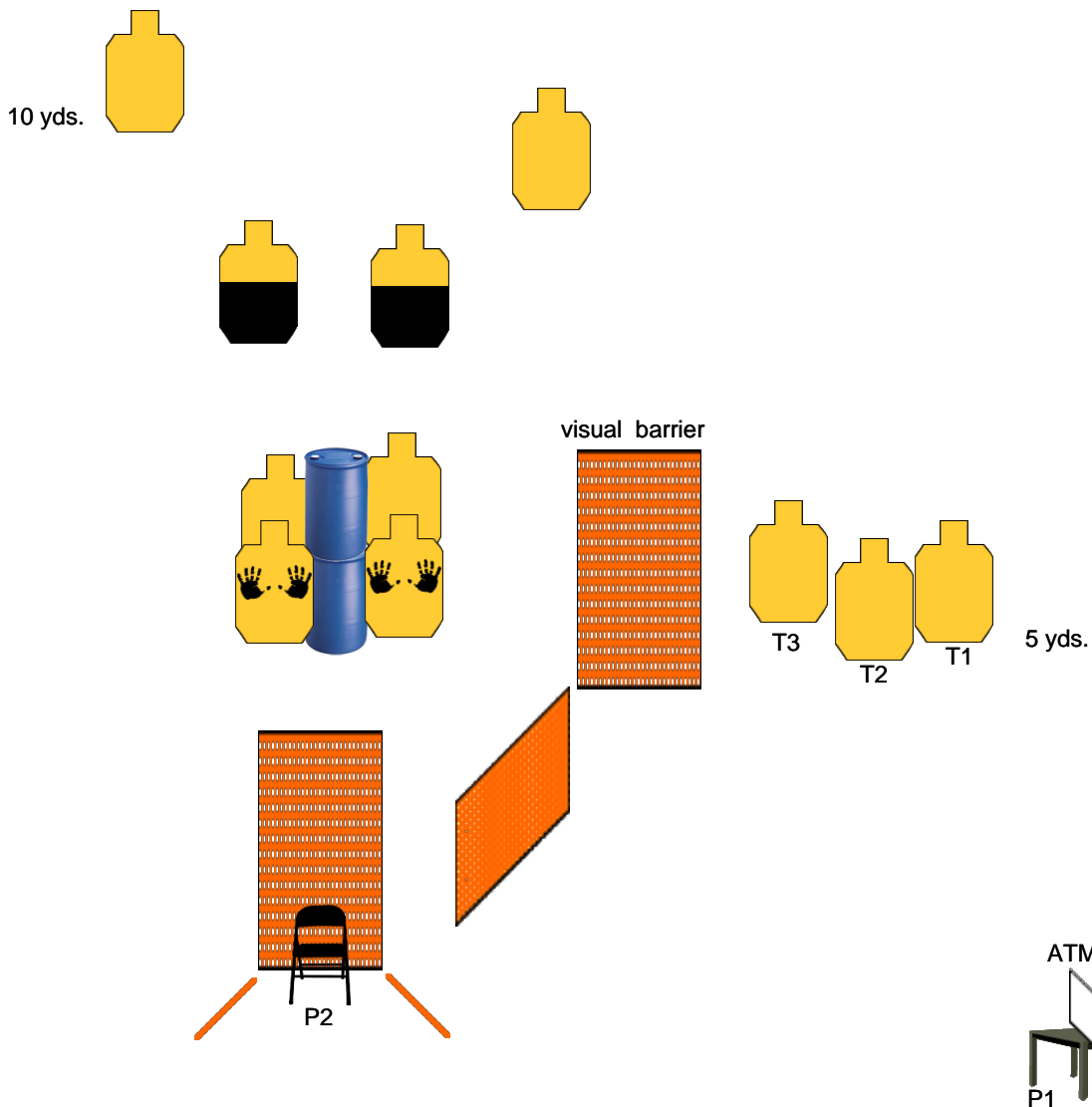
DISTANCE: 5 - 10 yards

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:



Wedding Crasher Takedown Stage 4

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

Armed party crashers have invaded your friends wedding reception, stop the threats, save lives.

PROCEDURE:

At the signal turn, draw, and engage P1-3 with 2 rounds ea., move to cover positions and engage remaining threats utilizing available cover, activate swinger by stepping on bear trap while moving to P2. T1-3 may be re-engaged if desired.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

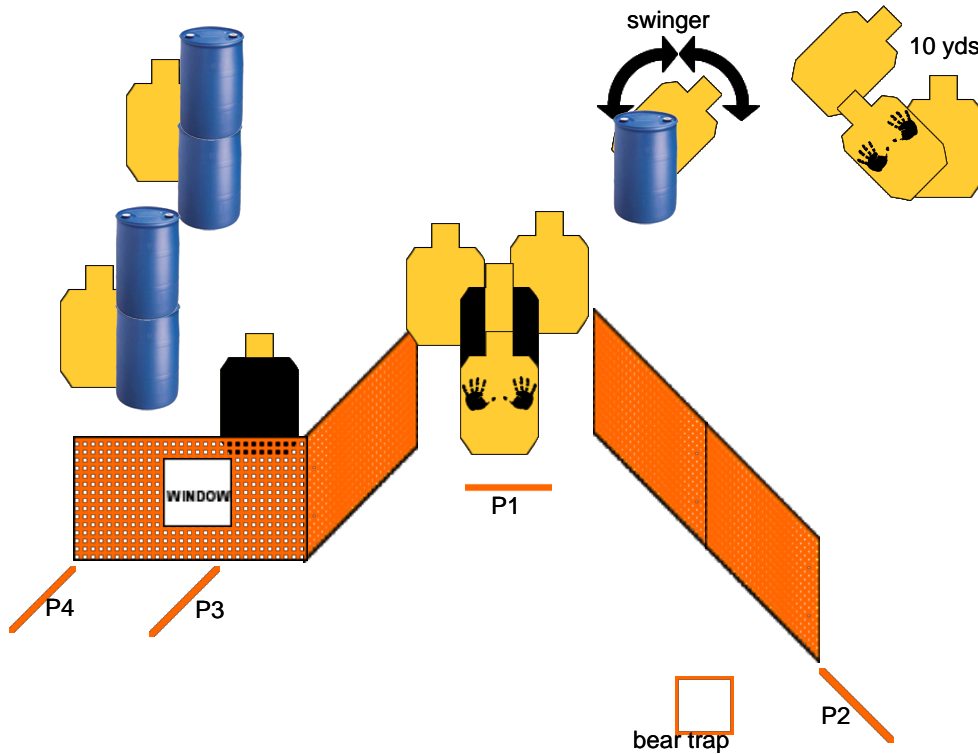
DISTANCE: 2 - 10 yards

SCORED HITS: 18

PENALTIES: Std.

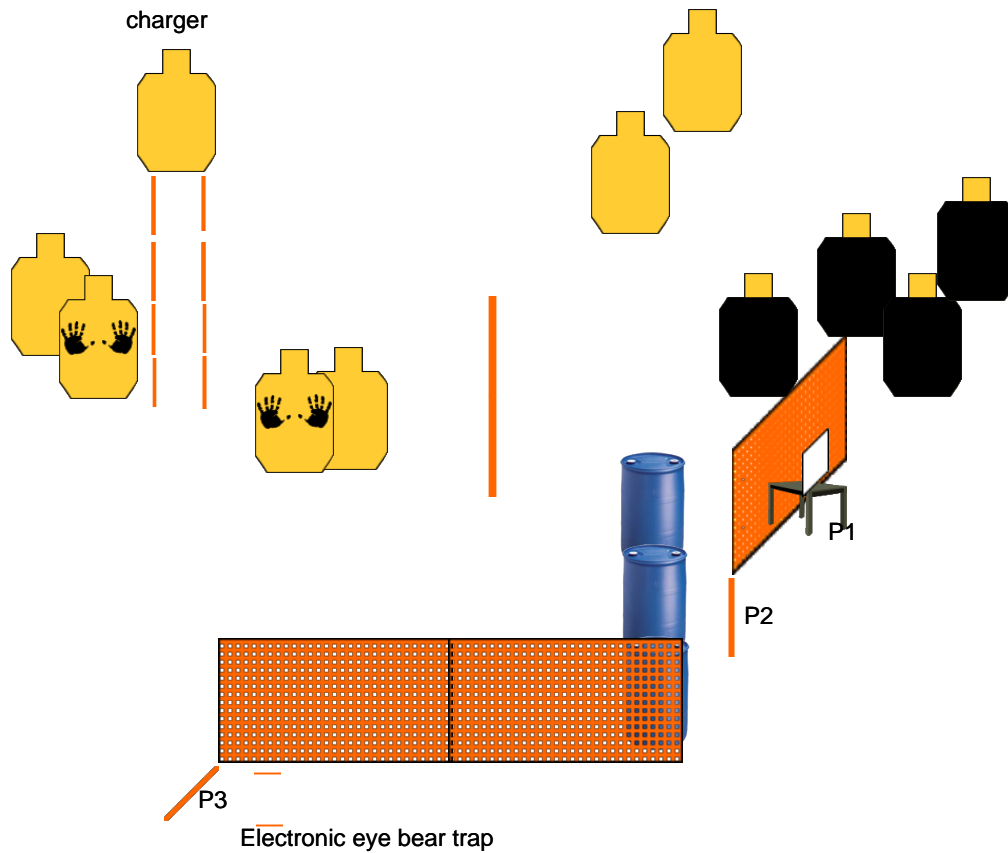
CONCEALMENT: Yes

NOTES:



Another Stinkin ATM Stage 5

RULES: IDPA Rules	Created By: Kurt Schlicht
START POSITION: Facing the ATM at P1 hands touching the x's on the table, gun loaded to division capacity, holstered, and concealed. PCC starts loaded, laying on the table with the muzzle pointing at the berm.	
SCENARIO: The local armed gang is in need of operating cash and they decide you can provide it. You need to take you wife out for date night, and it won't be pretty if you don't. Take them out and take you wife out (on a date).	SCORING: Unlimited
	ROUND COUNT: 18
PROCEDURE: On the signal, turn, draw, and engage T1-3 with 2 rounds each. Engage remaining threats utilizing available cover with 2- rounds each.	TARGETS: 09
	DISTANCE: 5 - 7 yards
	SCORED HITS: 18
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



Strong Weak Free Stage 6

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at P1 hands relaxed at sides, gun loaded with six rounds only, holstered. all other magazines are loaded to division capacity. PCC starts at low ready with six rounds only.

SCENARIO:

Standards Stage

PROCEDURE:

At the signal engage T1-6 with one round each strong hand only, move to P2 and engage T1-6 with one round each weak hand only, move to P3 and engage T1-6 with one round each freestyle. Utilize available cover at all positions.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 06

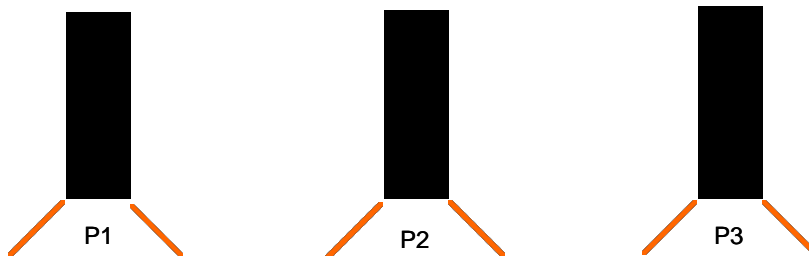
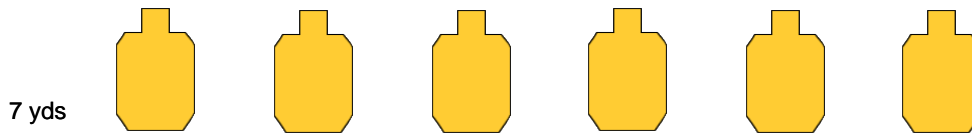
DISTANCE: 7yds

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: No

NOTES:



Supermarket Bugout Stage 7

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at counter facing the clerk, hands on the counter, gun loaded to division capacity, holstered, and concealed. PCC starts with rifle laying on the counter with muzzle pointing down range at the back berm.

SCENARIO:

You are standing at the checkout counter after picking up supplies for the weekend when a gang of thieves decide to rob the store and it's patrons. Fight your way to safety and save the other customers.

PROCEDURE:

Standing at P1, engage all targets with 2 rounds each using available cover. Activate bear trap enroute to P2 to activate drop turner.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

DISTANCE: 5 - 30 yds.

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:

