

# CHOICE CHOICES CHOICES

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at P1 gun loaded to division capacity, holstered, and concealed. PCC at low ready.

**SCENARIO:**

An army of thugs are intent on rushing you and taking you out. Stop them.

**PROCEDURE:**

At the signal draw and engage all threats with 2 rounds each .

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

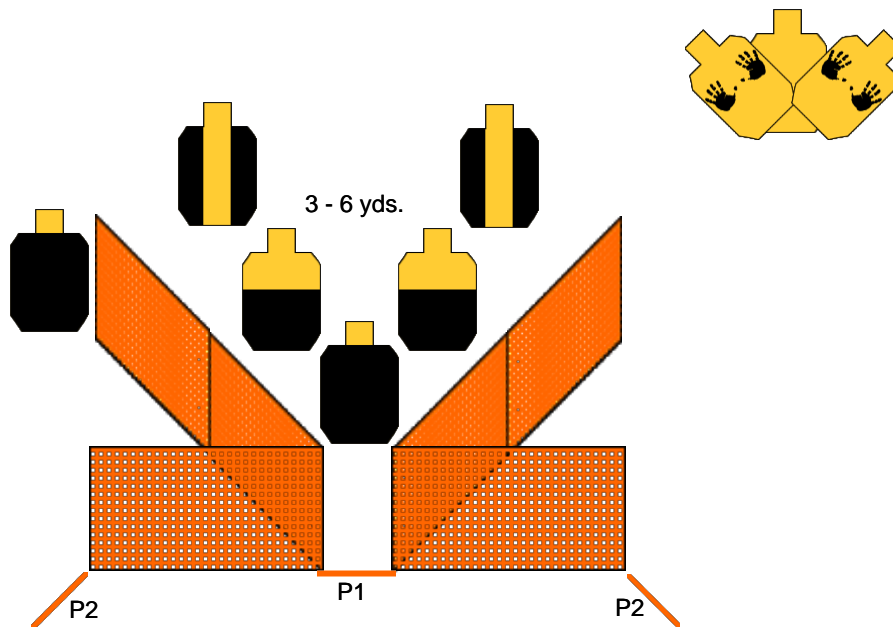
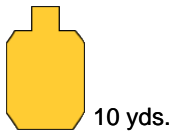
**DISTANCE:** 3 - 10 yds.

**SCORED HITS:** 16

**PENALTIES:** Standard

**CONCEALMENT:** Yes

**NOTES:**



# WILSON STANDARDS

**RULES:** IDPA Rules

**Created By:** 2019 IDPA World Championship

**START POSITION:**

Standing at P1, gun loaded with 3 round only and holstered. PCC, rifle laying on the table, loaded to division capacity, muzzle pointed at the berm.

**SCENARIO:**

Wilson Standards  
2019 IDPA World Championship

**PROCEDURE:**

String 1: On the signal, engage T1 with 3 rounds, reload and engage T2 with 3 rounds.

String 2: On the signal, engage T1 and T2 with 2 rounds to the body and one round to the head.

String 3: On the signal, engage T2 strong hand only, with three rounds.

String 4: Loaded gun on the table. On the signal, engage T1 weak hand only with 3 rounds.

**SCORING:** Limited

**ROUND COUNT:** 18

**TARGETS:** 02

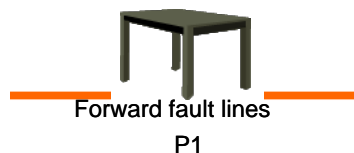
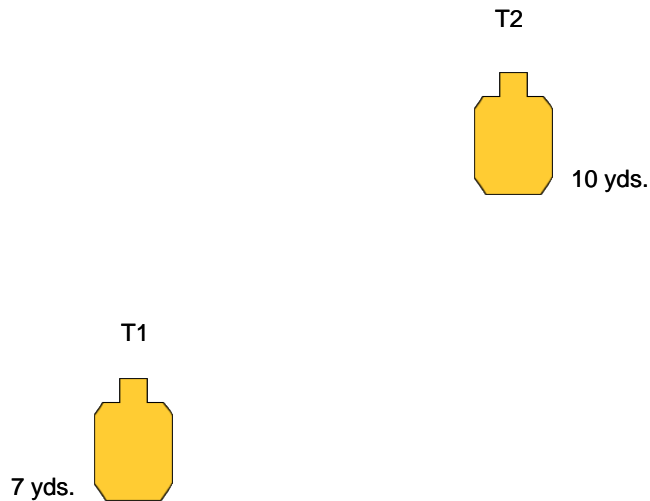
**DISTANCE:** 7 - 10yds.

**SCORED HITS:** 18

**PENALTIES:** Standard

**CONCEALMENT:** No

**NOTES:**



# CONCESSION STAND STICK-UP

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at P1, gun loaded with 6 rounds only, holstered and concealed. PCC starts with rifle laying on the table, loaded to division capacity, muzzle pointed at the berm.

**SCENARIO:**

You are at the county fair waiting in line at the concession stand for cotton candy when a robbery ensues. The robbers are armed and dangerous, you take action.

**PROCEDURE:**

At the signal, engage all threats with 2 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

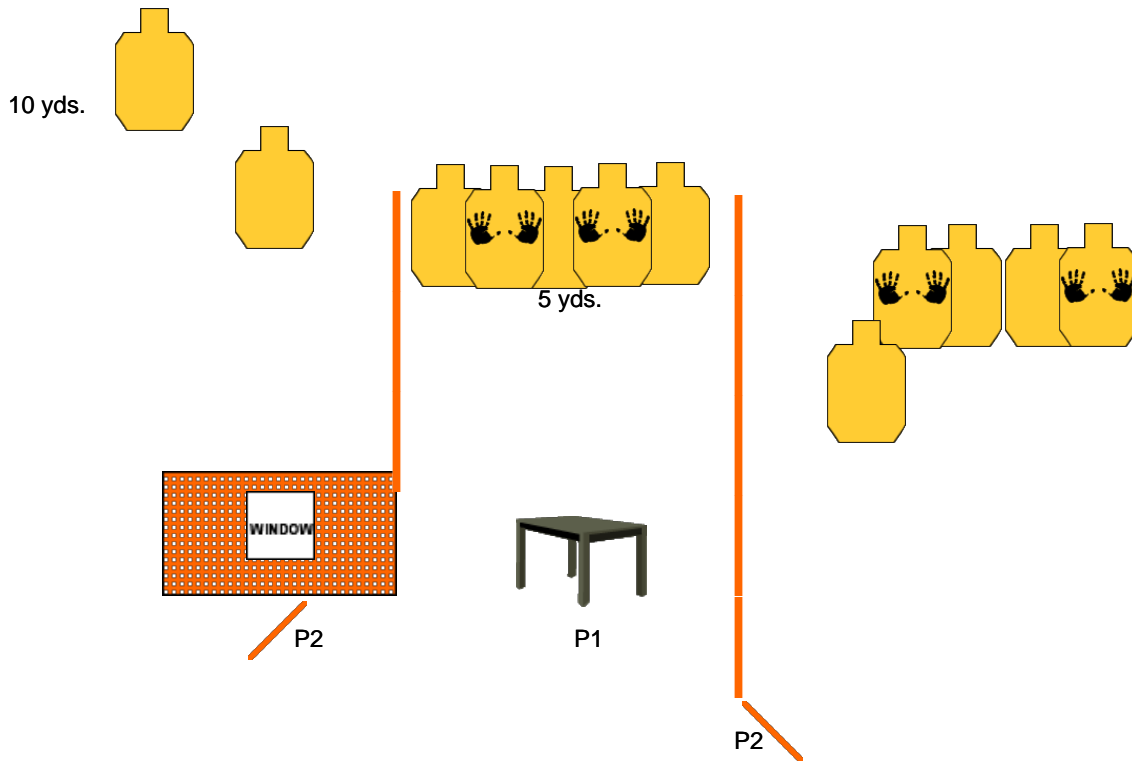
**DISTANCE:** 5 - 10 yards

**SCORED HITS:** 16

**PENALTIES:** Standard

**CONCEALMENT:** Yes

**NOTES:**



# FAST FIRE DRILL

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at P1, first two magazines loaded to FIVE rounds only, gun holstered, and concealed. PCC starts at low ready, UNLOADED, and magazine stowed on the body.

**SCENARIO:**

Fast fire and accuracy drill.

**PROCEDURE:**

On the signal draw and engage each target with five rounds.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 03

**DISTANCE:** 15yds.

**SCORED HITS:** 15

**PENALTIES:** Standard

**CONCEALMENT:** Yes

**NOTES:**



15 yds.



P1

# GARAGE GANGBUSTERS

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at P1 facing up range with hands above the shoulders. Gun holstered, loaded to division capacity, and concealed. PCC starts facing down range at low ready.

**SCENARIO:**

You have parked and are heading for the entrance to the arena to see a monster truck show when gang members decide to relieve you of your valuables and leave no witnesses.

**PROCEDURE:**

At the signal, turn, draw, and engage threats with 2 rounds each as you fight your way out.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

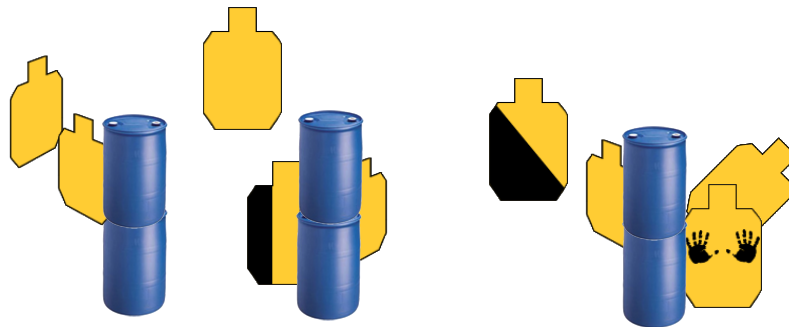
**DISTANCE:** 5 - 10 yards

**SCORED HITS:** 16

**PENALTIES:** Standard

**CONCEALMENT:** Yes

**NOTES:**



Forward fault line



P1

# TEXAS HOLDEM-UP

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Seated at P1, hands on the table, gun loaded to division capacity, holstered, and concealed. PCC starts laying on the table with muzzle pointed at the berm.

**SCENARIO:**

You've got the winning hand and the rest of the players and their gang aren't going to let you leave without a fight.

**PROCEDURE:**

At the signal engage all threat targets with 2 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 07

**DISTANCE:** 3 - 20yds.

**SCORED HITS:** 14

**PENALTIES:** Standard

**CONCEALMENT:** Yes

**NOTES:** Don't sweep your leg on the draw.

