

KEEPIN IT SIMPLE STAGE 2

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Facing down range hands on the X's at the center of the wall, gun holstered, concealed, and loaded to division capacity. PCC starts at low ready centered between the X's.

SCENARIO:

You have bad guys on both sides of your fence. Show them the way out.

PROCEDURE:

At the audible signal engage all targets on the right side with two to the body and one to the head, all targets on the left side with two rounds each utilizing available cover.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 06

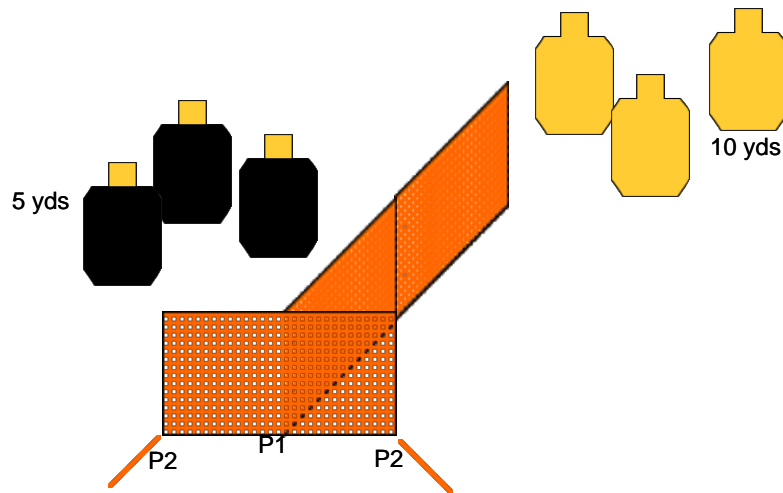
DISTANCE: 5 - 10 yards

SCORED HITS: 15

PENALTIES: Standard

CONCEALMENT: Yes

NOTES:



PANIC IN THE PARK STAGE 3

RULES: IDPA Rules

Created By: John Sellman

START POSITION:

Seated at P1 holding magazine with both hands, gun holstered, concealed, and loaded to division capacity. PCC starts with gun on the table, muzzle pointing down range.

SCENARIO:

While sitting at a table in the park reading the latest Tactical Journal you see five armed thugs moving in on other park go-ers. take them out.

PROCEDURE:

Sitting at P1 holding Tactical Journal magazine with both hands, at the audible signal engage all threat targets with two rounds to the body and one to the head in tactical priority. Targets may be re-engaged after all targets are fully engaged.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 05

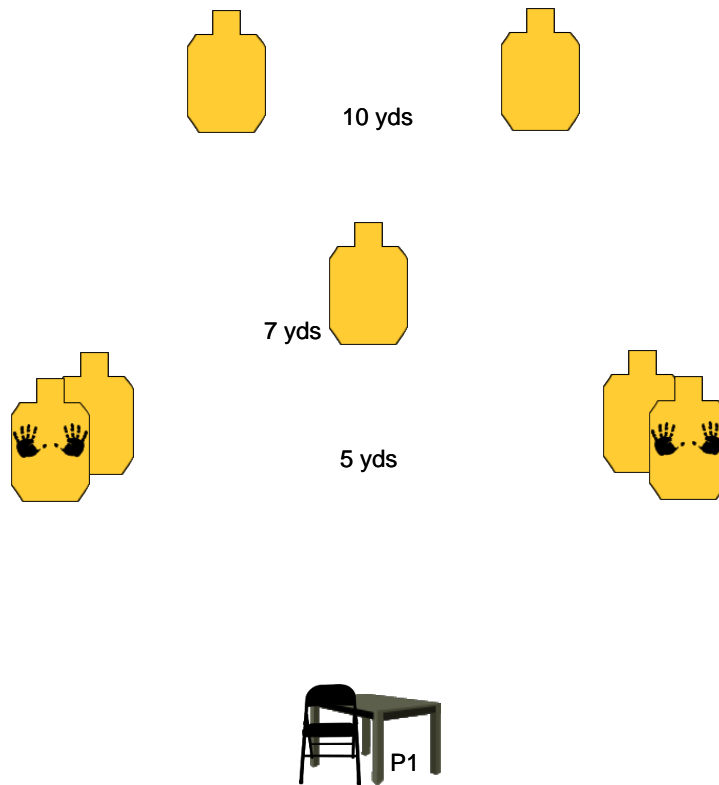
DISTANCE: 5 - 10 yards

SCORED HITS: 15

PENALTIES: Standard

CONCEALMENT: Yes

NOTES:



ACES AND EIGHTS STAGE 4

RULES: IDPA Rules

Created By: David Alred, modified by Kurt Schlicht

START POSITION:

Seated at the table holding playing cards with both hands and hands touching the table, gun holstered, concealed, and loaded to division capacity. PCC starts with gun on table muzzle pointing down range.

SCENARIO:

You are playing 5 card draw with some unsavory characters when the game turns bad and they try to rob you at gun point. Protect yourself and win the fight.

PROCEDURE:

At the audible signal, engage all visible targets with two rounds each in tactical priority. Step on bear trap at P2 to activate surprise targets and engage with two rounds each.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

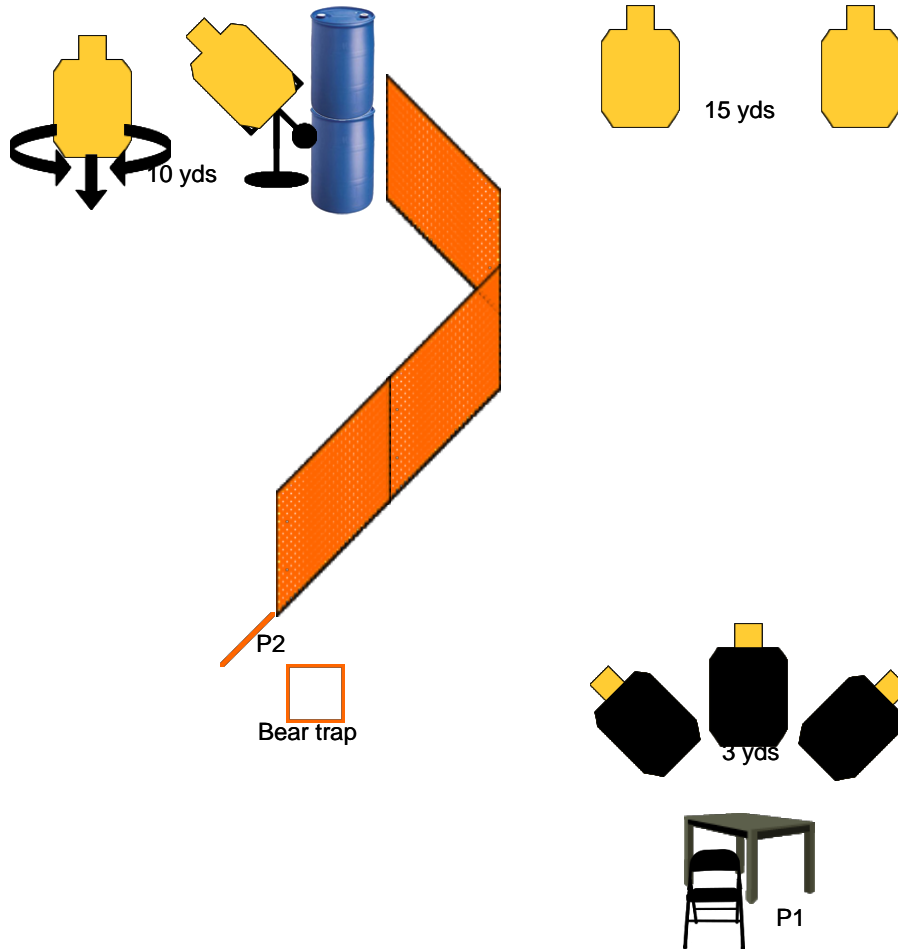
DISTANCE: 3 - 15 yards

SCORED HITS: 14

PENALTIES: Standard

CONCEALMENT: Yes

NOTES:



CLEAR THE CUBICLES STAGE 5

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

You arrive at the office late to find the entire office is being held hostage. Clear the cubicles.

PROCEDURE:

At the audible signal engage all target with 2 rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

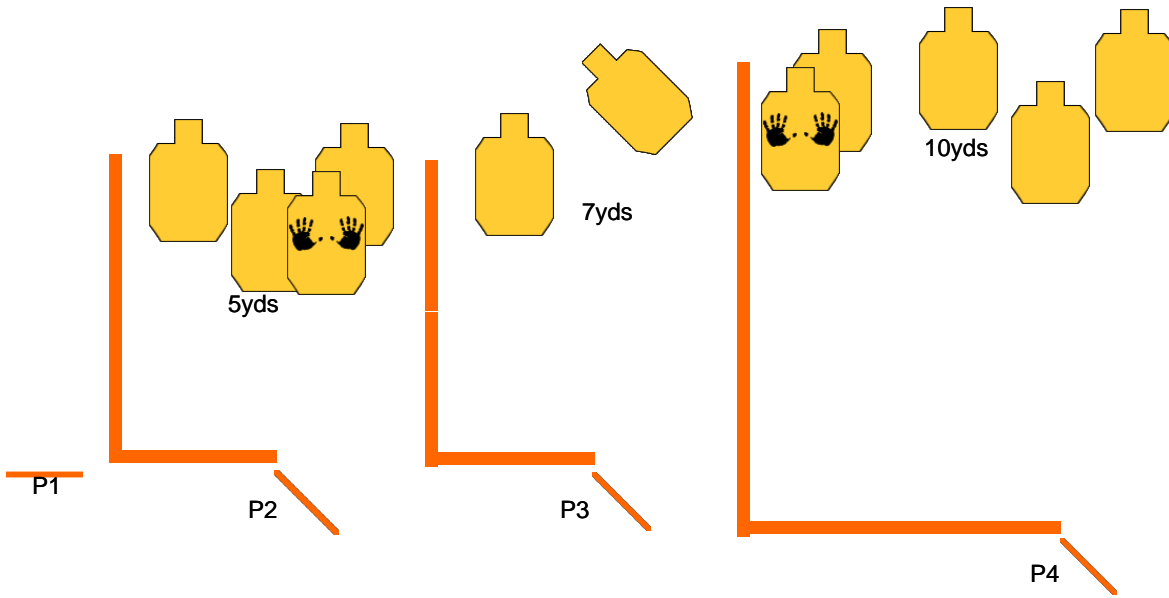
DISTANCE: 5 - 10 yards

SCORED HITS: 18

PENALTIES: Standard

CONCEALMENT: Yes

NOTES:



MOZAMBIQUE EM ALL STAGE 6

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

Standards stage.

PROCEDURE:

At the audible signal engage all targets with 2 rounds to the body and one to the head in any order.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 06

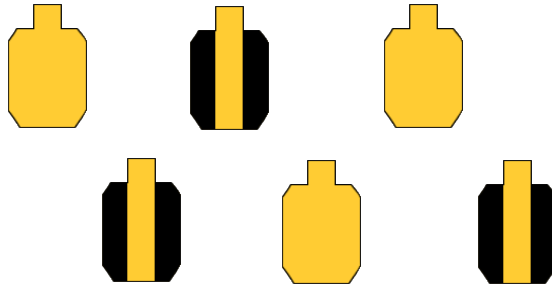
DISTANCE: 5 - 7 yds

SCORED HITS: 18

PENALTIES: Standard

CONCEALMENT: No

NOTES:



start

BUSY BAD GUYS STAGE 7

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

You are confronted by armed thugs who see you as an easy mark. Show'em what you got!

PROCEDURE:

At the audible signal, turn, draw, and engage T1 - T3 with 3 rounds each. Engage remaining targets with 2 round each utilizing available cover.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 07

DISTANCE: 3 - 20 yds.

SCORED HITS: 17

PENALTIES: Standard

CONCEALMENT: Yes

NOTES:

