**HOME MAZE STAGE 1**

**RULES:** IDPA Rules

**Created By:** 2018 IDPA Nationals modified by Kurt Schlicht

**START POSITION:**
At SP per rule 3.7.2. Gun loaded per rule 8.1.4 and holstered. PCC starts at low ready.

**SCENARIO:**
You are returning home after a neighborhood stroll. As you approach your house you find that it has been invaded. Take action.

**PROCEDURE:**
At the signal, engage visible targets from available cover in priority.

<table>
<thead>
<tr>
<th>SCORING</th>
<th>Unlimited</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROUND COUNT</td>
<td>16</td>
</tr>
<tr>
<td>TARGETS</td>
<td>08</td>
</tr>
<tr>
<td>DISTANCE</td>
<td>3 - 7 yds.</td>
</tr>
<tr>
<td>SCORED HITS</td>
<td>14</td>
</tr>
<tr>
<td>PENALTIES</td>
<td>Standard</td>
</tr>
<tr>
<td>CONCEALMENT</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**NOTES:**

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GROCERY ISLE STAGE 2

RULES: IDPA Rules

START POSITION:
At SP, facing shelves, gun hand on box of Cheerios, support hand by your side. Gun loaded per rule 8.1.4 and holstered. PCC starts with gun laying on the table muzzle pointed at the berm.

SCENARIO:
You stop at Publix to pick up a box of breakfast cereal. While you are shopping, armed robbers invade the store. Save yourself and others.

PROCEDURE:
At the signal, slide the box of cereal back to trip sensor. Engage visible threat targets, make your way to P1 and P2, engage targets in priority.

SCORING:
Unlimited

ROUND COUNT: 16

TARGETS: 08

DISTANCE: 5 - 15yds.

SCORED HITS: 16

PENALTIES:

CONCEALMENT: Yes

NOTES:
SPLITTING HAIRS STAGE 3

RULES: IDPA Rules

START POSITION:
At SP per rule 3.7.2, gun loaded per rule 8.1.4 and holstered. PCC starts at low ready.

SCENARIO:
While making your way to your car in an underground parking garage, you find yourself in the middle of a turf war. Take action.

PROCEDURE:
At the signal, engage visible targets while making your way to P1 and P2, engage remaining targets in priority.

SCORING: Unlimited
ROUND COUNT: 18
TARGETS: 09
DISTANCE: 3 - 10 yards
SCORED HITS: 18
PENALTIES: Standard
CONCEALMENT: Yes
NOTES:

Bear trap
SP
P1
P2
10 YDS.

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# BALLPARK STAGE 4

<table>
<thead>
<tr>
<th>RULES:</th>
<th>IDPA Rules</th>
</tr>
</thead>
<tbody>
<tr>
<td>CREATED BY:</td>
<td>2018 IDPA Nationals modified by Kurt Schlicht</td>
</tr>
</tbody>
</table>

## START POSITION:
At SP, holding box of refreshments in both hands. Gun loaded per rule 8.1.4 and holstered. PCC at low ready with box tucked under weak side arm.

## SCENARIO:
You are attending a baseball game and are returning to your seat from the concession stand. Suspicious movement alerts you that armed terrorists have plans for the spectators. Take action as you make your way to the only good position for cover under the bleachers.

## PROCEDURE:
At the signal, drop the box, step on activator and engage visible targets while making your way to P1. Assume the prone position, engage remaining threats in priority from the mat at P1.

## SCORING:
Unlimited

## ROUND COUNT:
14

## TARGETS:
07

## DISTANCE:
5 - 10 yards

## SCORED HITS:
14

## PENALTIES:
Standard

## CONCEALMENT:
Yes

## NOTES:

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**Diagram:**
- SP: Start Position
- Activator
- Forward Fault Line
- Charger
- Mat
- P1
BANK ROBBERY STAGE 5

RULES: IDPA Rules

START POSITION:
Standing at SP per rule 3.7.2. Gun loaded per rule 8.1.4 and holstered. PCC starts at low ready.

SCENARIO:
You are waiting in line at the bank. Robbers take over the bank, you hear one of the robbers say "no witnesses". You decide to make your move.

PROCEDURE:
At the signal, engage visible targets while making your way to P1 and P2. Engage remaining targets in priority.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 3 - 7 yds.

SCORED HITS: 18

PENALTIES: Standard

CONCEALMENT: Yes

NOTES:
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## CAUTIOUSLY STAGE 6

**RULES:** IDPA Rules  
**Created By:** 2018 Nationals modified by Kurt Schlicht

**START POSITION:**  
Standing at SP per rule 3.7.2. Gun loaded per rule 8.1.4 and holstered. PCC starts at low ready.

**SCENARIO:**  
Two bad guys are trying to rob your buddy. Save the day.

**PROCEDURE:**  
At the signal, engage the RIGHT target with RIGHT HAND only. LEFT target with LEFT HAND only. Each target gets 2 to the body and one to the head.

<table>
<thead>
<tr>
<th>SCORING: Unlimited</th>
<th>ROUND COUNT: 06</th>
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</thead>
<tbody>
<tr>
<td>TARGETS: 02</td>
<td>DISTANCE: 7 yds.</td>
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<tr>
<td>SCORED HITS: 6</td>
<td>PENALTIES: Std.</td>
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<tr>
<td>CONCEALMENT: No</td>
<td>NOTES:</td>
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</tbody>
</table>

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![Diagram of stage setup](image)
WORKSHOP SHOOTOUT STAGE 7

### RULES:
- IDPA Rules

### Created By:
- 2018 IDPA Nationals modified by Kurt Schlicht

### START POSITION:
- Sitting at SP, gun loaded per rule 8.1.4, placed on the table, trigger guard on the X, muzzle pointed down range. Hands on knees. PCC starts in same position.

### SCENARIO:
- You are seated at your workbench when an escaped prisoner work detail invades your workshop. Defend your castle.

### PROCEDURE:
- At the signal, while seated, engage visible threat targets in priority. Move to P1 and P2 engaging targets in priority.

### SCORING:
- Unlimited

### ROUND COUNT:
- 18

### TARGETS:
- 09

### DISTANCE:
- 5 - 10 yards

### SCORED HITS:
- 18

### PENALTIES:
- Standard

### CONCEALMENT:
- No

### NOTES:

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![Diagram of workshop shootout stage 7](image-url)