

STAND YOUR GROUND NOVEMBER 2019

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at P1 with hands touching the wall, gun loaded to division capacity and holstered. PCC at low ready.

SCENARIO:

You are being attacked by a gang from the wrong side of town. Defend yourself.

PROCEDURE:

At the signal, engage all threat targets with 3 rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

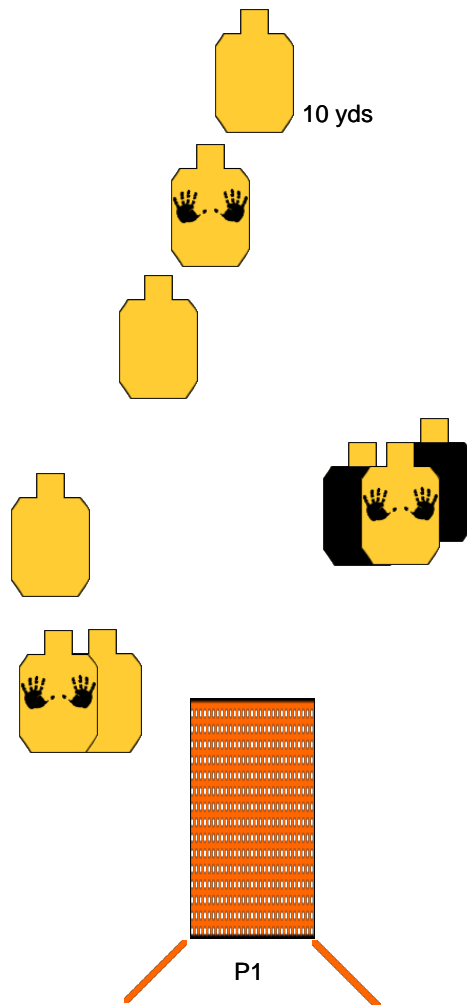
DISTANCE: 3 - 10 yds.

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:



TO AND FRO FAST NOVEMBER 2019

RULES: IDPA Rules

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START POSITION:

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

SCENARIO:

They are coming for you, and you don't want to go. Fight your way to freedom.

PROCEDURE:

At the signal, engage all threats with 3 rounds each

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

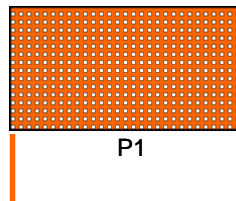
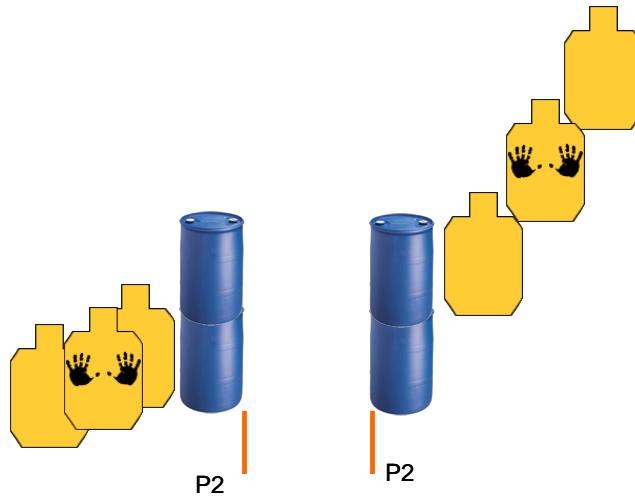
DISTANCE: 5 - 10 yards

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:



DRESSING ROOM RATS NOVEMBER 2019

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at P1 in the dressing room holding clothes in both hands, gun loaded to division capacity and holstered. PCC laying on the table outside the dressing room muzzle pointed at the berm.

SCENARIO:

You are trying on clothes in the dressing room when you hear the store is being robbed at gunpoint. Save yourself and others.

PROCEDURE:

At the signal, exit the dressing room activating the swinger, engage all threats with 2 rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

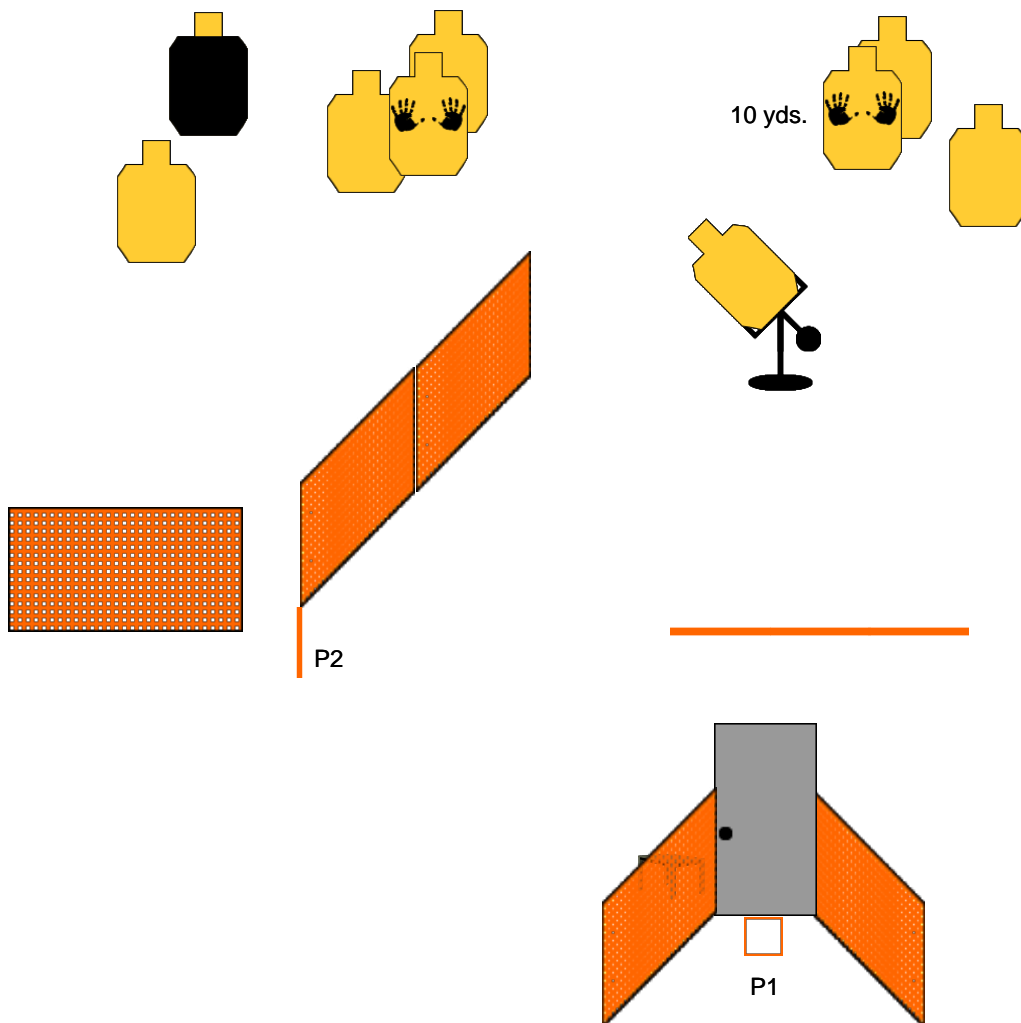
DISTANCE: 5 - 10 yards

SCORED HITS: 14

PENALTIES: Std.

CONCEALMENT: No

NOTES:



NOPE YOU CANT TAKEM NOVEMBER 2019

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at P1 behind the open trunk, gun unloaded and in your range bag with all ammo. PCC laying in the trunk, unloaded, all ammo in your range bag.

SCENARIO:

You are at the local range for a practice session with your friends when a group of anti 2nd amendment gun grabbers decide to take your toys by force. Not happening.

PROCEDURE:

At the signal retrieve your gun and ammo, engage all threats with 3 rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

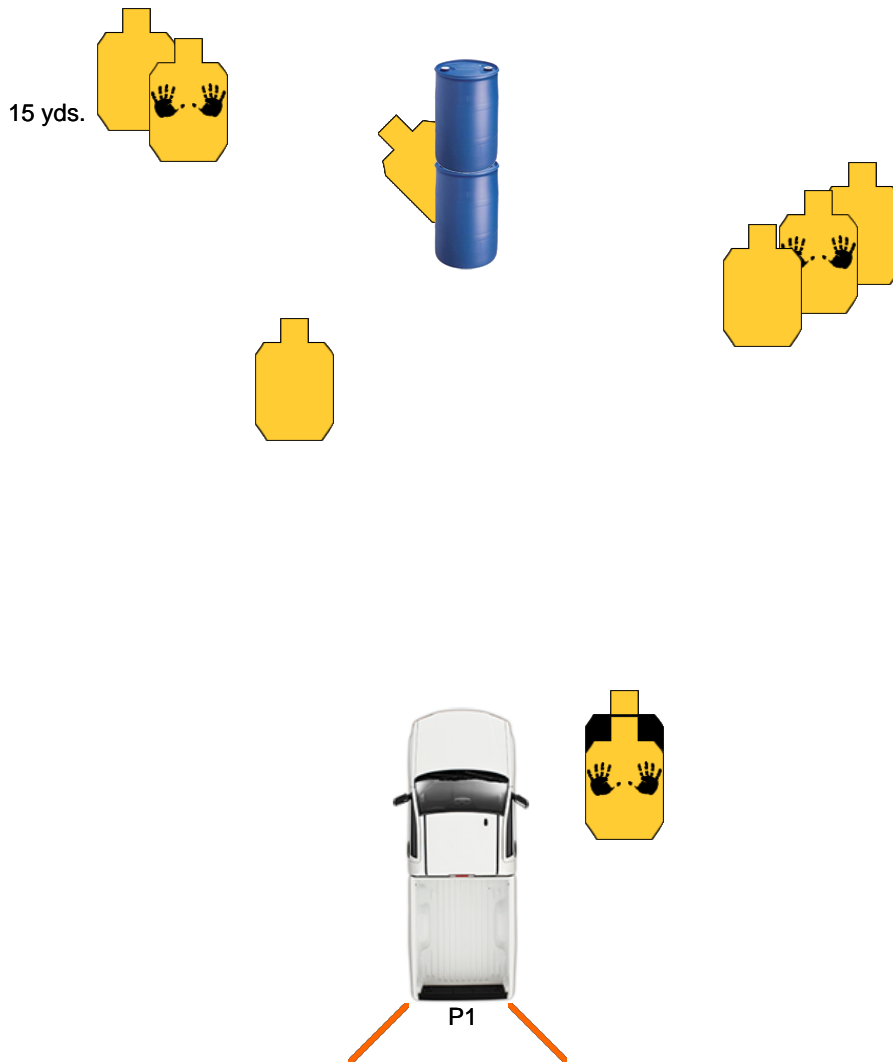
DISTANCE: 3-15yds.

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:



BAD GUYS AT EVERY CORNER NOVEMBER 2019

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

A gang has invaded the local Quick Stop looking for trouble. Help them find it.

PROCEDURE:

At the signal, engage all threats with 3 rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

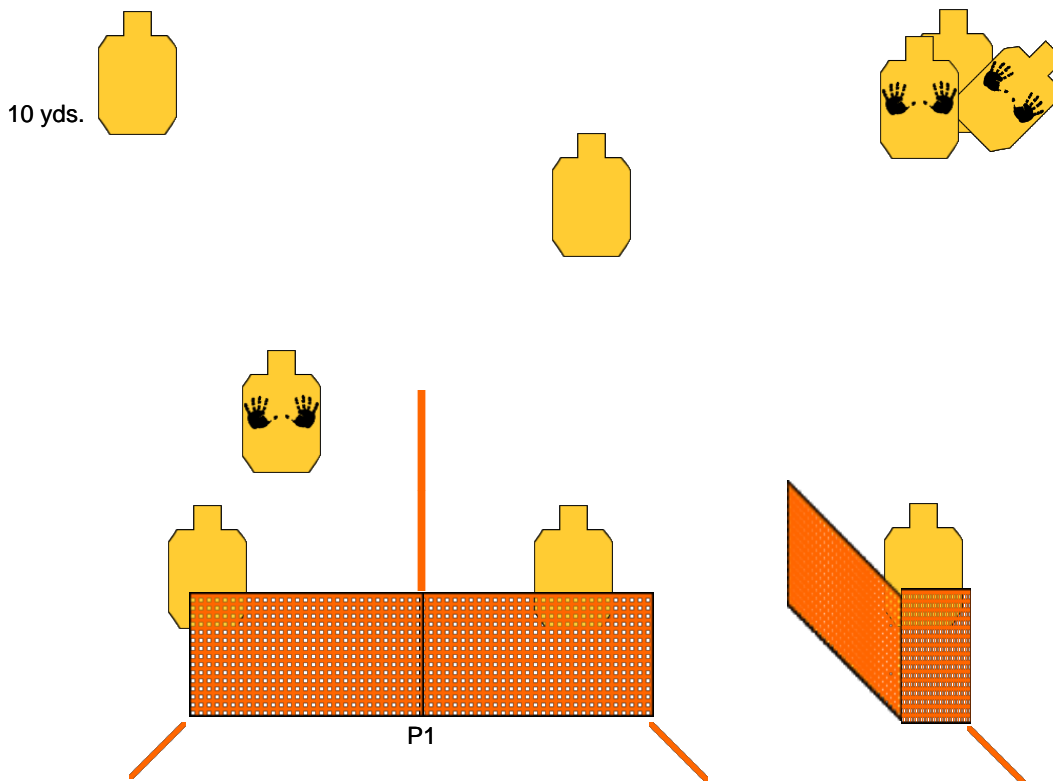
DISTANCE: 3-10 yds.

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:



TRIPLE THREAT NOVEMBER 2019

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Gun loaded to division capacity, holstered, hands relaxed at sides.

SCENARIO:

While walking home from the lake you are confronted by three armed thugs intent on taking your fish and leaving no witnesses. Save yourself and your catch.

PROCEDURE:

Standing at P1, at the signal, draw and engage T1 with 2 rounds to the body then one round to the head, then engage T2 the same way, then engage T3 the same as the first two targets.

Targets may be re-engaged only after all targets have been fully engaged.

SCORING: Unlimited

ROUND COUNT: 09

TARGETS: 03

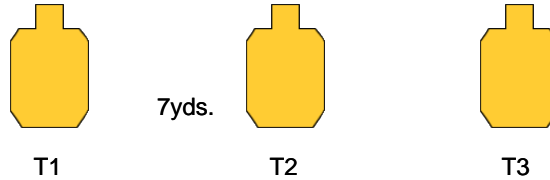
DISTANCE: 7yds

SCORED HITS: 9

PENALTIES: Std.

CONCEALMENT: No

NOTES:



WORKIN THROUGH THE MAZE NOVEMBER 2019

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

You don't know how you got there, where you are, or how to get out, but you need to get home and it's looking bad.

PROCEDURE:

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

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 3-10 yds.

SCORED HITS: 18

PENALTIES: Std.

CONCEALMENT: Yes

NOTES:

