

# DASH AND DINGEM MARCH 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing behind the barrels stradling the fault line at SP, gun loaded to division capacity, holstered, and concealed. PCC starts at low ready.

**SCENARIO:**

It's nothing but bad guys, get yourself to safety, dingem all.

**PROCEDURE:**

At the signal engage all threats from available cover per IDPA rules. Activate swingers before engaging.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

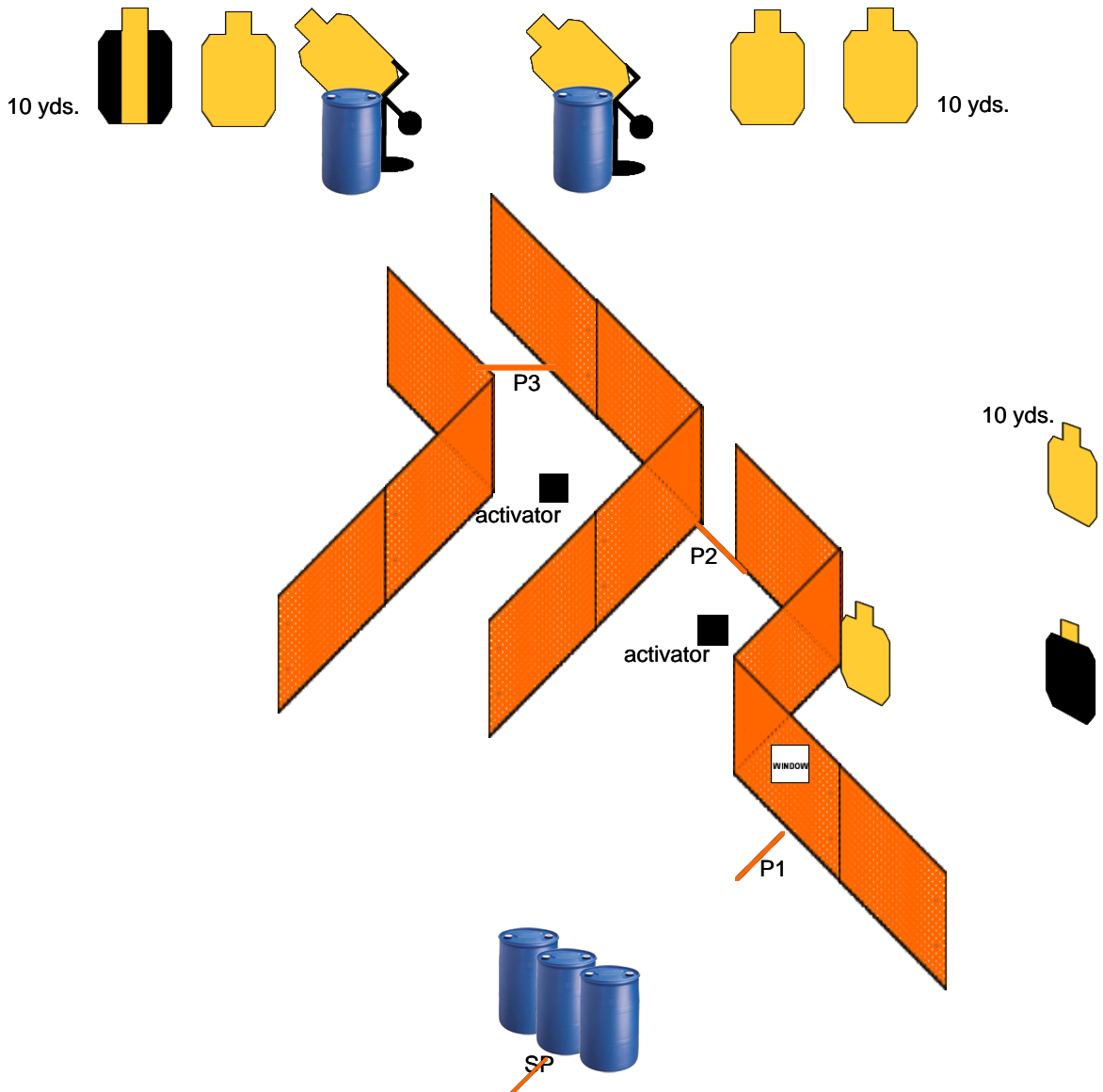
**DISTANCE:** 5 - 10 yards

**SCORED HITS:** 18

**PENALTIES:** Std.

**CONCEALMENT:** Yes

**NOTES:**



# EASY PICKENS MARCH 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at P1 facing uprange, hands on top of the barrel (ATM), gun holstered, loaded to division capacity, and concealed. PCC starts facing down range standing behind the barrel, rifle laying on top of the barrel pointing at the berm.

**SCENARIO:**

You stop at your local ATM for a bit of cash to pay for match fees, refreshments, and lunch after the match. A group of not so well meaning gang members decide to relieve you of your lunch money and prevent you from shooting the match. You are IDPA ready and the match just started early for you.

**PROCEDURE:**

At the signal, TURN, draw, and engage all threats in priority, T1 and T2 strong hand only, T3,4,and 5 freestyle. Engage all targets with 3 rounds each per IDPA rules.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 05

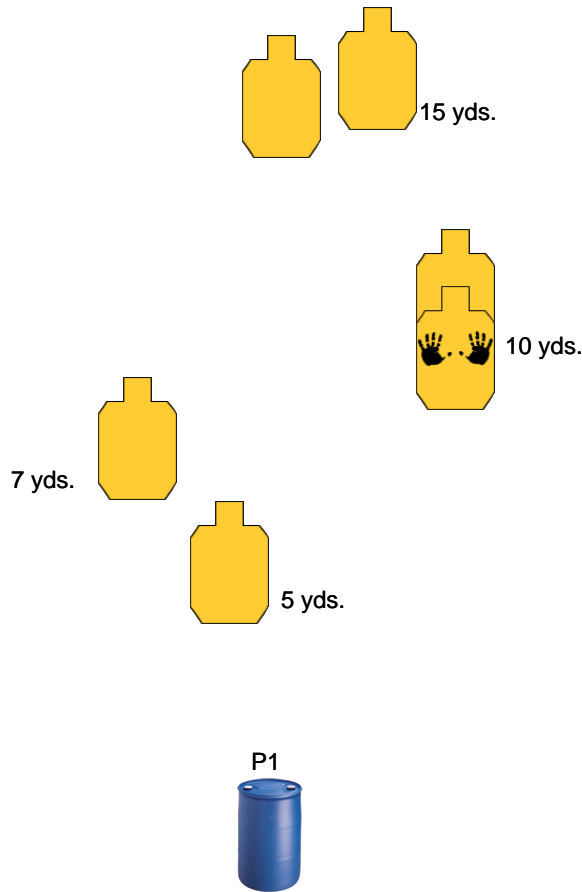
**DISTANCE:** 5 - 15yds.

**SCORED HITS:** 15

**PENALTIES:** Std.

**CONCEALMENT:** Yes

**NOTES:**



# USE THE FORCE MARCH 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

You have just finished constructing your VERY cool Darth Vader helmet privacy fence in your back yard when a group of armed individuals decide to use it to sneak up on you to perform a home invasion. Shoot them, shoot them all!

**PROCEDURE:**

At the signal, draw and engage all threats from available positions of cover with 2 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

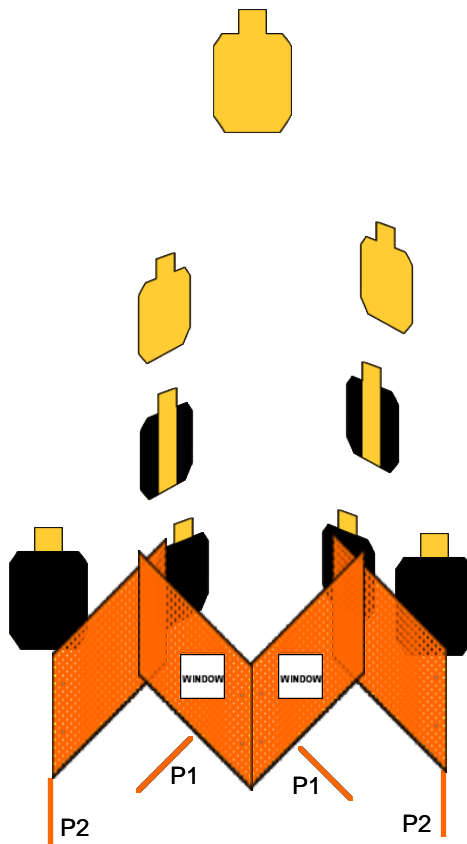
**DISTANCE:** 5 - 10 yards

**SCORED HITS:** 18

**PENALTIES:** Standard

**CONCEALMENT:** Yes

**NOTES:**



SP

# CAFE CRAZIES MARCH 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

You are grabbing lunch at the local cafe when a group of armed would be robbers storm the premises. Fight your way to freedom.

**PROCEDURE:**

At the signal draw and engage T1 with 3 rounds while seated, then engage remaining threats with 2 rounds each per IDPA rules. Activate Crazy Ivan swinger before engaging it's targets.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 07

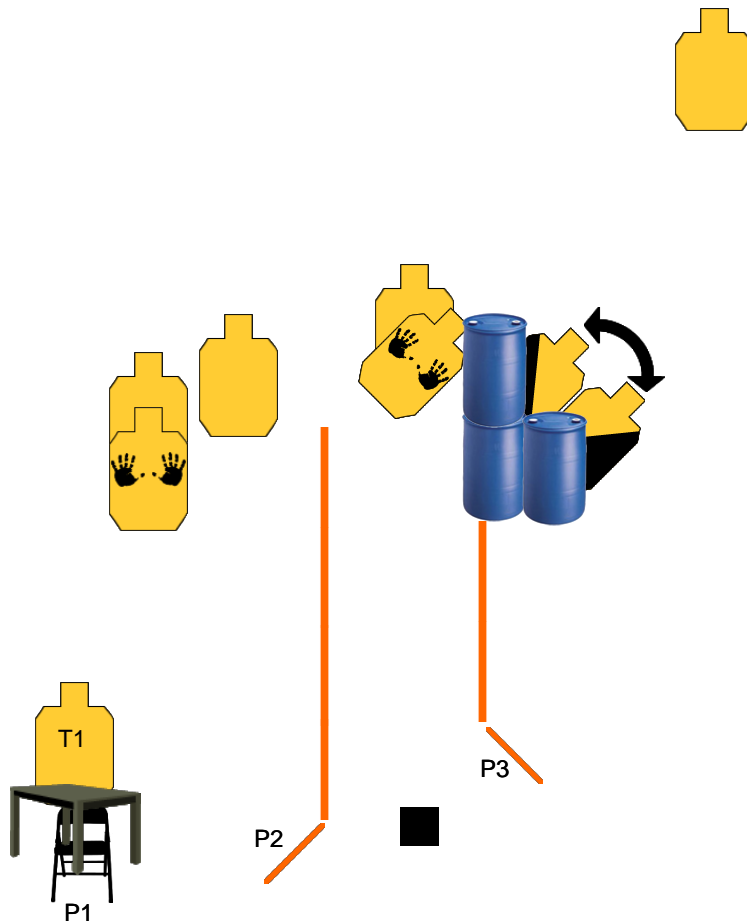
**DISTANCE:** 1 - 10 yds.

**SCORED HITS:** 15

**PENALTIES:** Std.

**CONCEALMENT:** Yes

**NOTES:** Use caution on the draw



# BACKUP BUTTERCUP MARCH 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

Fast fire, transitions, and moving drill.

**PROCEDURE:**

At the signal engage the targets with two rounds to the body each, then engage the targets from behind the P2 fault line with two rounds to the body each, then engage the targets from behind P3 fault line with two rounds each, then fire two rounds to each head no closer than P4.

**SCORING:** Limited

**ROUND COUNT:** 16

**TARGETS:** 02

**DISTANCE:** 5 - 15yds.


**SCORED HITS:** 16

**PENALTIES:** Standard - Plus

**CONCEALMENT:** Yes

**NOTES:**



P1  P4  
5 yds

P2  P4  
10 yds

P3  P4  
15 yds



Lake County IDPA  
**Ross's Mad Maxmobile Mystery Machine**  
Course Designer: *Ross Quarno*



SCENARIO:  
**NOT PUBLISHED IN ADVANCE**

GUN READY CONDITION:  
NOT PUBLISHED

STRINGS: 1  
SCORING: UNK  
TARGETS: UNK,  
SCORED HITS: UNK  
START-STOP: Audible - Last shot  
RULES: Current IDPA Rulebook  
COVER GARMENT: UNK

STAGE PROCEDURE:  
NOT PUBLISHED



We'll be rolling out Ross's Mad Maxmobile, comprised of over 3,000 rivets, pup-ups, pulleys, rope, springs, tubing, magnets, cables and includes gas, brake, clutch and gear shift activators, an ejection handle, push put windshield, glove box, center console, trunk AND MORE.

# FIRST SHOTS ALL STAGES MARCH 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing with heels touching the fault line at 15 yds, gun holstered and loaded to division capacity. PCC starts at low ready.

**SCENARIO:**

Body armored bad guys arrive to relieve you of your valuables and life. Make the shots count.

**PROCEDURE:**

At the signal engage all threats with three rounds each. Do not go past the forward fault line.

**SCORING:** Unlimited

**ROUND COUNT:** 06

**TARGETS:** 02

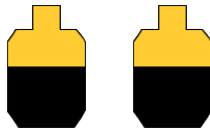
**DISTANCE:** 7yds

**SCORED HITS:** 6

**PENALTIES:** Standard

**CONCEALMENT:** Yes

**NOTES:**



Forward fault line

7 yds

SP

15 yds