

# BLOWOUT BLAST STAGE 7 DECEMBER 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at the rear of the truck with hands on the bed top. Gun in truck bed, loaded to division capacity, all other loading devices are stowed in the truck bed. PCC on the table next to truck.

**SCENARIO:**

You have a tire blow out on your way home from working a match, when "peaceful" demonstrators decide to trash your vehicle and beat you senseless. Retrieve your high speed wireless defense device and stop the threat.

**PROCEDURE:**

At the signal, retrieve your gun and engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 8

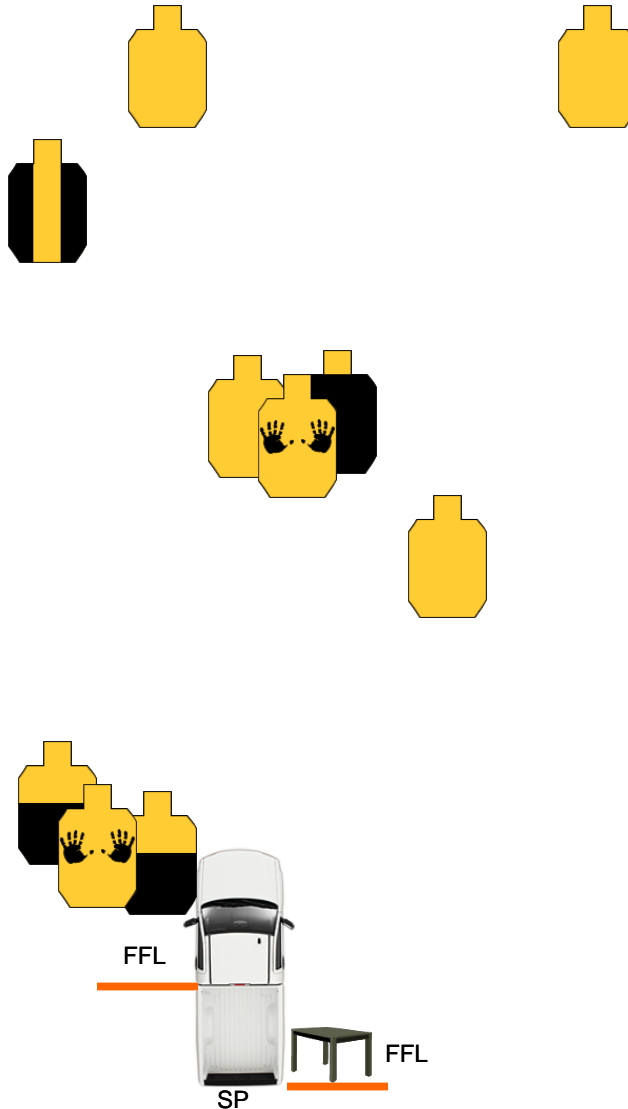
**DISTANCE:** 3-10 yds

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

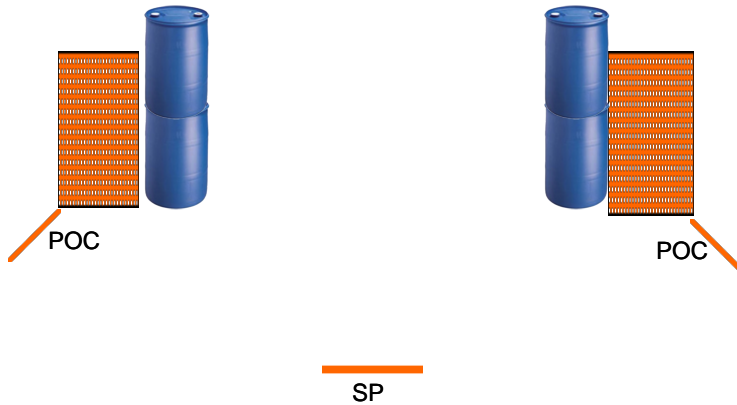
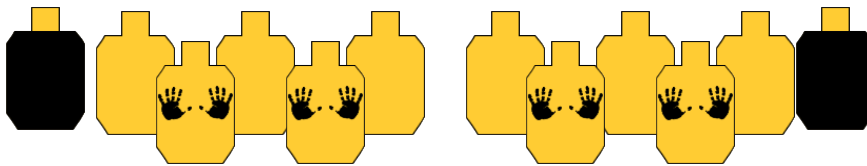
**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



# TOUGH TAKEOUT STAGE 5 DECEMBER 2020

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Kurt Schlicht
<b>START POSITION:</b> Standing at SP hands relaxed at sides, gun loaded to division capacity, holstered, and concealed. PCC starts at low ready.	
<b>SCENARIO:</b> You're on your way to the bank with your hard earned Christmas bonus, when armed thieves discover you're carrying cash. You need the money for ammo!	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the signal, engage all threats in tactical priority from positions of cover	<b>ROUND COUNT:</b> 16
	<b>TARGETS:</b> 8
	<b>DISTANCE:</b> 7yds
	<b>SCORED HITS:</b> Best 2 per target
	<b>PENALTIES:</b> Per IDPA Rules
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Muzzle safe:180



# DRUG STORE DRUGGIES STAGE 6 DECEMBER 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

You stop at the local pharmacy to pick up your pain meds after learning of the election results, and are confronted by drug crazed thugs. Stand and fight.

**PROCEDURE:**

At the signal engage visible targets, steel must fall. SP is a forward fault line until visible targets are engaged. Engage remaining threats from positions of cover in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 9

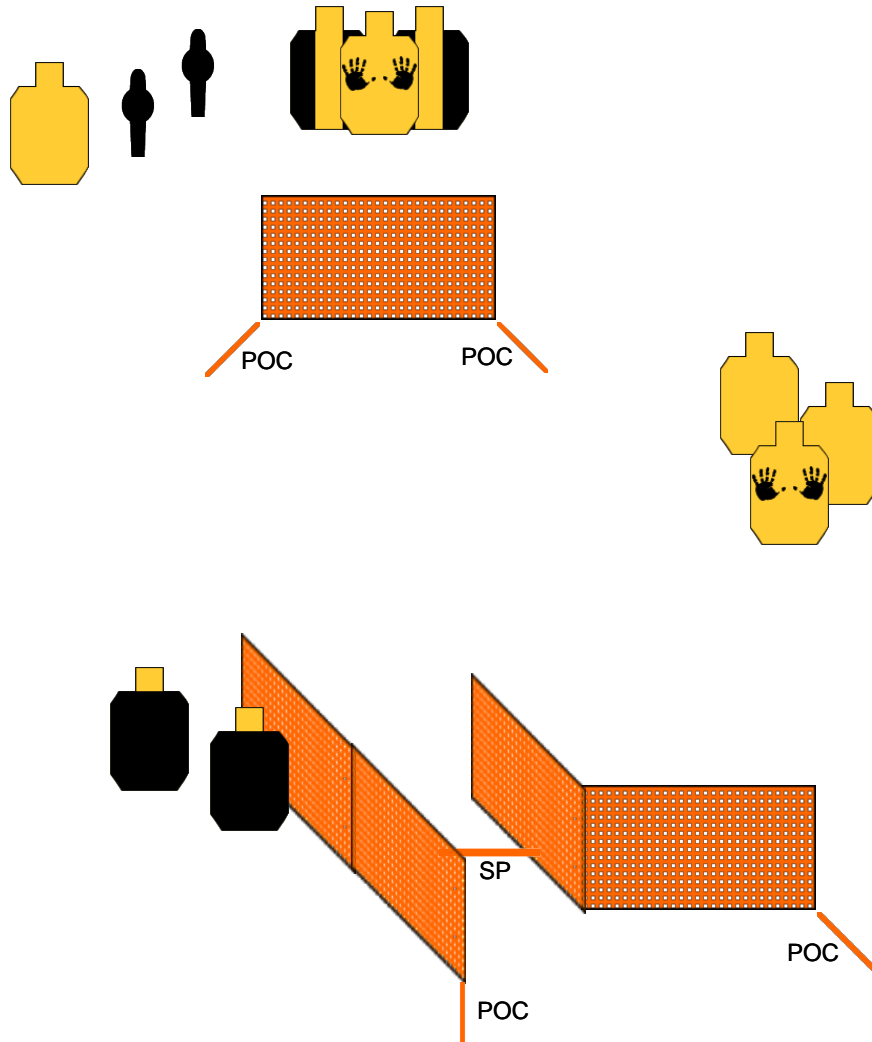
**DISTANCE:** 5 - 10yds.

**SCORED HITS:** Best 2 per target, steel must fall.

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** Yes

**NOTES:** Steel may not be engaged forward of SP.  
Muzzle safe: 180



# PARK PICKOFF STAGE 4 DECEMBER 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at SP, toes touching the line, hands relaxed at sides, gun loaded to division capacity, holstered, and concealed. PCC starts at low ready.

**SCENARIO:**

You are walking home through the park with your wife when things get ugly. Save yourself, your wife, and others.

**PROCEDURE:**

At the signal, engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 9

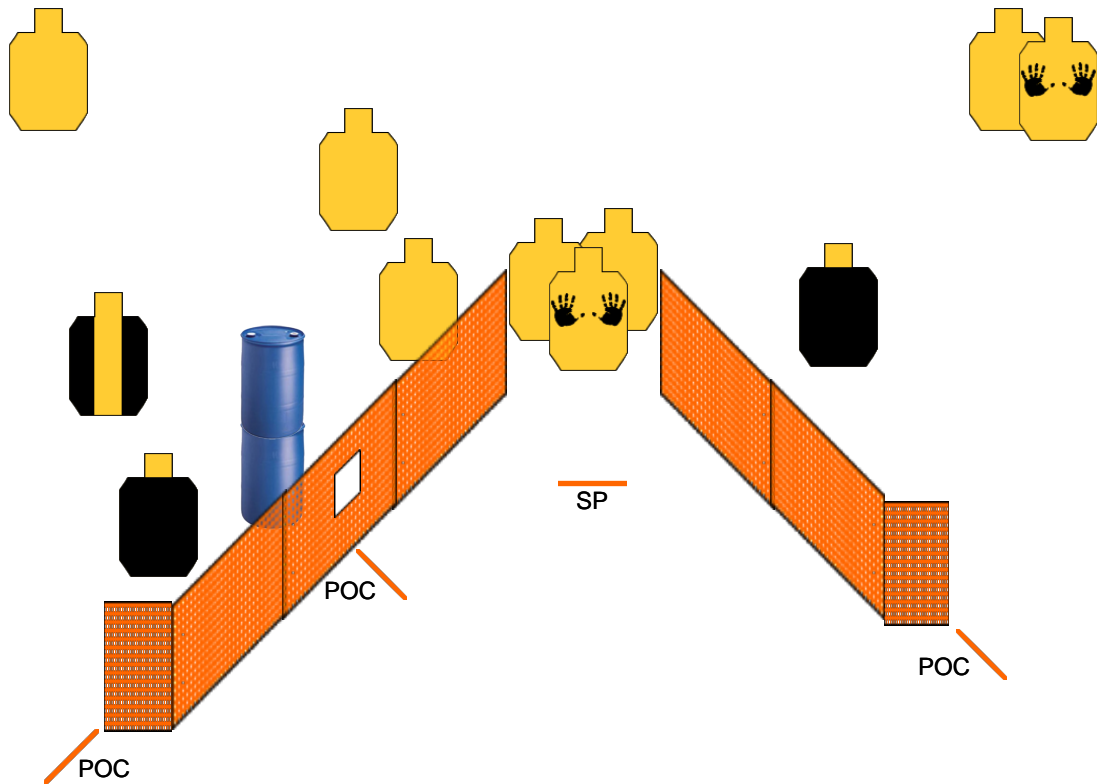
**DISTANCE:** 3 - 7 yds.

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** Yes

**NOTES:** Muzzle Safe:180



# PARK PUNKS STAGE 3 DECEMBER 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at SP, hands touching the X's on the wall, gun loaded to division capacity, holstered, and concealed. PCC starts at low ready.

**SCENARIO:**

Gang members have you against the wall to rob you, you hear one say he's going to use you for target practice when they're done. Make a break for safety, taking them out on the way.

**PROCEDURE:**

At the signal, engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 7

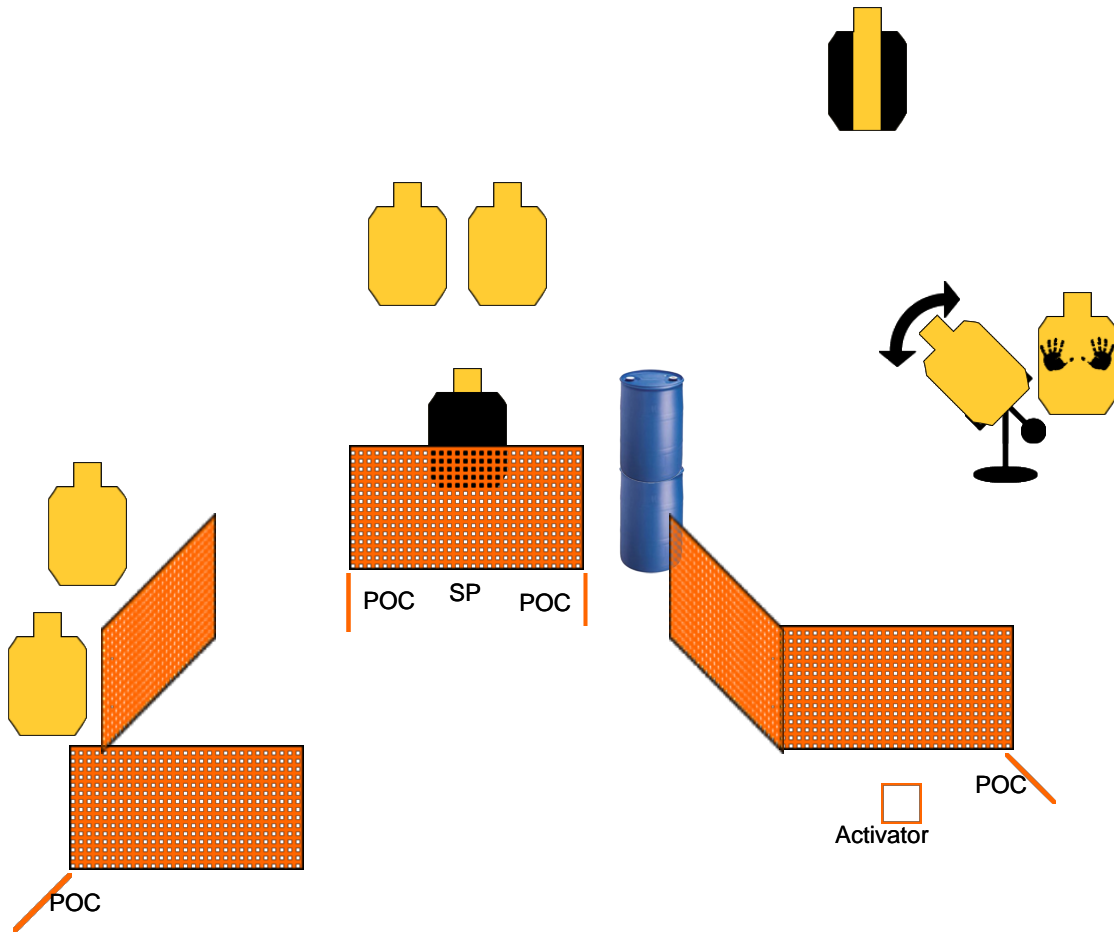
**DISTANCE:** 3-10 yds

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** Yes

**NOTES:** Muzzle Safe:180



# PRESENT PUNKS STAGE 2 DECEMBER 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at SP, holding presents with both hands, gun loaded to division capacity, holstered, and concealed. PCC starts holding presents with both hands, rifle on the table pointing at the berm.

**SCENARIO:**

You walk into an ambush of armed thugs ready to take away your Christmas presents and leave your family with nothing. Defend yourself and save Christmas for your family.

**PROCEDURE:**

At the signal, engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 8

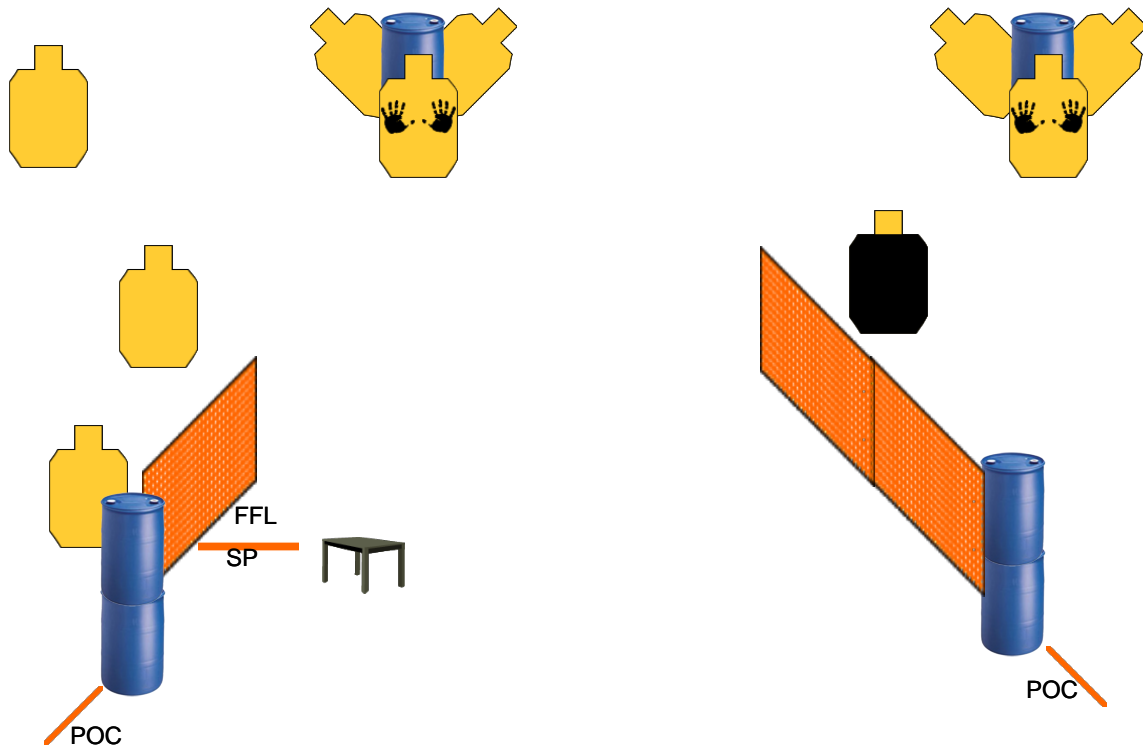
**DISTANCE:** 3-7 yds.

**SCORED HITS:** Best 2 on targets

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** Yes

**NOTES:** Muzzle Safe:180



# FIRST SHOTS ALL RANGES DECEMBER 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at SP, hands relaxed at sides, gun loaded with 3 rounds, holstered, and concealed. PCC starts at low ready.

**SCENARIO:**

Standards warm up

**PROCEDURE:**

At the signal engage target with six rounds to the body and two to the head.

**SCORING:** Limited

**ROUND COUNT:** 8

**TARGETS:** 1

**DISTANCE:** 7yds

**SCORED HITS:** Best 6 on body, best 2 on head

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180

7 yds



SP

# ZOMBIE ELVES STAGE 1 DECEMBER 2020

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

Your worst nightmare has happened! Santa's elves have turned into crazed zombies from being overworked, stressed out, and injected with anti covid vaccine. Head shots are the only cure! Protect yourself and Christmas.

**PROCEDURE:**

At the signal, engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 12

**TARGETS:** 6

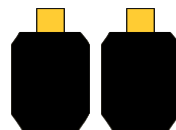
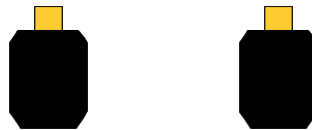
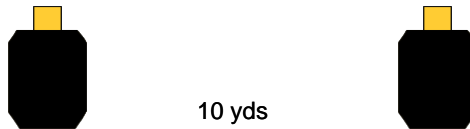
**DISTANCE:** 3-10 yds

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** Yes

**NOTES:** Muzzle Safe:180



Forward fault line



SP