

VACCINATED VAMPIRES JUNE 2021 STAGE 1

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at SP with both hands touching the line on the wall, gun loaded to division capacity, holstered and concealed. PCC starts at low ready with firing hand touching the line.

SCENARIO:

You are leaving your local gun shop when you are swarmed by vampires exhibiting bad side effects from being vaccinated, intending to bite you to make you one of them. It's not part of your plan, so fight them off.

PROCEDURE:

At the signal engage all threats in tactical priority.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 7

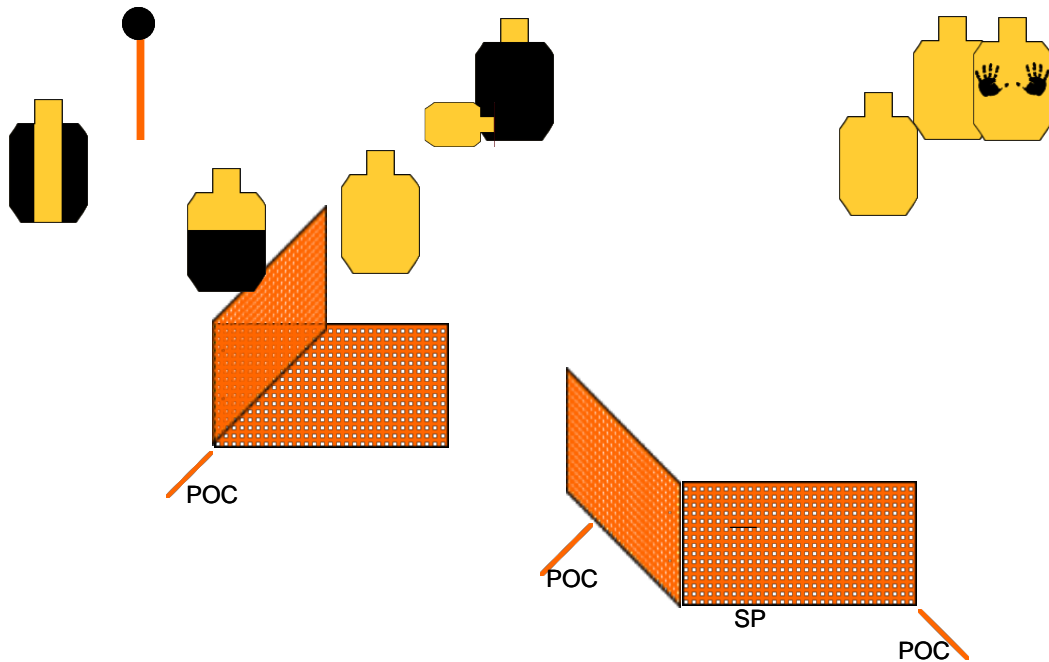
DISTANCE: 3-7 yds.

SCORED HITS: Best 2 per target, clay pigeon must break

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES: Muzzle Safe:180



CANT SEE THE FOREST FOR THE TREES JUNE 2021 STAGE 2

RULES: IDPA Rules

Created By: Doug Wymer

START POSITION:

Standing at SP with both toes touching the line, hands above your shoulders, gun loaded to division capacity, holstered, and concealed. PCC starts at low ready with firing hand above the shoulder

SCENARIO:

While walking the path less travelled, you stumble upon a group of thugs cooking meth in the woods. They start shooting from cover when they see you, and you are wounded. Discourage this reckless behavior.

PROCEDURE:

At the signal engage all threats in the open freestyle, engage remaining threats weak hand only in tactical priority. Both hands may be used to reload.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 7

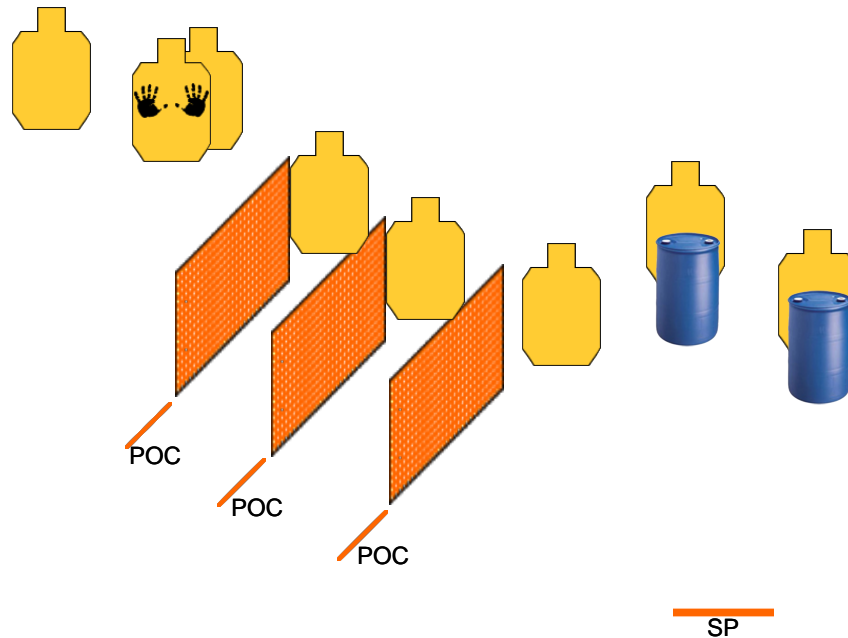
DISTANCE: 3-7 yds.

SCORED HITS: Best 2 per target

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES: Muzzle Safe:180



SNEAKY JUNE 2021 STAGE 3

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

When suddenly confronted, you take action, don't forget the sneaky one.

PROCEDURE:

At the signal engage T1 with 3 rounds from retention, engage remaining threats in tactical priority.

SCORING: Unlimited

ROUND COUNT: 13

TARGETS: 6

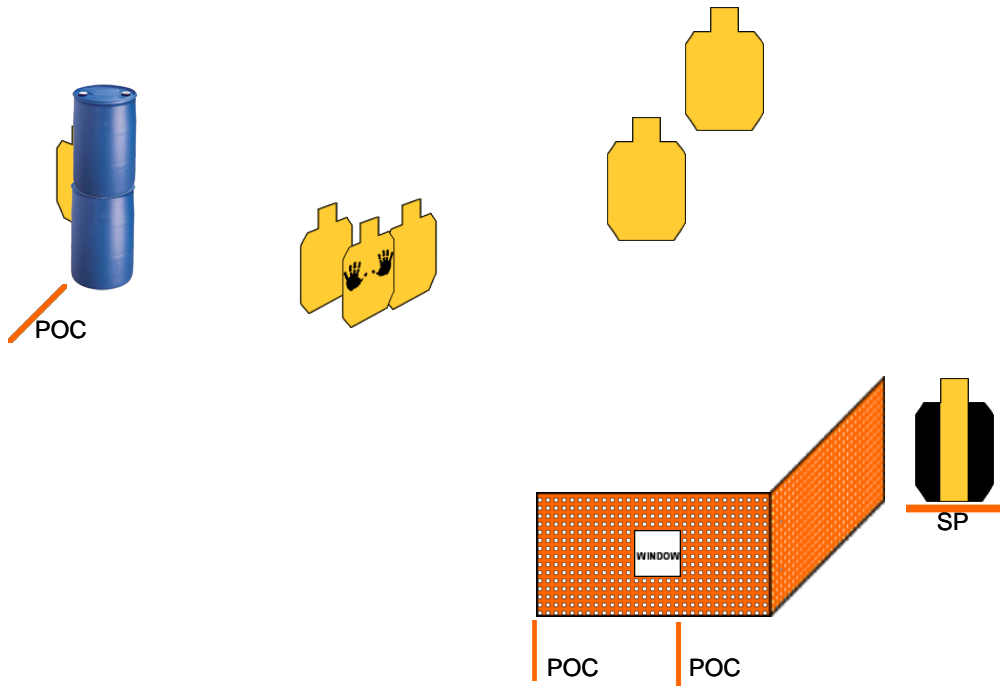
DISTANCE: 1 -10 yds

SCORED HITS: Best 3 on T1, best 2 on remaining targets

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES: Muzzle Safe:180



ILLITERATE SAVAGES JUNE 2021 STAGE 4

RULES: IDPA Rules

Created By: Doug Wymer

START POSITION:

Sitting at the table, hands flat on the table top, gun loaded to division capacity, holstered and concealed. PCC starts with rifle laying on the table, and both hands on knees.

SCENARIO:

You are at your local book store reading the latest issue of Flower Arranging For Dummies, when armed thugs with no respect for the written word invade the store, take hostages, and start burning books. Educate them properly.

PROCEDURE:

At the signal engage T1 & T2 while remaining seated, engage all remaining threats in tactical priority.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

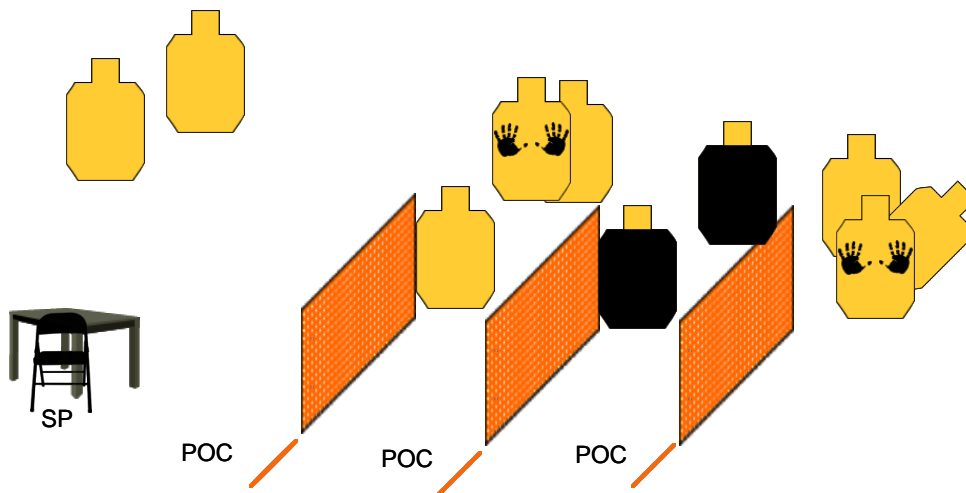
DISTANCE: 3-7 yds.

SCORED HITS: Best 2 per target

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES: Muzzle Safe:180



JUST SHOOTEM JUNE 2021 STAGE 5

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

Standing at SP (center of the wall) with hands relaxed at sides, gun loaded to division capacity, holstered, and concealed. PCC starts at low ready.

SCENARIO:

You are confronted on both sides, and on your way out. Take action.

PROCEDURE:

At the signal engage all threats in tactical priority.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 7

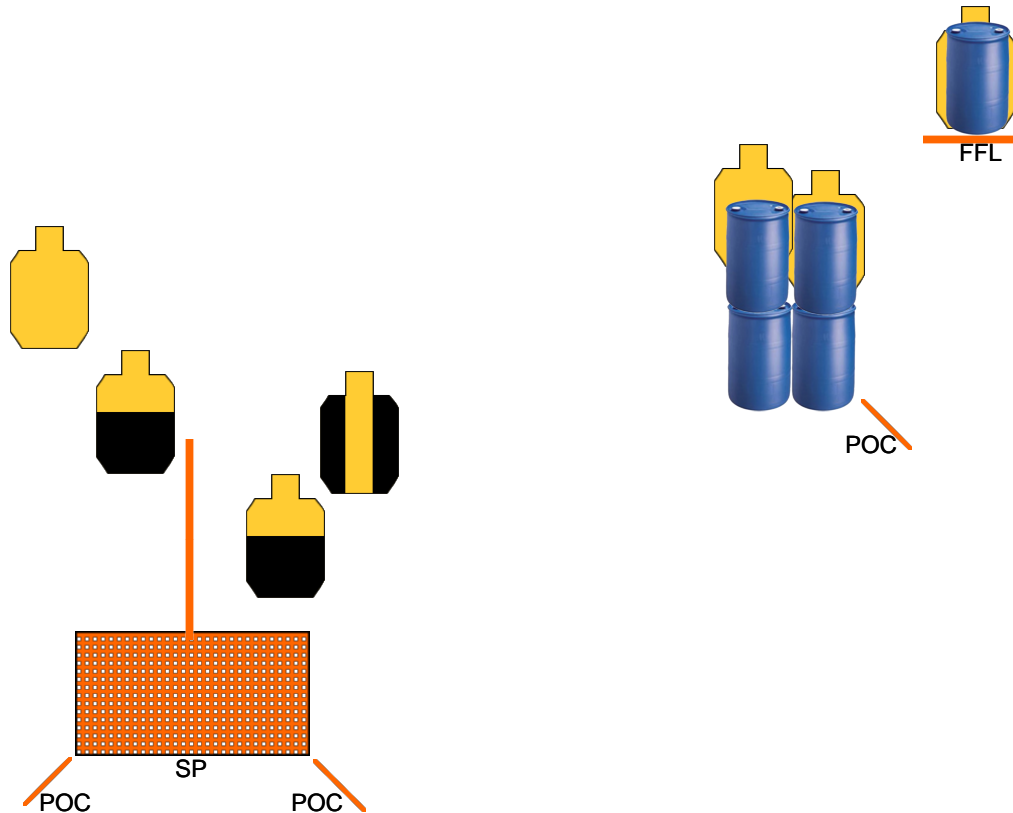
DISTANCE: 1 - 5 yds

SCORED HITS: Best 2 per target

PENALTIES: Per IDPA Rules

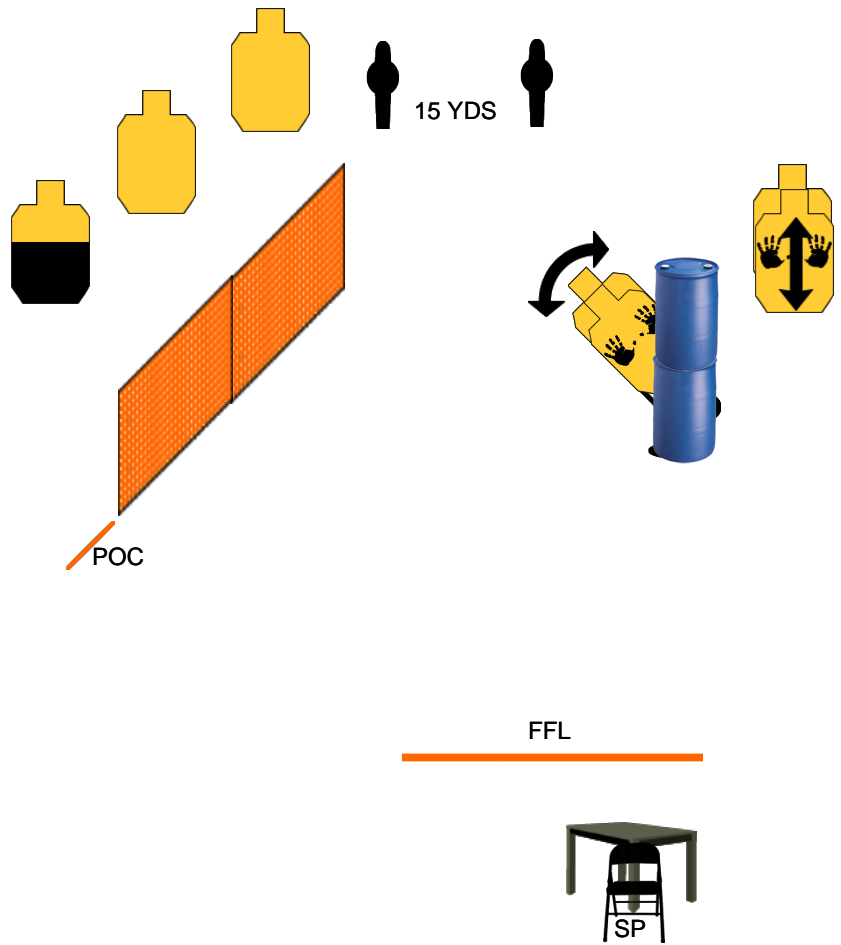
CONCEALMENT: Yes

NOTES: Muzzle Safe:180



CAFE CONFRONTATION JUNE 2021 STAGE 6

RULES: IDPA Rules	Created By: Kurt Schlicht
START POSITION: Seated at the table with both hands on knees, gun anywhere on the table, loaded to division capacity, all other loading devices are stowed on your person. PCC starts with rifle on the table.	
SCENARIO: You are enjoying a peaceful lunch when activist terrorists take it too far. Stop the threat. PROCEDURE: At the signal engage all threats in tactical priority. Steel may not be engaged past the FFL.	SCORING: Unlimited
	ROUND COUNT: 12
	TARGETS: 5
	DISTANCE: 5 - 15yds
	SCORED HITS: Best 2 per paper target. Steel must fall.
	PENALTIES: Per IDPA Rules
	CONCEALMENT: No
NOTES: Muzzle Safe:180	



WALL TO WALL JUNE 2021 STAGE 7

RULES: IDPA Rules

Created By: Kurt Schlicht

START POSITION:

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

SCENARIO:

Invaders are approaching your back yard wall with deadly intentions. Head off the invasion before it's too late.

PROCEDURE:

At the signal engage all threats in tactical priority.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

DISTANCE: 5 - 10yds.

SCORED HITS: Best 2 per target

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES: Muzzle Safe:180

