

# PARK PROBLEMS JULY 2021 STAGE 7

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

While paying homage to the particularly interesting graffiti on a wall in your favorite park, thugs are attacking you from all sides. Fight your way to safety, it's the American way!

**PROCEDURE:**

At the signal, engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 9

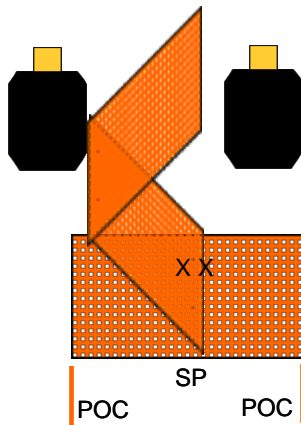
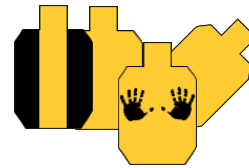
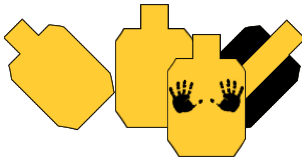
**DISTANCE:** 3-10 yds

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



# INVASION OCCASION JULY 2021 STAGE 6

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Seated at the table, hands on knees, gun loaded to division capacity, and holstered. PCC starts with gun laying on the table.

**SCENARIO:**

While enjoying a peaceful afternoon at home, you are faced with a violent home invasion. You are in fear for your life, defend yourself.

**PROCEDURE:**

At the signal, engage all threat targets in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 9

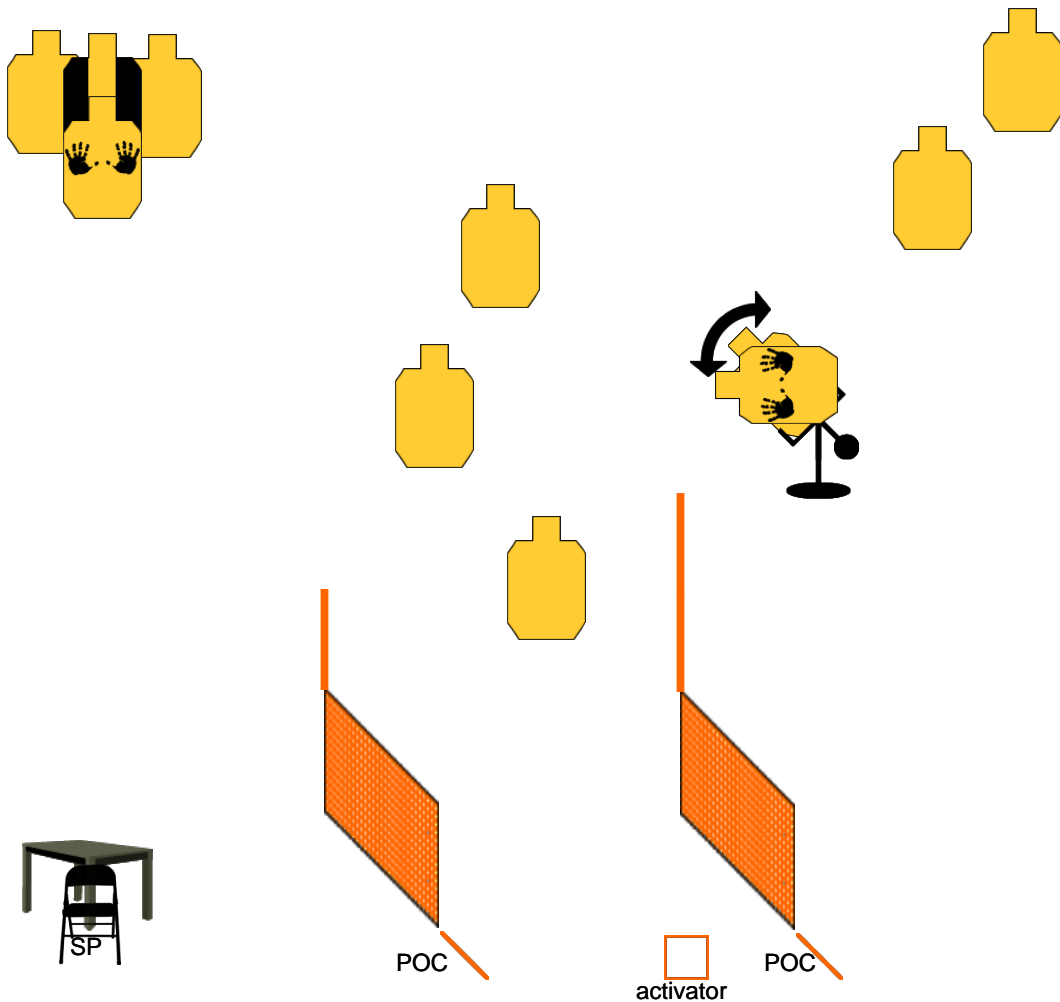
**DISTANCE:** 5 - 15yds.

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



# SEATED BUT NOT SHAKEN JULY 2021 STAGE 5

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

While in the local pharmacy waiting for your meds, domestic terrorists decide to overrun the place. You don't want to lose your place in line, so you must remain seated. Stop the threat.

**PROCEDURE:**

At the signal, engage all threats in tactical priority, while remaining seated (at least one cheek touching the chair).

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 7

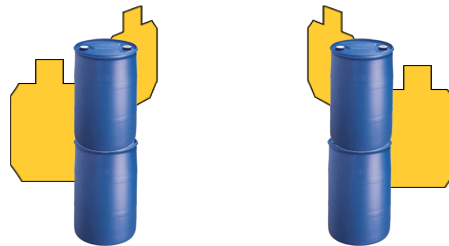
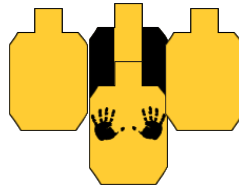
**DISTANCE:** 5 - 10yds.

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



# COOLAID CRIMINALS JULY 2021 STAGE 4

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at SP hands touching the X's, gun loaded to division capacity, and holstered. PCC starts at low ready, firing hand touching one X.

**SCENARIO:**

A group of leftist commie criminals have drank the coolaid, and are coming to disarm you permanently. Remind them that this is still America.

**PROCEDURE:**

At the signal, engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 8

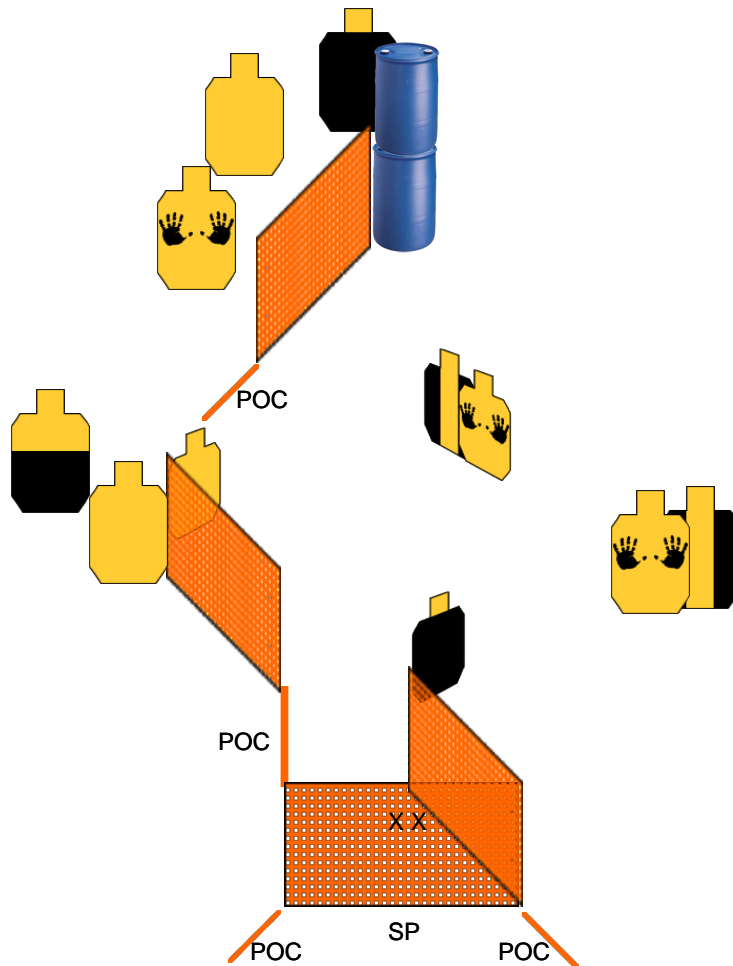
**DISTANCE:** 3-7 yds.

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



# 6 FROM 3 JULY 2021 STAGE 3

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Standing at any SP, hands relaxed at sides, empty gun with slide forward (cylinder closed), and one loading device loaded to division capacity laying on top of the barrel, all other loading devices stowed on your person. PCC starts in same condition.

**SCENARIO:**

Standards

**PROCEDURE:**

At the signal, engage each target with one round each, from each of the three positions, using strong hand only, weak hand only, and freestyle, one style used from each position. All targets must be engaged from within the boxes.

**SCORING:** Limited

**ROUND COUNT:** 18

**TARGETS:** 6

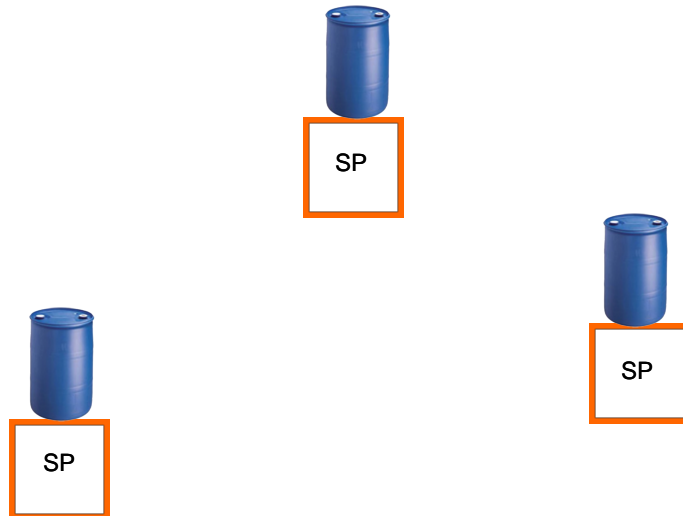
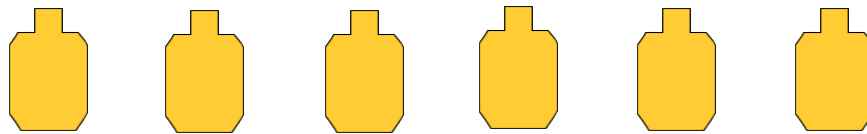
**DISTANCE:** 5 - 10yds.

**SCORED HITS:** Best 3 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:**

**NOTES:** Muzzle Safe:180



# WICKED WINDOWS JULY 2021 STAGE 2

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

You hear screams and gunshots, and decide you must take action to help.

**PROCEDURE:**

At the signal, engage all threats in tactical priority.

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 7

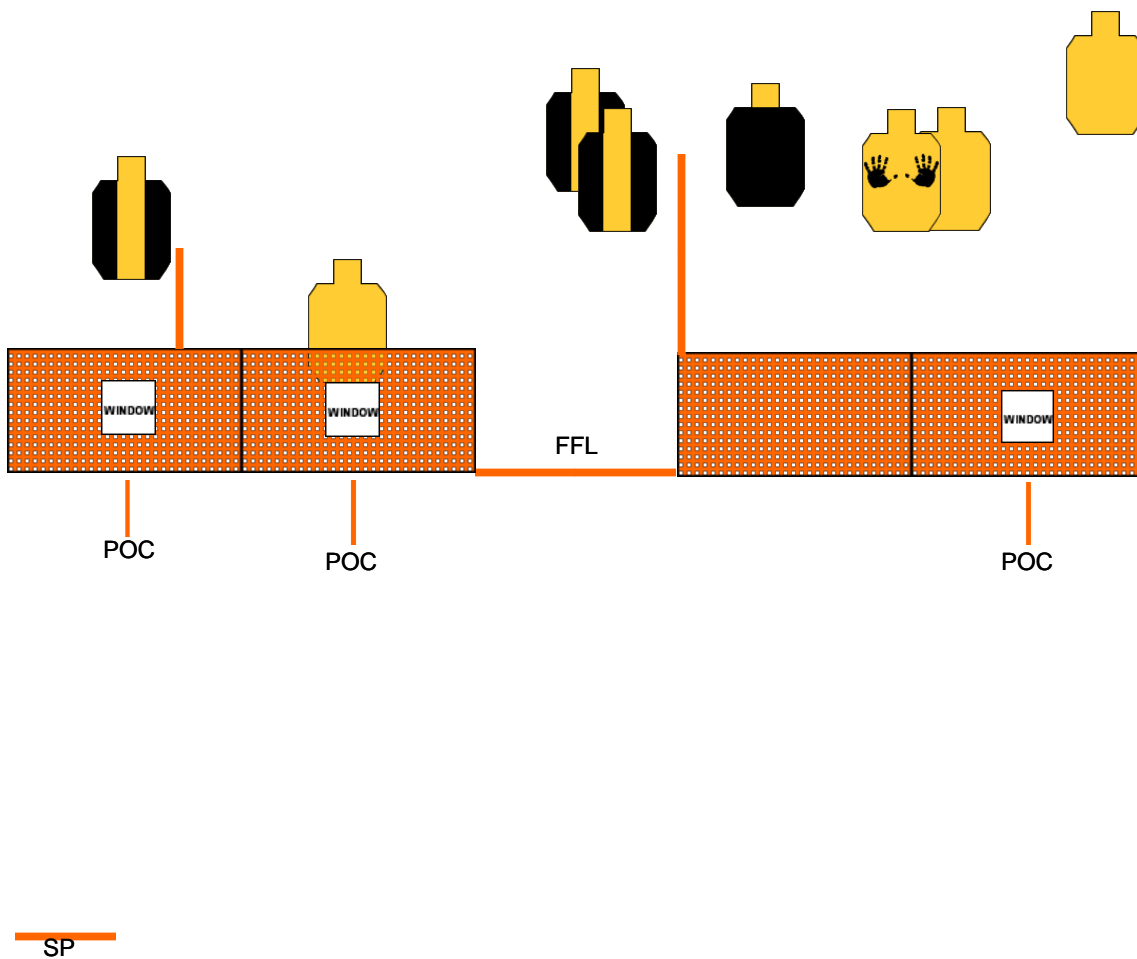
**DISTANCE:** 3 - 7 yds.

**SCORED HITS:** Best 2 per target

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



# BACKSEAT BINGO JULY 2021 STAGE 1

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

Seated in the chair, hands relaxed at sides, gun loaded to division capacity, and holstered. PCC starts at low ready.

**SCENARIO:**

You have a headache, and decide to stay in the back seat of the car while everyone goes shopping for snacks to take to the range. A gang of car thieves intend to make off with the vehicle, your guns, and leave you behind. Save the day.

**PROCEDURE:**

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

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 9

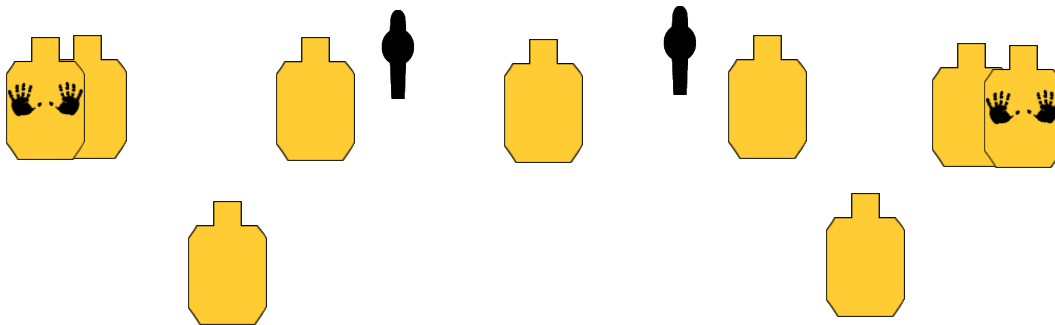
**DISTANCE:** 5 - 10yds.

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

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



# FIRE RELOAD REPEAT JULY 2021 WARM UP

**RULES:** IDPA Rules

**Created By:** Kurt Schlicht

**START POSITION:**

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

**SCENARIO:**

Standards

**PROCEDURE:**

At the signal, engage the target with 2 rounds to the body, and one round to the head, reload and repeat.

**SCORING:** Limited

**ROUND COUNT:** 6

**TARGETS:** 1

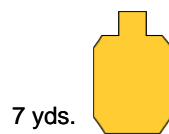
**DISTANCE:** 7yds

**SCORED HITS:** Best 4 on the body, best 2 on the head

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** No

**NOTES:** Muzzle Safe:180



FFL  
SP