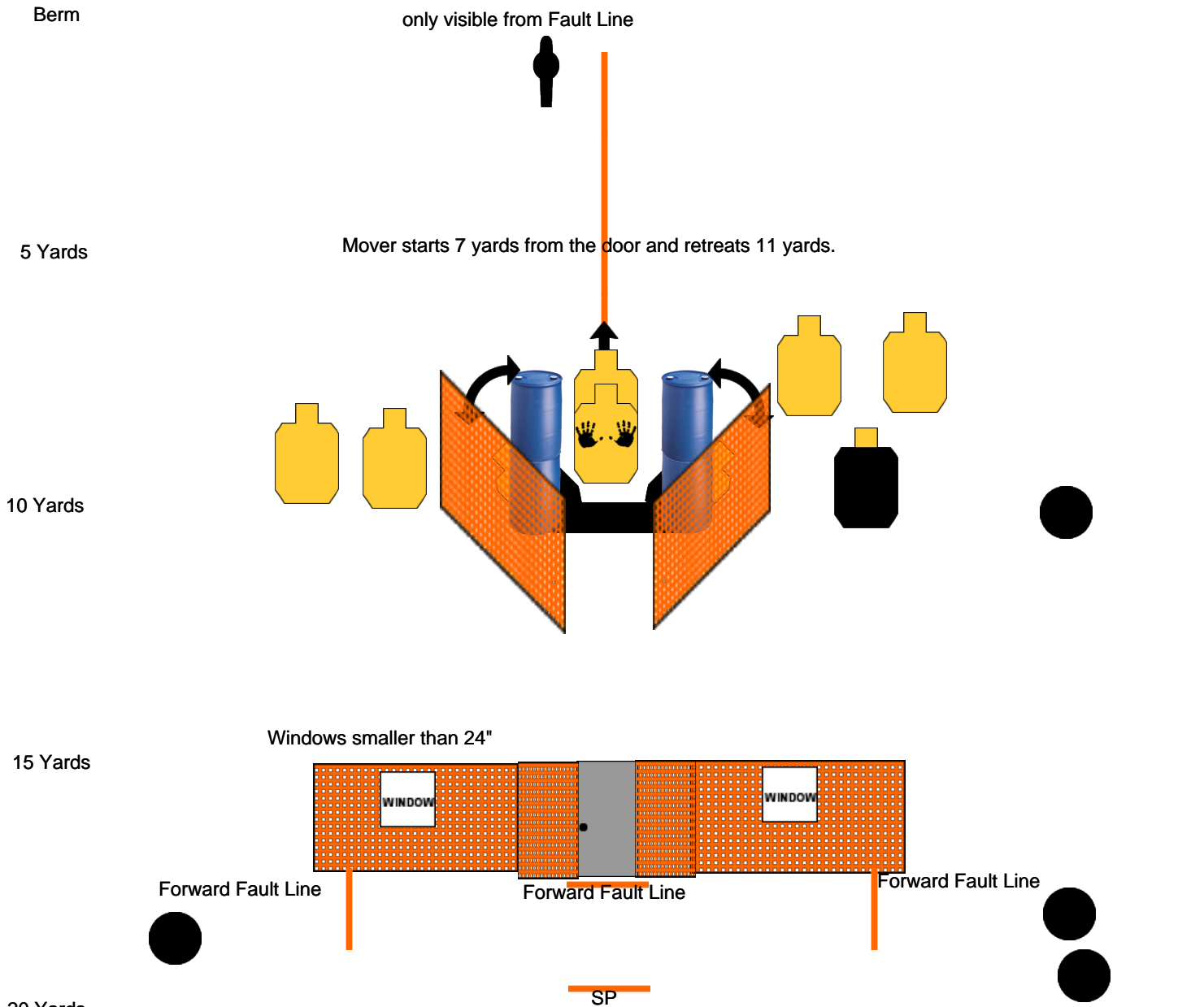


Bay 1 - No Witness News

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing at SP facing down range with at least 1 foot touching the line. Gun loaded to division capacity and holstered. Hands relaxed at sides. Concealment is not required.	
SCENARIO: While standing in your house "morons" attempt to break in. Look out your windows and answer the door bell. Run they may, but it's always easier telling the cops and media what happened with no witnesses.	SCORING: Unlimited
PROCEDURE: At the signal engage all threats with 2 rounds each. Steel activates mover.	ROUND COUNT: 17
	TARGETS: 9
	DISTANCE: 5 - 18 yards
	SCORED HITS: 17
	PENALTIES: Per IDPA Rules
	CONCEALMENT: No
	NOTES:



Bay 2 - The Rat Race

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing at SP with heels touching the line, facing uprange with hands above your shoulders, gun loaded to division capacity and holstered. Additional loading devices loaded to division capacity and stowed per IDPA rules. PCC starts facing downrange with gun at low ready.

SCENARIO:

You are being held hostage during a robbery when you decide it's time to get away. Choose your path and take out the threats.

PROCEDURE:

At the signal turn and engage all targets with 2 rounds each. Utilize available cover per IDPA rules.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

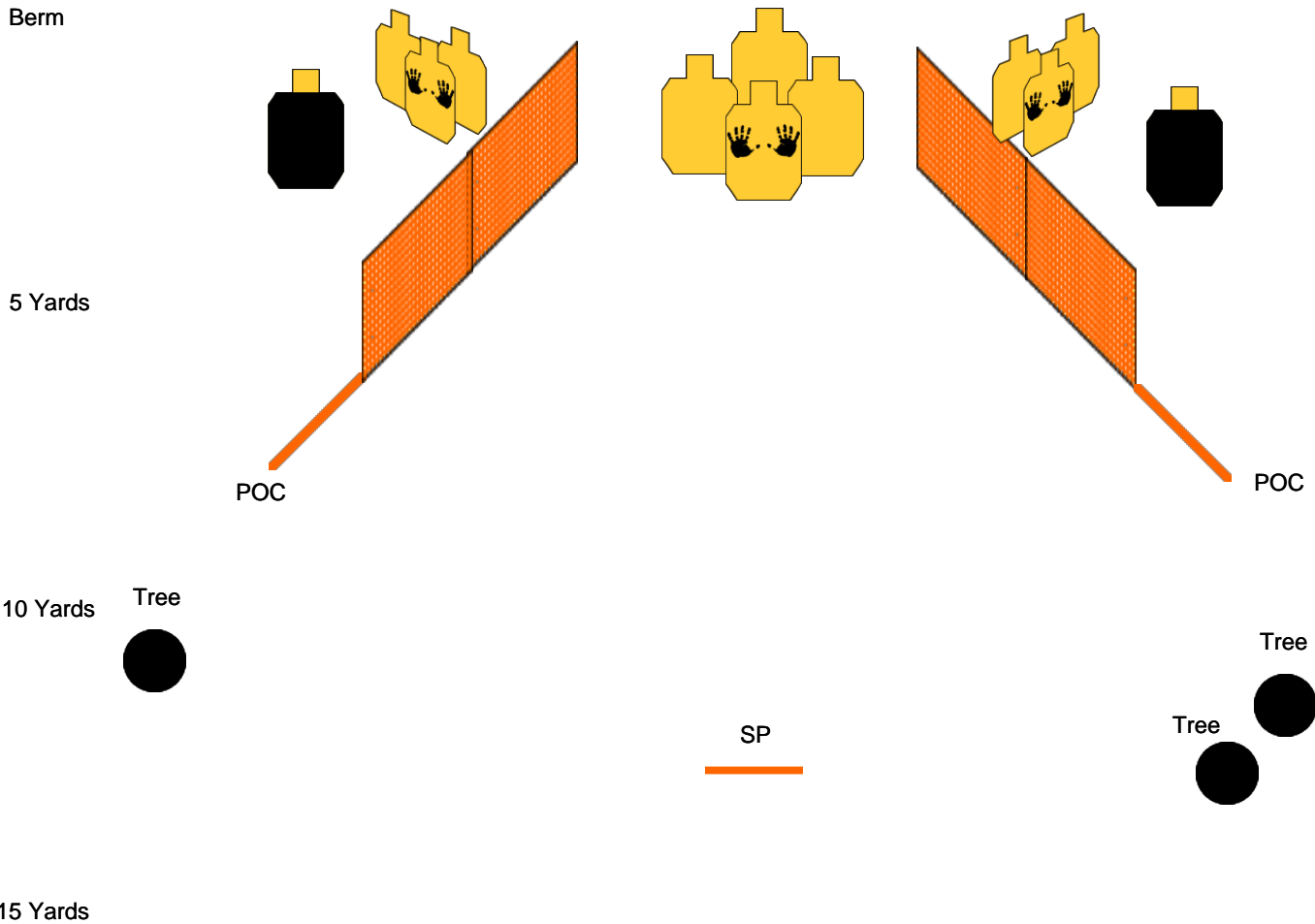
DISTANCE: 3 - 12 Yards

SCORED HITS: 18

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:



Bay 3 - Standards Stage

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing in box 1 with hands by your sides. Gun loaded with 5 rounds only, remaining loading devices loaded to division capacity. Cover not required,

SCENARIO:

Standards Stage.

PROCEDURE:

At the signal engage each target with 1 round from box 1 freestyle. Engage each target with 1 round from box 2 strong hand only. Engage each target with 1 round from box 3 weak hand only.

SCORING: Limited

ROUND COUNT: 15

TARGETS: 5

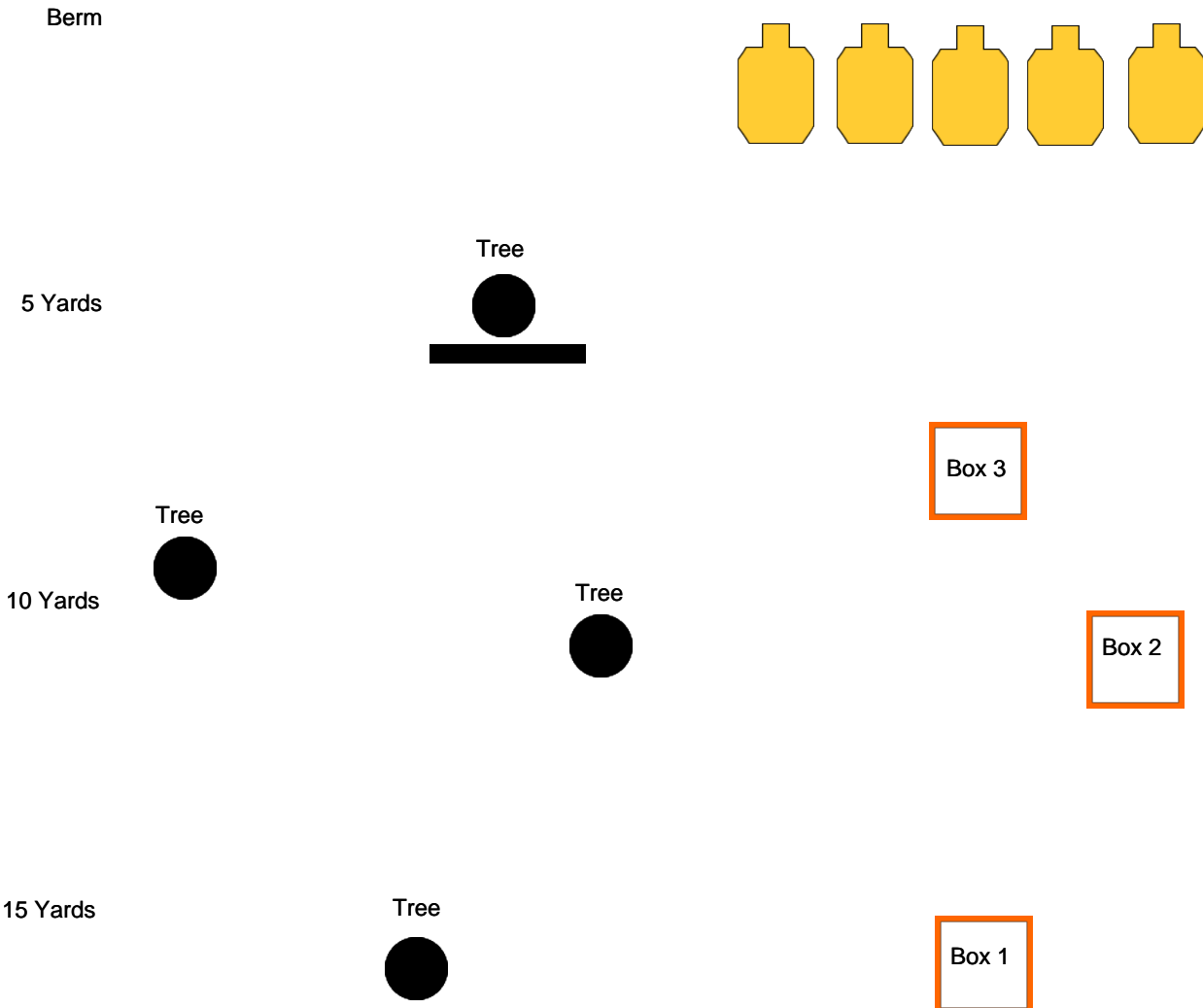
DISTANCE: 7 -15 yards

SCORED HITS: 15

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:



Bay 4 - Grab Load Run Gun

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Sitting at SP facing down range with your toes touching the line and both hands holding your dog in your lap. Gun unloaded slide forward / cylinder closed and placed on the table facing down range. Loading devices loaded to division capacity and placed in a box on the opposite table.

SCENARIO:

It is the afternoon after your IDPA match and you were in the back yard cleaning your gun. You're now relaxing with your dog on your lap and watching the kids play when a group of meth heads invades your yard. Send them packing.

PROCEDURE:

At the signal retrieve your gun and ammunition. Engage each target with 2 rounds each utilizing cover per IDPA rules.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

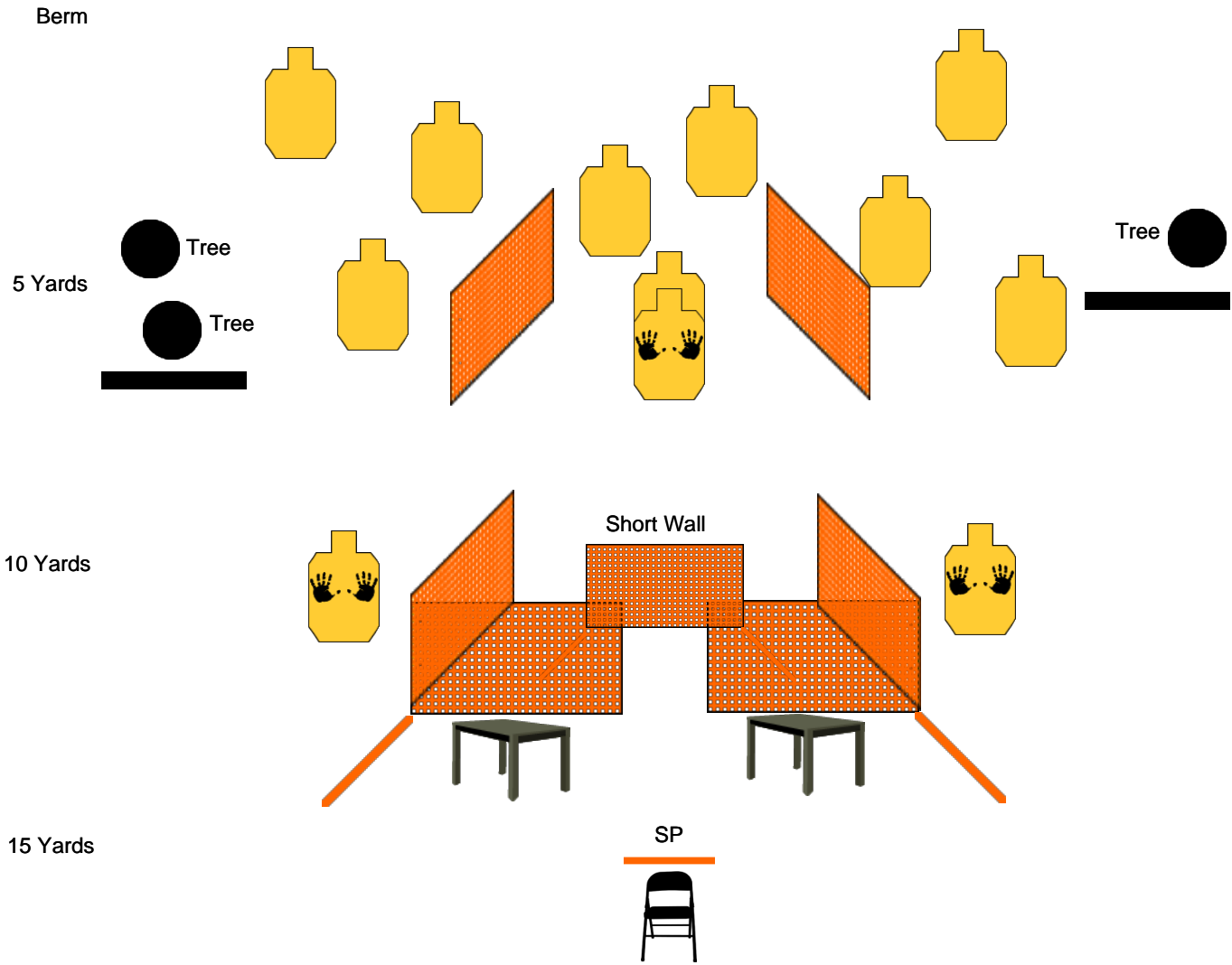
DISTANCE: 7 - 12 Yards

SCORED HITS: 18

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:



Bay 5 - An offer you can refuse

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Seated at table. Gun loaded to division capacity and holstered . Hands on table. PCC loaded and placed on table facing down range.

SCENARIO:

Joey bag-of-doughnuts and his band of thugs have come to your office to make you an offer you can't refuse. Impolitely decline his offer and rid your workplace of him and his goons.

PROCEDURE:

At the signal engage T-1, T-2 and T-3 from the seated position with 2 rounds each. Engage remaining threats with 2 rounds each from positions of cover as indicated.

At poc 1, you must shoot through T-6 to strike P1 and activate T-7. (See IDPA rule 4.12.5 and 4.12.6). The steel popper is not a scored target.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

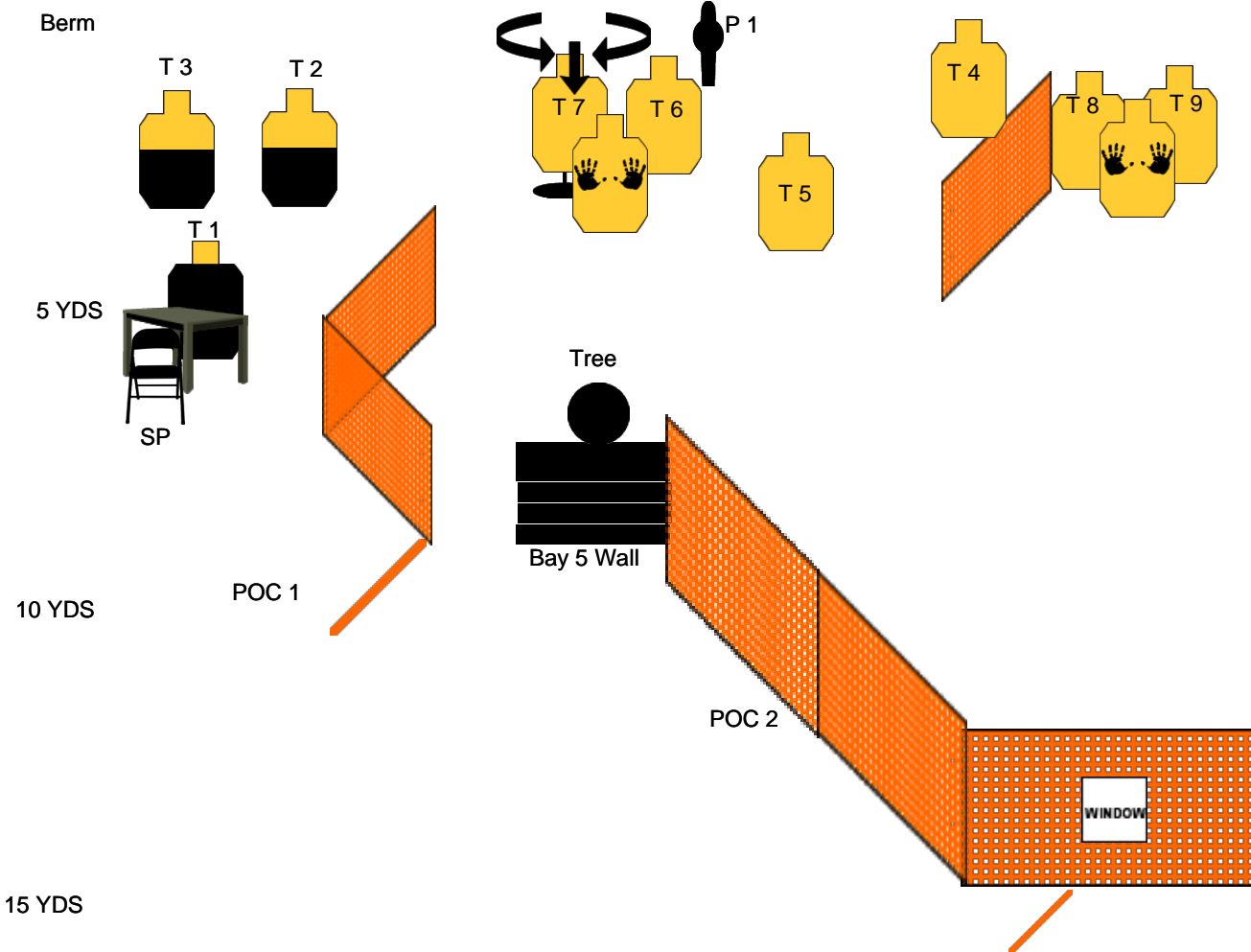
DISTANCE: 1- 15 Yards

SCORED HITS: 18

PENALTIES: Per IDPA Rules

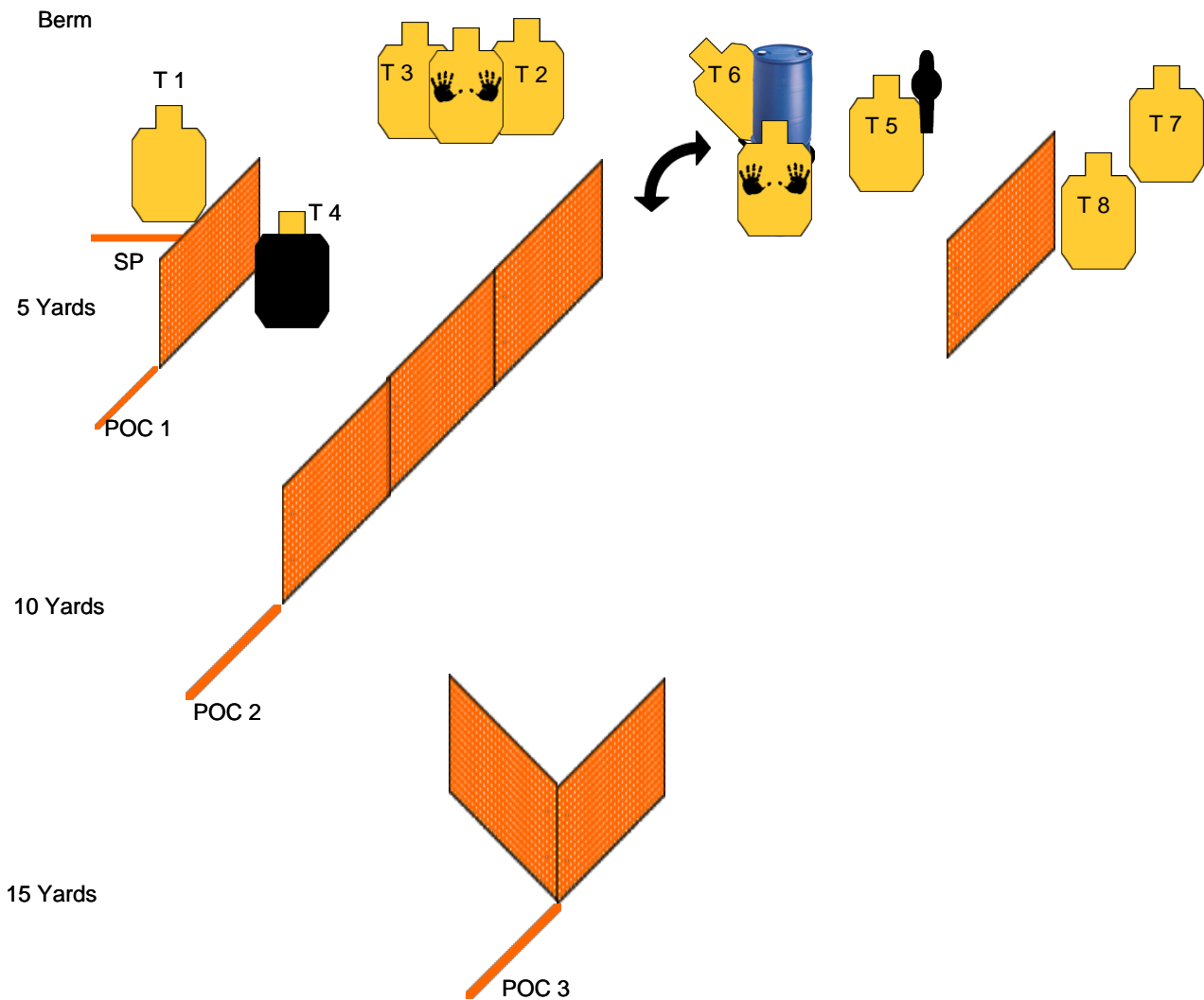
CONCEALMENT: No

NOTES: Large popper activates drop turner.



Bay 6 - Picnic Shenanigans

RULES: IDPA Rules	Created By: Chris Murphy
START POSITION: Standing at starting position toes touching the line. Gun loaded to division capacity and holstered. Hands relaxed at sides. PCC starts at low ready. Additional loading devices loaded to division capacity and stowed per IDPA rules.	
SCENARIO: You're having an IDPA club picnic when a local outlaw biker gang shows up. Your loudmouth buddy starts an argument and all hell breaks loose. Fight your way to your car.	
PROCEDURE: From the starting position engage T 1 from retention with 3 rounds. Engage all other targets in tactical priority with 2 rounds each utilizing available cover. T-6 is activated by P1 located behind T-5. P 1 is not a scored target. (See rule 4.12.5 and 4.12.6)	SCORING: Unlimited ROUND COUNT: 17 TARGETS: 8 DISTANCE: 0 - 15 Yards SCORED HITS: 17 PENALTIES: Per IDPA Rules CONCEALMENT: No NOTES: Unlimited. Scoring is best 2 per target.



Bay 7- Zombie Attack

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing at SP facing up range with heels behind the line and hands by your sides. Gun loaded to division capacity and holstered, PCC starts at low ready.

SCENARIO:

You are sight seeing at a park when you hear a commotion, you turn to see a hoarde of Zombies in a tactical formation coming down the hill after you and your friends. Take them out. When you're finished shooting you notice that the zip line handle fell from above, pull the handle to see if any more zombies are hanging on.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

DISTANCE: 10 - 20 Yards

SCORED HITS: 18

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:

PROCEDURE:

At the signal turn and engage each target with 2 rounds each. Pull handle should be activated after all visible targets have been engaged.

