

Bay 1- Bus Stop Battle

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing at SP facing down range with both hands touching barrel. Gun loaded to division capacity and holstered. PCC at low ready. Cover garment on.

SCENARIO:

You are looking at the bus schedule trying to figure out which one will get you out of the bad part of town when all hell breaks loose. Fight your way out.

PROCEDURE:

At the signal engage all threats with 2 rounds each per IDPA rules utilizing available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

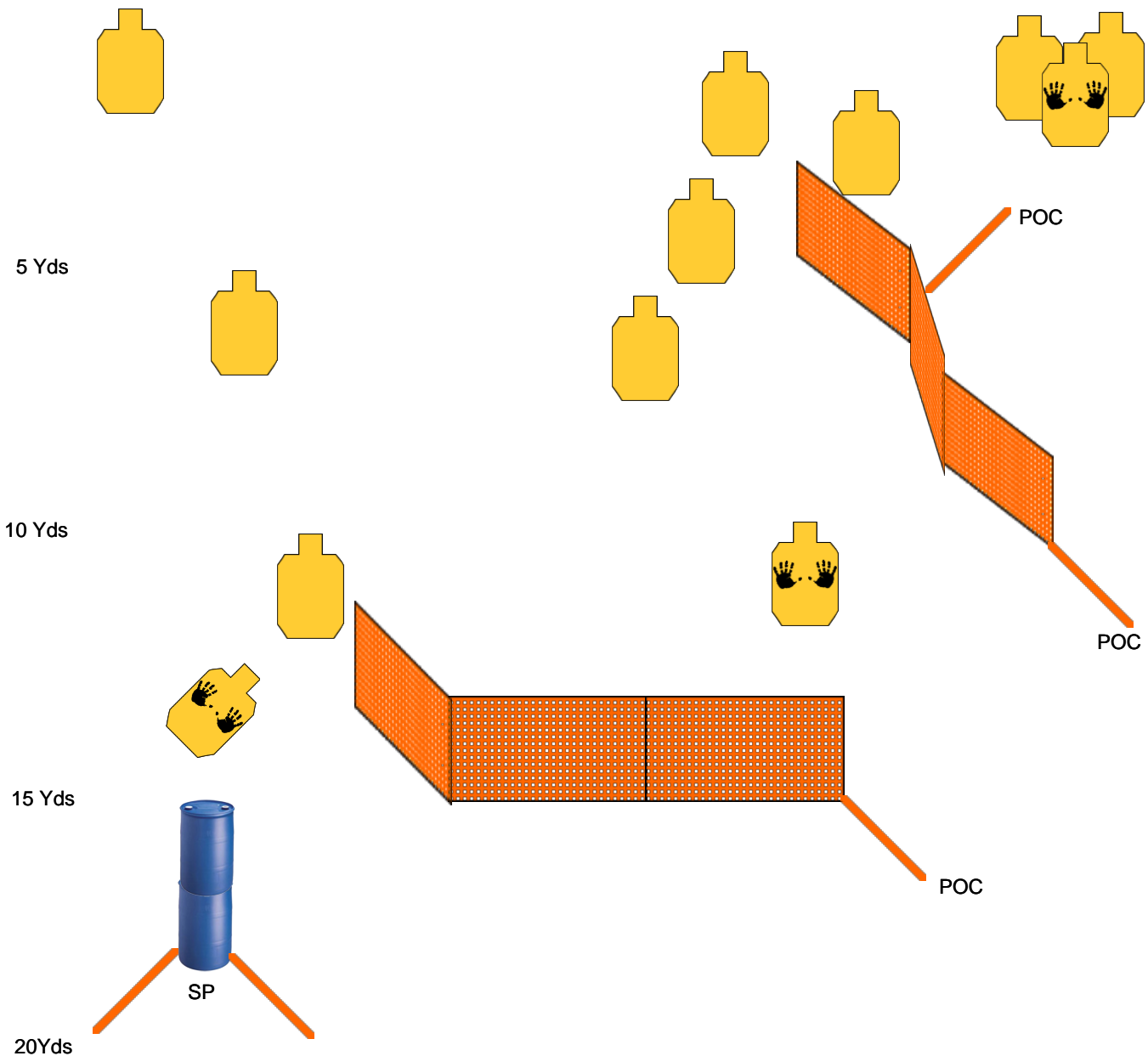
DISTANCE: 3-18 yds

SCORED HITS: 18

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



Bay 2 - Alley Ops

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing at SP facing up range with hands by your sides. PCC facing down range at low ready. Gun loaded to division capacity and holstered. Cover garment on.

SCENARIO:

You are standing in an alley when you hear gunfire. Get yourself out of a bad situation.

PROCEDURE:

At the signal, engage all threats with 2 rounds each per IDPA rules utilizing available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

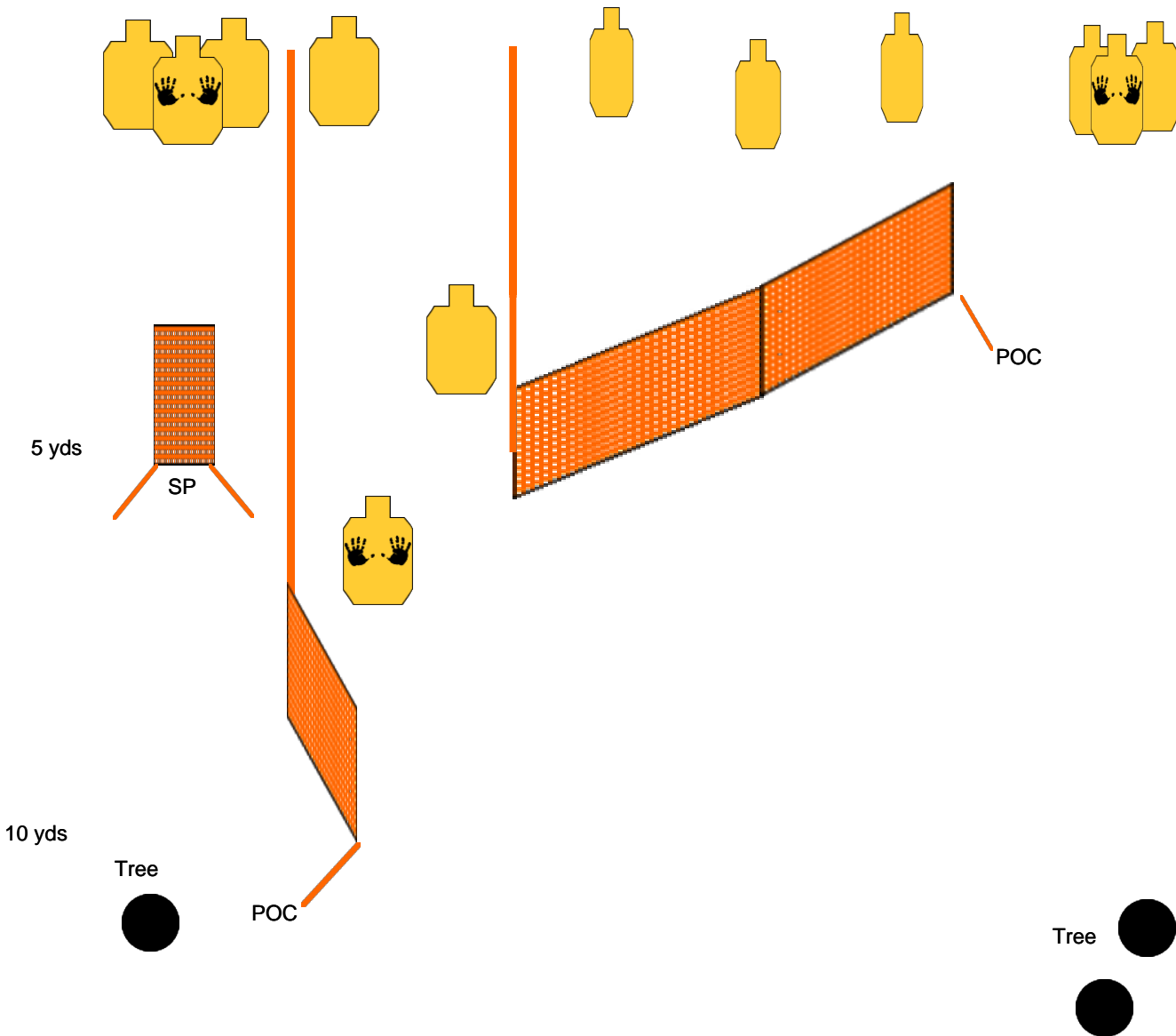
DISTANCE: 3-15 yds

SCORED HITS: 18

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES: Watch your muzzle . Don't crowd cover.



Bay 3 - Standards Stage

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing in box with hands by sides. Gun loaded with 6 rounds, remaining loading devices loaded to division capacity and stowed. PCC starts at low ready. Cover garment not required.

SCENARIO:

Standards Stage.

PROCEDURE:

At the signal draw and engage each target with 1 round weak hand only, then Engage each target with 1 round strong hand only and then engage each target free style with 1 round. Best 2 hits to the body and 1 to the head. Unlimited.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 6

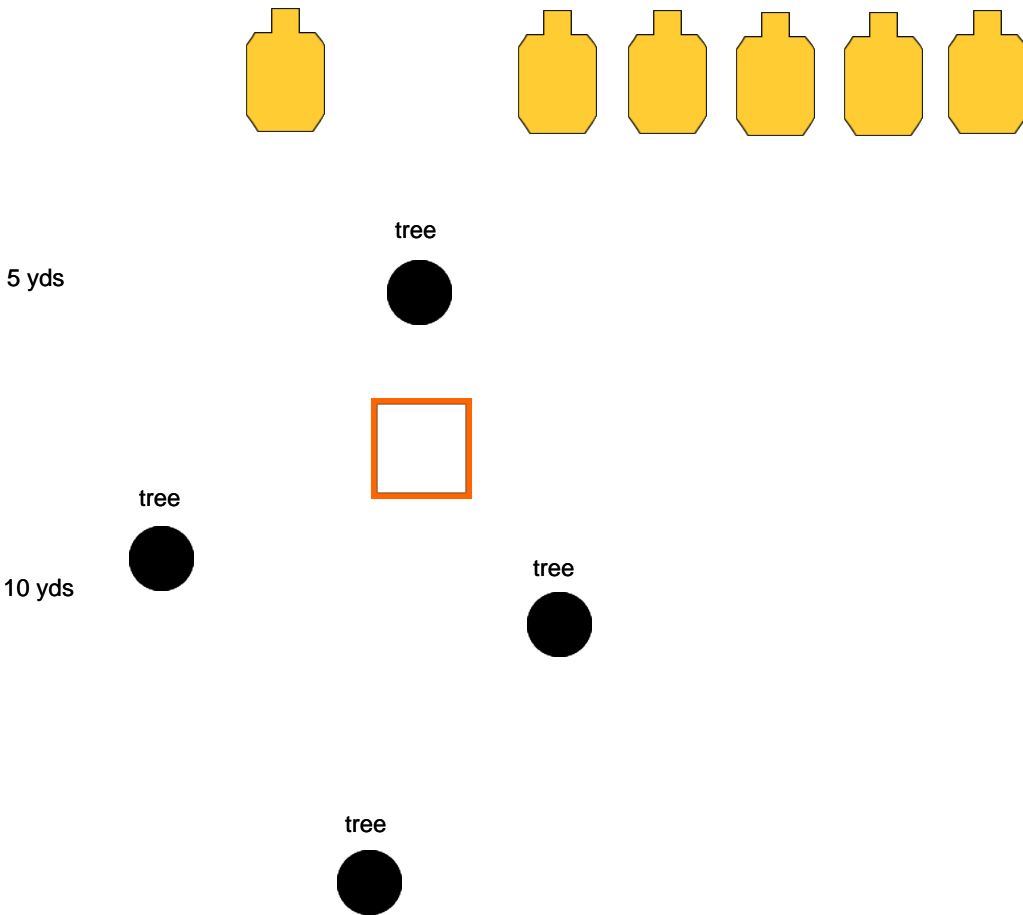
DISTANCE: 7 yards

SCORED HITS: 18

PENALTIES: Per IDPA Rules

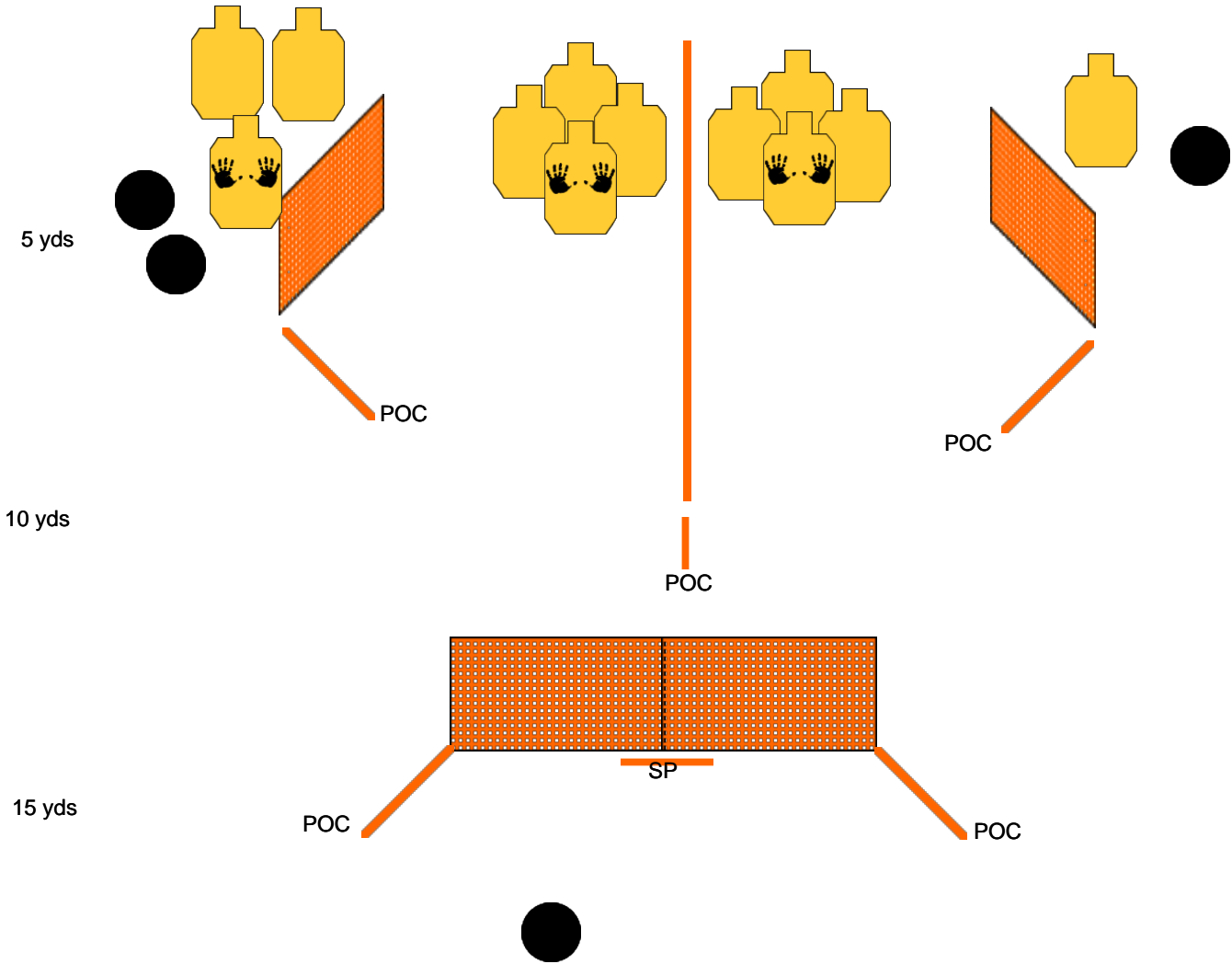
CONCEALMENT: No

NOTES:



Bay 4 - What the Heck

RULES: IDPA Rules	Created By: Chris Murphy
START POSITION: Standing at SP with hands on the wall. Gun loaded to division capacity and stowed. PCC at low ready. Cover garment on.	
SCENARIO: You are at your local IDPA match and you want to win. Have a plan. Shoot fast, don't miss.	SCORING: Unlimited
	ROUND COUNT: 18
PROCEDURE: At the signal engage all threats with 2 rounds each per IDPA rules utilizing available cover.	TARGETS: 9
	DISTANCE: 5-15 yds
	SCORED HITS: 18
	PENALTIES: Per IDPA Rules
	CONCEALMENT: Yes
NOTES:	



Bay 5 - Totally Tubular

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP with toes touching the line. Gun Loaded to division capacity and holstered. Cover garment on. PCC at low ready.

SCENARIO:

You are at your local IDPA match and your equipment master has a few tricks up his sleeve. Do the best you can.

PROCEDURE:

At the signal engage all targets with 2 rounds each. T-3 and T-4 are surprise targets.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

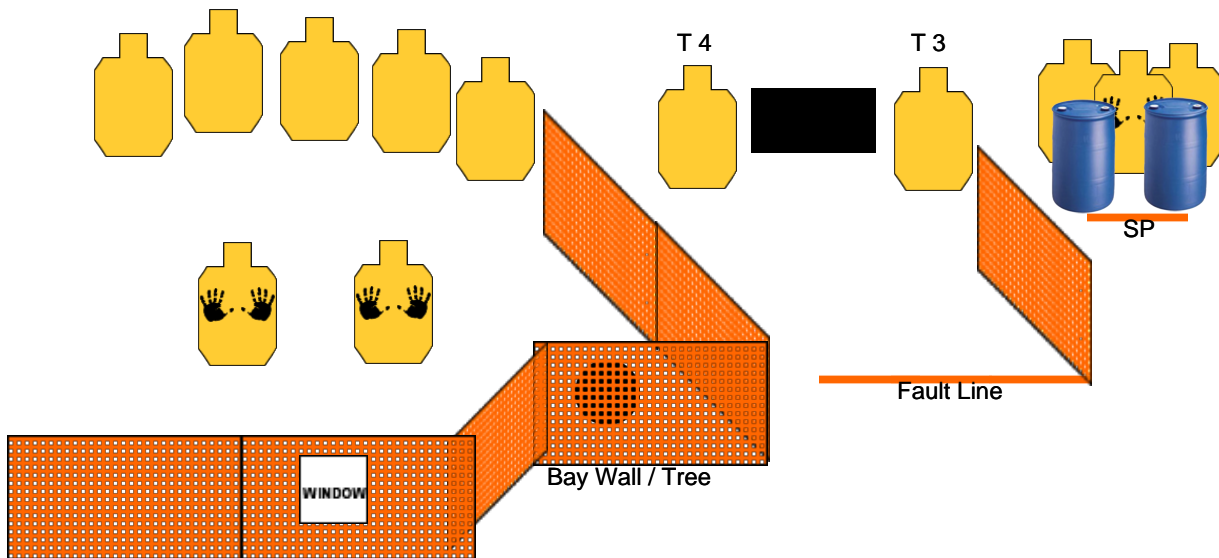
DISTANCE: 1 - 10 Yards

SCORED HITS: 18

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



Bay 6 - On the Brink

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Seated in truck with hands on knees, ATM card on your person. Gun loaded to division capacity and holstered. PCC starts seated at low ready.

SCENARIO:

You are working for Brinks Security Service. After reloading the local ATM you are approached by individuals set on hijacking your truck. Cease the assault and protect the ATM. While you're at it go ahead and pull out some cash for the drinks you're going to need after the gun fight.

PROCEDURE:

At the signal engage T1, 2 and 3 through the window ports while seated with 2 rounds each. Exit the vehicle and advance to the ATM engaging any targets along the way. Insert ATM card and enter PIN 1234 to reveal remaining targets. All forward fault lines are to be considered Safety Implemented.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

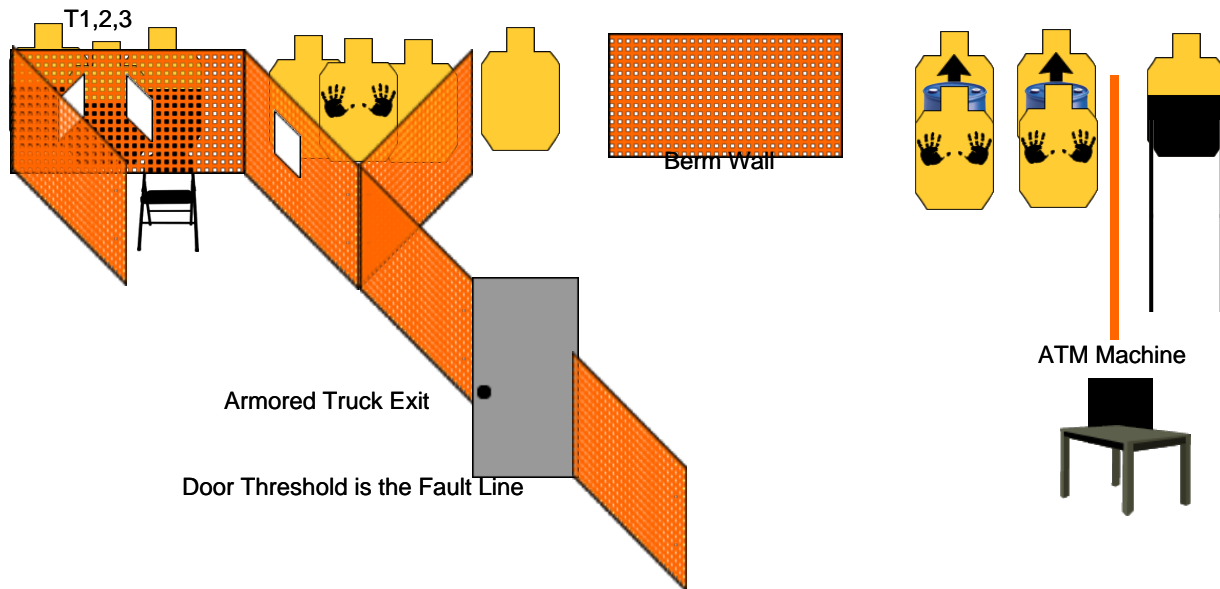
DISTANCE: 0-10 yds

SCORED HITS: 18

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:



Bay 7 - Walk the Line

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing at SP facing up range. Gun loaded to division capacity and holstered. Cover garment on. PCC facing down range at low ready.

SCENARIO:

A gang of thugs is descending through a crowd. Take them out as you see them.

PROCEDURE:

At the signal, turn and engage all threats with 2 rounds each as they become visible from behind the fault line.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

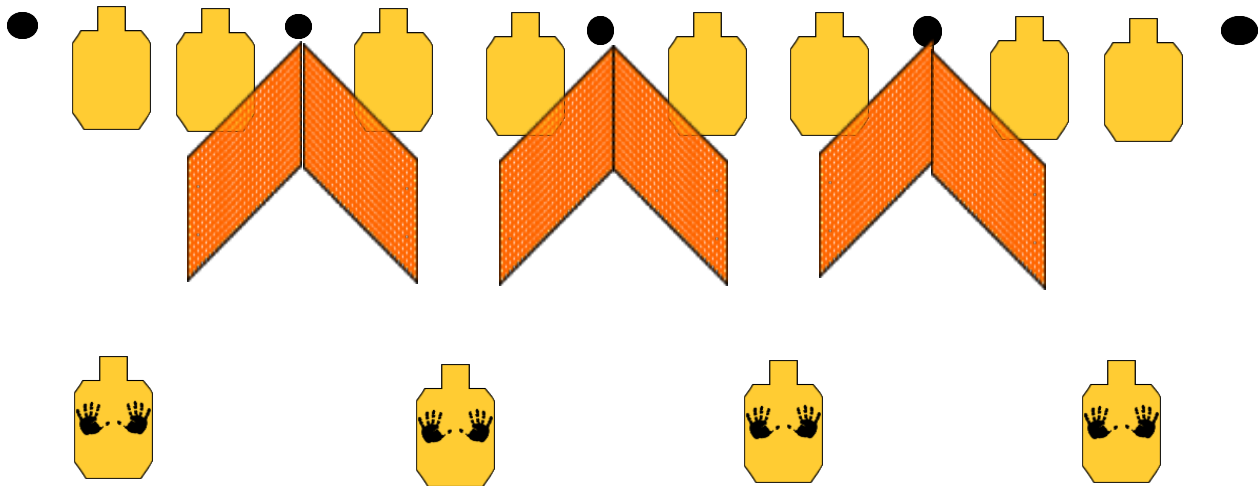
DISTANCE: 12 Yards

SCORED HITS: 16

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



12 Yards

Forward Fault Line

SP

Stage 8 - First Shots

RULES: IDPA Rules

Created By: Chris Murphy

START POSITION:

Standing with toes touching the line with hands by your sides. Gun loaded with 4 rounds and holstered. Remaining ammo devices loaded to division capacity and stowed. PCC starts at low ready.

SCENARIO:

Standards Stage.

PROCEDURE:

At the signal engage the target with 4 rounds to the body and 2 to the head freestyle. Concealment not required. Unlimited scoring.

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 1

DISTANCE: 7 yards

SCORED HITS: 6

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:



7 Yards

