

1. Someone's in the Kitchen with Dinah

STAGE 1 **SOMEONES IN THE KITCHEN WITH DINA**

BAY 1A **STAGE 1**

Scoring: Vickers
Round Count: 10
Targets: 6 IDPA 2 NS 2 Steel
Concealment Garment: Required
Stage Designer: Michael Focarino

START POSITION: Seated at P1 with weapon loaded to IDPA division capacity, concealed and holstered.

SCENARIO: You have just finished a large dinner with your family. Your mother and significant other have gone into the kitchen to grab the dessert. Suddenly, armed thugs break into the house intent on robbing you.

PROCEDURE: At the signal, draw your weapon and engage T1 and T2 in tactical sequence with two rounds each while seated. Move to P2 and conduct an IDPA approved reload. While moving to P3, engage T3 with at least two rounds. Entering the kitchen at P3, engage remaining targets with at least 2 rounds each. T5 and T6 must be engaged in the upper scoring zone with at least one round.

Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	See Diagram				
Start pos					
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Christmas Shopping Horrors

STAGE 2 **CHRISTMAS SHOPPING HORRORS**

BAY 1B **STAGE 2**

Scoring: Vickers
Round Count: 10
Targets: 5 IDPA 2 NS 1 Steel
Concealment Garment: Required
Stage Designer: Michael Focarino

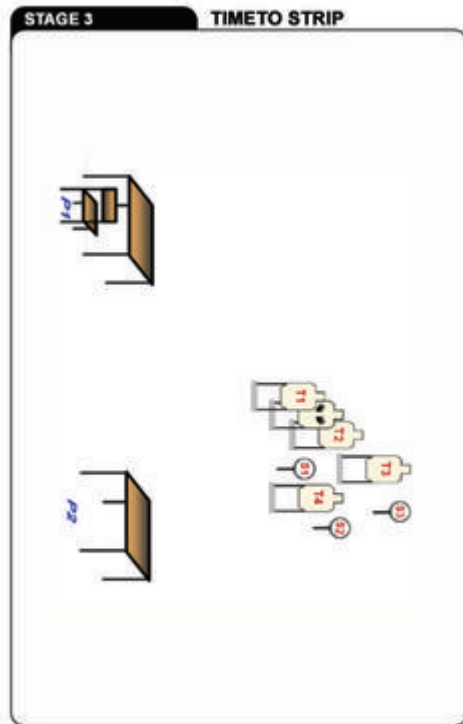
START POSITION: At P1, weapon loaded to IDPA capacity and holstered

SCENARIO: While doing some last minute Christmas shopping with your family, armed criminals enter the store with the intent of robbing it at all costs.

PROCEDURE: At the signal, knock your child (Pepper PopperL) to safety. Draw and engage non-disappearing T1 (Clamshell) with at least two rounds. While moving to P2, engage T2-T3 in tactical sequence with two rounds each. At P2, engage T4-T5 in Tactical priority with at least two rounds each.

Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	5 paper, 1 popper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	See diagram				
Start pos					
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Time to Strip



BAY 2

Scoring: Vickers
Round Count: 11
Targets: 4 IDPA 1 NS 3 Steel
Concealment Garment: Not Required

START POSITION: Starting seated at P1, empty gun on marked position on table, shooter holding can of solvent and cleaning patch/brush. Magazines are loaded to division capacity and staged at P2.

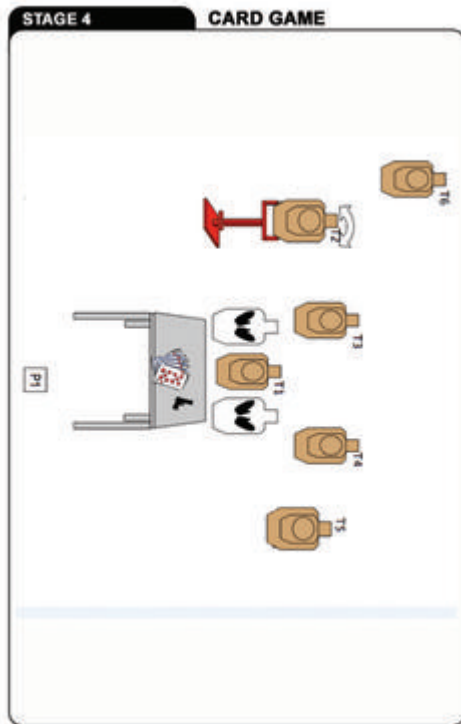
SCENARIO: You were in the middle of cleaning your toys when confronted by PCP-influenced home invaders. Get your act, and your gun, together!

PROCEDURE: At signal, drop cleaning supplies, retrieve empty pistol, and move to P2. At P2, engage T1-T4 and S1-S3 in tactical priority. You do not need to stow your magazines during this stage.

Scoring	Vickers Count	Firearm	Handgun	Rounds	11
Targets	4 paper, 3 plates, 1 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	See diagram
Start pos	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

4. Card Game



BAY 3A **STAGE 4**

Scoring: Vickers
Round Count: 12
Targets: 6 IDPA 2 NS, 1 Steel
Concealment Garment: Required

START POSITION: Start seated at P1 with gun loaded to IDPA division capacity, concealed and holstered. Both hands palm down on the table

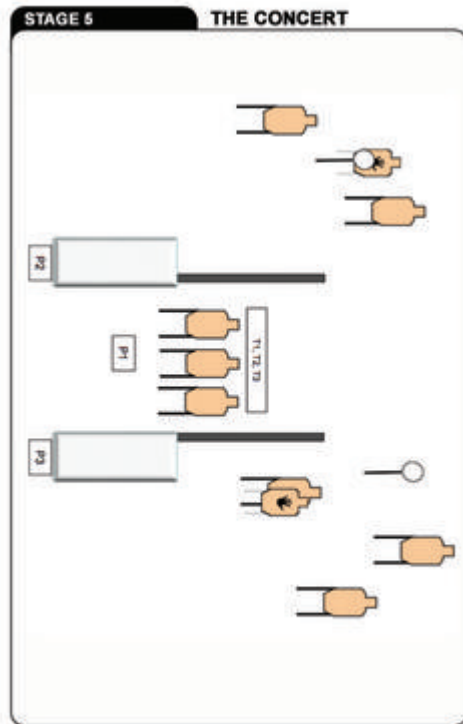
SCENARIO: You are playing poker with some unsavory characters. You have a winning hand. With no cash left, you use your pistol as collateral.

PROCEDURE: At the signal, engage T1-T6 with at least 2 rounds.

NOTE: Must stay seated in chair.

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 popper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	See diagram				
Start pos					
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. The Concert



BAY 3B **STAGE 5**

Scoring: Vickers
Round Count: 18
Targets: 8 IDPA 2 NS 2 Steel
Concealment Garment: Required

SCENARIO: You are visiting downtown concert when things turn from great to worse.

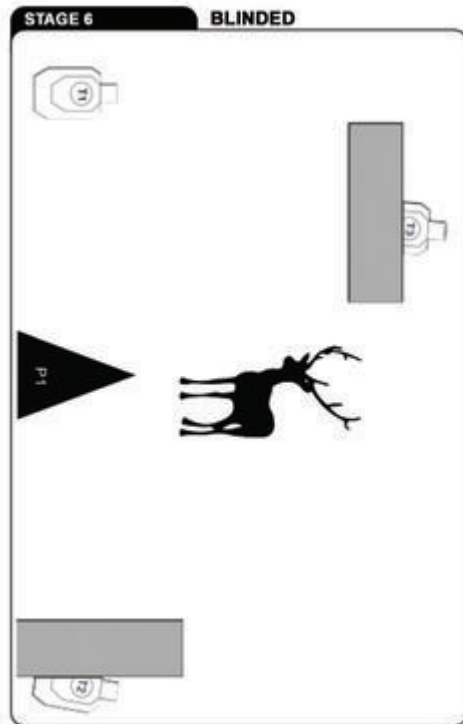
START POSITION: standing at P1 with hands in surrender position. Pistol holstered and loaded to division capacity.

PROCEDURE: At the signal, engage T1-T3 in tactical sequence with 2 rounds each while retreating to P2 or P3 (your choice) and engage remaining targets with at least 2 rounds each while utilizing cover. Move to the opposite side barricade and engage targets with at least 2 rounds each utilizing cover. Steel must fall. Any IDPA legal reload is available.

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	8 paper, 2 plates, 2 no-shoot	Total	10 targets	Strings	1

Scenario & Procedure	See diagram
Start pos	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

6. Blinded



BAY 4 **STAGE 6**

Scoring: Vickers
Round Count: 9
Targets: 3 IDPA
Concealment Garment: We will Provide

START POSITION: Gun is loaded to IDPA Division capacity, holstered and concealed. Both hands holding crossbow, pointed at deer while seated in the deer blind.

SCENARIO: You are bow hunting and are just about to put down a deer when things go wrong. The pot growers whose field you set up near decide you have seen them and will report their crop.

PROCEDURE: At the signal, drop bow and engage T1-T3 with 2 rounds each to the lower scoring zone then re-engage with 1 round to each upper scoring zone. You must stay within the blind.

Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	3 paper,	Total	3 targets	Strings	1

Scenario & Procedure	See diagram
Start pos	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	