

1. Someone's in the Kitchen with Dinah

STAGE 1

BAY 1A

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

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.

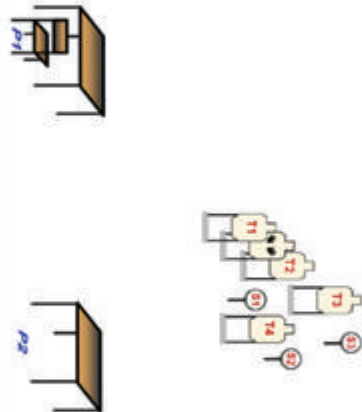
PROCEDURE: At the signal, knock your child (Pepper PopperL) to safety. Draw and engage non-disappearing T1 (Clamshell) with at least two rounds. While moving to P2, engage T2-T3 in tactical sequence with two rounds each. At P2, engage T4-T5 in Tactical priority with at least two rounds each.

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

STAGE 3

TIMETO STRIP



BAY 2



STAGE 3

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.

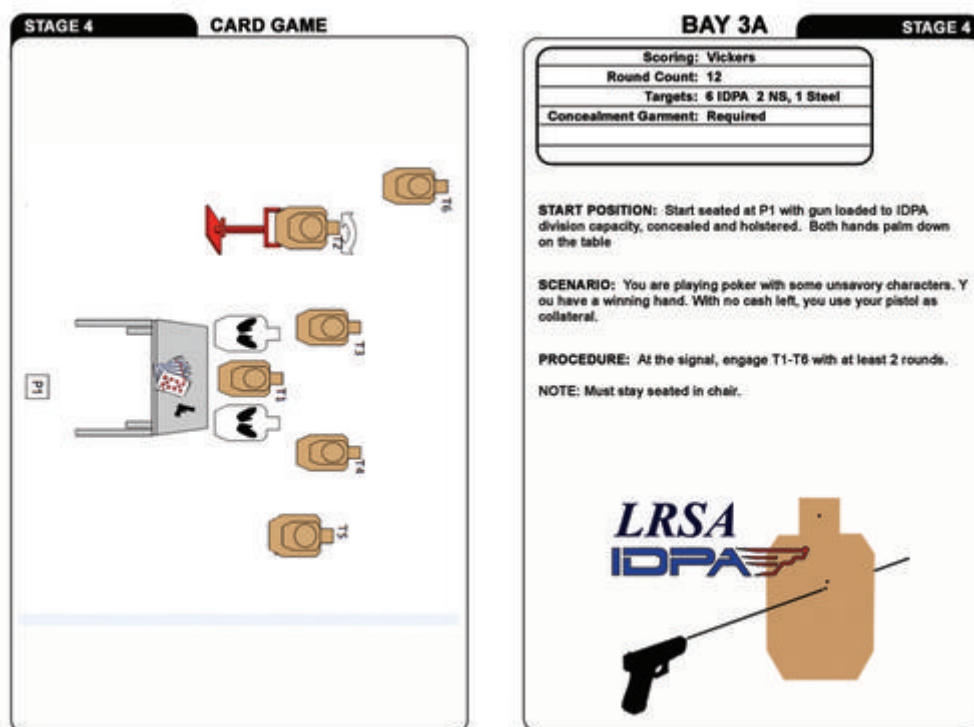
SCENARIO: You were in the middle of cleaning your toys when confronted by PCP-influenced home invaders. Get your act, and your gun, together!

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



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

STAGE 5 THE CONCERT

BAY 3B STAGE 5

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

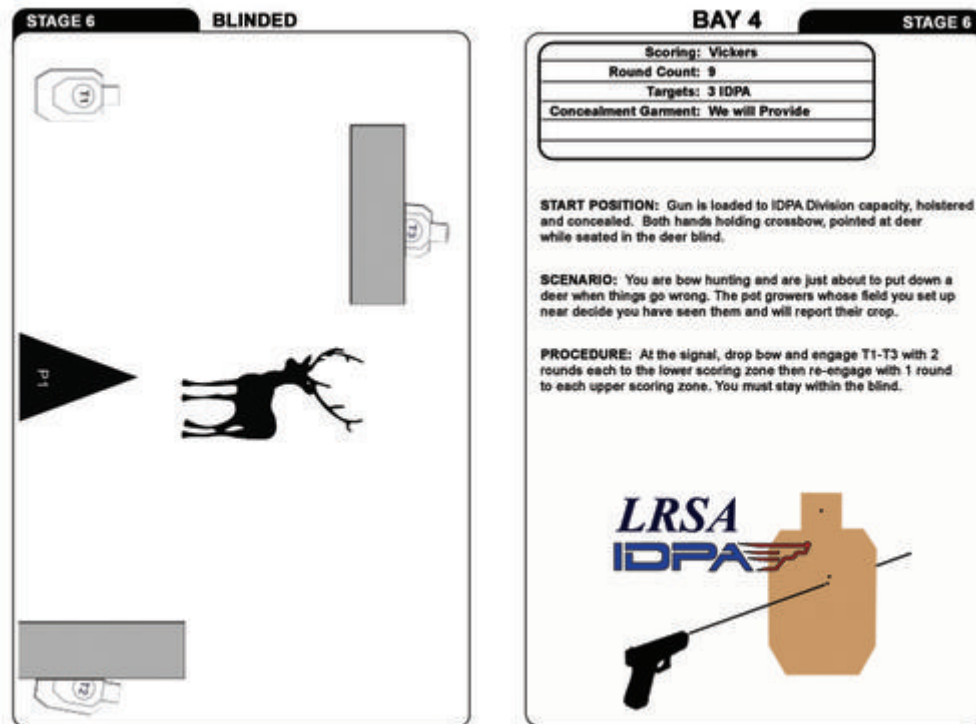
SCENARIO: You are visiting downtown concert when things turn from great to worse.

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



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					