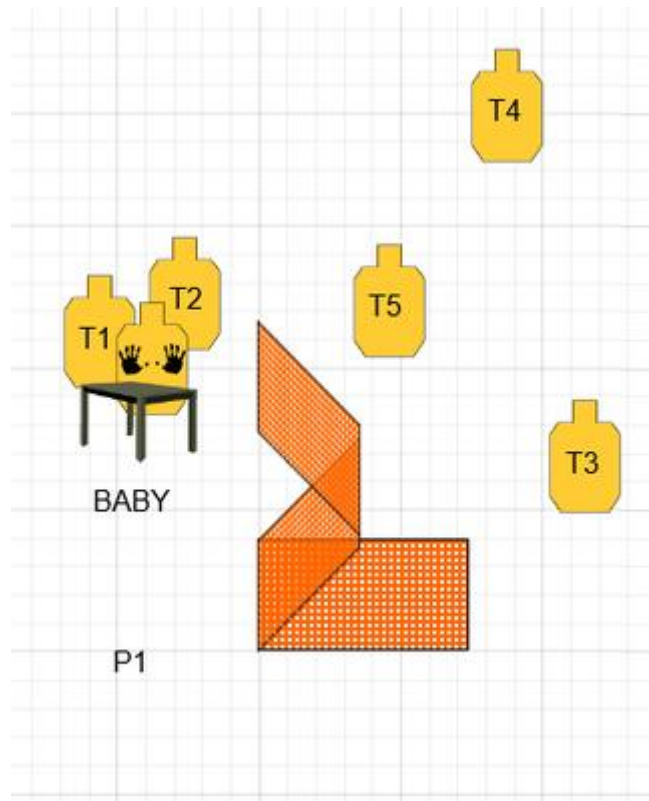
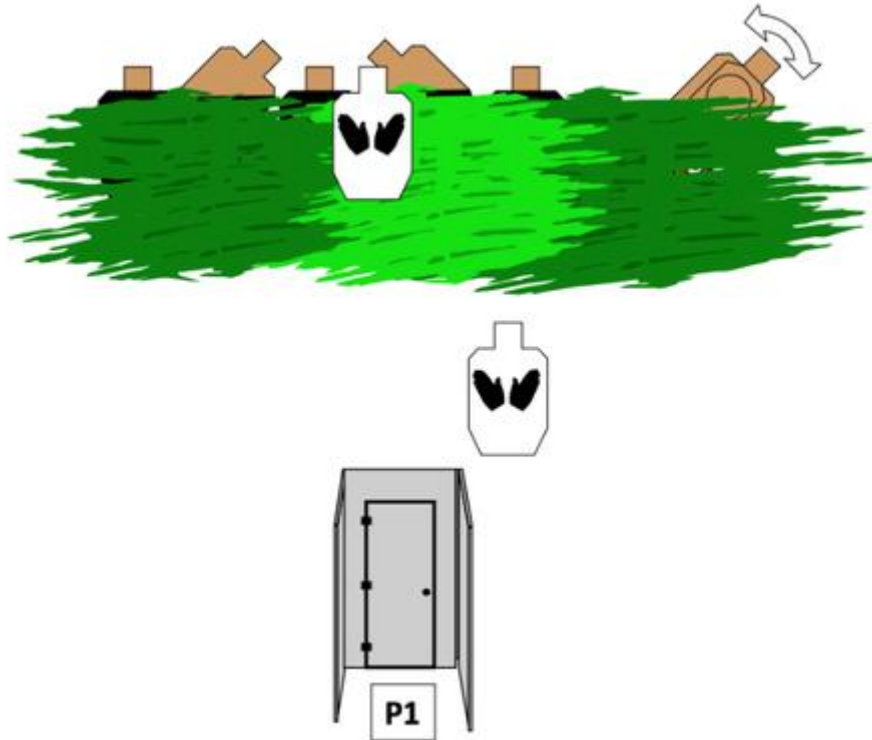


1. SAVE THE BABY



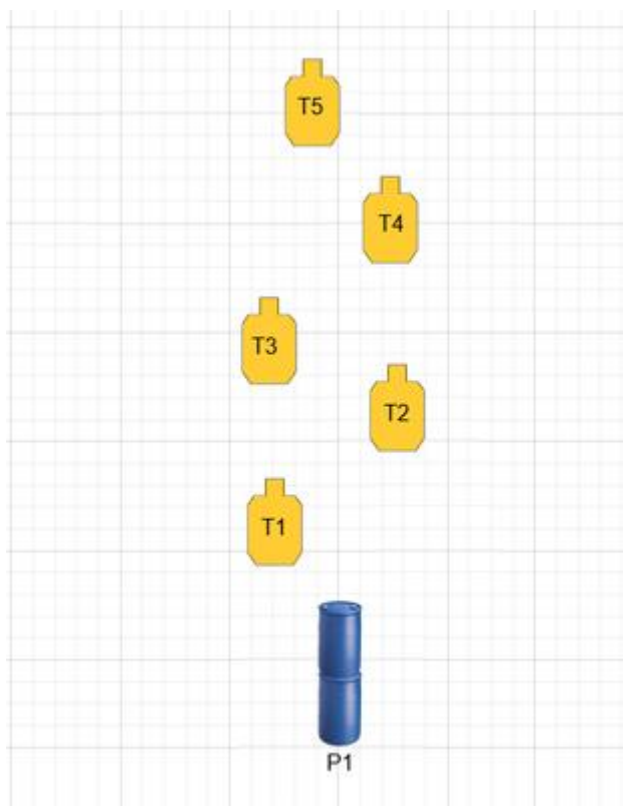
Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper, 1 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure	Someone has decided to grab your precious baby and you must fight to get her back. At the signal stand and draw and engage T1 and T2 while advancing with at least 3 rounds each. Retreat to cover and engage T3-T5 in tactical priority with at least 3 rounds each.				
Start pos	At P1, IDPA Weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. YOUNG GUNS



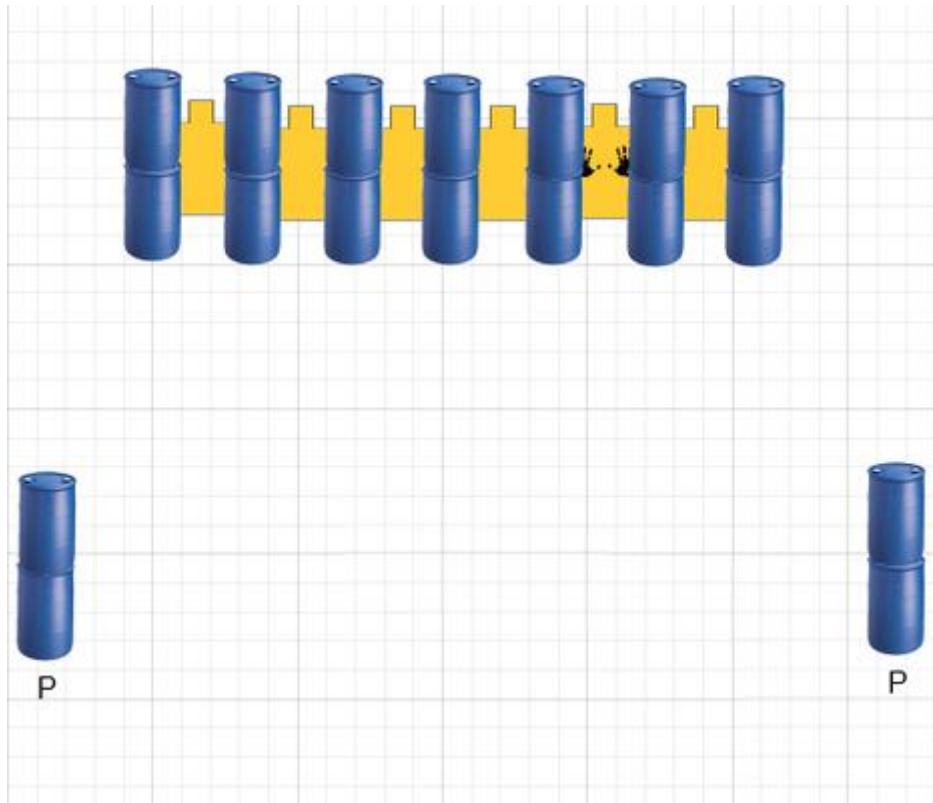
Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	You stop into a rest area off the highway to utilize their clean, "sanitary" port-a-potty. While inside you hear a ruckus outside near the hedge row and thru a crack, you see 6 gang members attacking your family. Using surprise tactics, you open the door and save your family. Much like "Buckshot Roberts" did in the outhouse scene in the movie, "Young Guns" At the signal stand, activate stomp box, draw and engage T1-T5 in tactical priority with at least 2 rounds each. Shooter must remain on wooden portion of stage prop.				
Start pos	Seated at P1, IDPA Weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. 5 FOR FIGHTING



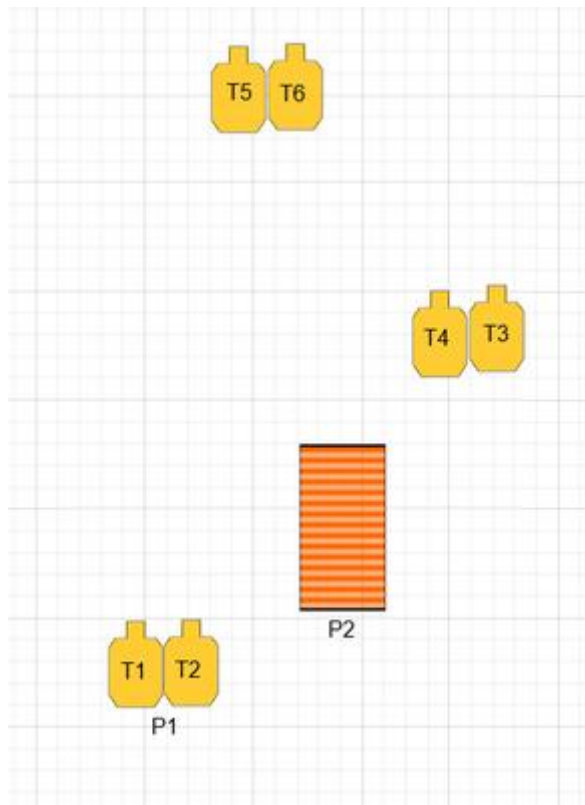
Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Five bad guys intent on doing harm. At the signal draw and engage T1-T5 in tactical priority with at least 2 rounds each. T1 and T3 must be engaged from left side of barrels, T2 and T4 from the right side, T5 from either side. BUG Stage Procedure: Engage T1-T5 with one round each using the above procedure.				
Start pos	At P1. IDPA Weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. RUN-N-GUN



Scoring	Vickers Count	Firearm	Handgun	Rounds	10
	5 paper, 1 no-shoot		Total		5 targets
Targets					
Scenario & Procedure	Walking down the sidewalk, you are attacked by knuckleheads from behind cover. You have no cover. At the signal draw and engage T1-T5 in tactical sequence with one round while moving to opposite side P, reload using any IDPA approved reload from behind opposite side cover (P) and re-engage with at least one round while moving to opposite side (P). Makeup shots on 2nd pass only.				
Start pos	At P (either side). IDPA Weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. CHANGING GEARS



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	You are accosted by 2 knuckleheads with knives. Their 4 buddies rush to their aid. You have no help but your own IDPA approved skills. At the signal draw and engage T1-T2 in any order from retention with at least 3 rounds each. Move to cover and engage T3-T4 with at least 3 rounds each in tactical priority from right side of barricade. Move to left side of barricade and engage T5-T6 with at least 3 rounds each in tactical priority.				
Start pos	At P1 within arms length of T1 and T2. IDPA Weapon loaded to division capacity.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

6. SUGAR CRAZED ZOMBIES



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	18 paper,	Total	18 targets	Strings	1
Scenario & Procedure	Post Halloween Apocalypse. Poisoned candy. Sugar crazed zombies attack. Save the world. At the signal draw and engage T1-T6 in tactical priority with at least 1 head shot. Move to cover and engage T7-T18 with at least 1 headshot each in tactical priority from either or both sides of cover.				
Start pos	At P1, IDPA Weapon loaded to division capacity				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					