

1. Stay hidden and be quick

IDPA @ RTSP

Stage_1_ " Stay hidden and be quick"

Course Designer: Howard Schoenberger

Range1

START POSITION: Shooter standing at P1 gun holstered hands relaxed at sides. Concealment required.

GUN READY CONDITION: Gun loaded to division capacity.

STAGE PROCEDURE: Upon start signal, engage T1 & T2 with one shot each in tactical priority from all three points of cover at wall 1(6 shots total). Advance to wall 2 and repeat process on T3&T4 strong hand only, then advance to wall 3 repeating process on T5&T6 weak hand only.

SCORING: Unlimited (18 shot min)

TARGETS: 6 IDPA, 3 non-treat

SCORED HITS: 3 hit per target

START-STOP: Audible - Last shot

RULES: Reloads ONLY allowed at wall 1 and Wall 3 and at barrier "A".

Note- You may open ports whenever you choose

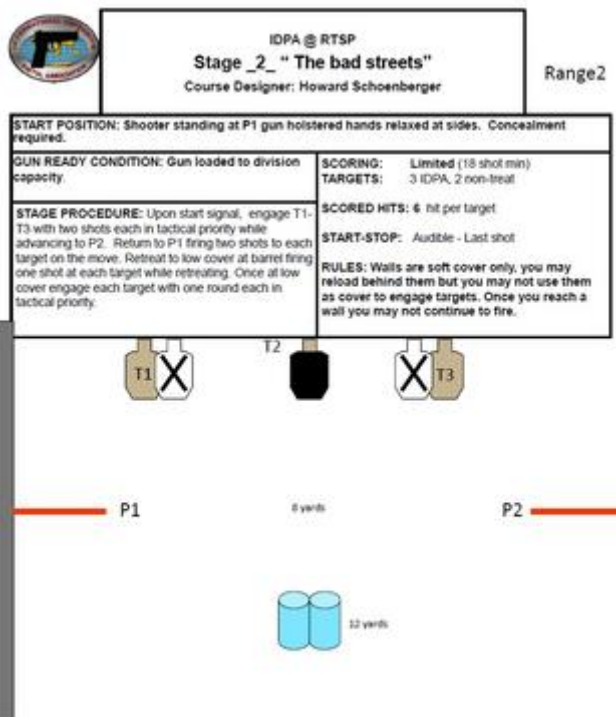
Note: When building stage make sure barrier "A" and wall 3 are in safe reloading areas.

Scenario: You keep putting yourself in bad situations. This time there are six armed thugs intent on doing you hard. To survive you determine the best approach will be to fire one shot at each of them from all possible locations, but not to fear – the police are only minutes away.

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 3 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	Scenario: You keep putting yourself in bad situations. This time there are six armed thugs intent on doing you hard. To survive you determine the best approach will be to fire one shot at each of them from all possible locations, but not to fear – the police are only minutes away.....STAGE PROCEDURE: Upon start signal, engage T1 & T2; with one shot each in tactical priority from all three points of cover at wall 1(6 shots total). Advance to wall 2 and repeat process on T3&T4; strong hand only, then advance to wall 3 repeating process on T5&T6; weak hand only.
Start pos	START POSITION: Shooter standing at P1 gun holstered hands relaxed at sides. Concealment required.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

2. The bad streets



Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	3 paper, 2 no-shoot	Total	3 targets	Strings	1

Scenario & Procedure	STAGE PROCEDURE: Upon start signal, engage T1- T3 with two shots each in tactical priority while advancing to P2. Return to P1 firing two shots to each target on the move. Retreat to low cover at barrel firing one shot at each target while retreating. Once at low cover engage each target with one round each in tactical priority.
Start pos	Shooter standing at P1 gun holstered hands relaxed at sides. Concealment required.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

3. Three thugs, two captives

IDPA @ RTSP

Stage_3_ " Three thugs, two captives "

Course Designer: Howard Schoenberger

Range1


START POSITION: Shooter standing at P1 gun holstered hands relaxed at sides. Concealment required.	
GUN READY CONDITION: Gun loaded to division capacity.	SCORING: Unlimited (18 shot min) TARGETS: 3 IDPA, 2 non-treat
STAGE PROCEDURE: Upon start signal, engage T1- T3 with three shots each in tactical priority from behind cover at P1. Advance to P2 firing one shot each at T1-T3 while advancing. Once at P2 re-engage T1-T3 with two more shots each from low cover.	SCORED HITS: 6 hit per target START-STOP: Audible - Last shot RULES: Reloads ONLY allowed at P1 and P2. Only four body shots to each target will count toward score.

Scenario: You walk into a store and find three robbers getting ready to execute the two clerks. You spring into action and take out the robbers. Try your best not to harm the store clerks!

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	3 paper, 2 no-shoot	Total	3 targets	Strings	1

Scenario & Procedure	STAGE PROCEDURE: Upon start signal, engage T1- T3 with three shots each in tactical priority from behind cover at P1. Advance to P2 firing one shot each at T1-T3 while advancing. Once at P2 re-engage T1-T3 with two more shots each from low cover.....Scenario: You walk into a store and find three robbers getting ready to execute the two clerks. You spring into action and take out the robbers. Try your best not to harm the store clerks!
Start pos	START POSITION: Shooter standing at P1 gun holstered hands relaxed at sides. Concealment required.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

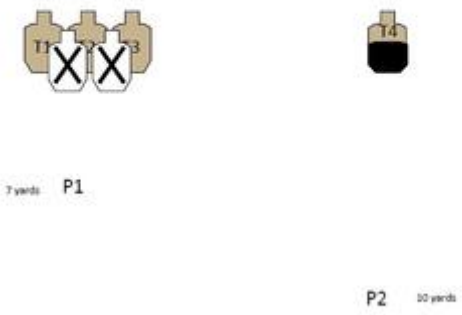
4. Rapid fire



IDPA @ RTSP
Stage _4_ "Rapid fire"
 Course Designer: Howard Schoenberger

Range2

START POSITION: Shooter standing at P1 gun holstered hands above ears facing up range. Concealment required.	
GUN READY CONDITION: Gun loaded to division capacity.	SCORING: Limited (18 shot min) TARGETS: 4 IDPA, 2 non-treat
STAGE PROCEDURE: String1: Upon start signal turn then draw, engage T1- T3 with two shots each in tactical sequence, perform a mandatory reload and repeat process. When instructed top off as needed and holster. String2: Upon start signal turn then draw and engage T4 with six rounds.	SCORED HITS: 4 hit T1-T3, 6 hits T4 Strings- Two strings START-STOP: Audible - Last shot



Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	4 paper, 2 no-shoot	Total	4 targets	Strings	2

Scenario & Procedure	STAGE PROCEDURE: String1: Upon start signal turn then draw, engage T1- T3 with two shots each in tactical sequence, perform a mandatory reload and repeat process. When instructed top off as needed and holster. String2: Upon start signal turn then draw and engage T4 with six rounds.....
Start pos	START POSITION: Shooter standing at P1 gun holstered hands above ears facing up range. Concealment
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	