

# 1. LOOTERS RUN RAMPANT

Stage pictures can  
be viewed at [www.idpa.lrsa.info](http://www.idpa.lrsa.info)

Click on:



then click on Match Date

Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	Scenario: It's a riot and the looters know you have guns. Defend yourself against all threats. Procedure: At the signal, engage all threats as they become visible using cover with at least 2 rounds each. Any targets engaged from P4 must be engaged from low cover.				
Start pos	Standing at P1, IDPA weapon loaded to division capacity, holstered. Concealment garment is optional				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180 degree rule				
Setup					

## 2. LOOTERS RERUN

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Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	Scenario: On night one you dispatched a bunch of dangerous thugs. Their friends want revenge. Defend yourself against all threats. Procedure: At the signal, engage all threats as they become visible using cover with at least 2 rounds each. Any targets engaged from P4				
Start pos	Standing at P1 (straddling PVC Pipe), IDPA weapon loaded to division capacity, holstered. Concealme				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180 degree rule				
Setup					

### 3. STANDARDS

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Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Scenario: Standards stage to measure speed and accuracy. Procedure: At the signal engage each target in TACTICAL SEQUENCE with at least 2 rounds, STRONG HAND ONLY.				
Start pos	Standing at P1 (straddling PVC Pipe), IDPA weapon loaded to division capacity, holstered. Concealme				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	180 degree rule				
Setup					

## 4. A BAD DAY AT THE BEACH

Stage pictures can  
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Click on:



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Scoring	Unlimited	Firearm	Handgun	Rounds	9
Targets	3 paper, 1 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	<p>Scenario: A bully and 2 of his thug friends show up and wrecks your beach part. They pull guns an want your money and possible Procedure: At the signal, engage T1-T3 in tactical priority, while seated with at least 3 rounds each. T1 and T3 are equal distance and there is no cover. Start Position: Seated at P1 (straddling PVC pipe), IDPA weapon loaded with 6 rounds only, safely stored in picnic basket. Spare ammo in picnic basket. Concealment garment not required. Picnic basket can be positioned on either side of the shooters chair.</p>				
Start pos	See above				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	180 degree rule				
Setup					

## 5. REPOSITIONING

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Scoring	Unlimited	Firearm	Handgun	Rounds	13
Targets	4 paper, 1 popper,	Total	5 targets	Strings	1
Scenario & Procedure	Scenario: Nothing will be gained by advancing into these threats. Procedure: At the signal, while retreating or moving laterally, engage S1 until it falls and then engage T1-T4 with at least 3 rounds each. At no time can the shooter advance towards the threat targets, even after giving ground. Only retreating or lateral movement.				
Start pos	Standing at P1 (straddling PVC pipe), IDPA weapon loaded to division capacity and holstered. Conceal				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180 degree rule				
Setup					

## 6. MAXED OUT

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Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper,	Total	9 targets	Strings	1
Scenario & Procedure	Scenario: A protest goes horribly wrong and the protesters turns deadly violent. Procedure: At the signal draw and then engage each threat with at least 2 rounds each from low cover. Start Position: Standing at P1 (straddling PVC pipe), IDPA weapon loaded to division capacity, holstered. Concealment garment is optional.				
Start pos	See above				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	180 degree rule				
Setup					