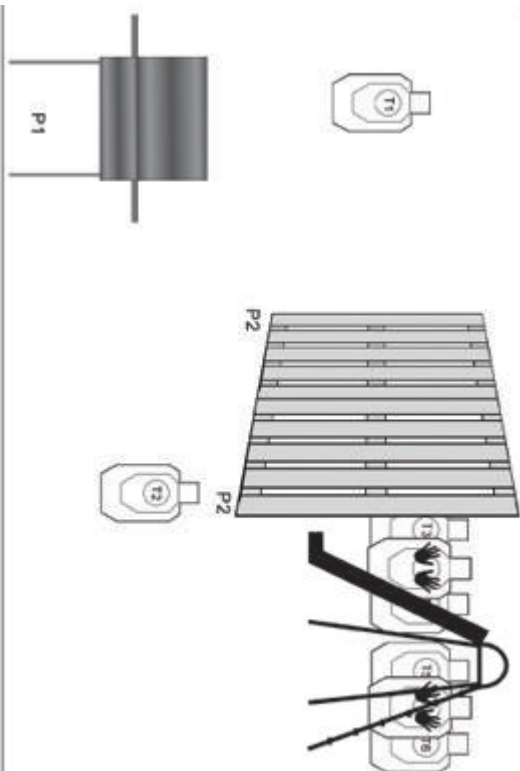


# 1. Smokey and the Bandits



Scoring	Vickers
Round Count	18
Targets	6 IDPA
Concealment Garment	Required
Stage Designer	Ricky Gilbert

**Start Position:** Standing at P1, facing up range, strong hand holding cooking utensil with utensil touching the grill, support hand touching knob. Gun loaded to division capacity, holstered and concealed

**Scenario:** While BBQing in your back yard, several thugs head into your neighborhood to cause trouble. One jumps the fence heading straight towards you in a sadistic rage; you then realize they have the neighbor kids surrounded in their back yard after hearing screams of terror.

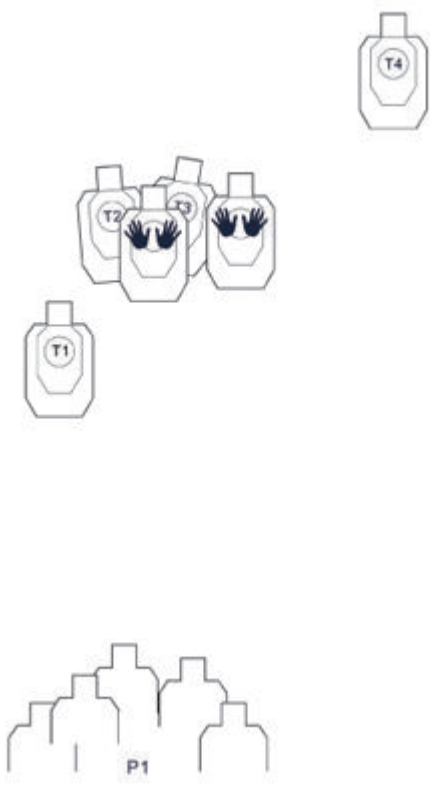
**Procedures:** At the signal, turn, draw and engage targets T1-T2 while moving to P2. From cover at P2 engage targets T3-T6, in tactical priority (barricade order). All targets require 3 shots each.



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1

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

## 2. Tea Party Terror




The diagram shows a stage layout with four targets labeled T1, T2, T3, and T4. T1 is a small target at the bottom left. T2, T3, and T4 are larger targets in the center. T2 and T3 have eye-like symbols. T4 is a small target at the top right. A participant labeled P1 is shown at the bottom left, represented by a group of silhouettes.

<b>Scoring</b>	Vickers
<b>Round Count</b>	12
<b>Targets</b>	4 IDPA
<b>Concealment Garment</b>	Required
<b>Stage Designer</b>	John May & Robert Ray

**Start Position:** At P1, gun loaded and concealed. Both hands are holding protest sign.

**Scenario:** You attending a 2nd Amendment rally hosted by the local Tea Party. Rabid gun grabbers attack the peaceful protest with Molotov cocktails. You are stuck in the crowd and can not move much. Do what you can to help your friends.

**Procedure:** At the signal, drop sign and engage T1-T4 with 2 rounds each to the lowers scoring zone in tactical priority. Then re-engage with 1 round to each upper scoring zone.



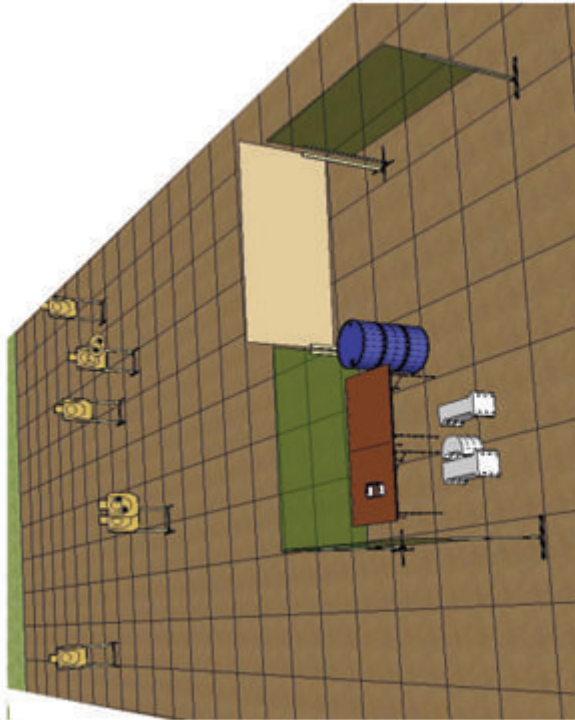
The LRSA IDPA logo is displayed above a silhouette of a person. A handgun is shown pointing towards the silhouette, with a line indicating the line of sight.

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	4 paper, 2 no-shoot	Total	4 targets	Strings	1
Scenario & Procedure					
Start pos					
Start on					
Stop on					
Penalties					
Safety					
Setup					

### 3. In The Garage

STAGE 3 (BAY 2) - IN THE GARAGE

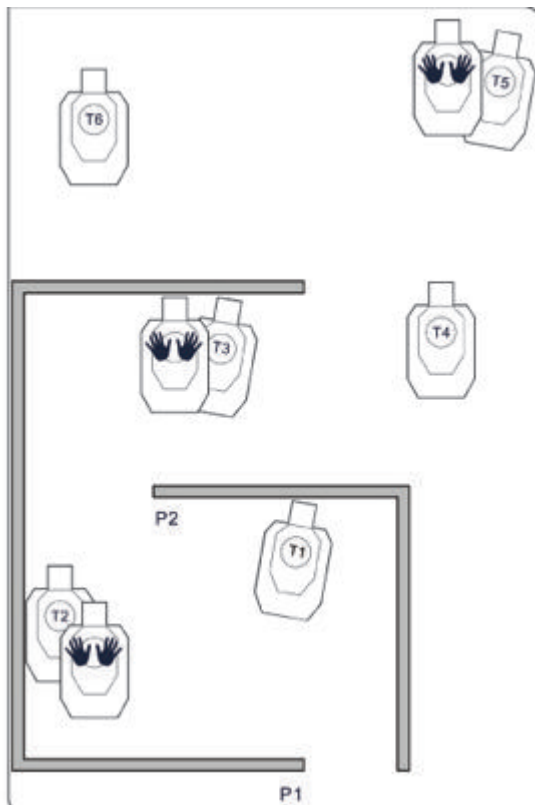
START POSITION Standing at P1, gun unloaded and placed in box on bench. Magazines on bench adjacent to box	
SCENARIO You are preparing for an IDPA match by double-checking the fit of your firearm in an IDPA box. You hear a ruckus outside and look under your partially open garage door to see gang members attacking a person and their dog at the end of your driveway	
STAGE PROCEDURE At the signal, retrieve firearm, load firearm, and engage T1-T5 with 3 rounds each from low cover, through opening at garage door.	SCORING Vickers Count, 15 rounds TARGETS: 5 threat, 2 non-threat, 0 steel (5-12 yds) SCORED HITS: Best 3 on paper START-STOP: Audible - Last shot RULES: Current IDPA Rulebook RELOADS: Any IDPA legal reloads



SETUP NOTES:	SO NOTES:
	Shooter must remain at P1 to load firearm

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure					
Start pos					
Start on					
Stop on					
Penalties					
Safety					
Setup					

## 4. Children in the Corn



Scoring	Vickers
Round Count	12
Targets	6 IDPA
Concealment Garment	Required
Stage Designer	Wayne Ritchie

**Start Position:** Gun is loaded, holstered and concealed. Both hands holding pumpkin.

**Scenario:** You have taken your kids to a pumpkin patch and corn maze. The kids enter the maze ahead of you and encounter terror within. Rescue them!

**Procedure:** At the signal, move through the maze and engage T1-T6 with 2 rounds on each. Use all available cover and any IDPA legal reload.



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 3 no-shoot	Total	6 targets	Strings	1

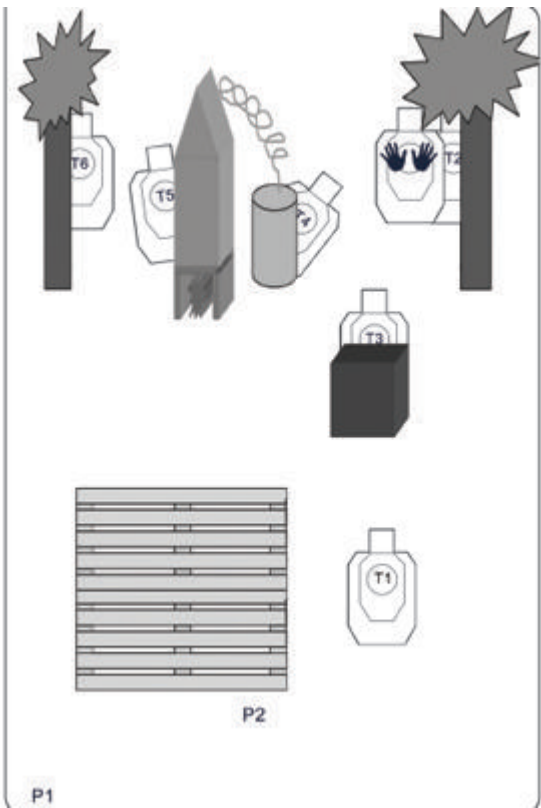
Scenario & Procedure	
Start pos	
Start on	
Stop on	
Penalties	
Safety	
Setup	

# 5. Rodeo Round Count

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure					
Start pos					
Start on					
Stop on					
Penalties					
Safety					
Setup					

# 6. The Hills Have Stills



Scoring	Vickers
Round Count	T6
Targets	6 IDPA
Concealment Garment	Required
Stage Designer	John May & Robert Ray

**Start Position:** At P1 strong hand holding hiking stick. Gun loaded and concealed.

**Scenario:** You are doing a little back wood hiking when you stumble upon an Ozark moonshine still. The moonshiners don't take to kindly to that and start shooting.

**Procedure:** At the signal, advance to P2 while engaging T1 with 5 rounds in the lower scoring zone and 1 in the upper scoring zone. From P2 engage T2-T6 with 2 rounds each using all available cover.



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos					
Start on					
Stop on					
Penalties					
Safety					
Setup					