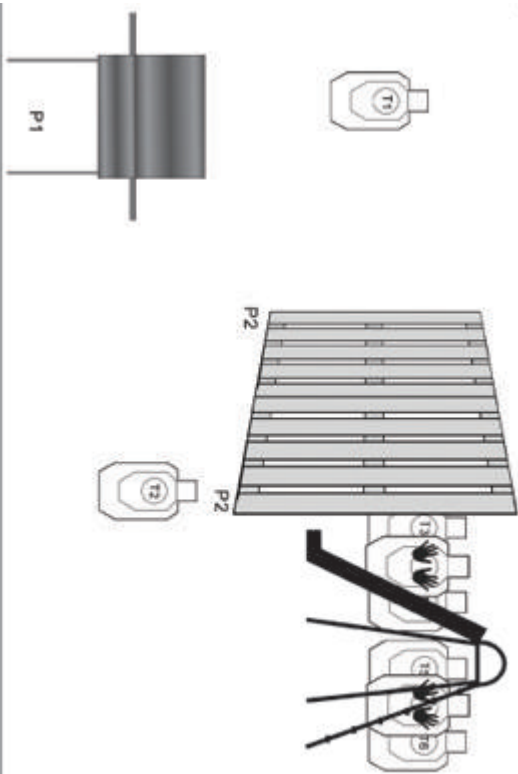


1. Smokey and the Bandits



| | |
|---------------------|---------------|
| 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.

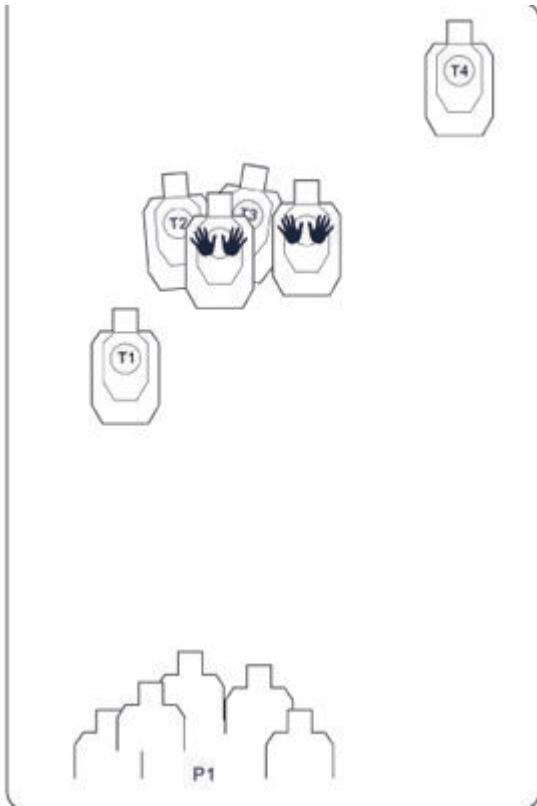
Procedure: At the signal, turn, draw and engage targets T1-T2 while moving to P2. From cover at P2 engage targets T3-T6, in tactical priority (barricade order). All targets require 3 shots each.



| | | | | | |
|---------|---------------------|---------|-----------|---------|----|
| 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



| | |
|----------------------------|-----------------------|
| Scoring | Vickers |
| Round Count | 12 |
| Targets | 4 IDPA |
| Concealment Garment | Required |
| Stage Designer | 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.



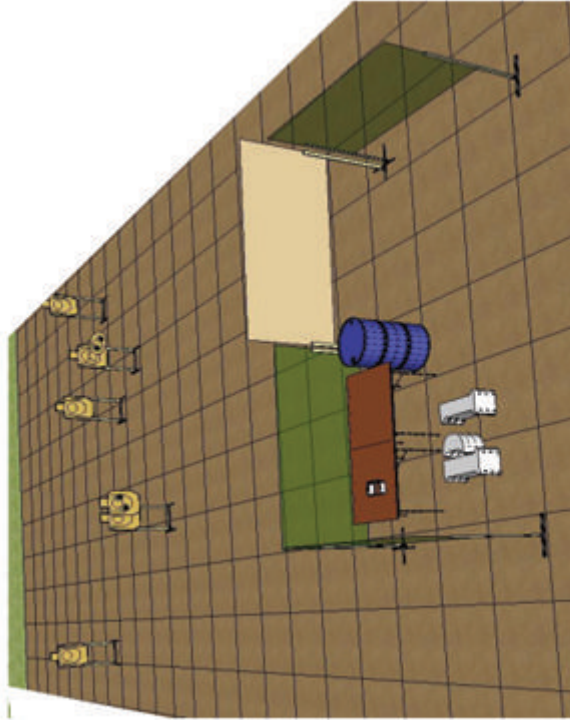
| | | | | | |
|----------------|---------------------|----------------|-----------|----------------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, 2 no-shoot | Total | 4 targets | Strings | 1 |

| | |
|----------------------|--|
| 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 | SCORING 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 |
| 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. | | |

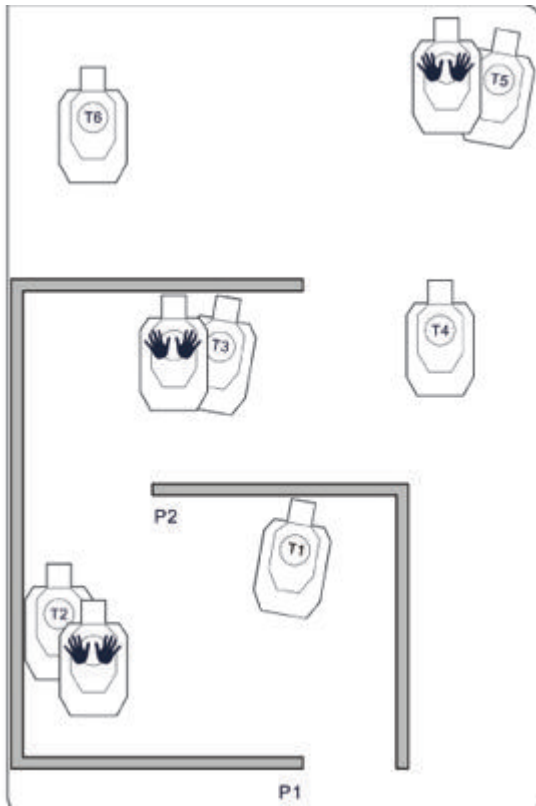


| |
|---|
| SO NOTES: Shooter must remain at P1 to load firearm |
| SETUP NOTES: |

| | | | | | |
|---------|---------------------|---------|-----------|---------|----|
| 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 |

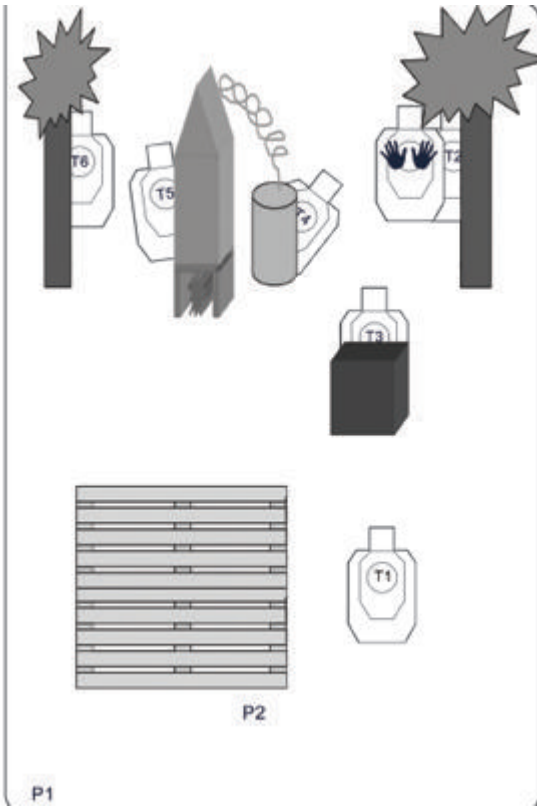
| | |
|----------------------|--|
| Scenario & Procedure | |
| Start pos | |
| Start on | |
| Stop on | |
| Penalties | |
| Safety | |
| Setup | |

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 | 16 |
| Targets | 6 IDPA |
| Concealment Garment | Required |
| Stage Designer | John May & Robert Roy |

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 | |