

1. PULL WHAT

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	SCENARIO: You have ben told that you have won a prize. Pull the string and you will see what it is. PROCEDURE: At P1 engage T1 T2 T3 from either side of the barricade you may pull the string to momentarily reveal T3				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Find Us

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	SCENARIO: Your at the acme plastic barrel factory you think a coyote has gotten into the storage area. Nope, barrel thieves PROCEDURE: AT P1 engage ether T1 and T2 from ether side of the barrels. then engage T3 and T4 from cover. T1 T2 T4 will require 1 shot to the head 2 to the body T3 3 shots to the head				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Back and Forth

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	SCENARIO: IDPA Standards Stage. PROCEDURE: Draw and engage each target with one shot each strong hand only in tactical sequence. At end of line re-engage with one shot each in reverse order weak hand only. At end of line re-engage with one shot each in reverse order strong hand only.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. OH CRAP

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	5 paper, 1 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure	SCENARIO: Your minding your own business and then people want to kill you. OH CRAP. stop them PROCEDURE: At start signal turn, draw and engage T1 from one side of the barrel and T2 from the other side of the barrel. then engage all other targets with 2 shots to paper and steel S1 witch will activate T4				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. Run away and Fight

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	SCENARIO: Your leaving your sugar shack when a group of syrup thieves try to take your days makings I don't think so PROCEDURE: At start signal drop can, draw and engage T1 while retreating with 1 shot to the head and 2 to the body. Then from ether P2 or P3 engage targets with 2 rounds each from cover. After you engage targets from one side you must engage targets from the other side from cover				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

6. Tripples all Around

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	SCENARIO: Why the hell not. PROCEDURE: Gun mags on table, gun empty. Beep: load engage each target with 2 to the body 1 head, use cover when necessary				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

7. Bed on both sides

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	12
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	SCENARIO: Lying in bed you here a noise. React PROCEDURE: Beep pick up gun the deliver 2 rds each from one side (standing 1st) the from the other side (Getting up)				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					