

1. There R bad buys out the windows

IDPA @ RTSP
Stage ___ "There R bad buys out the windows"
 Course Designer: Howard Schoenberger

START POSITION: Shooter standing at P1 gun holstered hands over ears. Concealment required.


GUN READY CONDITION: Gun loaded with five rounds only.	SCORING: Unlimited (10 shot min) TARGETS: 5 IDPA, 2 non-threat
STAGE PROCEDURE: Upon start signal, draw and Engage T1 & T2 with 3 shots each from window, proceed to P2 and engage T3 & T4 with 3 shots each from window. Proceed to P3 and engage T5 with 3 shots then proceed to P4 and from low cover engage with three head shots.	SCORED HITS: 4 hits T1&T2, 3 Hits T3-T5 START-STOP: Audible - Last shot RULES: Only three body shots on T5 will count Note: All reloads to be taken from between P3 and shooting ports.

Scenario: You are at home when you look out window and see bad guys with guns, you engage and proceed to window in other room and engage two more, you then walk outside and from behind column engage a fifth bad guy. You think you have finished him off but when you get to large rock he gets up and you have to be sure to take him out once and for all from behind a large rock.

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1

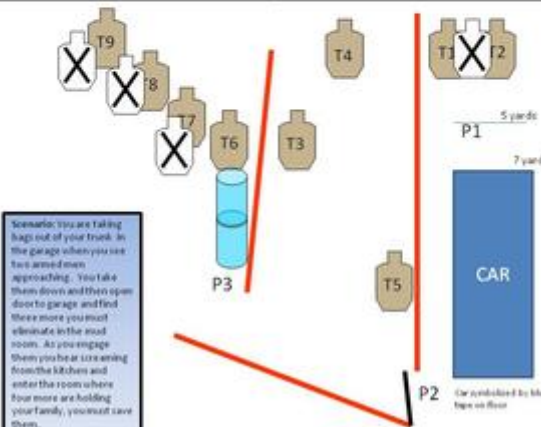
Scenario & Procedure	Scenario: You are at home when you look out window and see bad guys with guns, you engage and proceed to window in other room and engage two more, you then walk outside and from behind column engage a fifth bad guy. You think you have finished him off but when you get to large rock he gets up and you have to be sure to take him out once and for all from behind a large rock. STAGE PROCEDURE: Upon start signal, draw and Engage T1 & T2 with 3 shots each from window, proceed to P2 and engage T3 & T4 with 3 shots each from window. Proceed to P3 and engage T5 with 3 shots then proceed to P4 and from low cover engage with three head shots. Rules: Only three body shots on T5 will count
Start pos	Gun loaded with five rounds only & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

2. Home Invasion



IDPA @ RTSP
Stage ___ "Home Invasion"
 Course Designer: Howard Schoenberger

START POSITION: Shooter standing facing up range at P1 shopping bag in weak hand gun holstered. Concealment required.	
GUN READY CONDITION: Gun loaded with five rounds only.	SCORING: Unlimited (10 shot min) TARGETS: 9 IDPA, 4 non-shoot
STAGE PROCEDURE: Upon start signal, draw and engage T1-& T2 in tactical sequence strong hand only while retreating. You may drop bag after fully engaging T1 & T2. Proceed to position P2 engaging any visible targets (near to far) on the move as you proceed to P3. Once at P3, engage targets T6-T9 from behind cover.	SCORED HITS: 2 hits per target START-STOP: Audible - Last shot RULES: Targets T3-T4 may be re-engaged from behind cover as you so desire. Note: Be extra careful of muzzle direction! You earn a PE if you walk through the car.




Scenario: You are taking bags out of your trunk in the garage when you see two armed men approaching. You take them down and then open door to garage and find three more you must eliminate in the mud room. As you engage them you hear screaming from the kitchen and enter the room where four more are holding your family, you must save them.

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 4 no-shoot	Total	9 targets	Strings	1

Scenario & Procedure	Scenario: You are taking bags out of your trunk in the garage when you see two armed men approaching. You take them down and then open door to garage and find three more you must eliminate in the mud room. As you engage them you hear screaming from the kitchen and enter the room where four more are holding your family, you must save them. STAGE PROCEDURE: Upon start signal, draw and engage T1-& T2 in tactical sequence strong hand only while retreating. You may drop bag after fully engaging T1 & T2. Proceed to position P2 engaging any visible targets (near to far) on the move as you proceed to P3. Once at P3, engage targets T6-T9 from behind cover.
Start pos	Gun loaded with five rounds only & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

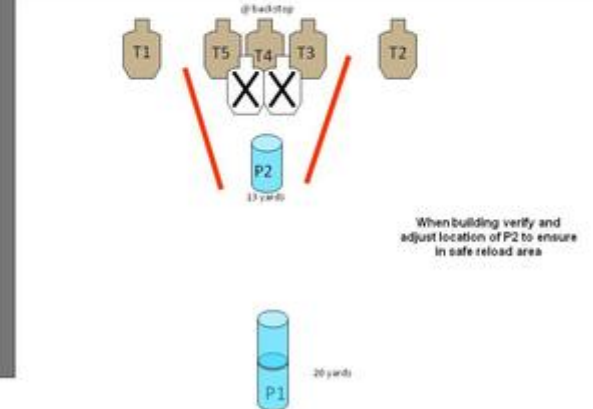
3. Both sides of the barrel



IDPA @ RTSP
Stage ____ "Both sides of the barrels"
 Course Designer: Howard Schoenberger

START POSITION: Shooter standing at P1 gun holstered hands over ears. Concealment required.

GUN READY CONDITION: Gun loaded with five rounds only.	SCORING: Unlimited (17 shot min) TARGETS: 5 IDPA, 2 non-bleed.
STAGE PROCEDURE: Upon start signal, draw and Engage T1 & T2 from one side of the barrels with two shots each, then re-engage from other side of barrel with two shots each. Proceed to P2 and engage T3 – T5 from low cover with two rounds each from one side of barrel then re-engage from other side with one round each.	SCORED HITS: 4 hits T1&T2, 3 Hits T3-T5 START-STOP: Audible - Last shot RULES: Note: Be careful not to break cover with legs on opposite side of barrel at P2



@backstop

13 yards

20 yards

When building verify and adjust location of P2 to ensure in safe reload area

Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1

Scenario & Procedure	Scenario - Standards. STAGE PROCEDURE: Upon start signal, draw and Engage T1 & T2 from one side of the barrels with two shots each, then re-engage from other side of barrel with two shots each. Proceed to P2 and engage T3 – T5 from low cover with two rounds each from one side of barrel then re-engage from other side with one round each.
Start pos	Gun loaded with five rounds only & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

4. Harder than it seems

IDPA @ RTSP
Stage ___ "Harder than it seems"
 Course Designer: Howard Schoenberger

START POSITION: Shooter standing facing, and both hands touching wall at P3; concealment required.

GUN READY CONDITION: Gun loaded with five rounds only and holstered.

STAGE PROCEDURE: Upon start signal, draw and engage T1-T3 then proceed to either P1 or P2/P3 and engage targets. Targets at P1 to be taken strong hand only, Center array (T4-T5) may be taken from either P2 or P3 after door is opened but shot behind cover.

SCORING: Unlimited (10 shot min)

TARGETS: 9 IDPA, 5 non-bleed

SCORED HITS: 2 hits per target

START-STOP: Audible - Last shot

RULES: PE earned if door is not closed while engaging targets at P1.

Note:

Max distance

T1, T2, T3 (10 yards)

T4 (Max distance)

T5 (10 yards)

T6 (7 yards)

T8, T9 (10 yards)

P3, P2, P1

Scenario: You should never have taunted ISIS on Facebook. They used geotagging to track you down and now nine of them are in your house and out to get you. Defend yourself the best you can.

Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 5 no-shoot	Total	9 targets	Strings	1

Scenario & Procedure	Scenario: You should never have taunted ISIS on Facebook. They used geotagging to track you down and now nine of them are in your house and out to get you. Defend yourself the best you can. STAGE PROCEDURE: Upon start signal, draw and engage T1-T3 then proceed to either P1 or P2/P3 and engage targets. Targets at P1 to be taken strong hand only, Center array (T4-T5) may be taken from either P2 or P3 after door is opened but shot behind cover.				
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Penalties	As per current edition of rules				
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