

# 1. WAREHOUSE WORRIES

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  | 15 |
| Targets              | 5 paper,   | Total   | 5 targets | Strings | 1  |
| Scenario & Procedure | At the signal, engage all threats with at least 2 rounds to the body and one round to the head, using cover. Concealment garment optional. |         |           |         |    |
| Start pos            | Standing at P1, IDPA weapon loaded to division capacity and holstered. Concealment garment is  |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | Floating 180 degree rule   |         |           |         |    |
| Setup                |  |         |           |         |    |

## 2. THE HEARTBEAT OF AMERICA

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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Unlimited  | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 5 paper, 2 plates, 2 no-shoot  | Total   | 7 targets | Strings | 1  |
| Scenario & Procedure | Scenario: Thugs are intent on kidnapping you and your friend. You are armed, your friend is not. Save the day. Procedure: At the signal, engage T1 while retreating. Engage T2-T3 while moving to P2 and engage S1-S2. S1-S2 must be engaged from P2 for safety reasons. Move to P3 and engage all paper targets with at least 3 rounds and steel targets must fall. |         |           |         |    |
| Start pos            | Standing at P1 (within arms reach of T1), IDPA weapon loaded to division capacity and holstered. Co  |         |           |         |    |
| Start on             | Audible signal   |         |           |         |    |
| Stop on              | Last shot  |         |           |         |    |
| Penalties            | As per current edition of rules  |         |           |         |    |
| Safety               | Floating 180 degree rule   |         |           |         |    |
| Setup                |  |         |           |         |    |

### 3. LOOTERS AT CVS

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

Click on:



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|                      |  |         |           |         |    |
|----------------------|--|---------|-----------|---------|----|
| Scoring              | Unlimited  | Firearm | Handgun   | Rounds  | 14 |
| Targets              | 7 paper, 1 no-shoot  | Total   | 7 targets | Strings | 1  |
| Scenario & Procedure | Scenario: Armed rioters descend on the CVS for free drugs and all you wanted was some late-night Gummi-Bears. Procedure: At the signal, move from P1-P4 and engage threats on the way out of the store. All threats are engaged with at least 2 rounds each. |         |           |         |    |
| 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                |  |         |           |         |    |

## 4. IN THE OPEN

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|                      |   |         |           |         |   |
|----------------------|---|---------|-----------|---------|---|
| Scoring              | Unlimited   | Firearm | Handgun   | Rounds  | 6 |
| Targets              | 3 paper,  | Total   | 3 targets | Strings | 1 |
| Scenario & Procedure | Scenario: Caught in the open, 3 armed attackers just want your money bag and they are willing to kill you to get it. Procedure: At the signal, while holding the moneybag in your weak hand, engage T1 with at least 2 rounds from retention, then engage T2-T3 in tactical priority freestyle. You can drop the money bag after engaging T1. "Retention" in this context means target must be engaged "strong hand only" with the strong hand elbow in contact with the shooter's torso. |         |           |         |   |
| Start pos            | Standing within arms reach of T1, IDPA weapon loaded to division capacity, holstered. Concealment ga  |         |           |         |   |
| Start on             | Audible signal  |         |           |         |   |
| Stop on              | Last shot   |         |           |         |   |
| Penalties            | As per current edition of rules   |         |           |         |   |
| Safety               | Floating 180 degree   |         |           |         |   |
| Setup                |   |         |           |         |   |

## 5. HOME AGAIN

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Click on:



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|                      |  |         |            |         |    |
|----------------------|--|---------|------------|---------|----|
| Scoring              | Unlimited  | Firearm | Handgun    | Rounds  | 18 |
| Targets              | 9 paper, 1 popper, 2 no-shoot  | Total   | 10 targets | Strings | 1  |
| Scenario & Procedure | Scenario: You are attacked in your home by multiple bad guys. Greatly outnumbered with no help, you decide to get out of the situation as quickly as possible. Procedure: At the signal, engage T1-T3 while retreating to P2. At P2, engage T4-T6 from cover. Move to P3 and engage PP1 until it falls activating T7-T8. Engage T9 from cover. |         |            |         |    |
| 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. THIS IS WHAT YOU TRAIN FOR

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|                      |  |         |            |         |    |
|----------------------|--|---------|------------|---------|----|
| Scoring              | Unlimited  | Firearm | Handgun    | Rounds  | 17 |
| Targets              | 9 paper, 1 popper,   | Total   | 10 targets | Strings | 1  |
| Scenario & Procedure | Scenario: It's Day 1 of the Zombie Outbreak of 2015 and you must save the world. Procedure: At the signal, engage all paper targets in tactical priority with at least 2 rounds each. PP1 must fall. There is no cover, only vision barriers. For safety reason, T7 and T8 must be engaged from the vision barrier at P2 IN TACTICAL PRIORITY. |         |            |         |    |
| 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                |  |         |            |         |    |