

# 1. Back against the wall

IDPA @ RTSP

**Stage\_1\_ "Back against the wall"**

Course Designer: Howard Schoenberger

Range2

|   |   |
|---|---|
| <b>START POSITION:</b> Shooter standing at P1 facing down range in surrender position, concealment required   |   |
| <b>GUN READY CONDITION:</b> Gun loaded to division capacity and holstered.  | <b>SCORING:</b> Unlimited (18 shot min) |
| <b>STAGE PROCEDURE:</b> Upon start signal, engage all targets in tactical priority as you encounter them with two shots each per IDPA rules, perform legal reloads as required. | <b>TARGETS:</b> 9 IDPA, 5 non-treat     |
| <b>SCORED HITS:</b> 2 hits all targets.   |   |
| <b>START-STOP:</b> Audible - Last shot  |   |
| <b>RULES:</b> Note: T1 & T2 must be taken on the move.  |   |


Construction note: Build wall W1 using metal target stands with 2"x2" in supports to prevent tripping hazard!!!

Scenario: You are standing by a wall talking to two guys on the street when suddenly they pull guns on you. You take them out and decide to flee the scene only to round a corner and encounter armed buddies both to the left and right of the ally.

|                |                     |                |           |                |    |
|----------------|---------------------|----------------|-----------|----------------|----|
| <b>Scoring</b> | Unlimited           | <b>Firearm</b> | Handgun   | <b>Rounds</b>  | 18 |
| <b>Targets</b> | 9 paper, 5 no-shoot | <b>Total</b>   | 9 targets | <b>Strings</b> | 1  |

|                                 |   |
|---------------------------------|---|
| <b>Scenario &amp; Procedure</b> | Scenario: You are standing by a wall talking to two guys on the street when suddenly they pull guns on you. You take them out and decide to flee the scene only to round a corner and encounter armed buddies both to the left and right of the ally. GUN READY CONDITION: Gun loaded to division capacity and holstered. STAGE PROCEDURE: Upon start signal, engage all targets in tactical priority as you encounter them with two shots each per IDPA rules, perform legal reloads as required. Note: T1 & T2 must be taken on the move. |
| <b>Start pos</b>                | Standing at P1 facing down range in surrender position, concealment required.   |
| <b>Start on</b>                 | Audible signal  |
| <b>Stop on</b>                  | Last shot   |
| <b>Penalties</b>                | As per current edition of rules   |
| <b>Safety</b>                   | L/R   |
| <b>Setup</b>                    |   |

## 2. Hide, Advance, then Hit the decks



**IDPA @ RTSP**

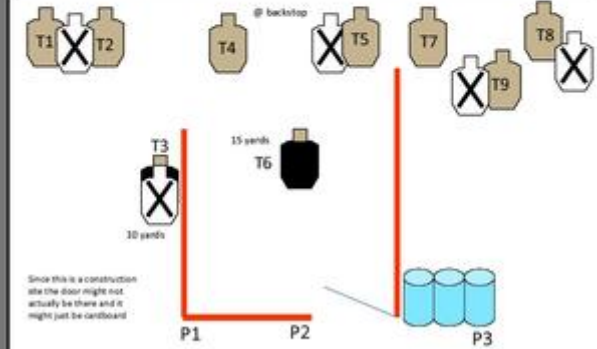
**Stage \_2\_ "Hide, Advance, then Hit the decks"**

Course Designer: Howard Schoenberger

Range 1

**START POSITION:** Shooter standing at P1 hands relaxed at sides. Concealment required.

|   |   |
|---|---|
| <b>GUN READY CONDITION:</b> Gun loaded to division capacity and holstered.  | <b>SCORING:</b> Unlimited (18 shot min)             |
|   | <b>TARGETS:</b> 9 IDPA, 5 non-treat                 |
| <b>STAGE PROCEDURE:</b> Upon start signal draw and engage T1-T3 from cover with two shots each. Advance to P2 and enter the office engaging targets with two shots each in tactical priority while advancing. Retreat out of office, and from a prone position of cover at P3 engage T7-T9 with two shots each. | <b>SCORED HITS:</b> 2 hit per target                |
|   | <b>Strings – 1 string</b>                           |
|   | <b>START-STOP:</b> Audible - Last shot              |
|   | <b>RULES:</b> No reloading in the office allowed !! |
| <b>Note- All shots must hit backstop.</b>   |   |



**Scenario:** You are the night watchman in an office building under construction, you surprise a bunch of armed thugs stealing copper pipe and wire. Once they spot you they decide to leave no witnesses, do your best to remain a witness.

|                |                     |                |           |                |    |
|----------------|---------------------|----------------|-----------|----------------|----|
| <b>Scoring</b> | Unlimited           | <b>Firearm</b> | Handgun   | <b>Rounds</b>  | 18 |
| <b>Targets</b> | 9 paper, 5 no-shoot | <b>Total</b>   | 9 targets | <b>Strings</b> | 1  |

|                                 |   |
|---------------------------------|---|
| <b>Scenario &amp; Procedure</b> | Scenario: You are the night watchman in an office building under construction, you surprise a bunch of armed thugs stealing copper pipe and wire. Once they spot you they decide to leave no witnesses, do your best to remain a witness. GUN READY CONDITION: Gun loaded to division capacity and holstered. STAGE PROCEDURE: Upon start signal draw and engage T1-T3 from cover with two shots each. Advance to P2 and enter the office engaging targets with two shots each in tactical priority while advancing. Retreat out of office, and from a prone position of cover at P3 engage T7-T9 with two shots each. RULES: No reloading in the office allowed !! |
| <b>Start pos</b>                | Shooter standing at P1 hands relaxed at sides. Concealment required.  |
| <b>Start on</b>                 | Audible signal  |
| <b>Stop on</b>                  | Last shot   |
| <b>Penalties</b>                | As per current edition of rules   |
| <b>Safety</b>                   | L/R   |
| <b>Setup</b>                    |   |

# 3. Shoot 'n Hide 'n Shoot

IDPA @ RTSP

**Stage\_3\_ "Shoot 'n Hide 'n Shoot"**

Course Designer: Howard Schoenberger

Range 2

**START POSITION:** Shooter standing at P1 facing down range hands relaxed at sides, concealment required. Phone sitting on bed.

**GUN READY CONDITION:** Gun loaded to division capacity and holstered.

**STAGE PROCEDURE:** Upon start signal, open bathroom door and engage T1 & T2 with 3 shots each from behind cover, advance out of bathroom, grab phone and lay down under bed holding phone in weak hand. Engage T3-T5 in tactical sequence with two rounds each from a prone position while holding the phone.

**SCORING:** Unlimited (12 shot min)

**TARGETS:** 5 IDPA

**SCORED HITS:** 3 hits T1&T2, 2 hits all other targets.

**START-STOP:** Audible - Last shot

**RULES:** T3-T5 are not "really" there till after you are under bed

**Note:** You earn a procedural if you fire any shots without having the phone in hand under the bed.

**Scenario:** You come out of your bathroom and find two armed intruders in your bedroom. You quickly take them out and then hear noises in the hallway. You grab the phone and hide under the bed to call 9-1-1, when three more burst through the door after you are under the bed. You decide to take action as 9-1-1 is only minutes away when seconds count.

|                |           |                |           |                |    |
|----------------|-----------|----------------|-----------|----------------|----|
| <b>Scoring</b> | Unlimited | <b>Firearm</b> | Handgun   | <b>Rounds</b>  | 12 |
| <b>Targets</b> | 5 paper,  | <b>Total</b>   | 5 targets | <b>Strings</b> | 1  |

|                                 |  |
|---------------------------------|--|
| <b>Scenario &amp; Procedure</b> | Scenario: You come out of your bathroom & find two armed intruders in your bedroom. You quickly take them out & then hear noises in the hallway. You grab the phone & hide under the bed to call 9-1-1, when three more burst through the door after you are under the bed. You decide to take action as 9-1-1 is only minutes away when seconds count. GUN READY CONDITION: Gun loaded to division capacity and holstered. STAGE PROCEDURE: Upon start signal, open bathroom door and engage T1 & T2 with 3 shots each from behind cover, advance out of bathroom, grab phone and lay down under bed holding phone in weak hand. Engage T3-T5 in tactical sequence with two rounds each from a prone position while holding the phone. RULES: T3-T5 are not "really" there till after you are under bed ■ Note- You earn a procedural if you fire any shots without having the phone in hand under the bed. |
| <b>Start pos</b>                | Standing at P1 facing down range hands relaxed at sides, concealment required. Phone on bed.   |
| <b>Start on</b>                 | Audible signal   |
| <b>Stop on</b>                  | Last shot  |
| <b>Penalties</b>                | As per current edition of rules  |
| <b>Safety</b>                   | L/R  |
| <b>Setup</b>                    |  |

# 4. It's all about order

**IDPA @ RTSP**

**Stage\_4\_ "It's all about order"**

Course Designer: Howard Schoenberger

Range1

**START POSITION:** String1-Shooter standing in box at P1 hands relaxed at sides gun and all ammo on table. Concealment required. String2-facing up range at P2 hands over head.

**GUN READY CONDITION:** Gun unloaded, slide or cylinder closed.

**STAGE PROCEDURE:** Upon start signal retrieve gun and all ammo, load gun then starting at P2 engage all threat targets in tactical priority with one shot each. When finished, at command engage safety or decock (as appropriate) and holster gun. String 2, starting at P2, at signal draw and engage all targets in tactical priority with one round each. Reload as required, but NOT between strings.

**SCORING:** Limited (18 shot min)

**TARGETS:** 9 IDPA, 5 non-treat

**SCORED HITS:** 2 hit per target

**Strings – 2 strings**

**START-STOP:** Audible - Last shot

**RULES:** All shots must hit backstop!!!!

**Note- Finger off trigger if sights not on target!**

Note: Stagger targets high and low to prevent shoot thru possibility

|                |                     |                |           |                |    |
|----------------|---------------------|----------------|-----------|----------------|----|
| <b>Scoring</b> | Limited             | <b>Firearm</b> | Handgun   | <b>Rounds</b>  | 18 |
| <b>Targets</b> | 9 paper, 5 no-shoot | <b>Total</b>   | 9 targets | <b>Strings</b> | 2  |

|                                 |  |
|---------------------------------|--|
| <b>Scenario &amp; Procedure</b> | START POSITION: String1-Shooter standing in box at P1 hands relaxed at sides gun and all ammo on table. Concealment required. String2-facing up range at P2 hands over head. GUN READY CONDITION: Gun unloaded, slide or cylinder closed. STAGE PROCEDURE: Upon start signal retrieve gun and all ammo, load gun then starting at P2 engage all threat targets in tactical priority with one shot each. When finished, at command engage safety or decock (as appropriate) and holster gun. String 2, starting at P2, at signal draw and engage all targets in tactical priority with one round each. Reload as required, but NOT between strings. |
| <b>Start pos</b>                |  |
| <b>Start on</b>                 | Audible signal   |
| <b>Stop on</b>                  | Last shot  |
| <b>Penalties</b>                | As per current edition of rules  |
| <b>Safety</b>                   | L/R  |
| <b>Setup</b>                    |  |