

# 1. LOOTERS RUN RAMPANT

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  | 16 |
| Targets              | 8 paper, 2 no-shoot   | Total   | 8 targets | Strings | 1  |
| Scenario & Procedure | Scenario: It's a riot and the looters know you have guns. Defend yourself against all threats. Procedure: At the signal, engage all threats as they become visible using cover with at least 2 rounds each. Any targets engaged from P4 must be engaged from low cover. |         |           |         |    |
| 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                |   |         |           |         |    |

## 2. LOOTERS RERUN

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|                      |   |         |           |         |    |
|----------------------|---|---------|-----------|---------|----|
| Scoring              | Unlimited   | Firearm | Handgun   | Rounds  | 16 |
| Targets              | 8 paper, 2 no-shoot   | Total   | 8 targets | Strings | 1  |
| Scenario & Procedure | <p>Scenario: On night one you dispatched a bunch of dangerous thugs. Their friends want revenge. Defend yourself against all threats.<br/>           Procedure: At the signal, engage all threats as they become visible using cover with at least 2 rounds each. Any targets engaged from P4</p> |         |           |         |    |
| 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                |   |         |           |         |    |

# 3. STANDARDS

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|                      |   |         |           |         |    |
|----------------------|---|---------|-----------|---------|----|
| Scoring              | Unlimited   | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 6 paper, 2 no-shoot   | Total   | 6 targets | Strings | 1  |
| Scenario & Procedure | Scenario: Standards stage to measure speed and accuracy. Procedure: At the signal engage each target in TACTICAL SEQUENCE with at least 2 rounds, STRONG HAND ONLY. |         |           |         |    |
| 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               | 180 degree rule   |         |           |         |    |
| Setup                |   |         |           |         |    |

## 4. A BAD DAY AT THE BEACH

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|                      |   |         |           |         |   |
|----------------------|---|---------|-----------|---------|---|
| Scoring              | Unlimited   | Firearm | Handgun   | Rounds  | 9 |
| Targets              | 3 paper, 1 no-shoot   | Total   | 3 targets | Strings | 1 |
| Scenario & Procedure | Scenario: A bully and 2 of his thug friends show up and wrecks your beach part. They pull guns an want your money and possible Procedure: At the signal, engage T1-T3 in tactical priority, while seated with at least 3 rounds each. T1 and T3 are equal distance and there is no cover. Start Position: Seated at P1 (straddling PVC pipe), IDPA weapon loaded with 6 rounds only, safely stored in picnic basket. Spare ammo in picnic basket. Concealment garment not required. Picnic basket can be positioned on either side of the shooters chair. |         |           |         |   |
| Start pos            | See above   |         |           |         |   |
| Start on             | Audible signal  |         |           |         |   |
| Stop on              | Last shot   |         |           |         |   |
| Penalties            | As per current edition of rules   |         |           |         |   |
| Safety               | 180 degree rule   |         |           |         |   |
| Setup                |   |         |           |         |   |

## 5. REPOSITIONING

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|                      |   |         |           |         |    |
|----------------------|---|---------|-----------|---------|----|
| Scoring              | Unlimited   | Firearm | Handgun   | Rounds  | 13 |
| Targets              | 4 paper, 1 popper,  | Total   | 5 targets | Strings | 1  |
| Scenario & Procedure | Scenario: Nothing will be gained by advancing into these threats. Procedure: At the signal, while retreating or moving laterally, engage S1 until it falls and then engage T1-T4 with at least 3 rounds each. At no time can the shooter advance towards the threat targets, even after giving ground. Only retreating or lateral movement. |         |           |         |    |
| 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. MAXED OUT

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|                      |   |         |           |         |    |
|----------------------|---|---------|-----------|---------|----|
| Scoring              | Unlimited   | Firearm | Handgun   | Rounds  | 18 |
| Targets              | 9 paper,  | Total   | 9 targets | Strings | 1  |
| Scenario & Procedure | Scenario: A protest goes horribly wrong and the protesters turns deadly violent. Procedure: At the signal draw and then engage each threat with at least 2 rounds each from low cover. Start Position: Standing at P1 (straddling PVC pipe), IDPA weapon loaded to division capacity, holstered. Concealment garment is optional. |         |           |         |    |
| Start pos            | See above   |         |           |         |    |
| Start on             | Audible signal  |         |           |         |    |
| Stop on              | Last shot   |         |           |         |    |
| Penalties            | As per current edition of rules   |         |           |         |    |
| Safety               | 180 degree rule   |         |           |         |    |
| Setup                |   |         |           |         |    |