

P1

Stage 1

Shopping Can be Dangerous

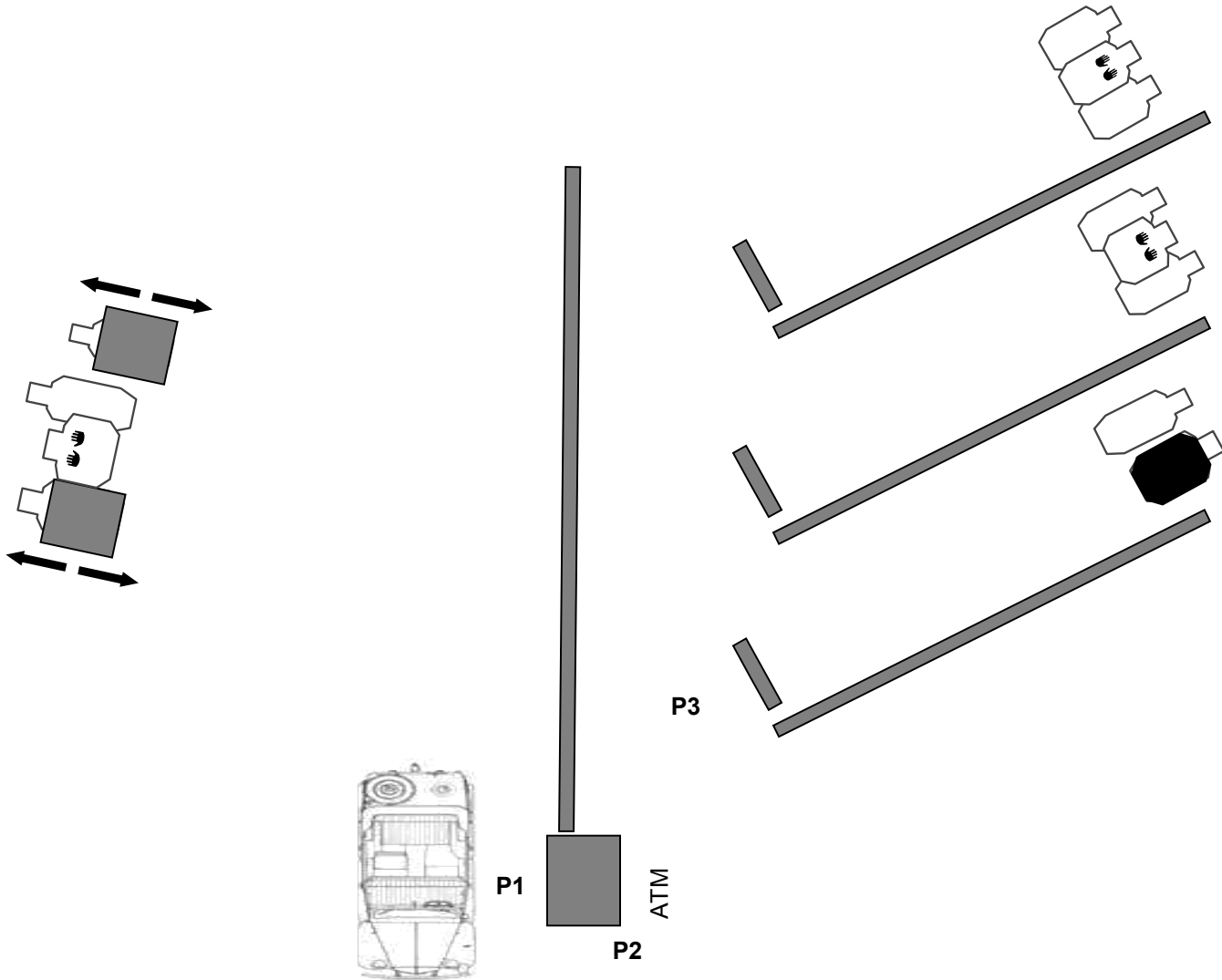
Scenario: You are standing at the counter of your store when 3 men enter and approach the counter, pulling their guns. It is obvious they are wearing body armor. They start screaming at you to give them the money or they are going to start killing people

Start: Standing at P1, facing downrange, with handgun loaded to division capacity and in the IDPA box, which is located inside rectangle on top of table, hands flat on the table on either side of box.. At the signal, remove handgun from box and engage each target strong hand only, 2 shots each to the head box only. Concealment not required.

Scoring: Vickers. Only head box shots count for score. Must have 2 shots to head box. Any shot to the torso counts as a miss. Minimum 6 rounds.

Stage Design: Phil Folkers & Kevin Burns. MCRC

Location: 2700 Bay



Stage 2

Bank Drive Up Disaster

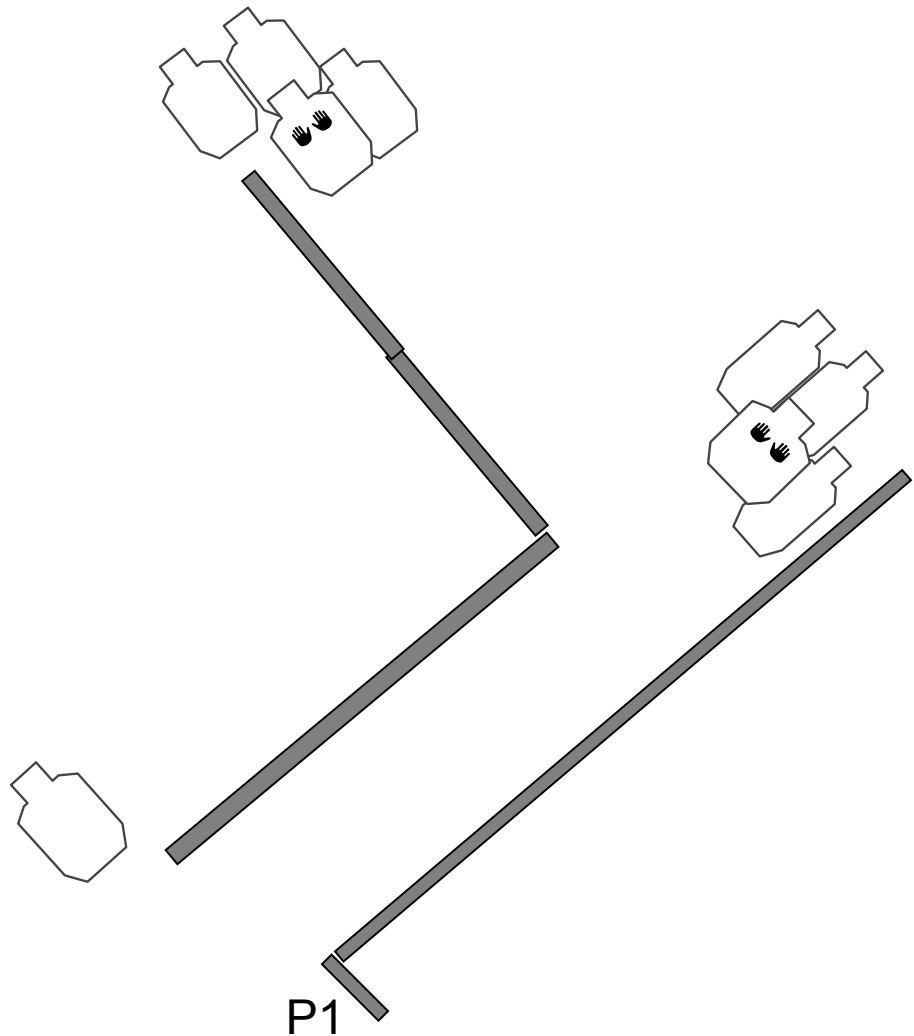
Scenario: You are getting out of your car to pick money you have dropped when you realize that an armed gang is robbing people at the walk up ATM and headed for you next. They have accomplices moving up behind you from the drive-thru lanes.

Start: Kneeling at P1 (at least 1 knee on the ground), with handgun loaded and holstered. money in strong hand, facing downrange. At the signal, Stand and close car door, draw and engage targets to your left while backing toward cover at the ATM (P2) (you may continue to engage targets from P2). Move to P3 and engage remaining targets while making proper use of cover. Concealment required.

Scoring: Vickers. Minimum 18 rounds. Best 2 shots on each target. (No Failure to Neutralize on disappearing targets)

Stage Design: Roy Johnson and Phil Folkers. MCRC

Location: General Purpose Bay



Stage 3

Fun at the Mall

Scenario You are turning into the hallway in the mall toward the bathrooms to find out what is taking your children so long. You first encounter a single gunman who already has his gun pointed at you. You hear one of your children screaming for help from around the corner out of your sight. As you enter the hall, you see 3 armed men with one of your kids kneeling in front of them.

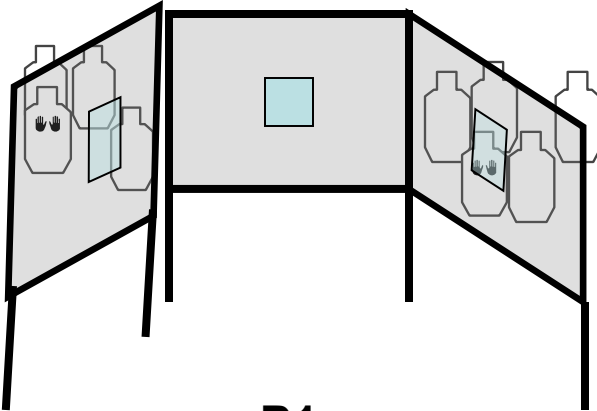
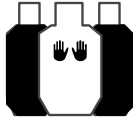
Start Position: Standing at P1, handgun loaded and holstered, hands above shoulders. Concealment required.

Start: At the signal, engage T1, from close retention (Strong hand only, elbow against side). Engage T2-T7, as available while making proper use of cover, 2 shots each. Shooters may not reload while moving down the hallway.

Scoring: Best 2 hits on each target. Minimum of 14 shots.

Stage Design: Phil Folkers. MCRC

Location: Silhouette Bay



P1

Stage 4

My Home is My Castle

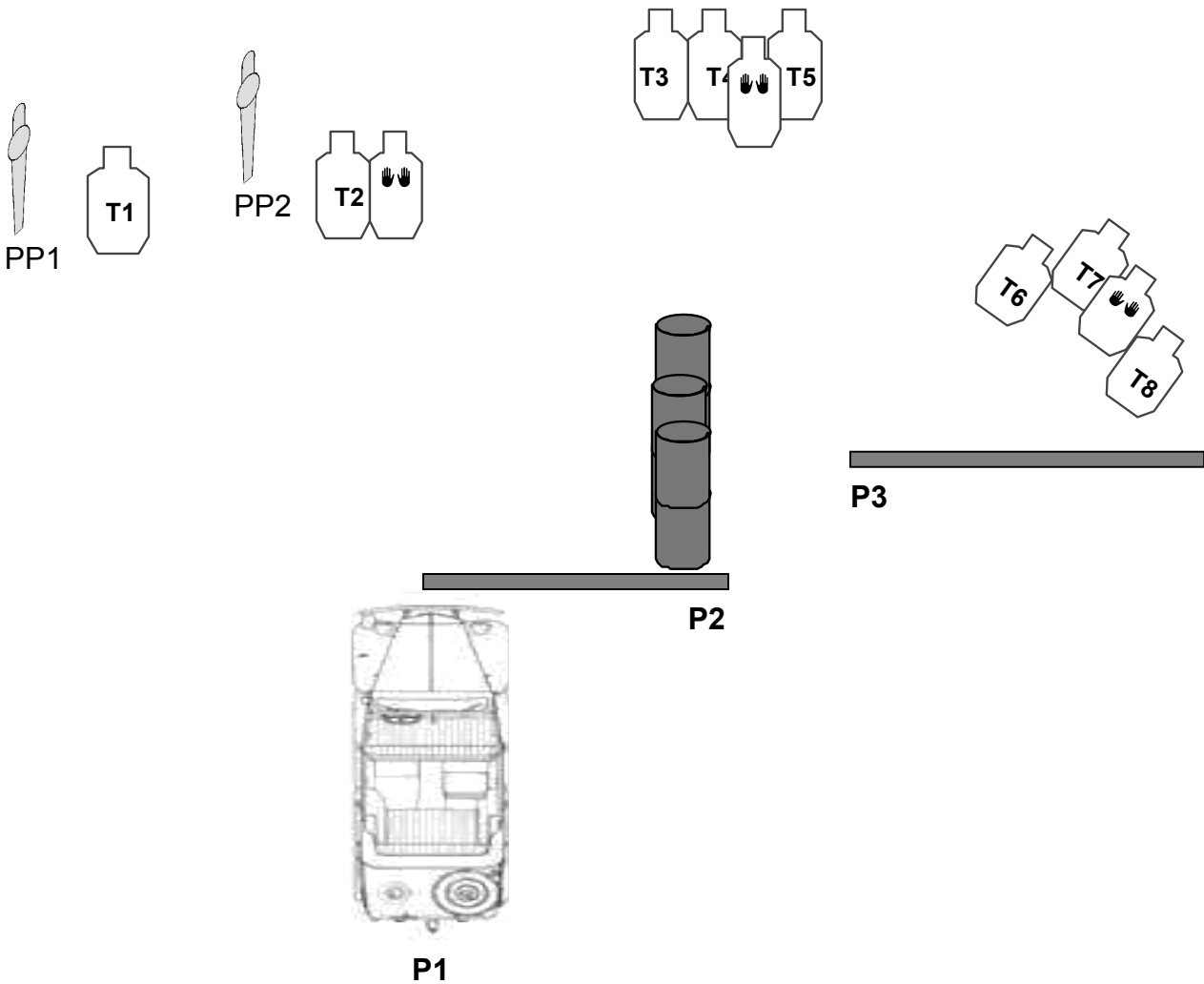
Scenario: You are at home when you hear screams from outside. Your child and his/her friends are playing outside, so you open the interior shutter on a window and see the kids being attacked by gang members.

Start: Standing at P1, handgun loaded and holstered. At the signal, draw and engage targets through the 3 ports in any order. Management of the doors is the shooter's responsibility. **DO NOT SWEEP YOURSELF WHILE OPENING THE PORTS!** Concealment required.

Scoring: Best 2 shots on each target. 18 shots minimum.

Stage design: Phil Folkers, MCRC

Location: Plinking Bay



Stage 5

Parking Garage Attack

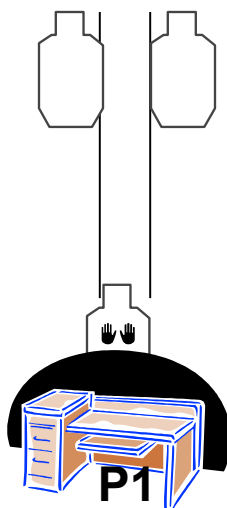
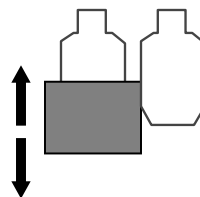
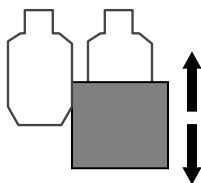
Scenario: You are loading your car in a parking garage when a group of terrorists starts shooting at you .

Start: Standing at P1, facing downrange, handgun loaded and holstered, with both hands on trunk lid. At the signal, draw and engage PP1, T1, PP2 and T2 *before* moving downrange. *Pepper poppers may not be re-engaged downrange of P1.* After engaging the poppers, move to P2 and engage T3-T5, 2 shots each, then move to P3 and engage T6-T8, 2 shots each. Concealment required.

Scoring: Vickers. Steel must fall to count as a hit. Best 2 shots on each paper target. You must engage PP1 and PP2 from behind the car and no where else or it is a safety violation and DQ. Minimum 18 rounds.

Stage Design: Phil Folkers. MCRC

Location: Qualification Bay



Stage 6

I Need a Stronger Desk

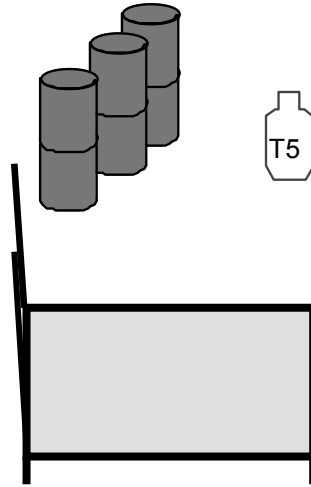
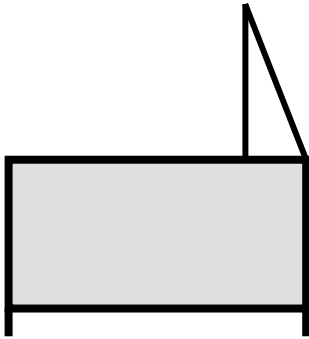
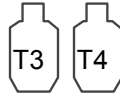
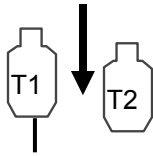
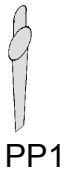
Scenario: You are seated at your desk when thieves rush in to rob your business.

Start: Seated at P1 with handgun loaded to Division capacity and in right hand drawer for right handers, left hand drawer for left handers. Extra magazines or speedloaders/moon clips are also in drawer. At the signal, open drawer, which activates charging targets. Engage remaining targets using tactical priority. Pepper popper activates pop-up targets. Shooter may remain seated or stand after opening drawer. Concealment not required.

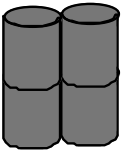
Scoring: Vickers. Minimum 15 rounds. Best 2 shots on cardboard targets. (No Failure to Neutralize on disappearing targets)

Stage Design: Roy Johnson and Phil Folkers. MCRC

Location: Cooper Bay 1.



P2



P1

Stage 7

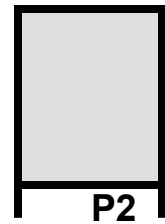
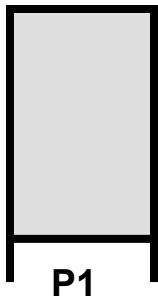
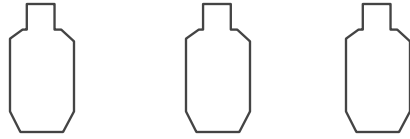
Alleys and Storefronts

Start: Standing at P1 hands at sides, handgun loaded and holstered. At the buzzer, draw and engage the popper, drop turner and T2. Move from P1 to P2 and engage T3 and T4 while moving. From P2, engage T5-T7. Concealment required.

Scoring: Vickers. All paper targets get 2 shots each. 15 rounds minimum. No Failure to Neutralize on drop turner.

Stage Design: Richard Hart. CCSC

Location: Cooper Bay 2



Stage 8

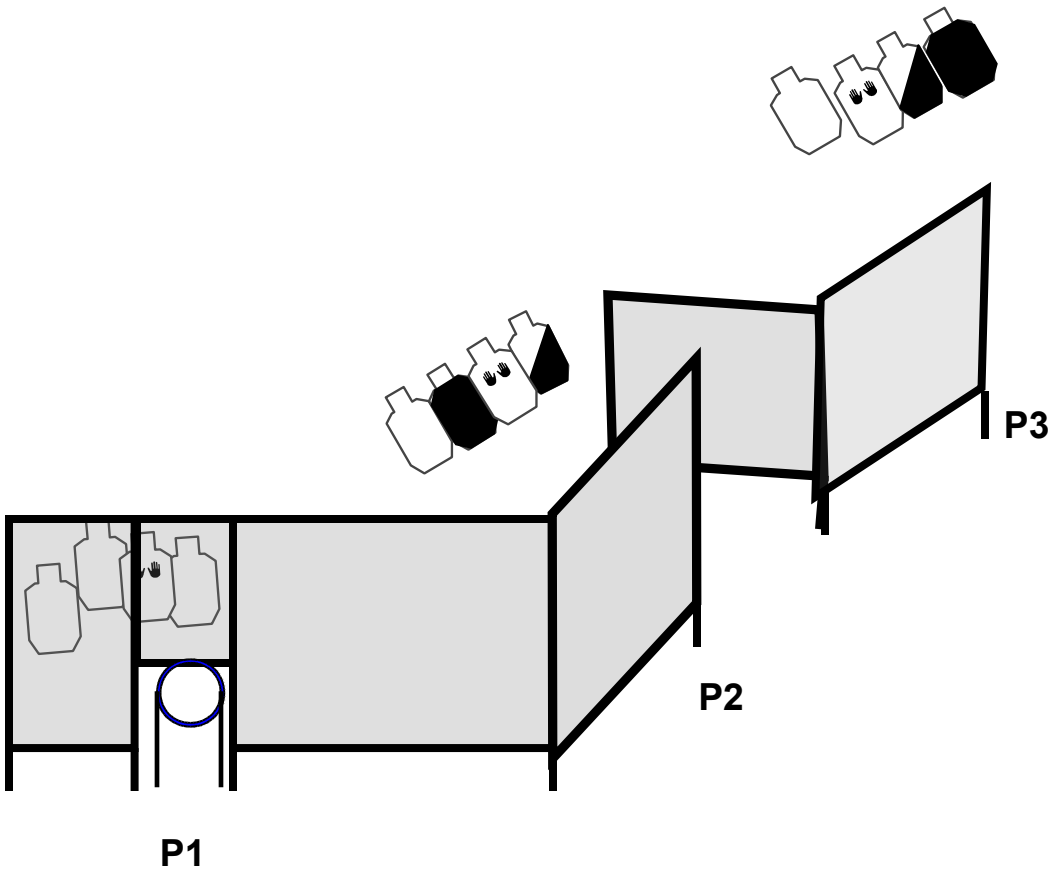
Richard's Standard

Start: Standing at P1 with handgun loaded and holstered, hands relaxed at sides. At the signal, draw and engage each target 2 shots each. Reload and engage each target 2 shots each while moving to P2. At P2, go to low cover and engage each target 2 shots each. Shooters may choose which side of the barricades from which to engage targets. No concealment garment.

Scoring: Limited Vickers. 18 rounds.

Stage Design: Richard Hart. CCSC

Location: Cooper Bay 3



Stage 9

Tunnel Vision

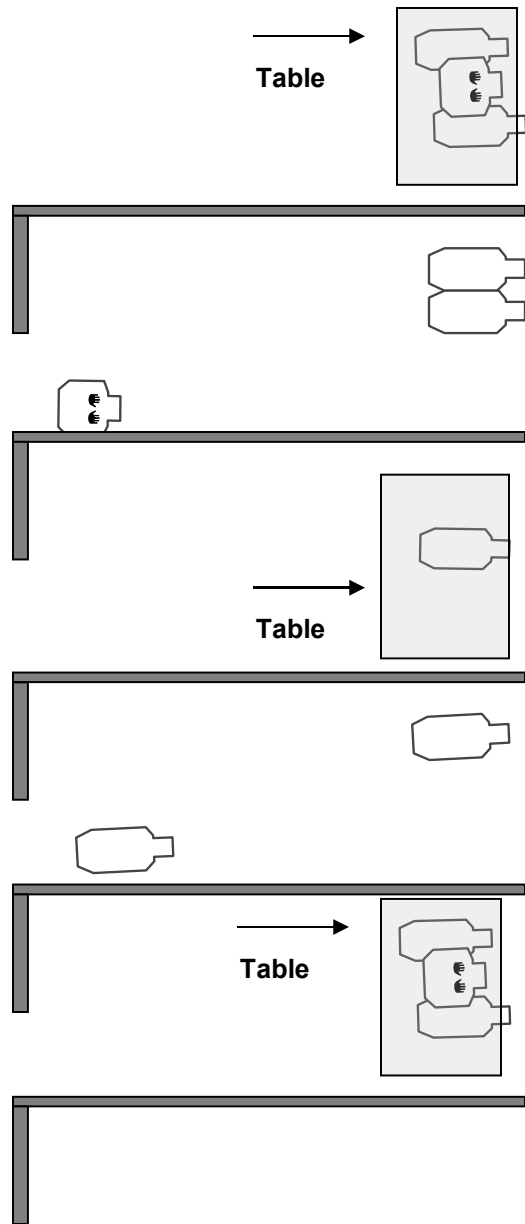
Scenario: You are forced off the road by members of a gang. You are on the side of the road and look through a drain pipe and can see part of the gang. You must engage them through the pipe and then move past some trucks that have been stopped on the highway by the gang to escape.

Start: Standing at P1, hands on outside of barrel, handgun loaded and Holstered. At the signal, draw and engage first 3 targets, 2 shots each, shooting through the barrel. Move to P2 and engage next 3 targets as available, 2 shots each. Move to P3 and engage next 3 targets as available, 2 shots each. Concealment required.

Scoring: Vickers. Best 2 hits on each target. Minimum of 18 shots.

Stage Design: Phil Folkers. MCRC

Location: Cooper Bay 4



Stage 10

Cubicles 2

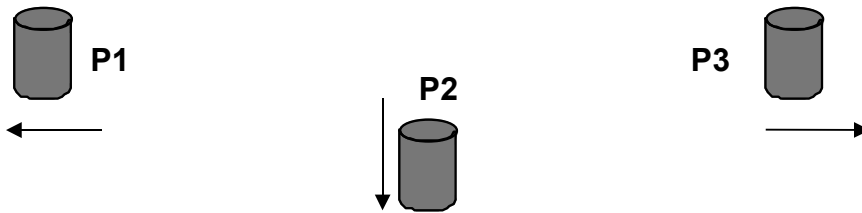
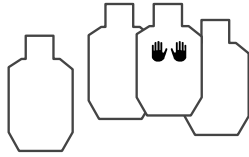
Scenario: The office where you work is overrun by a terrorist gang. You must move from your cubicle past the cubicles occupied by the terrorists to reach the exit.

Start: Standing at P1, with handgun loaded and holstered. At the signal, engage all targets as available, 2 shots each. Use cover and “slice the pie” at each corner. Concealment required.

Scoring: Vickers. Best 2 shots on each target. 18 rounds required.

Stage Design: Roy Johnson and Phil Folkers. MCRC

Location: Cooper Bay 5



Stage 11

Rest Area Restroom

Scenario: You are at an Interstate rest area restroom on the way to an IDPA match when 3 thugs try to rob you and your friend.

String 1: Start at P1 facing the left berm, both hands on the top of the barrel, if you are right hand strong hand, handgun is loaded and holstered, if you are left hand strong hand, handgun is on top of barrel pointed in a safe direction, At the signal, turn, draw or pick up handgun and engage each target 2 shots each in tactical sequence with right hand only. Concealment required.

String 2: Start at P2, handgun loaded and holstered, facing up-range, both hands on the top of the barrel. At the signal, turn, draw and engage each target 2 shots each in tactical sequence. Concealment required.

String 3: Start at P3 facing the right berm, both hands on the top of the barrel. , if you are left hand strong hand, handgun is loaded and holstered, if you are right hand strong hand, handgun is on top of barrel pointed in a safe direction, At the signal, turn, draw or pick up handgun and engage each target 2 shots each in tactical sequence with left hand only. Concealment required.

Scoring: Limited Vickers. 18 rounds. SO's please note which way shooter will turn at P2 and have other shooters and spectators move to the appropriate side of the bay.

Stage Design: Phil Folkers and Kevin Burns. MCRC

Location: Cooper Bay 6