

Stage 1 5X5 string 3

RULES: IDPA Rules

Created By: ThomasMaddox

START POSITION:

Standing at Pos.1 hands naturally at your side, gun loaded with only 5 rounds. reloads in approved carrier on belt.

SCENARIO:

Standard warmup stage, String 3 of the 5x5 classifier.

PROCEDURE:

At the signal, draw and engage T1 with 5 rounds, perform an emergency reload, and re-engage T1 with 5 more rounds.

SCORING: Limited

ROUND COUNT: 10

TARGETS: 01

DISTANCE: 10 yards

SCORED HITS: 10 scored hits on paper

PENALTIES:

CONCEALMENT: No

NOTES:



10 yds.



Stage 2 The Cardboard Snowstorm

RULES: IDPA Rules

Created By: ZP

START POSITION:

Start toes on start stick at x's. Hands in front pants pockets. weapon loaded to division capacity, reloads in approved carriers, concealment required.

SCENARIO:

while out for a evening stroll you happen on to storm of liberal snowflakes not happy with current situation and coming home from a teargas infused antifa rally. they notice you in your american flag t-shirt and NRA hat and decide you are the root of their problems and wish do harm to you in the worst kinda of way. Time to melt some snow!

PROCEDURE:

From start position upon start signal proceed to P1 or P4 and engage targets from cover in tactical priority. Then from P2 engage T4 -S1-S2 then T5 (depending on which side was started) in tactical priority. Then proceed to P3 and engage remaining targets. All targets require two shots on cardboard.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 10

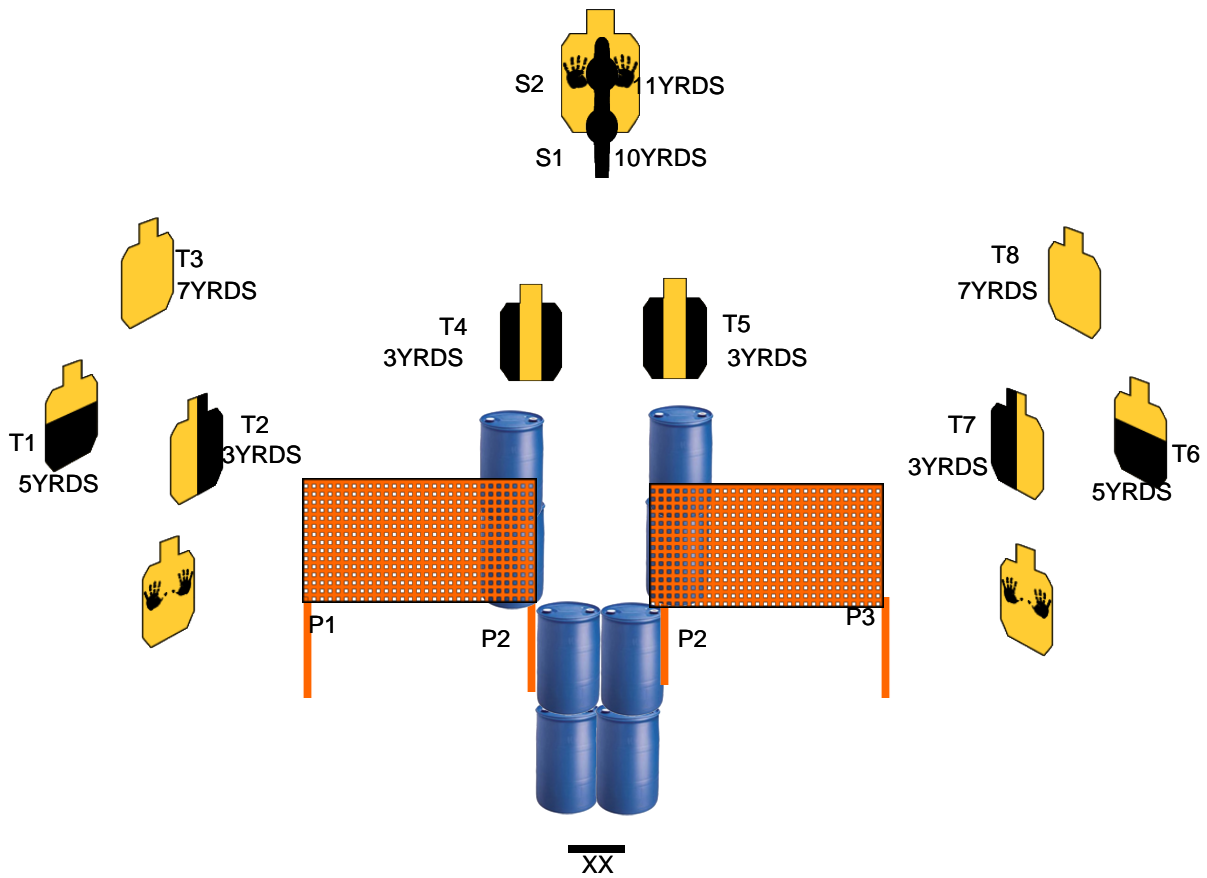
DISTANCE: 3 to 11 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 3 Near to Far Standards

RULES: IDPA Rules

Created By: ThomasMaddox

START POSITION:

Seated at P1 with fingers interlaced behind head. Gun and all magazines on table. Gun and magazines loaded to division capacity.

SCENARIO:

Standards stage shooting all targets in tactical priority near to far, with a big irritating swinger in the way.

PROCEDURE:

At signal, activate swinger, retrieve gun, and engage all targets in tactical priority while seated with at least one butt cheek in the chair at all times.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

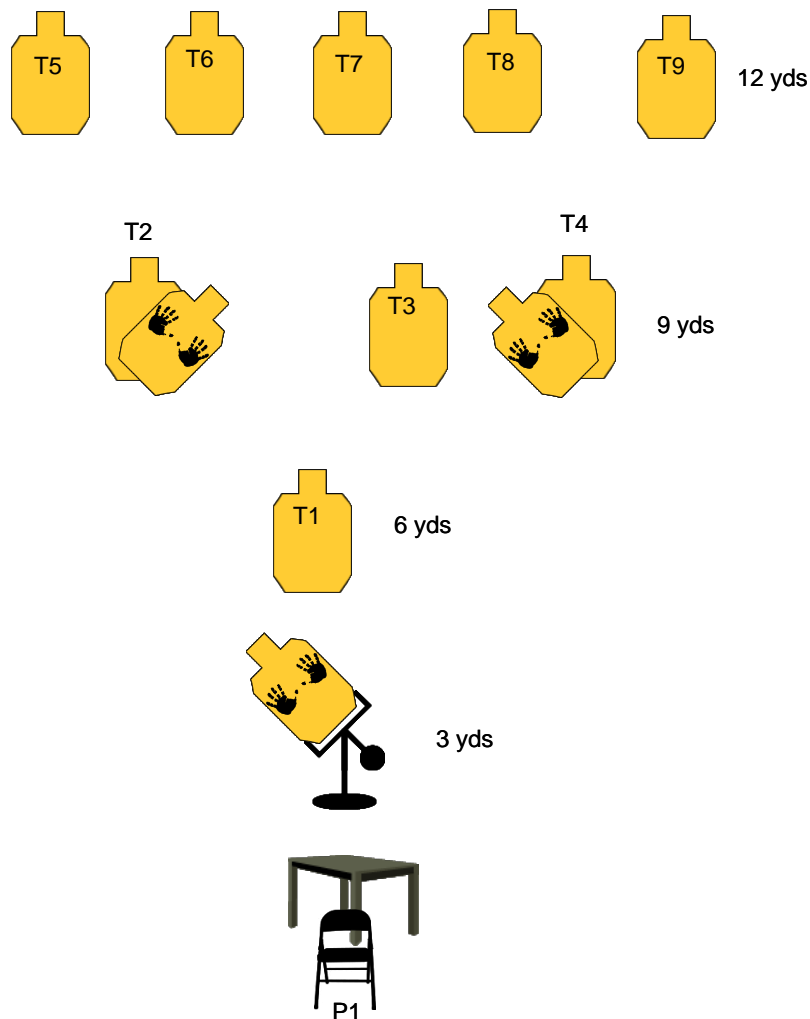
DISTANCE: 3-12 yards.

SCORED HITS: best 2 hits on all paper

PENALTIES:

CONCEALMENT: No

NOTES: All targets must be engaged near to far.



Stage 4 3x3

RULES: IDPA Rules

Created By: ThomasMaddox

START POSITION:

pos.1 behind barrel, hands naturally at your side. Gun loaded with 6 rounds and holstered. Magazines for reloads on barrel at Pos.2 has 6 rounds, Magazine at Pos. 3 on barrel is loaded with 6 rounds.

SCENARIO:

Standards stage utilizing movement and stressing accuracy.

PROCEDURE:

At the signal, draw and engage T1 - T3 each with 2 shots. Move to Pos.2, reload, and engage T4 - T6 with 2 shots each. Move to Pos. 3, reload and engage T7 - T9 with 2 shots each.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 09

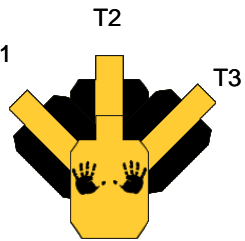
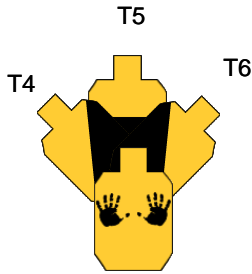
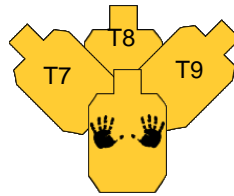
DISTANCE: Pos.1- 7 yds. Pos. 2 - 14 yds. Pos. 3 - 21 yds.

SCORED HITS: 2 scored hits on all paper.

PENALTIES:

CONCEALMENT: No

NOTES: All shots must be fired from behind barrels.



Pos.1



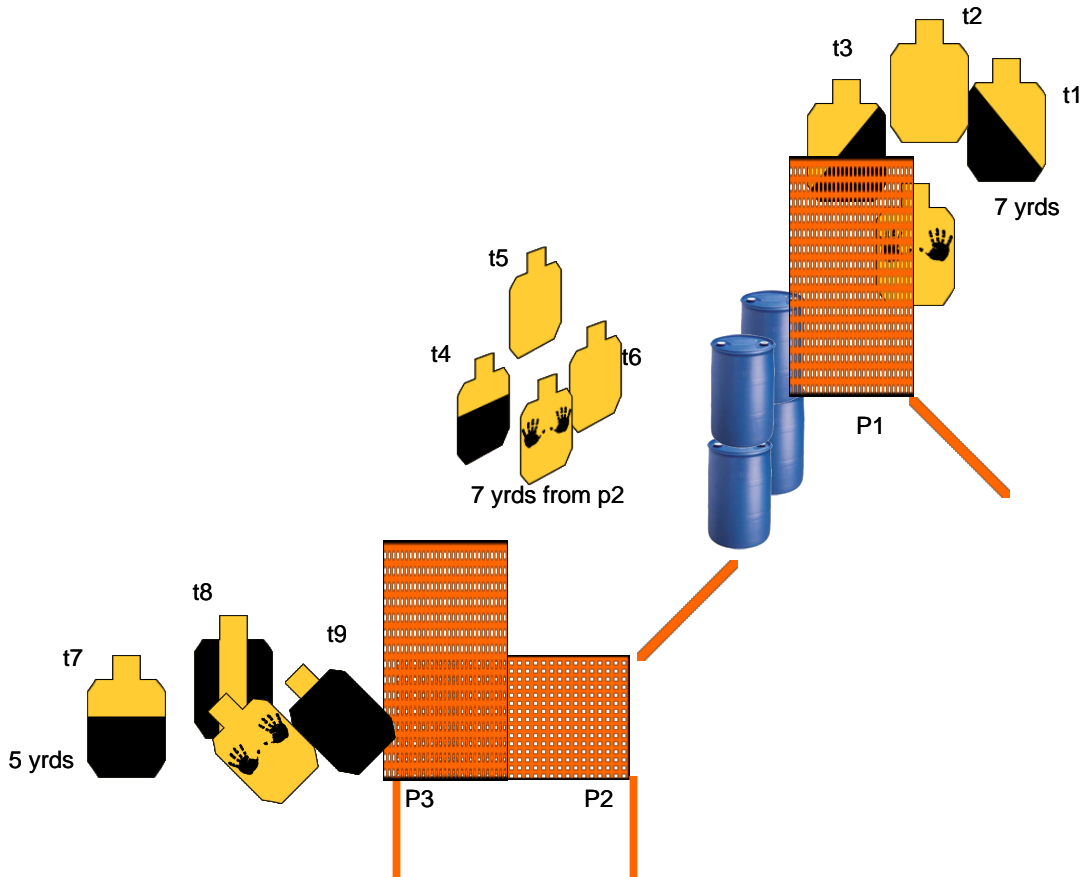
Pos.2



Pos.3

Stage 5 TIME TO RETREAT

RULES: IDPA Rules	Created By: ZP
START POSITION: Starting at P1 pistol loaded to division capacity . All reloads in approved idpa locations.concealment required. Hands naturally at your sides	
SCENARIO: While out for a walk you run into some bad people doing bad things to good people like yourself. Dont be a victim and help out the other good people .	
PROCEDURE: "At the signal, draw and engage T1,T2, & T3 each with 2 shots each in tactical priority, move to Pos.2. T4, T5, & T6 must be engaged with 2 shots each before reaching Pos.2. Makeup shots can be made from Pos.2. Move to Pos.3 and engage T7, T8, &T9 each with 2 shots in tactical priority."	
SCORING: Unlimited	
ROUND COUNT: 18	
TARGETS: 09	
DISTANCE: 3 to 7 yards	
SCORED HITS: best 2 on cardboard	
PENALTIES: procedural for not engaging targets with 2 shoots while moving	
CONCEALMENT: Yes	
NOTES:	



Stage 7 To a T

RULES: IDPA Rules

Created By: Chris Oliver

START POSITION:

Standing at Pos.1 hands naturally at your sides, gun loaded to division capacity and holstered. reloads in approved carriers.

SCENARIO:

The cardboard gang is back for revenge. This time they brought the whole crew.

PROCEDURE:

At the signal, draw and engage T1, T2, and T3 each with 2 shots in tactical priority. Move to Pos.2 engaging T4 with 2 shots. At Pos.2 engage T5 with 2 shots, and move to Pos. 3. At Pos. 3 engage T6, T7, and T8 with 2 shots each in tactical priority.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

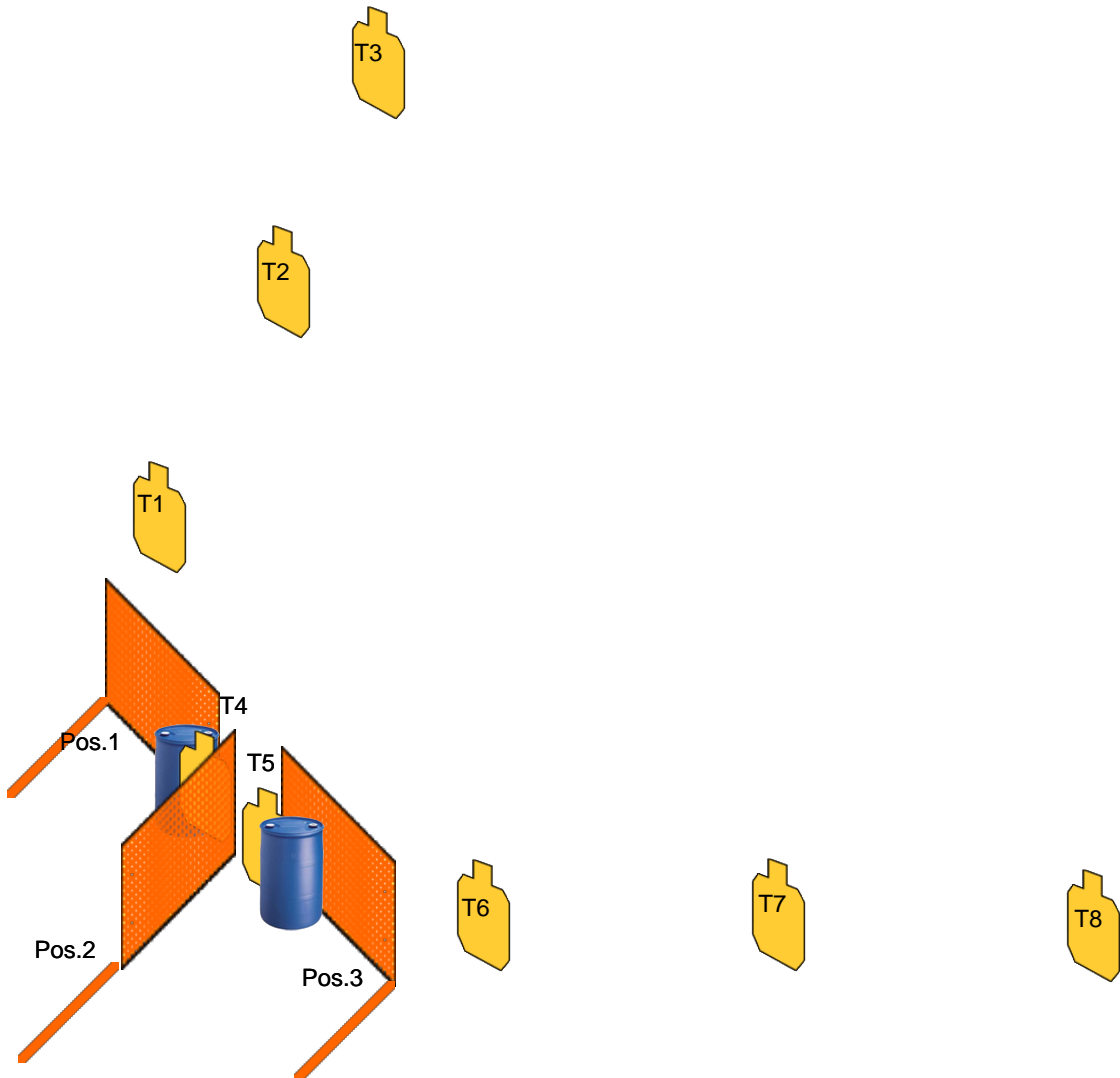
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 8 THERE EVERYWHERE

RULES: IDPA Rules

Created By: ZP

START POSITION:

Standing on x's hands naturally at your side .Pistol loaded to division capacity. Reloads in approved locations, Concealment required.

SCENARIO:

You are heading home from a walk through the neighborhood when the notorious card board gang find you and want to cause you bodily harm or worse. Take cover and teach them another lesson.

PROCEDURE:

Starting on x's upon signal proceed to P1 and engage T1-T3 with two shots each. From there move to P2 and engage S1 then engage S2 which activates T4 to rise which intern activates T5 to rise. Engage both T4 and T5 with 2 shots each from cover of P2. From there move to P3 and engage T6-T8 with two shots each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 10

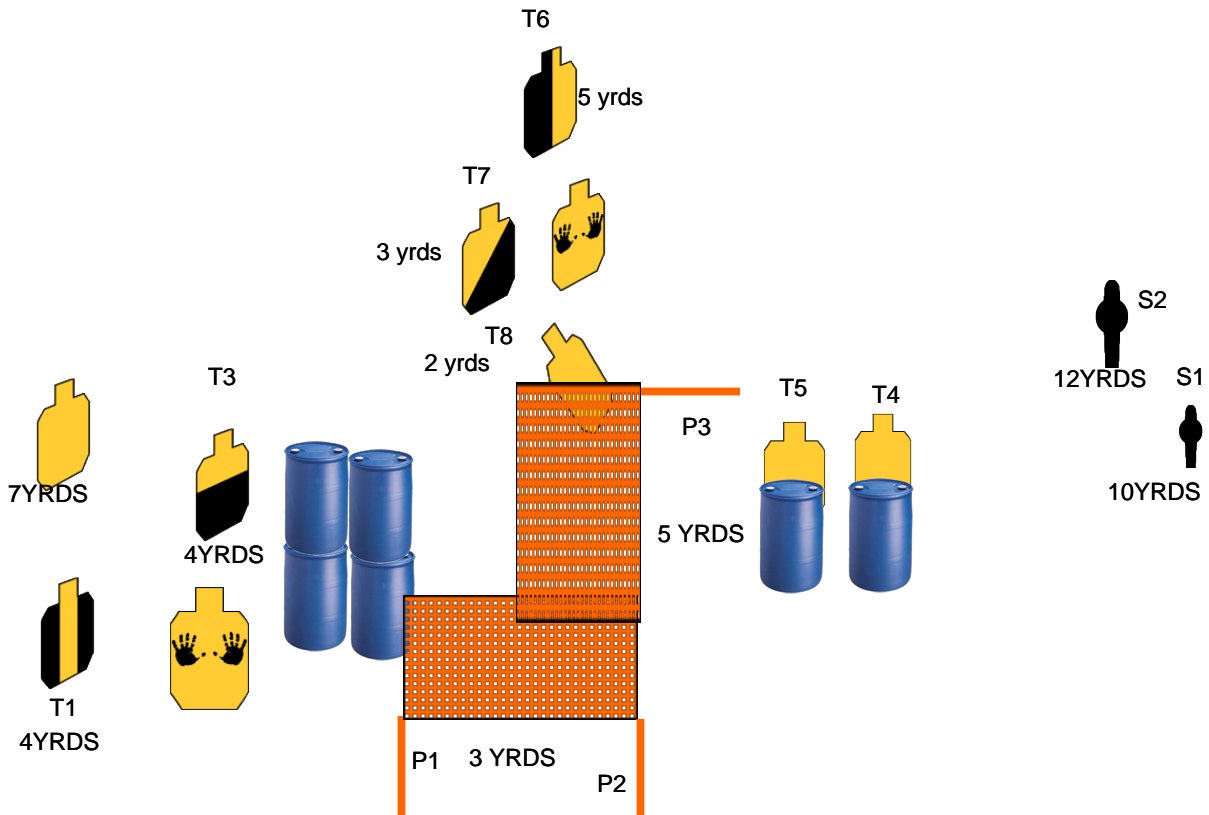
DISTANCE: 2 to 15 yds

SCORED HITS: BEST 2 ON CARDBOARD

PENALTIES:

CONCEALMENT: Yes

NOTES:



xx

Stage 9 Wrong Alley

RULES: IDPA Rules

Created By: ThomasMaddox

START POSITION:

Start standing at fault line designating P1, hands raised in front of you, firearm loaded to division capacity and holstered. Ammo carriers loaded to division capacity and stowed per IDPA rules.

SCENARIO:

Out on the town and turn down the wrong alley. Thugs step out from the shadows and demand wallet, keys, watch. Take out the two primary attackers and retreat. After taking out the two, more bad guys pour out of the local watering holes.

PROCEDURE:

Draw and engage T1 and T2 from retention. Then retreat and move to either P2 or P3 and engage targets when visible. Cross the hallway to the opposite side of the stage and engage the remaining threats. Two shots on all paper, engage all steel.

SCORING: Unlimited

ROUND COUNT: 13

TARGETS: 08

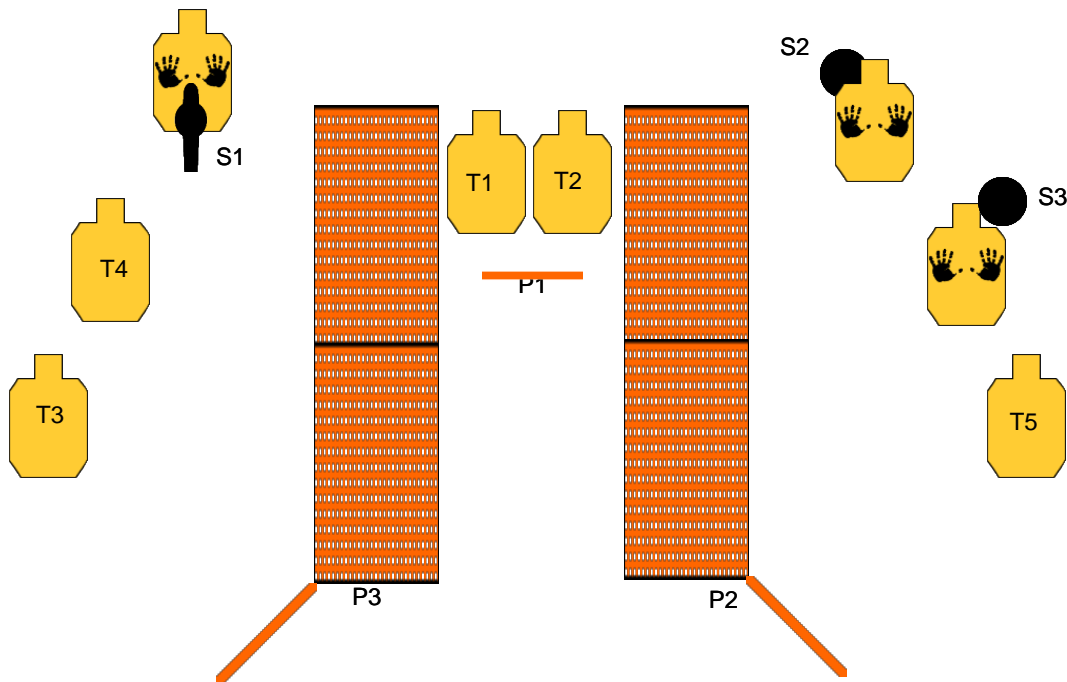
DISTANCE: T1&T2 At -2 yards. all others spaced at 5-10 yards

SCORED HITS: 2 scored hits on all cardboard, and all steel.

PENALTIES:

CONCEALMENT: Yes

NOTES: Muzzle safe is 180 degrees.



Stage 10 Footrace

RULES: IDPA Rules

Created By: ThomasMaddox

START POSITION:

Standing at Pos. 1 hands in surrender position. Gun loaded to division capacity in the box on the table. reloads in approved carriers.

SCENARIO:

You are caught unaware as a home invasion starts. You put your hands up and wait for an opportunity.

Bad guys in front of you are distracted by a noise in the next room, and don't know about the gun in the hide box on the table. make your move.

PROCEDURE:

At the signal, run to Pos.2 at the table, open the box, retrieve your gun, retreat to Pos.3, and engage T1 through T3 with 2 shots each before reaching Pos. 3.

Once at Pos. 3 behind the barricade, engage T4 through T6 each with 2 shots in tactical priority.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

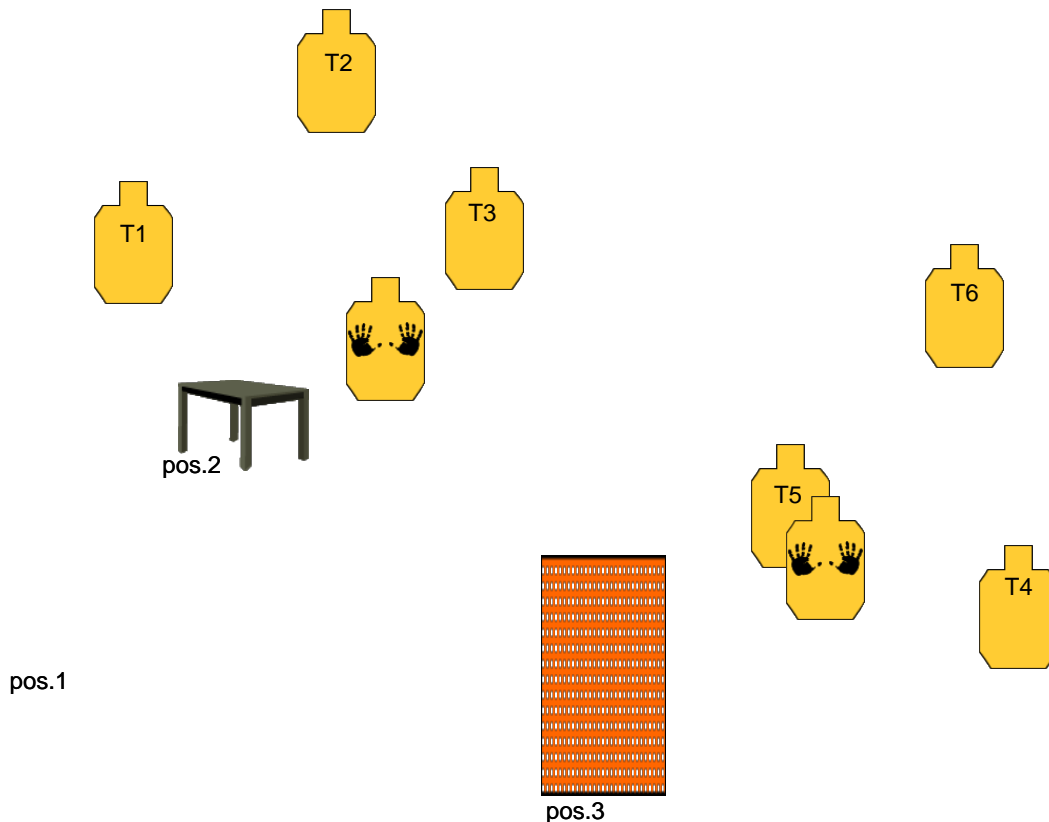
DISTANCE:

SCORED HITS: 2 scored hits on each target

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 11 Wrong address

RULES: IDPA Rules

Created By: ThomasMaddox

START POSITION:

Standing at Pos.1 with strong hand on shoulder of T1, gun loaded to div. capacity and holstered. Reloads in approved carriers.

SCENARIO:

Your friend called for a ride home after an evening of over-consumption. He gave you the name of the wrong club in the wrong part of town. You have been told that you are about to die for trespassing in a neighborhood you don't belong in. One of the patrons starts shoving you and pulls a knife. Time to fight your way out.

PROCEDURE:

At the signal, Draw and engage T1 with 2 shots from retention. Start moving backwards to Pos.2, engage T2 and T3 each with 2 shots before reaching Pos.2. At Pos. 2 engage T4, T5, and T6 each with 2 shots in tactical priority. Move to Pos. 3 and engage T7, T8, and T9 each with 2 shots in tactical priority.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

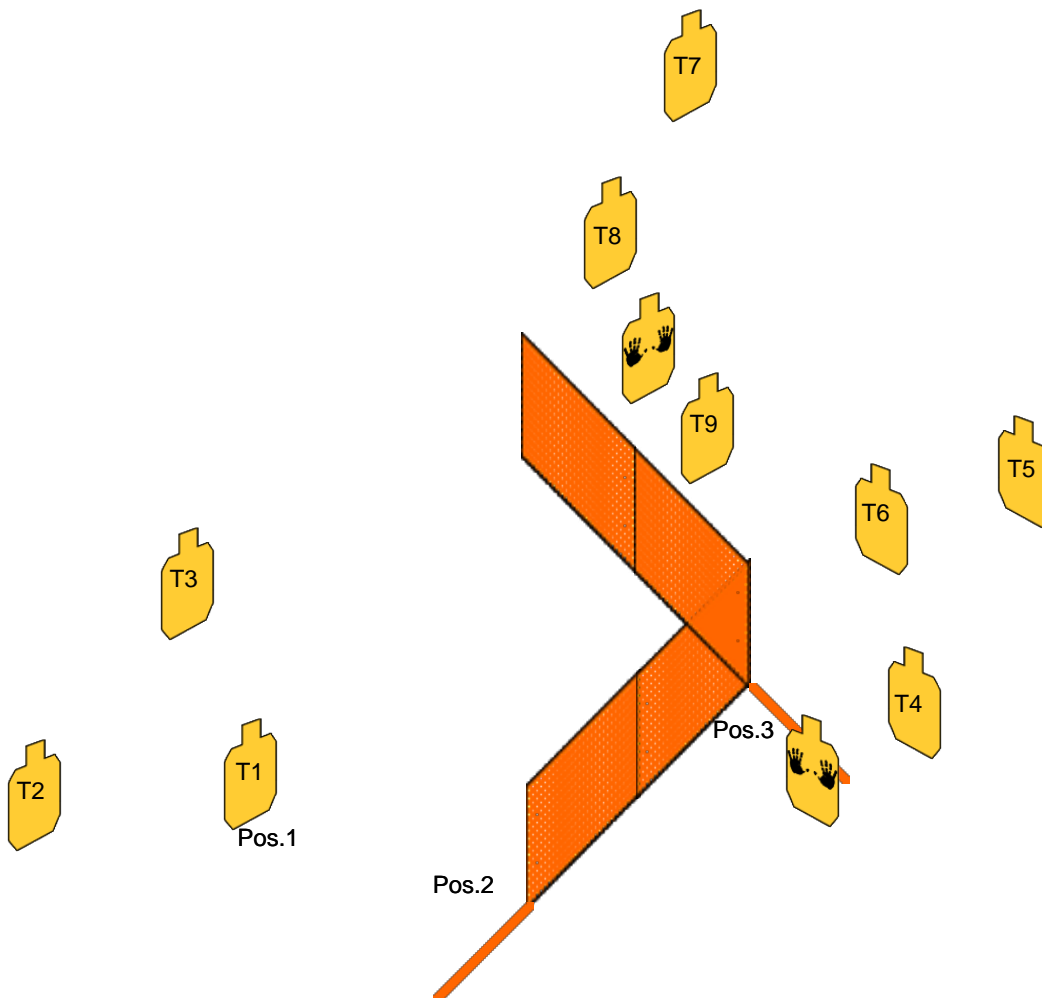
DISTANCE: 0 yds. to 10 yds.

SCORED HITS: 2 scored hits on all paper.

PENALTIES:

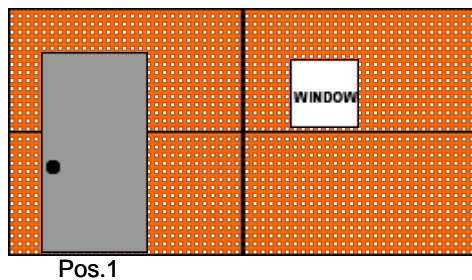
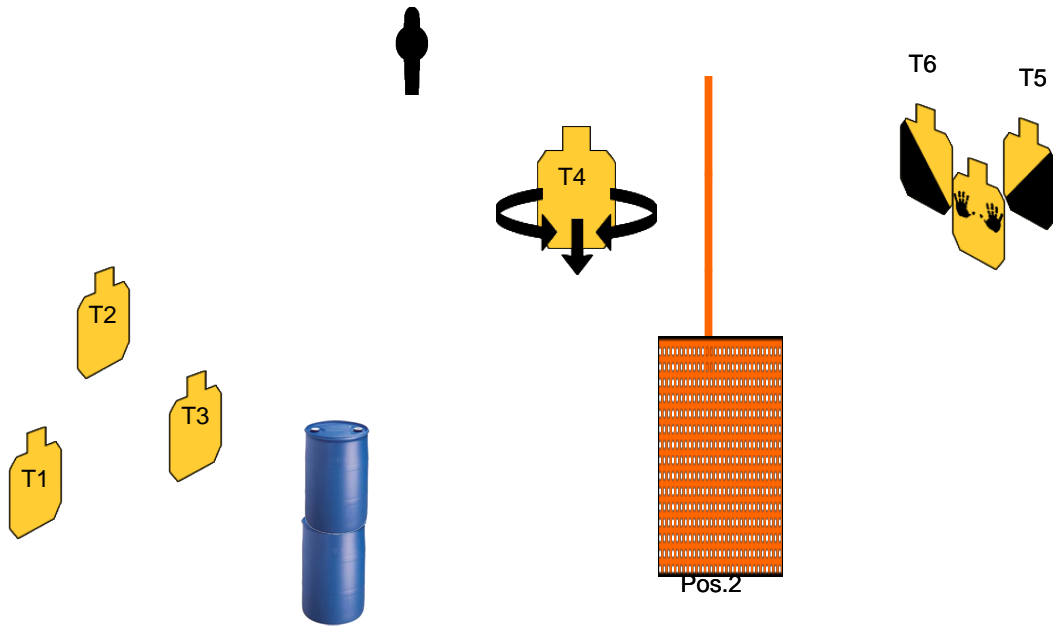
CONCEALMENT: Yes

NOTES: retention means, gun drawn and elbow locked into your side without taking a sight picture.



Stage 12 Runnin and gunnin

RULES: IDPA Rules	Created By: ThomasMaddox
START POSITION: Standing at Pos. 1 in doorway, hands naturally at your sides. Gun holstered and loaded to div capacity.	
SCENARIO: You hear a noise and a scream. Open the door and see bad guys running off with your kid in tow, knife at throat. Fight your way to save your offspring.	
PROCEDURE: At the signal, take cover on the right side of the doorway and engage T1 thru T3 with 2 shots each. Start moving towards Pos.2, on the way engage popper. That will activate T4 (drop turner) engage T4 with 2 shots before arriving at pos.2. Once at Pos.2 engage T5 and T6 each with 2 shots in tactical priority using cover.	
SCORING: Unlimited	ROUND COUNT: 13
TARGETS: 06	DISTANCE:
SCORED HITS:	PENALTIES:
CONCEALMENT: Yes	NOTES: distance from Pos.1 to Pos.2 is 10 yds.



Stage 13 Shoulda Taken the Bus

RULES: IDPA Rules

Created By: ThomasMaddox

START POSITION:

Seated in the car, hands on steering wheel, Gun loaded to division capacity and laying on passenger seat. reloads in approved carriers on your belt.

SCENARIO:

Driving through the bad area of town when your car is stopped by a gang looking to take your car and your life. Now, we can't have that, can we.

PROCEDURE:

At the signal, retrieve gun and engage T1 and T2 each with 2 shots from the drivers seat of the car. Open door, get out and move to Pos.2 and engage T3 and T4 each with 2 shots from over the hood of the car in tactical priority.

Engage T5 in the "leg" which will cause him to fall out and activate T6. Engage both with 2 shots each from same Pos.2.

If height is a hindrance for shooting over the hood, shooter may engage targets from Pos. 2 on one knee around the front of the car. This changes the engagement order to T5 leg, T5, T6 with 2 each, then T3 and T4 with 2 shots each in tactical priority.

SCORING: Unlimited

ROUND COUNT: 13

TARGETS: 06

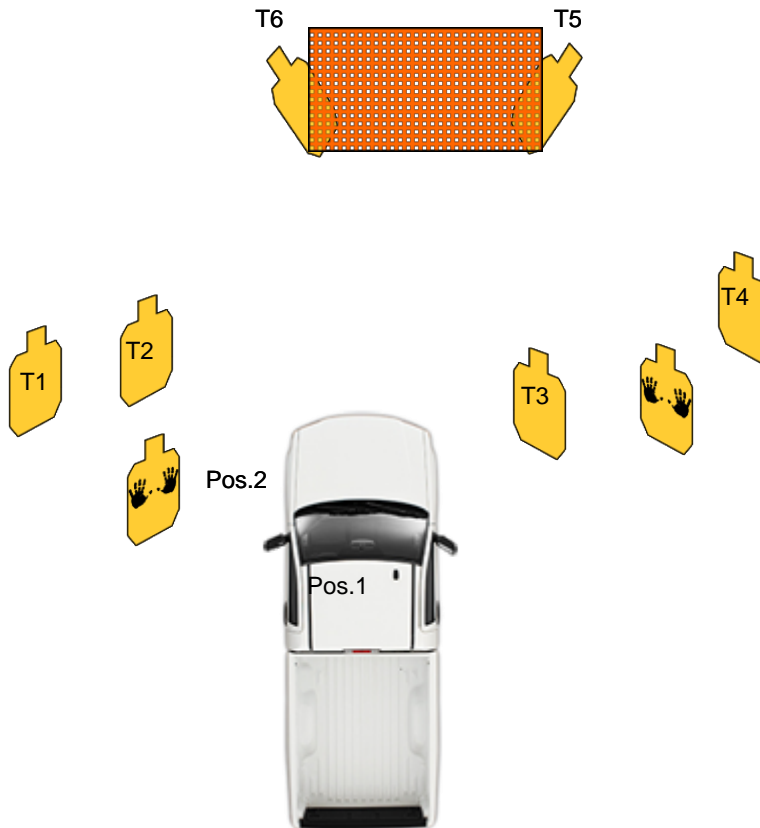
DISTANCE: 3-12 yds.

SCORED HITS: 2 scored hits on each paper target. 1 hit on steel

PENALTIES:

CONCEALMENT: No

NOTES:



Stage 14 Bustin in.

RULES: IDPA Rules

Created By: Thomas Maddox

START POSITION:

Seated in drivers seat, Hands on steering wheel. Gun unloaded in shooting bag with ammo in back of van.

SCENARIO:

As you pull into the driveway after a good day at the range, you see a stranger pulling your significant other into the house. You hear a scream, and know that nothing good is happening. Your gun and gear are in your shooting bag in the back of the van. Lot of work to do, little time to get it done.

PROCEDURE:

At the signal, exit the van, move to pos.2, retrieve gun, load gun, retrieve extra ammo, and move to Pos. 3. At pos.3 open the door and using door frame as cover, engage st1. st1 will trigger T1 which is a disappearing target. Engage T1 with 2 shots, Move to pos. 4 and engage T2, T3, and T4 each with 2 shots from cover. Move to Pos.5 and engage T5, T6, and T7 each with 2 shots from cover. Reload as needed.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 07

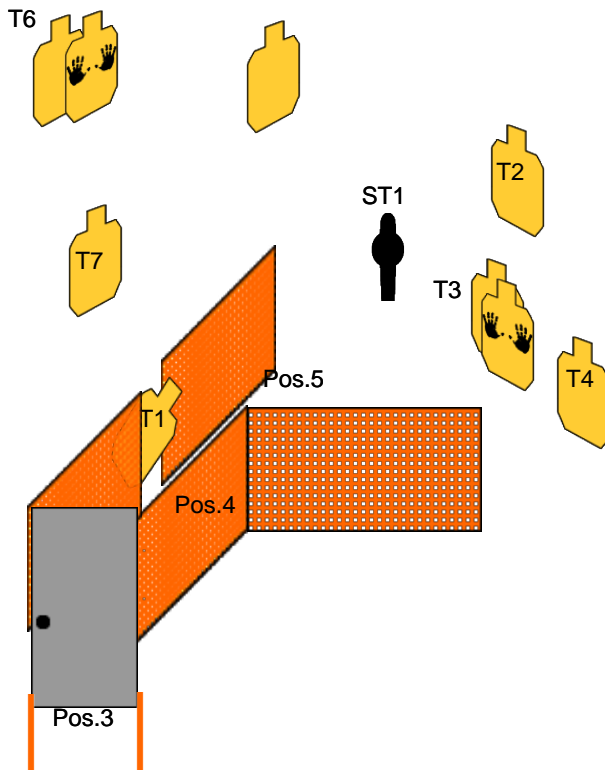
DISTANCE:

SCORED HITS: 2 scored hits per target, steel to activate.

PENALTIES:

CONCEALMENT: No

NOTES: When grabbing ammo from shooting bag, it should be stowed in ammo carrier on your belt.



Pos.2