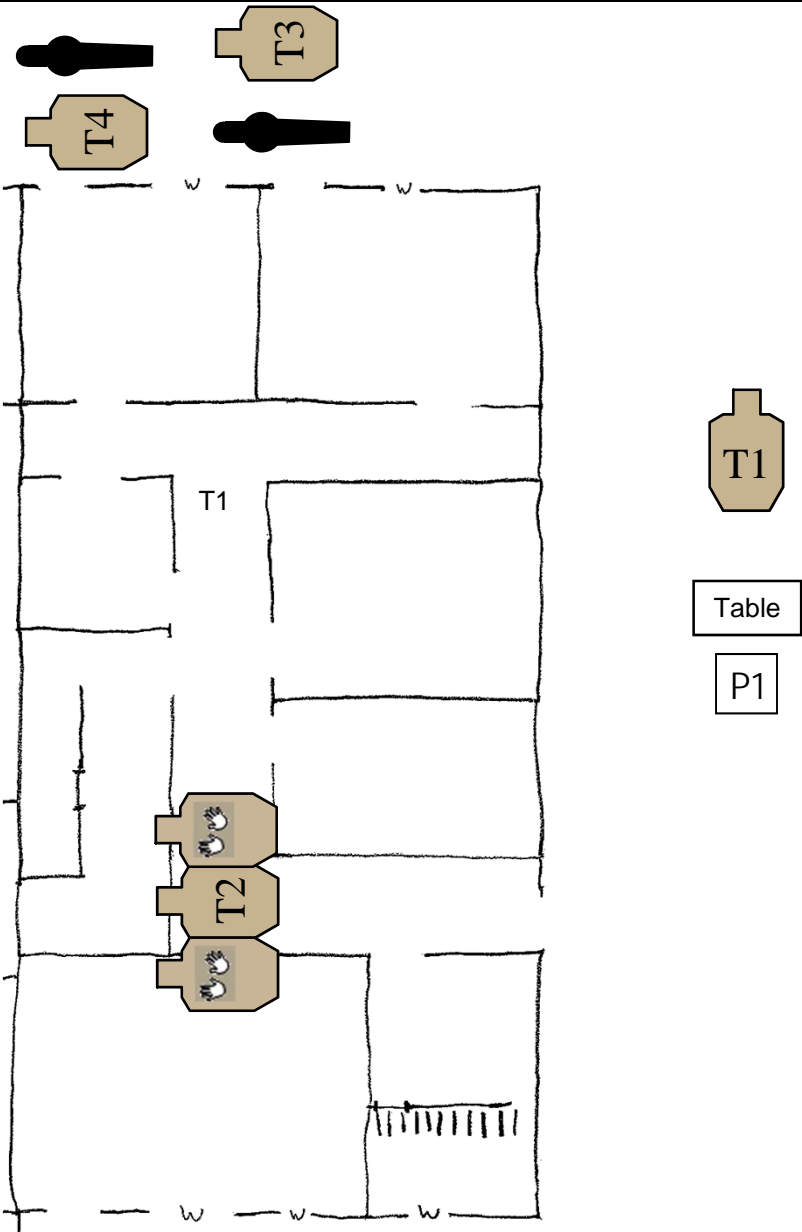


20120728 IDPA Match

Match Type:	IDPA
Round Count:	119
Match Director:	Bryan Edman

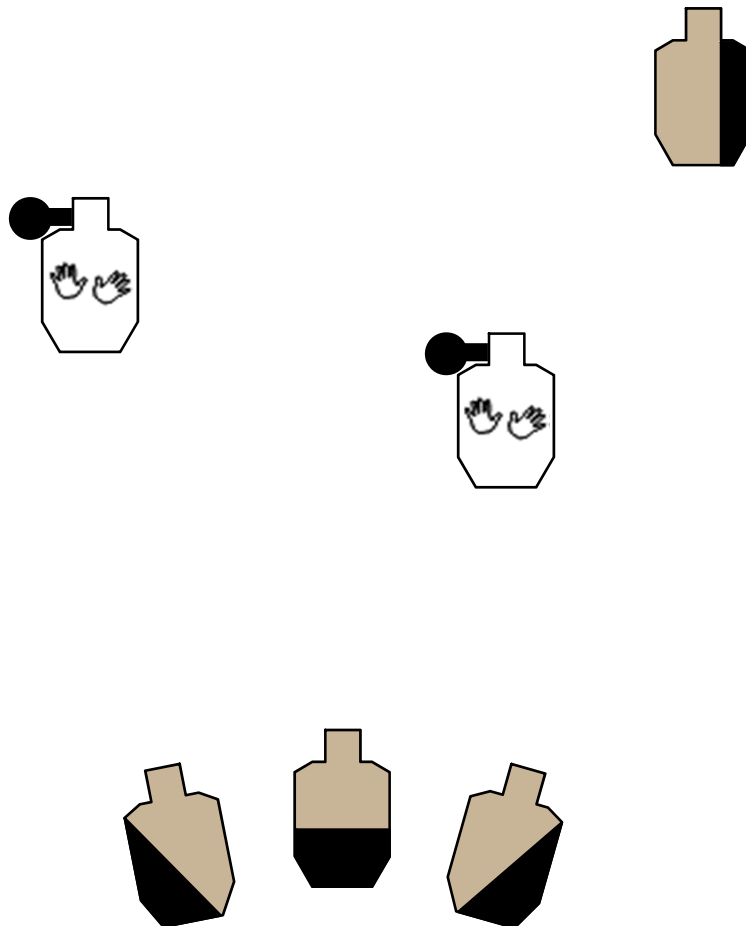
Stage 1: Barn: Rotator Cuff Surgery

Scenario:	While healing up from surgery, your house comes under attack.
Start Position:	P1, sling on weak arm, weak hand holding tennis ball during entire COF
Procedure:	<ul style="list-style-type: none">•Engage T1 with 6 rounds strong hand only while retreating. Then•Engage T2 (inside house) with two rounds. Then•Engage T3 and T4 with two rounds each and knock down both poppers•All reloads on this stage must be empty/slidelock reloads. No tac-loads or reloads with retention.•Do not enter the barn. <ul style="list-style-type: none">•This stage uses a 180° rule based on the current target array. Do not muzzle the SO or scorekeeper.•Only shooter, score keeper, and SO inside bay during firing.
Scoring/Rounds:	Vickers, 14+ rounds



Stage 2: Backyard: Bank Robbery

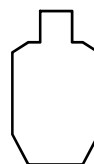
Scenario:	A bank robbery goes down right before your eyes. The robbers turn their backs, and you engage them. Fearing hidden body armor, you take head shots.
Start Position:	•All equipment concealed, kneeling on carpet at P1, hands at sides.
Procedure:	•Engage paper targets with two rounds to the torso and one to the head and engage hostage taker heads with one round. •Engage targets near to far. Paint any hits on non-threats after each shooter.
Scoring/Rounds:	Vickers, 14 Rounds Minimum



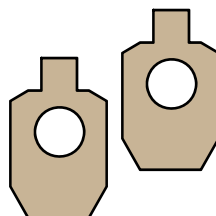
P1

Stage 3: Steel Pen: Retention

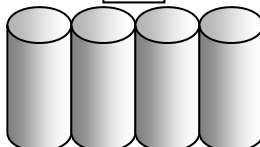
Scenario:	Several thugs get the drop on you and you must engage them from close range. Rather than hand your gun to them, you fire from a close retention position. You've only got a six shooter on you, so make each shot count.
Start Position:	<ul style="list-style-type: none"> •Back against barrels at P1, concealed. •Begin each string with only 6 rounds in the gun.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> •Draw and engage T1 and T2 with 2 rounds each from retention. Then •Engage T3 with 2 rounds freestyle, retention not required. <p>String 2:</p> <ul style="list-style-type: none"> •Repeat string 1 <p>String 3:</p> <ul style="list-style-type: none"> •Begin with the gun in your weak hand, pointed 45° down, finger off trigger. •Engage T1 and T2 weak hand only from retention, 2 rounds each. •Engage T3 weak hand only with 2 rounds, retention not required <p>Retention: Keep your firing forearm or elbow against your body. Do not extend your arm.</p>
Scoring/Rounds:	Vickers, 18+ Rounds



T3 - Steel target

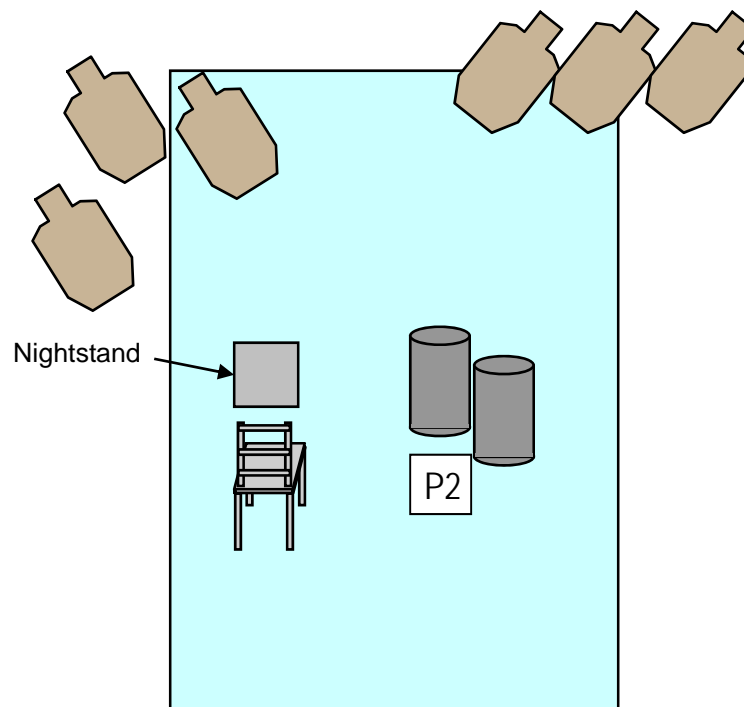


P1



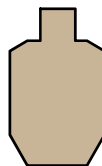
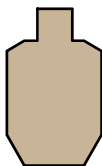
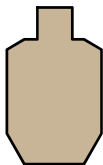
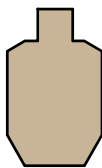
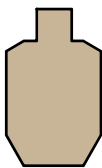
Stage 4: City Limits: One Night Stand

Scenario:	Skills test
Start Position:	<ul style="list-style-type: none">•P1 sitting on chair, hands on knees.•Loaded gun and all spare mags in night stand.
Procedure:	<ul style="list-style-type: none">•While seated, engage the left targets with two rounds each. Then•Move to P2, kneel and engage the right targets with 2 rounds each. Then•Engage all 6 targets with 1 round to the head while kneeling.
Scoring/Rounds:	Vickers, 18 rounds minimum



Stage 5: Wall: Papa's Pizza

Scenario:	The bangers got the munchies. Defend your pizza, then drop it like last week's girlfriend.
Start Position:	P1, concealed, pizza box in weak hand.
Procedure:	<ul style="list-style-type: none">•Engage all 5 targets with one round each strong hand only while advancing to P2 holding the pizza box in your weak hand.•Drop the pizza and engage all five targets with one round to the torso and one round to the head from P2.•Targets must be engaged from near to far for both engagements.
Scoring/Rounds:	Vickers, 15+ rounds

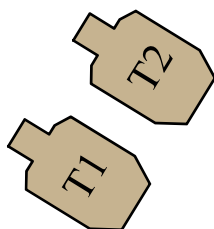
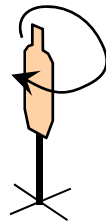


P2

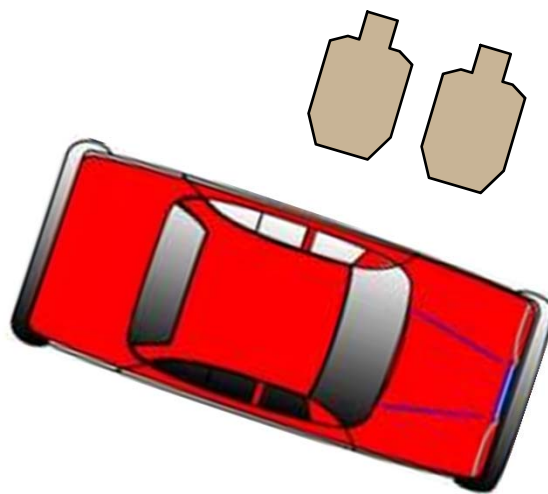
P1

Stage 6: Gulch: Meth Head Ho Down

Scenario:	You are shooting in the desert when a biker gang attacks you for being too close to their meth lab and storage facility.
Start Position:	Gun loaded with 6 rounds, holstered, hands at sides, concealed. All spare magazines on front seat of car.
Procedure:	<ul style="list-style-type: none">•Engage T1 and T2 with three rounds each in tactical sequence (1,3,2) while retreating towards your spare magazines.•Engage the remaining targets using the car as cover. Paper targets with two rounds each, steel until down.•The drop turner must be be shot while “active.”
Scoring/Rounds:	Vickers, 16+ rounds

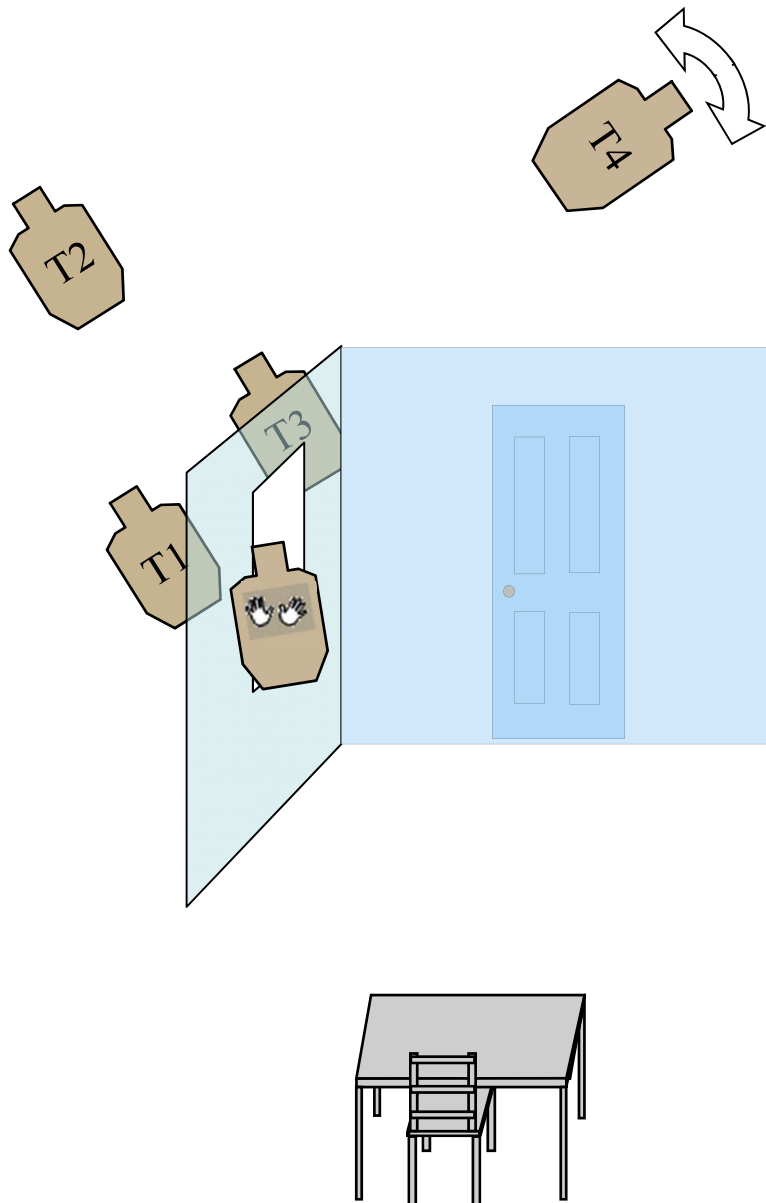


P1



Stage 7: Coral 1: Bill Barron's Bags

Scenario:	When getting ready to go out of town to an IDPA match you are double checking your equipment when a home invasion is attempted.
Start Position:	Seated at table, hands on knees, back against chair. Gun unloaded in box with EMPTY magazine inserted, lid closed. All ammo on belt.
Procedure:	<ul style="list-style-type: none">•Engage T1-T3 through with 2 rounds each through the window. Then,•Open the door and engage T4 with 6 rounds (using cover).
Scoring/Rounds:	Vickers, 12+ rounds



Stage 8: Coral 2: Poker Face

Scenario:	Skills Test
Start Position:	Seated, hands on knees, back against chair. Gun unloaded in box, lid closed. All ammo on table. Concealment not required.
Procedure:	<ul style="list-style-type: none">•Engage T1-T4 with one round each freestyle, perform a tac load or RWR. Then,•Engage T1-T4 with one round each strong hand only, perform a tac load or RWR. Then,•Engage T1-T4 with one round each weak hand only. <p>Partial magazines must be stowed in a pocket, magazine pouch, or belt line. They may not be stowed on the table.</p>
Scoring/Rounds:	Limited Vickers, 12 rounds only

