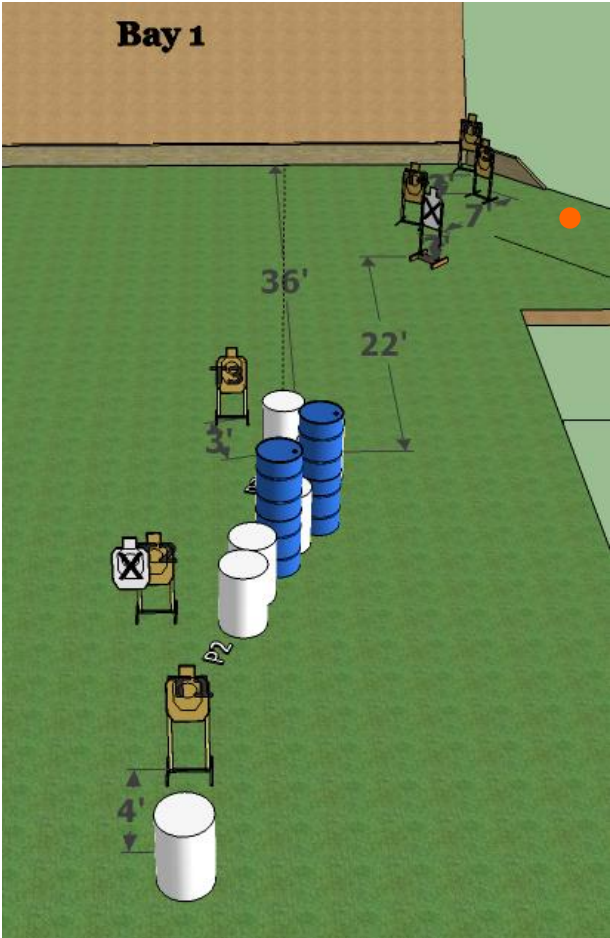
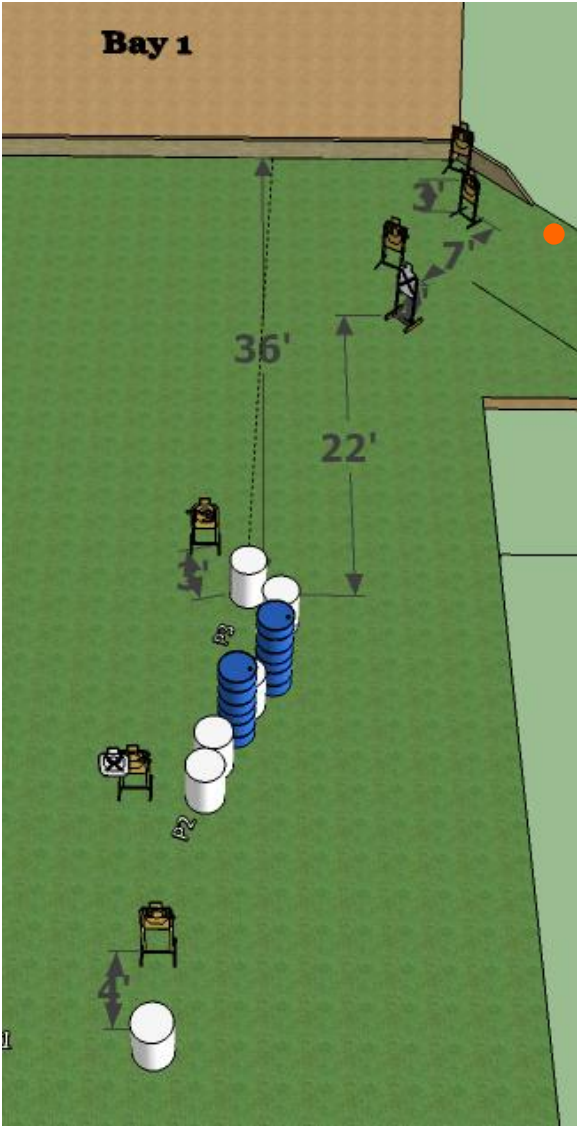


# Last Minute Shopping Shenanigans



# Last Minute Shopping Shenanigans

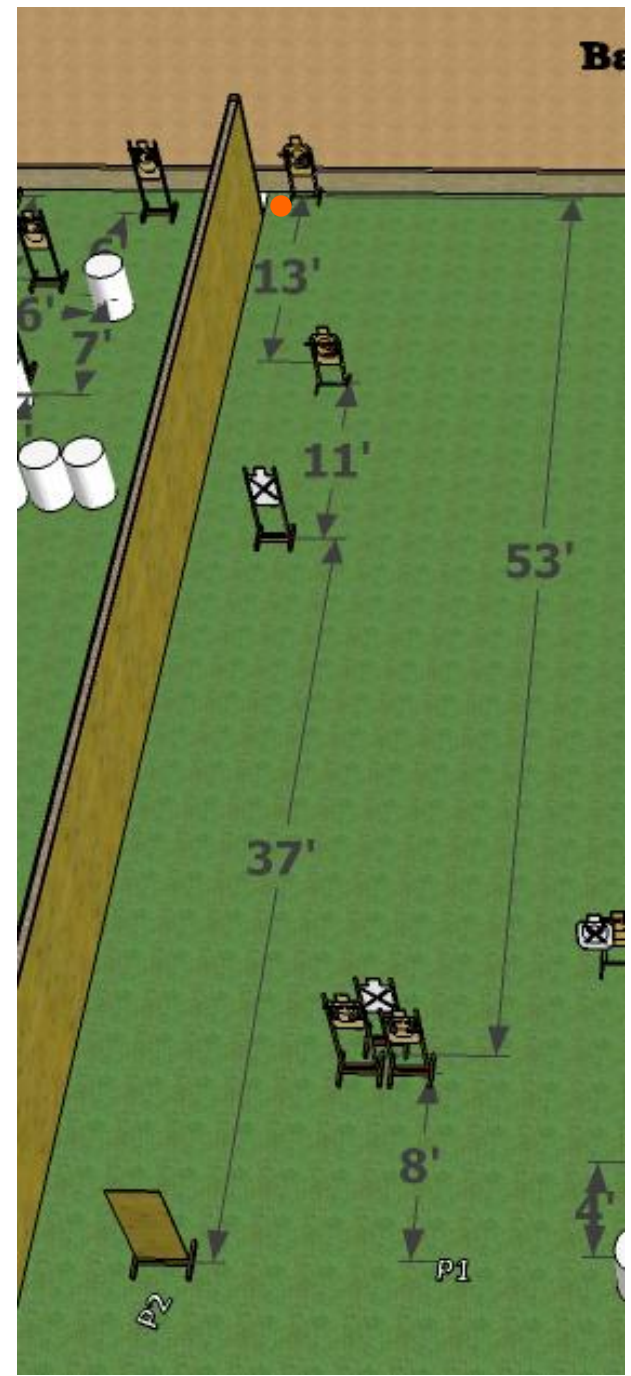
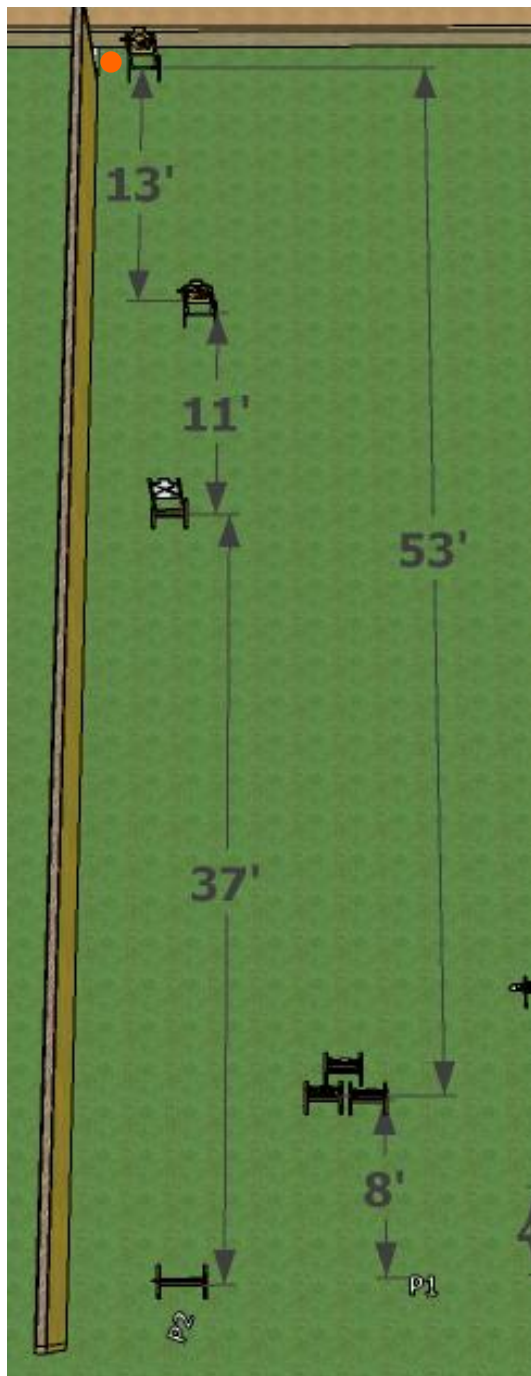
- **STAGE 1: free style, Limited Vickers**
- **Scenario:** While waiting for your wife to finish shopping, you are selected by a gang for a car jacking. It turns out more difficult than they planned! **You draw your weapon and defend yourself.**

**Procedure:** Shooter starts at P-1, back against vehicle in surrender position. On signal draw and fire at T1 from retention then engage T2. Engage T3 while moving to P-2 where you will kneel using barrel as cover and shoot T4 through T6 from the right side of the barrel. All targets get 2 shots.

Notes: Extending pistol towards T1 will be a procedural. T3 must be shot while advancing.

- 
- **Setup notes:** Cut out Down Zero from T1. Vary heights on targets. Left no-shoot lines up with edge of Down Zero on target. Right no shoot visually lines up with edge of down zero on T4 and T6.
- **Target Heights:**
  - T1 – 5 ft
  - T2 – 6 ft
  - T3 – 5 ft
  - T4 – 6 ft
  - T5 - 4 ft
  - T6 – 5 ft
- **SCORING:** String 1 - Limited Vickers, 12 rounds max.
- **TARGETS:** 6 IDPA, 2 non threat
- **SCORED HITS:** Limited Vickers, Only 2 on Target
- **START-STOP:** Audible - Last shot
- **CONCEALMENT REQUIRED:** YES

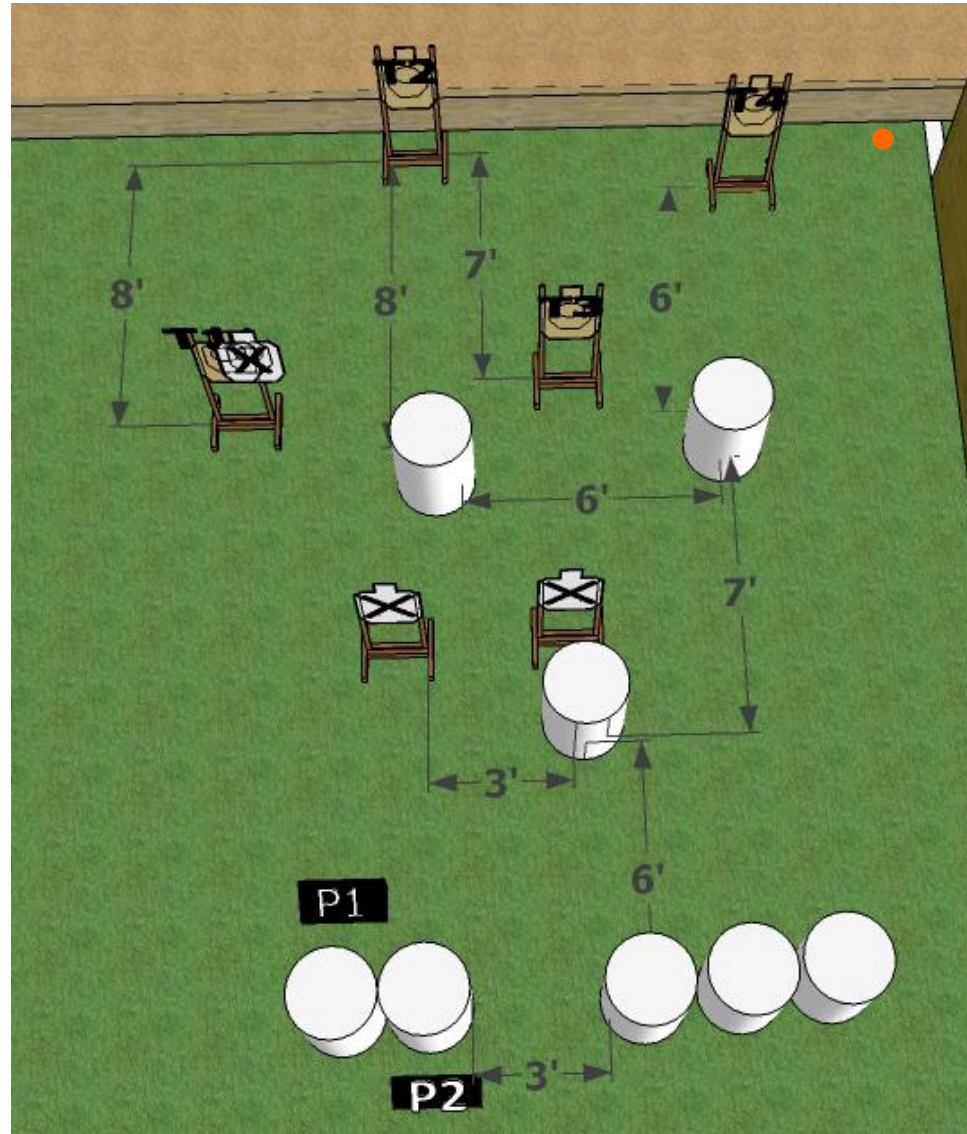
# At the Mall



# At the mall

- **Procedure:** While using cover at P2, engage T3 and T4 with SHO or WHO alternating 2 shots each target for a total of 12 shots.
- **Setup notes:** Cut out Down Zero on T1 and T2. Right no-shoot lines up with edge of Down Zero on T1 and T2 target. Left no shoot visually lines up with edge of down zero on T3 and T4.
- **Target Heights**
  - T1 – 5 ft
  - T2 – 4.5 ft
  - T3 – 6 ft
  - T4 – 5 ft
- **SCORING:** Stage 2 - Limited Vickers, 14 rounds max.
  - Stage 3 – Vickers, 12 rounds min.
- **TARGETS:** 4 IDPA, 2 non threat
- **SCORED HITS:** Stage 2 – Limited Vickers.
  - Stage 3: Best 6 on target
- **START-STOP:** Audible - Last shot
- **CONCEALMENT REQUIRED:** YES

# New Year's Eve Dinner



# New Year's Eve Dinner

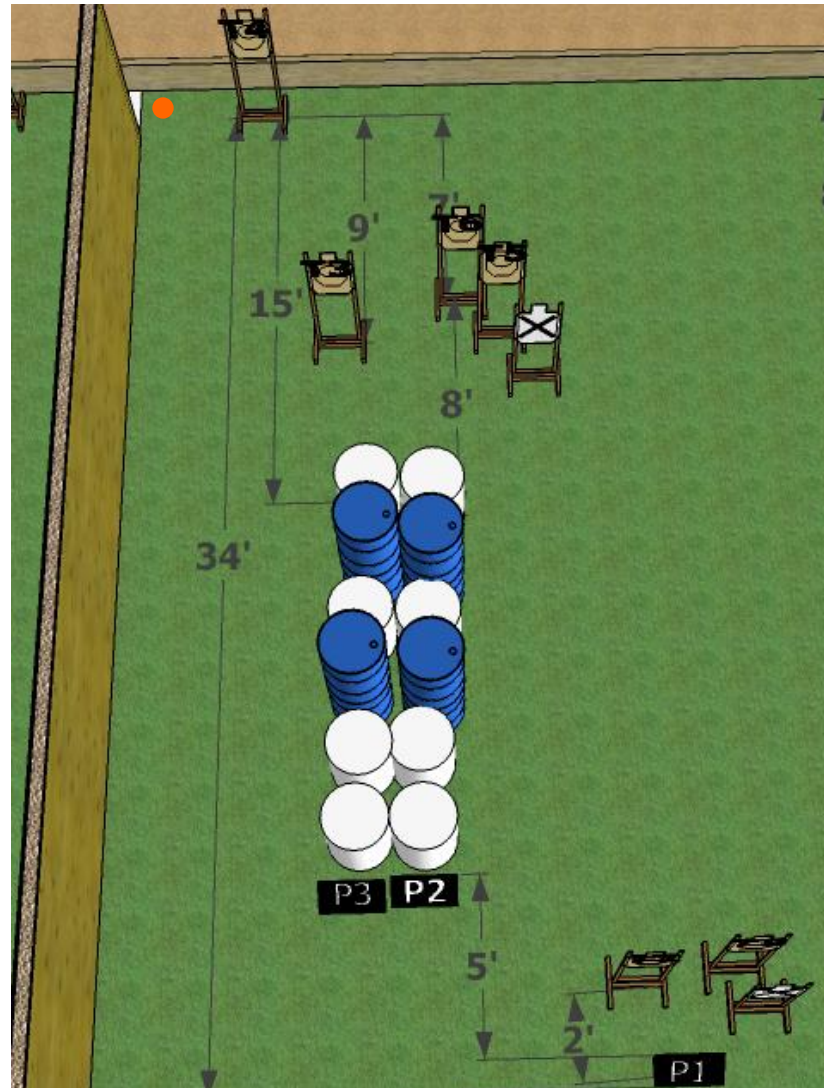
- **STAGE 4: Free Style, Limited Vickers**
- **Scenario:** You are in a restaurant paying for your meal that was of questionable origin. In walk three Bad Guys carrying AK-47 Assault rifles. You are carrying your sidearm and 1 spare magazine. Your only means of possible cover from the 7.62 X 39 rounds is the large safe underneath the register.

**Procedure:** 1: Shooter starts at position 1 facing the counter, with hands at sides. At buzzer Shooter turns draws and engages T1-T4 tactical sequence to the body (1-1-1-2-1-1- 1) You retreat to P2 and kneel behind cover. They must be wearing body armor. They are stunned but not down. Finish them off with 1 shot each to the head. Shooter fires Free-style at indicated targets, 3 shots per target, 2 body, 1 head.

Notes: Head shots at P1 are procedural

- 
- **Setup notes: T-Shirts on all targets. Left no-shoot lines up with edge of Down Zero on T1. Other no shoots line up to require shooter to lean either side to engage T2 and T3.**
- **Target Heights**
- **T1 – 5 ft**
- **T2 – 6 ft**
- **T3 – 4 ft**
- **T4 – 5 ft**
- **SCORING: Limited Vickers, 12 rounds max.**
- **TARGETS: 4 IDPA, 3 non threat**
- **SCORED HITS: Limited Vickers**
- **START-STOP: Audible - Last shot**
- **CONCEALMENT REQUIRED: YES**

# The Dinner that Never Ends

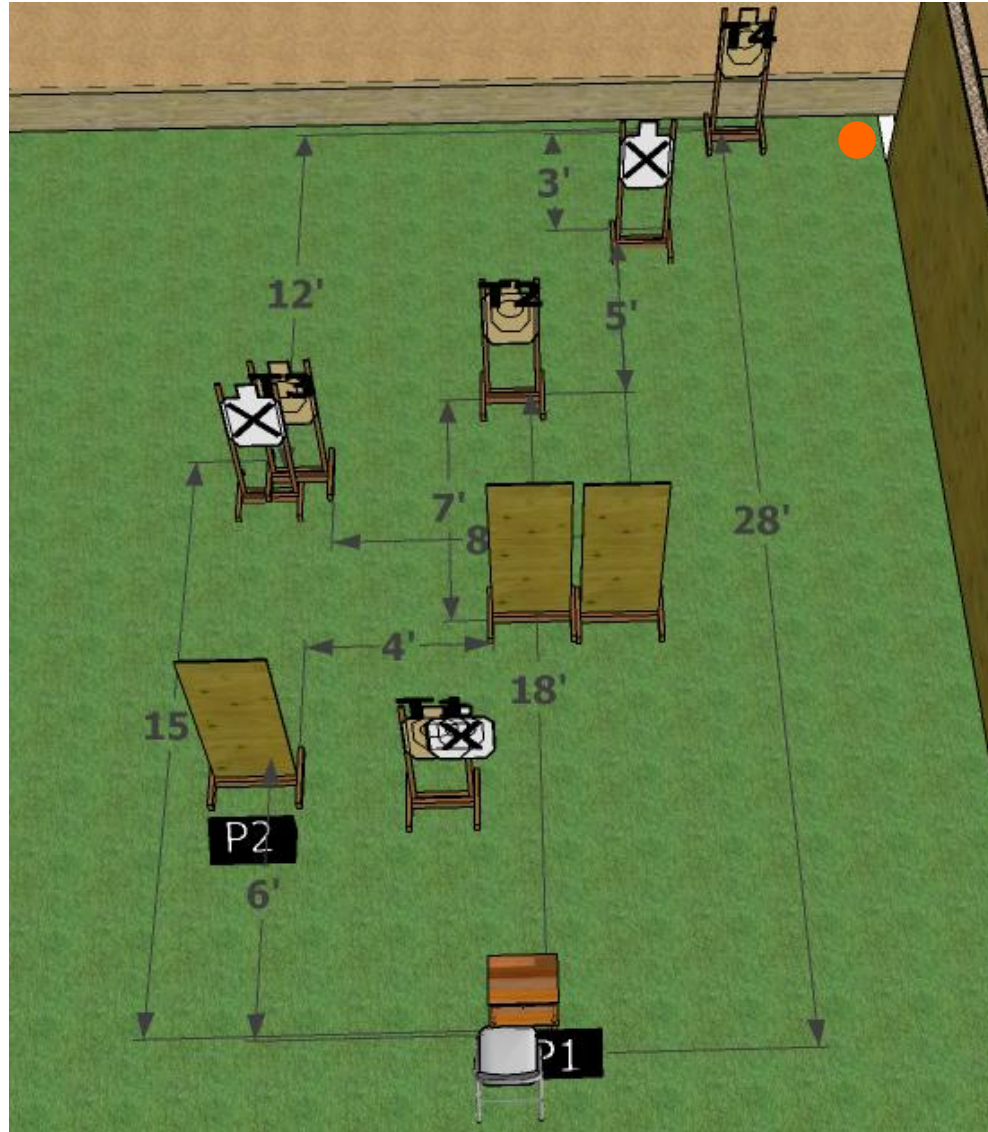


# The Dinner that Never Ends

- **STAGE 5: Free Style, Limited Vickers**
- **Scenario:** Leaving the restaurant after the shoot out you find that the street you chose to park on is amazingly dark and deserted. You are walking along and are fiddling in your pocket for your keys and drop a \$10 bill. As you bend down to pick up the bill, your significant other gets a few feet in front of you. You and your significant other are approached by a group of BGs, All of the BGs pull guns. (T1) asks for your money.
- **Procedure:**
- Stage 5: Shooter starts facing down range with strong hand touching ground while crouching or bending over (old guys). At the buzzer, Shooter stands, draws and fires two shots with strong hand only held in a retention position (Close to your body) at T1 and T2. Shooter moves to Position 2 using car as cover. Shooter may shoot while on the move. Fire Free-style at T2 and T3 any order 2 shots each. T4 and T5 have exited another car (not on course) and are now getting closer. The passenger compartment of the car blocks your view. Move to position 3. Fire 2 shots each at T4 and T5 Freestyle -- maintaining 50% cover.
- **STAGE 6: Strong Hand Only, Vickers.** Same scenario as above.
- \* When firing around "car" at T4 and T2 shooter cannot fire over the top, sides only (to simulate vision being blocked by Passenger Compartment).
- 
- **Setup notes:** Edge of No Shoot targets line up with Down Zero of T1 and T3.
- **Target Heights**
- **T1 – 5 ft; T2 – 4.5 ft; T3 – 5 ft; T4 – 6 ft; T5 – 5 ft; T6 – 6 ft**
- **SCORING:**
- **Stage 5 :Limited Vickers, 12 rounds max.**
- **Stage 6: Vickers, Best 2 on target**
- **TARGETS: 6 IDPA, 2 non threat**
- **SCORED HITS: Stage 5: Limited Vickers ; Stage 6: Vickers, Best 2 on target**
- **START-STOP: Audible - Last shot**
- **CONCEALMENT REQUIRED: YES**



# Santa Sees Red



# Santa Sees Red

- **STAGE 7: Free Style, Limited Vickers**

**Scenario:** You are working at the department store as Santa when four suspicious, young toughs enter the store. They spread out in the store, draw weapons, and one of them announces a holdup. Since your employer has allowed you to have a weapon on duty, you draw it from the box on the table and engage the miscreants in tactical order.

- **Procedure:** Shooter begins at P1 seated with little girl/boy on lap with loaded weapon on table in box. At the buzzer draw weapon and engage targets T1 and T2 with three rounds each, move to and take cover behind wall at P2. Engage T3 and T4 with three rounds each. Maintain 50% cover.

- 

- **Setup notes:** Edge of No Shoot targets line up with Down Zero of T1 and T3.

- **Target Heights**

- **T1 – 5 ft; T2 – 6 ft; T3 – 6 ft; T4 – 4 ft**

- **SCORING:**

- **Stage 7 :Limited Vickers, 12 rounds max.**

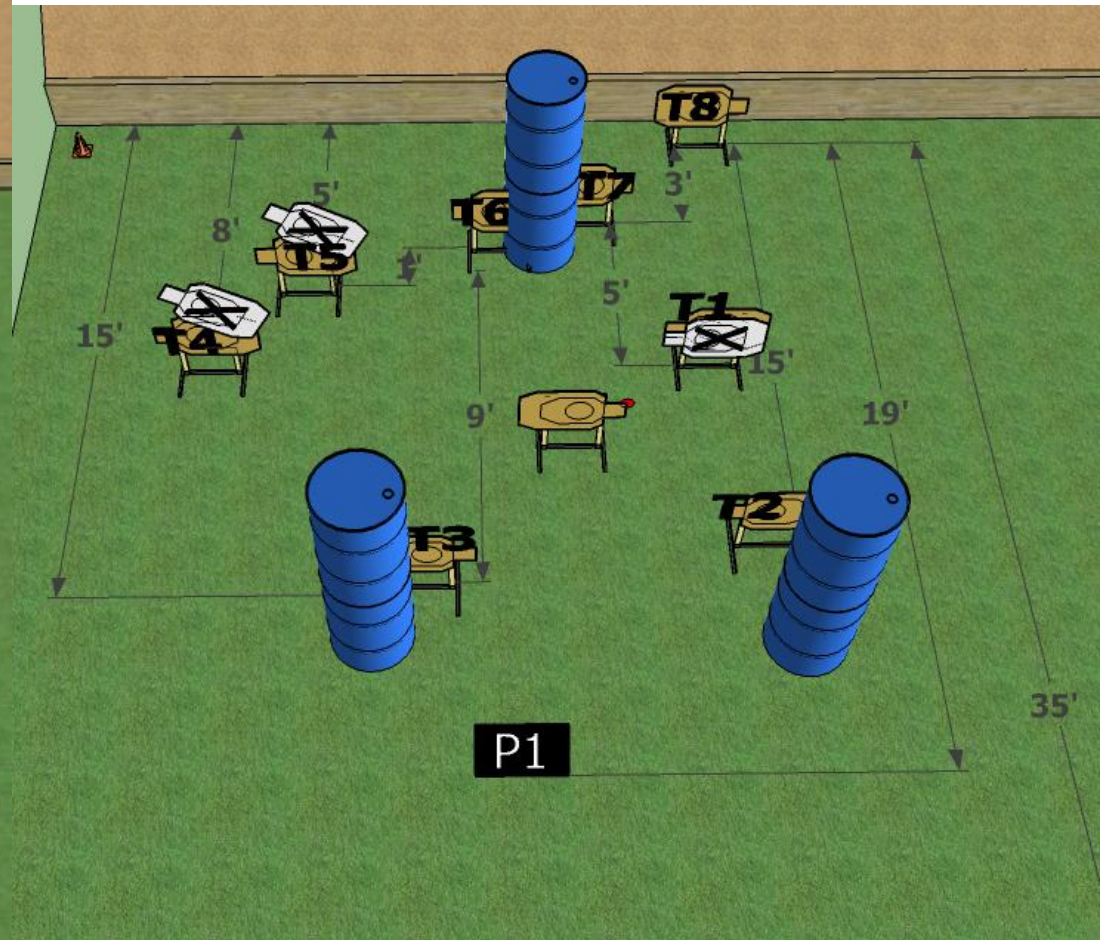
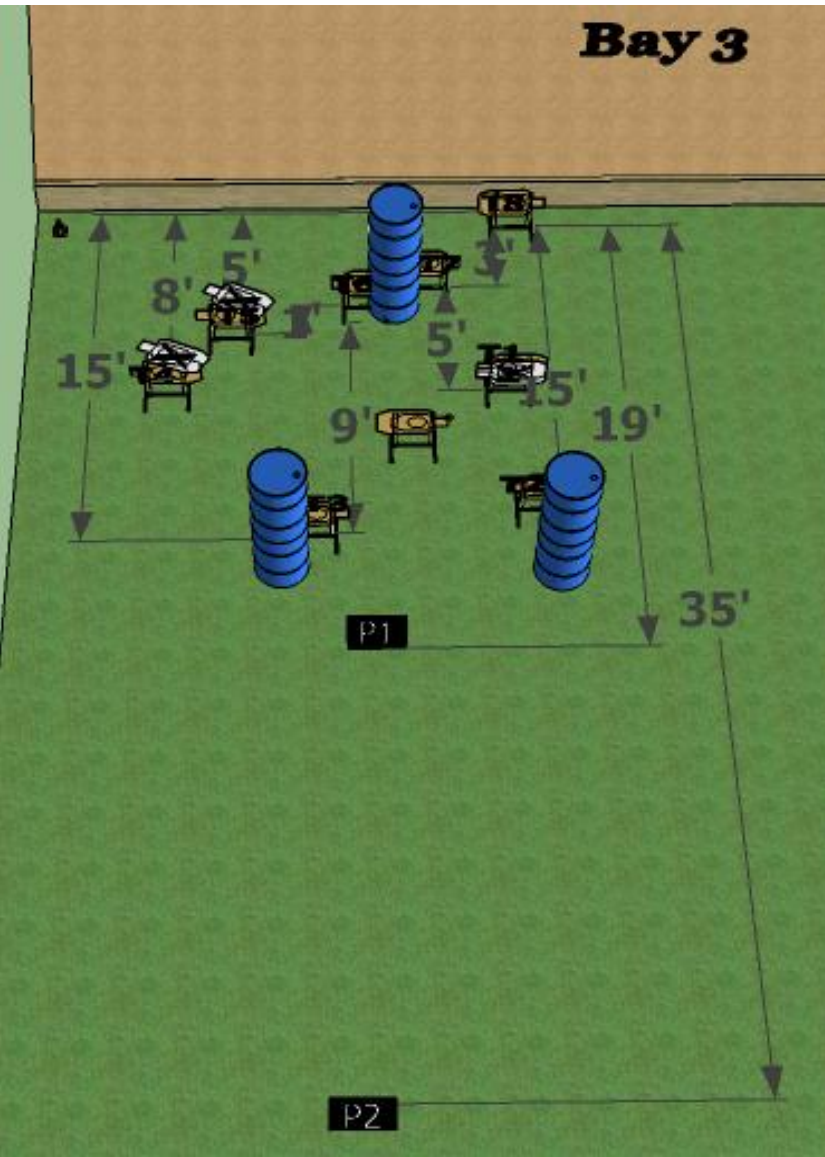
- **TARGETS: 4 IDPA, 3 non threat**

**SCORED HITS: Limited Vickers**

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

- **CONCEALMENT REQUIRED: YES**

# Rabid Reindeer



# Rabid Reindeer

- **STAGE 8: Free Style, Limited Vickers**

**Scenario:** Your friends invited you on a Snipe hunt. You were placed with a trash bag to hold open and given a baseball bat to bash the Snipe over the head. Being smarter than the average bear, you brought your CCW; just in case these frisky Snipe's get out of hand. While your friends have gone off to find a Snipe and herd it towards you, you hear low growls and begin to see a pack of rabid reindeer who are attacking Santa Claus and look to target you next. Rudolph is not rabid and is a no-shoot.

- **Procedure:** Save Santa!! And yourself! Shooter starts with 6 rounds in the gun holding a bag and baseball bat at P1. At the buzzer engages target free-style to save Santa first, then engage remaining targets free-style while retreating -- 1 shots per target. Rounds: 8 Rounds Minimum.
- **STAGE 9: Free style, Vickers.** Similar scenario as above starting with 6 in the gun however, your have regained your composure and starting at P2 you engage the rabid reindeer in tactical priority while advancing, Santa does not need to be saved first. No foul line while advancing.

- 
- **Setup notes: Targets T2, T3, T6, and T7 behind barrels have edge of Down Zero aligned with barrel edge.**

- **Target Heights:** All at 4.5 ft

- **SCORING:**

- **Stage 5 :Limited Vickers, 16 rounds max.**

- **Stage 6: Vickers, Best 2 on target**

- **TARGETS: 8 IDPA, 3 non threat**

**SCORED HITS: Stage 8: Limited Vickers ; Stage 9: Vickers, Best 2 on target**

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

- **CONCEALMENT REQUIRED: YES**