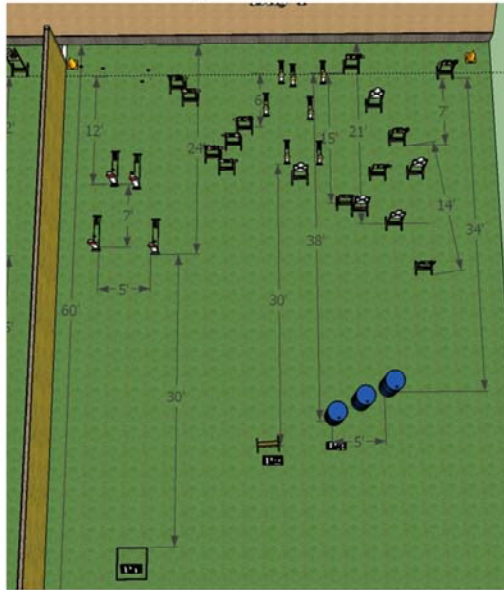


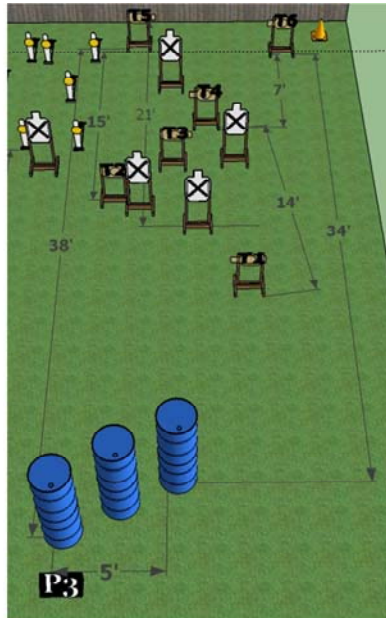
Notes

- Below is how match was actually laid out on 6 April.
- Bay 2 right hand stage does not fit in Bay 2 without removing T5 and T6.
- Sketchup file now has Bay 1 and Bay 2 stages swapped so T5 and T6 can be used
- Bay 3 ground is unlevel and made placing door a challenge.

Bay 1 Top View Nightmares



We're Not in Kansas Anymore



Bay 1 Right

STAGE 1: Free Style, Vickers, 18 rounds minimum

Scenario: You are having a nightmare after watching the Wizard of Oz movie. You see Dorothy and her friends being attacked by the witch's evil flying monkeys.

Procedure: Starting at P3, At the signal, draw and engage T1-T6 from the right side of the barrels as you see them. All targets get 3 shots.

Setup notes: Vary heights on targets.

Target Heights:

T1 – 5.5 ft

T2 – 6 ft

T3 – 6 ft

T4 – 5 ft

T5 – 5.5 ft

T6 - 6 ft

SCORING: Vickers, 18 rounds min.

TARGETS: 6 IDPA, 4 non threat

SCORED HITS: Best 3 on Paper Targets

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES

Scary Tales



Bay 1 Center

STAGE 2: Free Style, Vickers, 13 rounds minimum

Scenario: You are having a nightmare after reading snow white and the seven dwarfs and the 3 little pigs to your kids (must have been the pizza!).

Procedure: Begin at P2. At signal, draw and engage the big bad wolves from the left side of the barrier with 2 shots each, perform a tactical reload, then engage the evil 7 dwarfs from the right side of the barrier.

Notes: Extending foot outside cover at P2 is a procedural. Do not shoot through the legs of Snow White!

Setup notes: No shoots line up with edge of down zero on T2 and T5.

Target Heights

T1 – 5 ft

T2 – 5 ft

T3 – 4.5 ft

SCORING: Vickers, 13 rounds min.

TARGETS: 3 IDPA, 4 non threat, 7 small poppers

SCORED HITS: Best 2 on target, all steel must fall

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES

Candy Land Zombies



Bay 1 Left

STAGE 3: Free Style, Vickers, 12 rounds minimum

Scenario: You are having a nightmare after being crushed playing Candy Land with your kids. Your dream has Gingerbread Men Zombies and poison lollipops. Neutralize the Gingerbread Men and destroy the poison lollipops.

Procedure: Starting at P1, at signal, draw and engage each target in tactical priority with one shot each.

Notes:

Setup notes: 4 of the clay holders must be behind the large poppers such that the poppers have to fall before the clays are visible.

Target Heights

SCORING: Vickers, 12 rounds min.

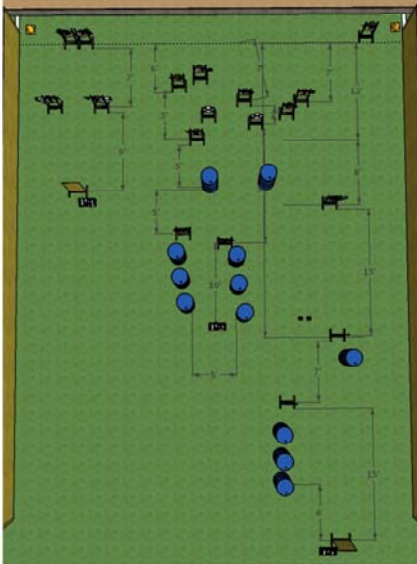
TARGETS: 4 Large Poppers, 8 Clay Holders

SCORED HITS: All steel must fall, all clays must be broken.

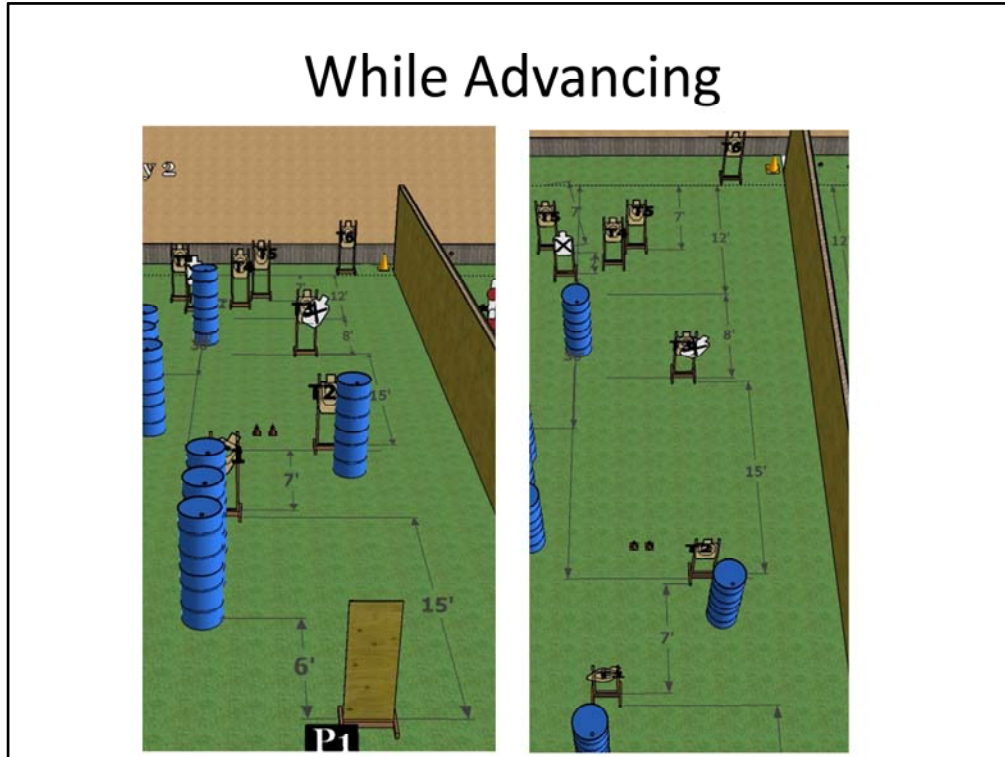
START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES

While Advancing (Sort of) Bay 2



While Advancing



Bay 2 Right

STAGE 4: Free Style, Vickers, 18 rounds min.

Scenario: You are attacked by 6 bad guys with a hostage as you walk down the street.

Procedure: Start at P1. On the signal, draw and engage T1-T6 while advancing with 3 shots each in tactical priority. If you have not engaged all targets after reaching the cones, take cover and continue engaging remaining targets. T1 - T3 must be engaged while advancing.

Setup notes: T1 has down zero cut out and is wearing a t-shirt. No Shoot is aligned on edge of T3 down zero.

Target Heights

T1 – 5 ft; T2 – 6 ft; T3 – 5 ft; T4 – 6 ft; T5 – 4 ft; T6 – 5 ft

SCORING: Vickers, 18 rounds min.

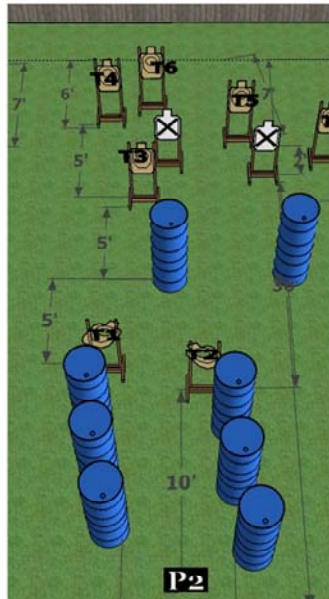
TARGETS: 6 IDPA, 1 non threat

SCORED HITS: Best 3 on target

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES

While Advancing Part Deux



Bay 2 Center

STAGE 5: Free Style, Vickers, 12 rounds min.

Scenario: You are walking down a narrow alley almost at the end when you hear screams and are attacked by thugs. Neutralize the thugs.

Procedure: Starting at P2, on the signal, draw and engage T1 –T6 with 2 shots while advancing in tactical priority. After passing T1 and T2 take cover at the barrels in front of you and finish engaging all targets.

Notes:

Setup notes: T1 and T2 have down zero cut out and are wearing t-shirts. No shoots should line up on edge of T5 and T6 down zero.

Target Heights

T1 – 5 ft

T2 – 6 ft

T3 – 5 ft

T4 - 4 ft

T5 – 5 ft

T6 – 6 ft

SCORING: Vickers, 12 rounds min.

TARGETS: 6 IDPA, 2 non threat,

SCORED HITS: Best 2 on all targets.

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES



Bay 2 Left

STAGE 6: Strong Hand Only and Weak Hand Only, Vickers, 12 rounds min.

Scenario: You are at your local Wally World at the end of the aisle when you find yourself in the middle of an armed robbery with the only cashier and bagger being held hostage.

Procedure: Starting at P3, on the signal, draw and engage 3 of the targets STRONG HAND ONLY with 3 shots each in tactical priority. Perform tactical reload then engage T1 or T2 with the weak hand with 3 shots from the other side of the barrier (lefty engage T2 from right side of barrier; righty engage T1 from left side of barrier)

Notes:

Setup notes: No shoots line up with edge of down zero on T1 and T2.

Target Heights

T1 – 5 ft

T2 – 6 ft

T3 – 4 ft

T4 – 6 ft

SCORING: Vickers, 12 rounds min.

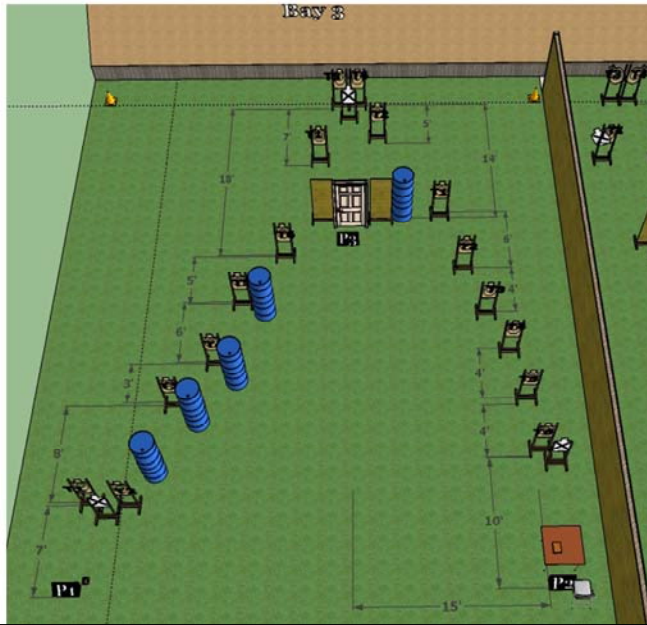
TARGETS: 4 IDPA, 2 non threat,

SCORED HITS: Best 3 on all targets.

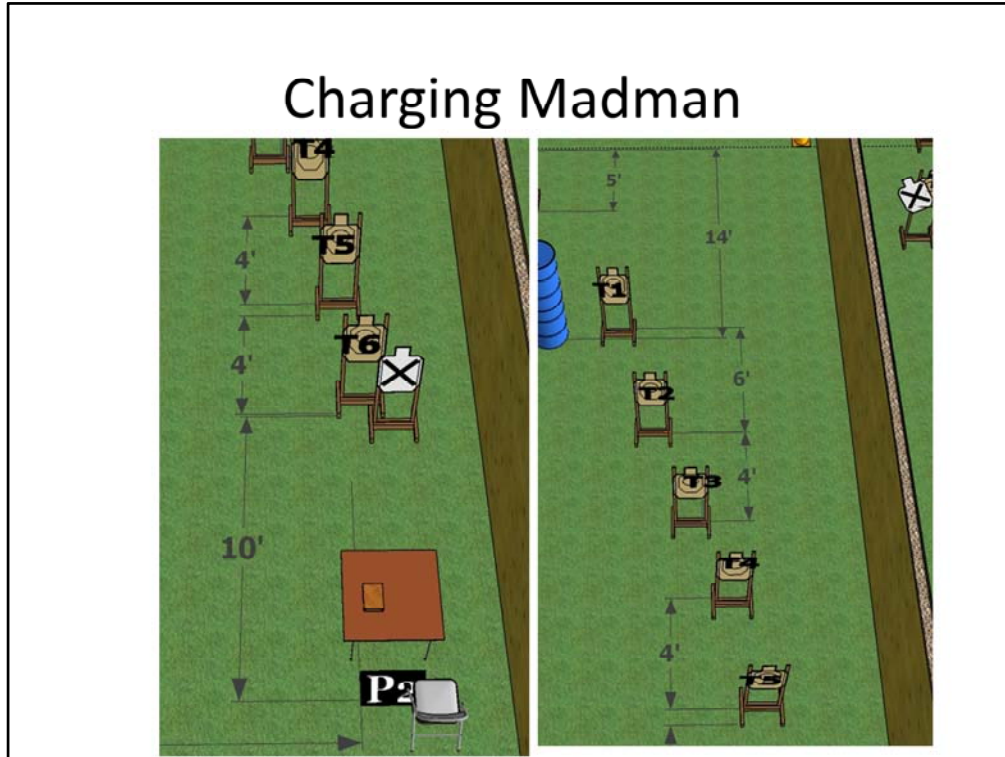
START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES

Bad Day at the Office (Bay 3)



Charging Madman



Bay 3 Right

STAGE 7,8, & 9: Limited Vickers, 3 stages of 6, 18 rounds maximum

Scenario: You are at your desk in your office talking with a coworker when a crazed gunman breaks into your office and charges at you threatening you with a gun.

Procedure: Shooter begins at P2 in chair with gun in box with spare magazines on the table. At the signal, engage targets T6 through T1 far to near with 1 shot each freestyle. Reload repeat, strong hand only. Reload, repeat weak hand only.

Notes: 3 Strings of 6 shots each. For weak hand, ensure handgun is pointing down range when in the box. Score after completing all 3 strings

Setup notes: No Shoot lines up with edge of down zero on T1.

Target Heights

T1 – 5.5 ft; T2 – 5.5 ft; T3 – 5.5 ft; T4 – 5.5 ft; T5.5 – 4ft; T6- 5.5 ft.

SCORING: Limited Vickers, 18 rounds maximum.

TARGETS: 6 IDPA, 1 non threat

SCORED HITS: 3 on target

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: No

Surprise in the storeroom



Bay 3 Center

STAGE 10: Free Style, Vickers, 12 rounds min.

Scenario: You are at work and enter a storeroom to find 4 thugs beating a coworker with a gun. They threaten you with the same gun.

Procedure: Starting at P3, on the signal, open the door with your strong hand and step through the doorway, draw and engage T1 –T4 with 2 shots each in tactical priority. They must be wearing body armor! Reengage, engage T1 –T4 with 1 HEAD shot each in tactical priority.

Notes: You must step through the doorway before drawing your gun

Setup notes: No-shoot is aligned with edge of down zero on T3 and T4.

Target Heights: Target Heights

T1 – 5.5 ft

T2 – 6 ft

T3 – 4 ft

T4 – 6 ft

No shoot is 5.5 ft

SCORING: Vickers, 12 rounds min.

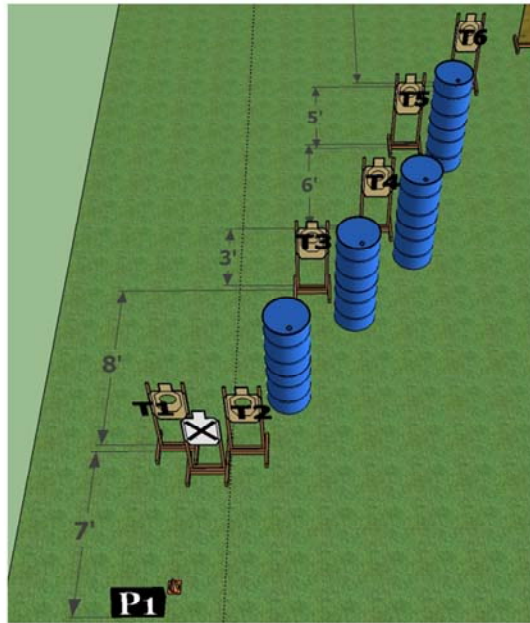
TARGETS: 4 IDPA, 1 non threat

SCORED HITS: Best 3 on target

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES

Clear the Halls



Bay 3 Left

STAGE 11: Free Style, Vickers, 12 rounds min.

Scenario: You are at work and step into the hallway after hearing noises. Your coworker is being held hostage and thugs are threatening your coworker and you with a weapon.

Procedure: Starting at P1 with hands at your sides, on the signal, draw and engage T1 and T2 from retention with 2 shots each. Move down the hall way and engage T3 through T6 as they become visible with 2 shots each.

Notes: Align shooter at P1 so that shooter will keep muzzle inside muzzle safety cone when engaging T1 and T2. You must shoot and reload behind cover.

Setup notes: T1 and T2 have down zero cut out and are wearing t-shirts. No-shoot on T1 is aligned with edge of down zero on T1 and T2.

Target Heights: Target Heights

T1 – 5 ft with t shirt

T2 – 5 ft with t shirt

T3 – 4 ft

T4 – 6 ft

T5 – 5 ft

T6 – 6 ft

SCORING:

Stage 5 : Vickers, 12 rounds min.

TARGETS: 6 IDPA, 1 non threat

SCORED HITS: Best 2 on target

START-STOP: Audible - Last shot

CONCEALMENT REQUIRED: YES