

Midland Shooters Association
Down but not Out
IDPA - 9 OCT 2010

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SCENARIO: Down, but Not Out – You are assaulted in a dark alley (Why are you there?) by 2 BGs. Somehow you find yourself on the ground in a bad position. You are in serious trouble with no time to aim. You just react.

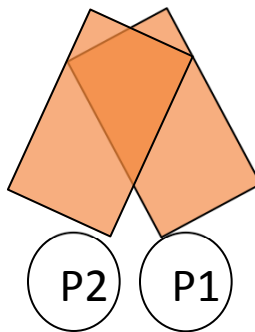
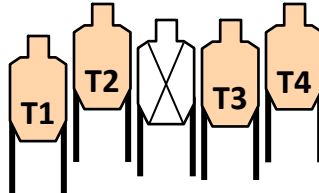
Durham – Oct 2010

GUN READY CONDITION: Side-prone, feet toward down range at ~45 deg. P2 (leaning on right hand), HG loaded and grounded in front. At P1 (leaning on left hand), HG loaded and grounded in front.

STAGE PROCEDURE: From P1, at the buzzer pick up firearm and engage T1-T2 with 2 rounds each in tactical sequence with right hand only. End string 1.

Reposition to P2 and assume starting position. At the buzzer pick up firearm and engage T3-T4 with 2 rounds each in tactical sequence with left hand only. End string 2 and CoF.

STRINGS: 2
SCORING: 16 rounds min, Vickers
TARGETS: 4 threat, 1 non-threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot



Notes: Shot distance should be +/- 5 yards.

Set-up targets close to back berm as shots will be “up-hill”.

NO HEAD SHOTS!

Permian Basin IDPA, 10-9-10

Studying Gone Bad

Designer: Kim Stafford

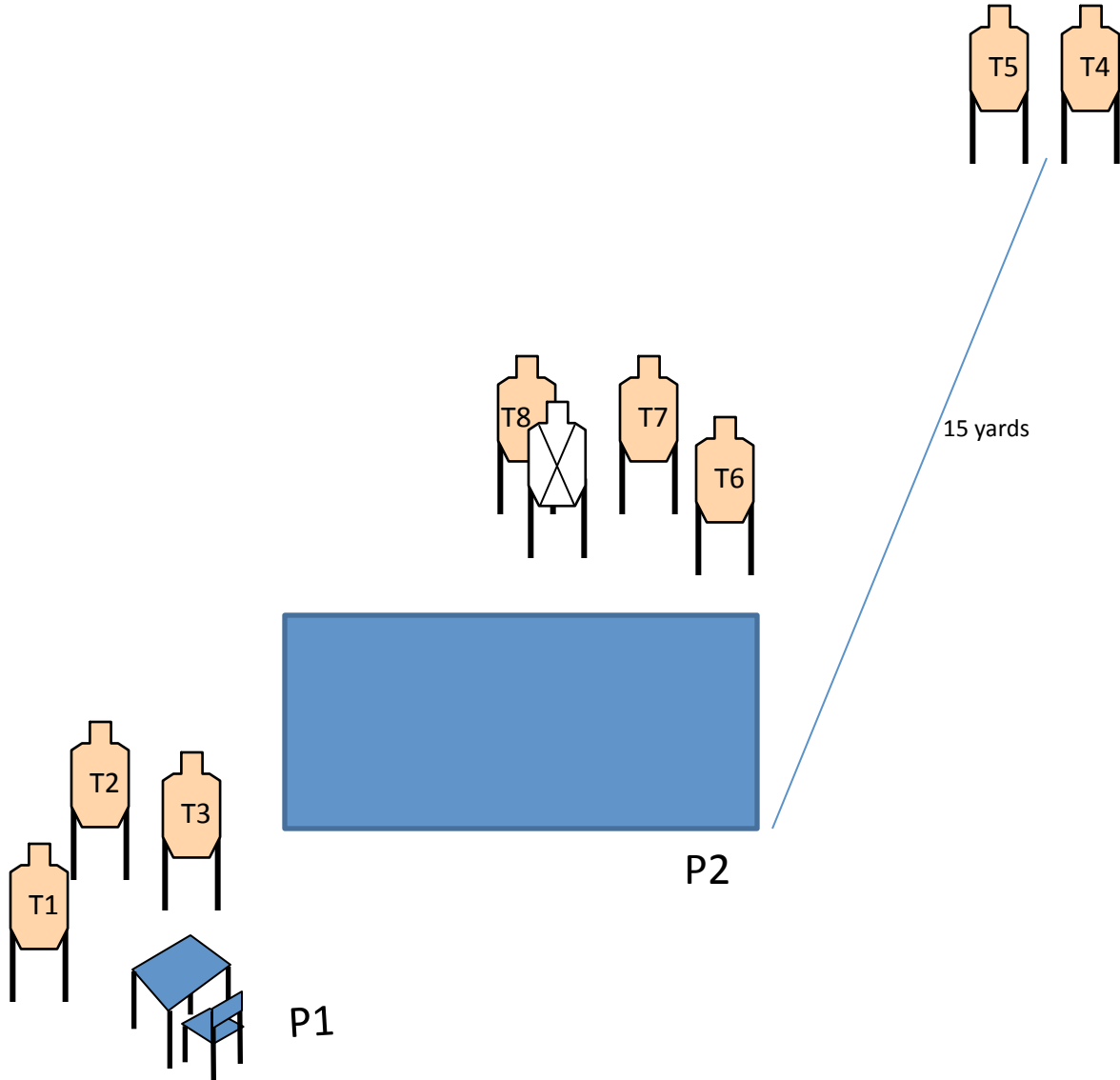
SCENARIO: You are sitting in the library studying for an exam when three bad guys approach and demand your wallet...

GUN READY CONDITION: Primary gun loaded to IDPA capacity and holstered. BUG gun loaded to capacity and placed in box.

STRINGS: 1
SCORING: Min 16 rounds, Vickers
TARGETS: 8 IDPA, 1 Non-threat

STAGE PROCEDURE: At the buzzer, from P1, draw the BUG gun from the box and engage T1-T3 with two rounds each. Open the cylinder of the BUG gun and leave it on the table, prior to advancing to P2. From P2, draw your primary firearm and engage T4-T8 with two rounds each in tactical priority.

S/O Note: Make sure BUG gun is left with the cylinder open before shooter moves to P2 and clear the BUG gun prior to calling the range safe.



Cubicle Confusion

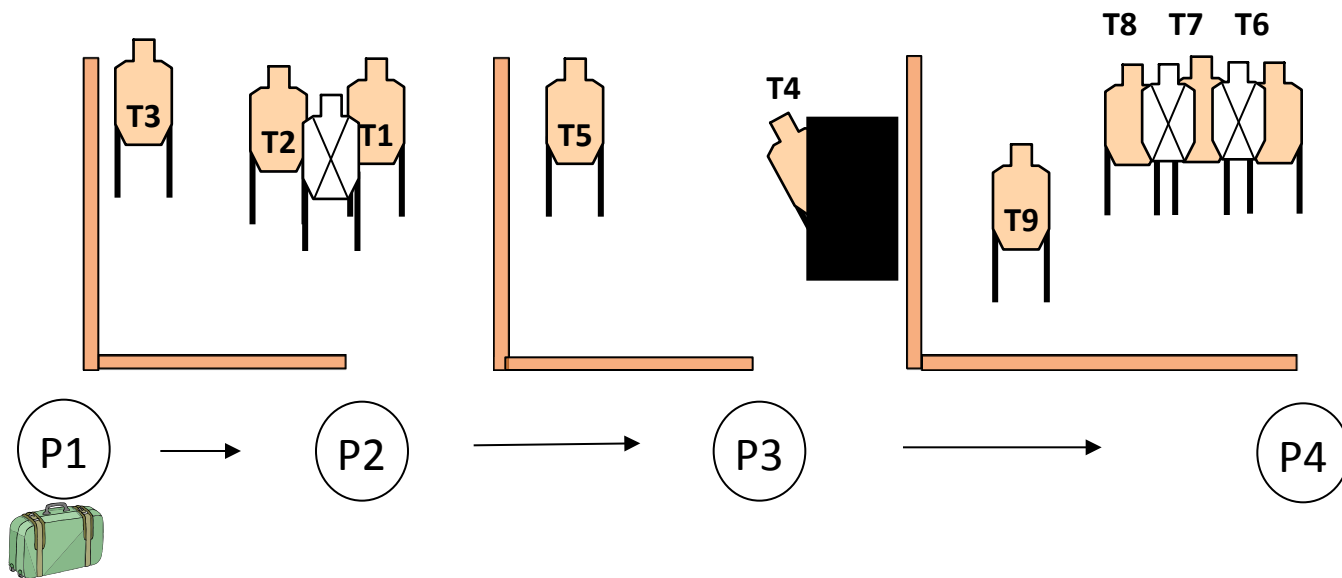
Course Designer: Marc Harris, Stage 2, 2004 IDPA National Championship, modified by Lin Edwards

SCENARIO: You arrive at work to find terrorists are killing your co-workers.

GUN READY CONDITION: P1 with gun loaded and holstered. Briefcase in weak hand.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 threat, 3 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: From P1, on signal, move to P2 and engage T1-T3 while holding briefcase in weak hand. Leave briefcase at P2. Move to P3 and engage T4-T5. Move to P4 and engage T6-T9. All targets must be engaged with 2 rounds in Tactical Priority using available cover.



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Sometimes it Feels like the Alamo
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SCENARIO: You were visiting some friends (who are Border Agents) down the Texas Border. As a group, you get jumped and have been in a running gun battle with what looks like a drug cartel. Even though you have taken cover, your friends are down and out of the fight. Your rifle goes dry and you continue the fight with what is at hand, your friend's sidearm and ammo as they close in.

GUN READY CONDITION: Start with pistol loaded with 6 rounds only and all other loading devices to division capacity on ground.

ALL IDPA RULES APPLY

STAGE PROCEDURE: Start with empty rifle in normal shooting position pointed at T1. At buzzer, retrieve handgun and **ENGAGE ALL THREATS IN TACTICAL ORDER WITH A MINIMUM OF 2 SCORED ROUNDS EACH FROM KNEELING**

STRINGS: 1

SCORING: 18 Rounds minimum, Vickers

TARGETS: 9 Threats,

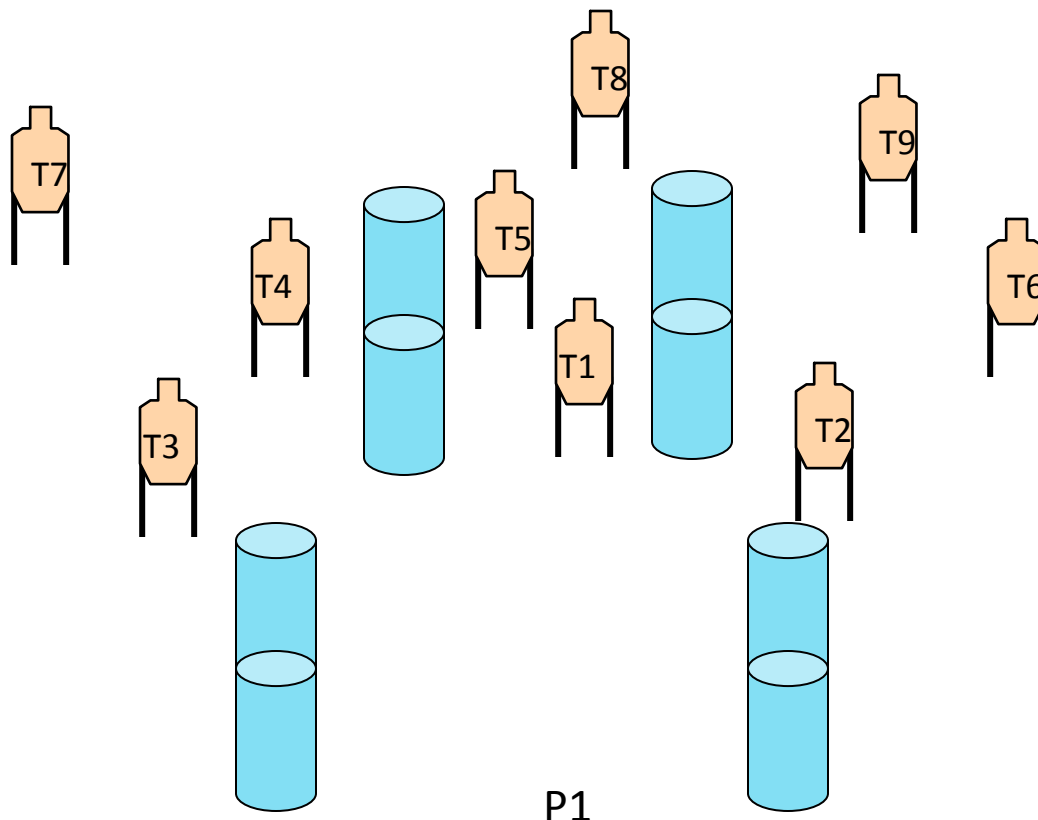
START-STOP: Audible— last shot

NOTES: Concealment is optional

T1—T3 ARE EQUAL

T4—T6 ARE EQUAL

T5----T9 ARE EQUAL



Permian Basin IDPA, 10-9-10

Gang in the Park

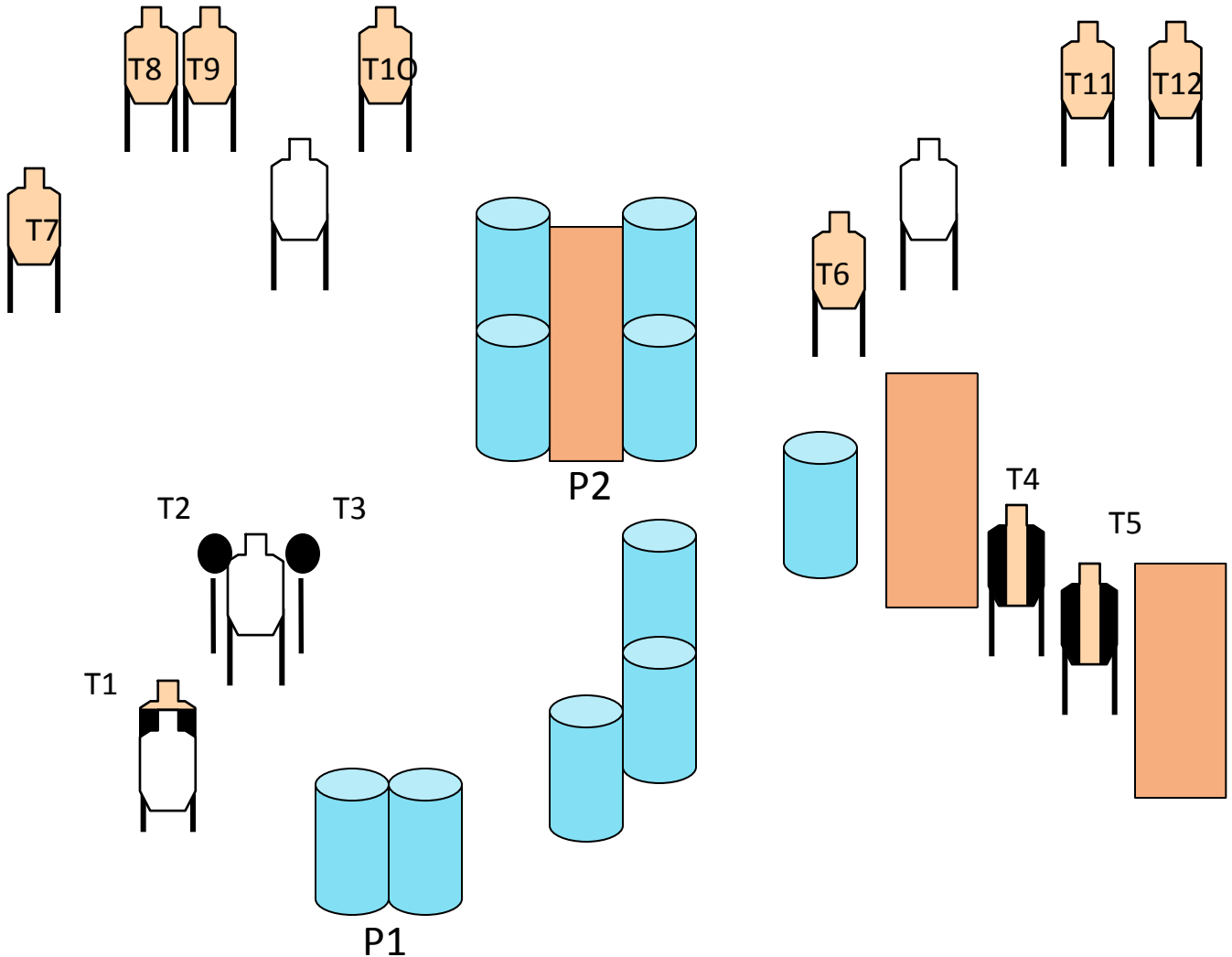
SCENARIO: You are walking in a local park when you stumble into a gang initiation. They are going to hurt the girls and they are screaming for help. The threats holding the three women down have weapons and show them. Deal with it. As you start to deal with it, more gang members show up.

GUN READY CONDITION: Holstered @ division capacity.

ALL IDPA RULES APPLY

STAGE PROCEDURE: Start at P1 in surrender position facing the 3 priority threats with close No-Shoots. At the buzzer, draw and engage all threats WITH A MINIMUM OF 1 SCORED ROUND EACH IN TACTICAL ORDER. Engage T1—T3 FROM STANDING AT P1. After engaging the 3 priority threats, shooter has option of engaging remaining threats from low cover at P1 or engaging remaining threats while moving and from cover at P2. RELOAD FROM EMPTY GUN ONLY using available cover. NO TACTICAL OR RETENTION RELOADS. All threats must be neutralized per IDPA rules. Cover Garment Required.

SCORING: 12 Rounds, vickers
TARGETS: 10 threat, 4 non threat, 2 steel
START-STOP: Audible— last shot



Weak Repeat

Designer: Kim Stafford

SCENARIO: While defending yourself against three bad guys, you were injured and must use your weak hand to defend yourself.

GUN READY CONDITION: Gun loaded to IDPA capacity and holstered.

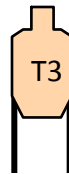
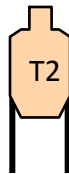
STRINGS: 1

SCORING: Min 9 rounds, Vickers Count

TARGETS: 3 IDPA

S/O Note:

STAGE PROCEDURE: At the buzzer, from P1, draw and engage T1-T3 with two rounds each while on the move to P2. At P2, perform a reload with retention, switch gun to your weak hand and reengage targets with one round each, using tactical priority.



P2

P1

IDPA STAFF Date: Oct. 9th 2010

	SCENARIO	SAFTEY OFFICERS	SCORE KEEPERS	BUILDER S
BAY 1	Down but not out	Teak	Kim	Dean
BAY 2	Studying gone bad	Zach	Jeremey	Kim
BAY 3	Cubical confusion	Charlie	Ryan	Charlie
BAY 4	Sometimes it feels like the alamo	Butch	Paula	Reis
BAY 5	Gang in the park	Stephen	Bill	Stephen
BAY 6	Weak Repeat	Dean	Reis	Kim

STAT HOUSE: Paula, Gaylene, Jeremy