

Midland Shooters Association

“Drive by Madness”

July 10, 2010

BAY

1

**SCENARIO:** It's the end of the day and you're just about to lock up the store when a pick-up truck pulls up with five armed thugs. They let two snarling dog off the back of the truck and open up on you. Retrieve the counter gun and defend yourself, but try to avoid the pedestrians behind the truck.

**GUN READY CONDITION:** Unloaded, slide open, on table.

**Stage Procedure:** At the beep retreat from P1 to P2 and retrieve the gun. Engage T1 and T2 with 3 rnds each while moving to P3. From P3 engage T3-T4 in tactical priority with 2 rnds each. Move to P4 and engage T5-T7 in tactical priority with 2 each to the head.

**TARGETS:** 7 Threat, 2 Non-Threat

**SCORING:** Vickers

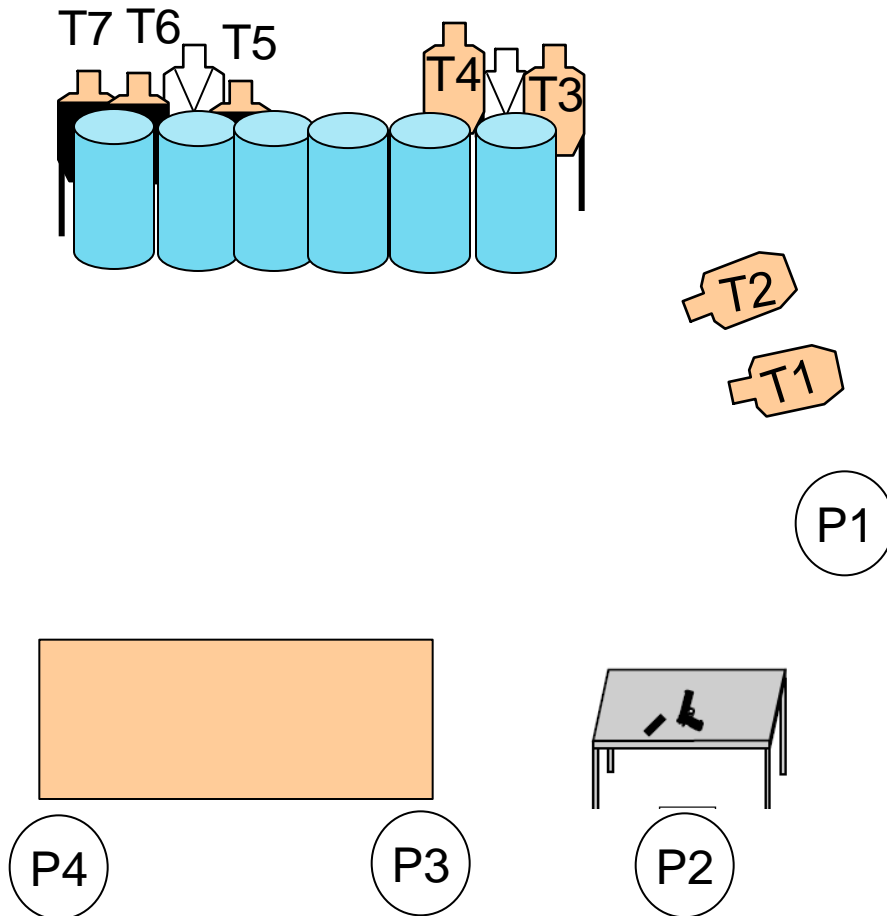
**ROUND COUNT:** 16 min

**START:** Audible Beep

**SO:** Max

**SK:** Reis

**Build:** Max/Reis



**WATCH THE MUZZLE**  
**WATCH THE FINGER**

# BAY 2

7-7-10

Designed by:

Charlie Barry

**SAFETY OFFICER:** Jeremy

**TIME KEEPER:** Charlie

**BUILDER:** Mike and Kim

**SCENARIO:** You get home from work and 2 BGs wearing body armor confront you with guns. Save your family.

**GUN READY CONDITION:** Seated in truck with gun holstered.

**STAGE PROCEDURE:** At the buzzer get out of the truck and engage T1-T2 with 2 rounds each using the truck as cover. From the same position knock the leg out from under T3 to expose him from behind cover engage with 2 rounds. Move to P3 and clear your house. T4-T7 all receive 2 rounds. Make sure and use all available cover. Watch for your family. Reload as necessary.

**ALL IDPA RULES APPLY**

**Watch your muzzle and trigger finger**

**STRINGS:** 1

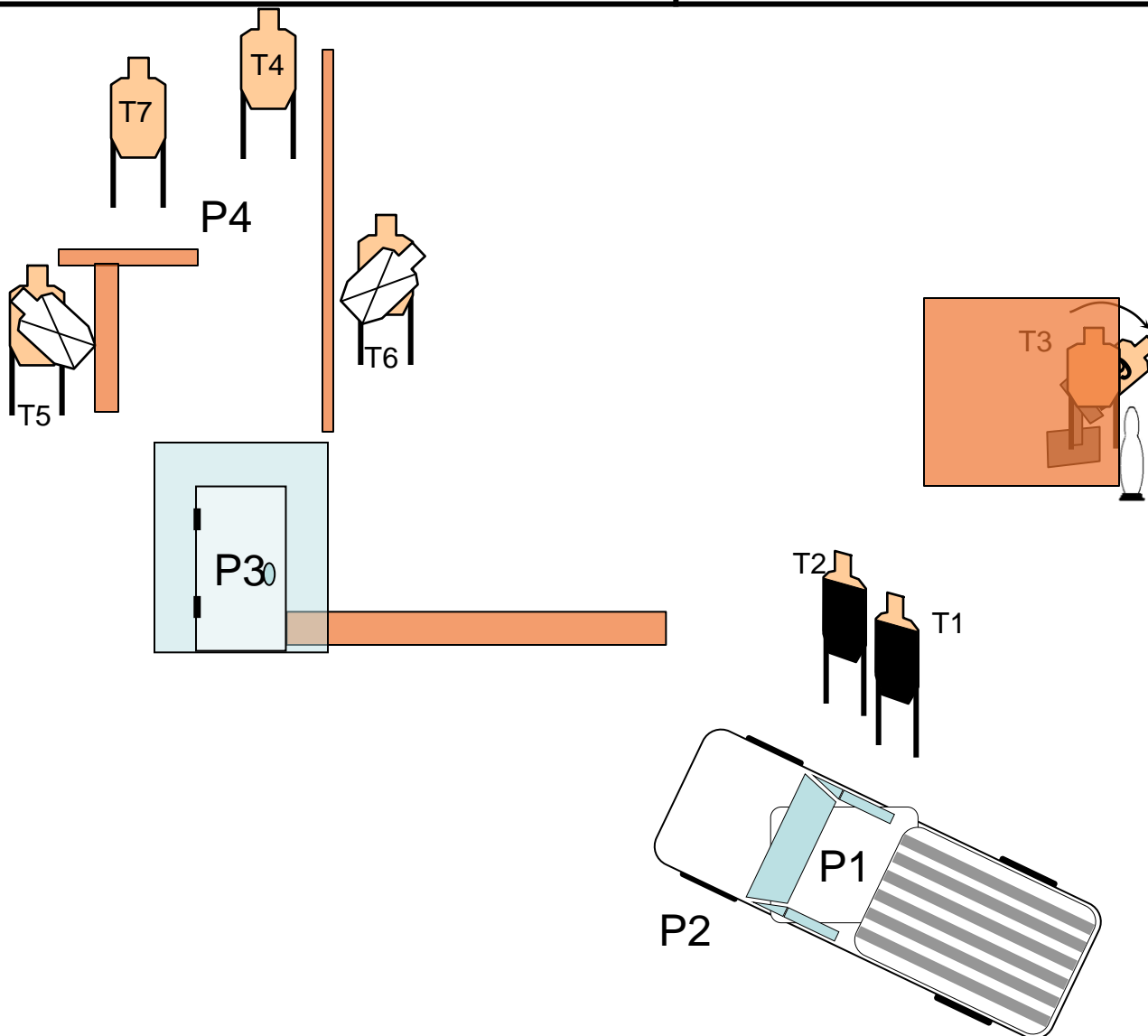
**SCORING** 15 rounds min, Vickers

**TARGETS:** 7 BGs 2 Family members.

**SCORED HITS:** Best 2 rounds on each target.

**You must knock bowling pin down to engage T3**

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



4-15-10

Designed by:  
Charlie Barry

**SAFTEY OFFICER:** Teak  
**TIME KEEPER:** Butch  
**BUILDER:** Charlie

Bay 3

**SCENARIO:** You are enjoying yourself at your local park when you hear a scream from within the bathroom. Three BGs threaten you with your life as you try to get up!

**GUN READY CONDITION:** Seated with gun loaded and holstered.

**STAGE PROCEDURE:** From seated position (P1) draw and fire 2 rounds to T1-T3 in tactical sequence. At (P2) perform a mandatory reload before engaging next target. Engage T4 until you hit the steel, (this activates the movers). T5-T6 each receive 2 rounds before they reach cover. (P3) Enter through the door opening it completely activating swinger and engage T7-T9 with 2 rounds each in tactical sequence.

**ALL IDPA RULES APPLY**

**Watch your muzzle and trigger finger**

**STRINGS:**

1

**SCORING:**

17 rounds min, Vickers

**TARGETS:**

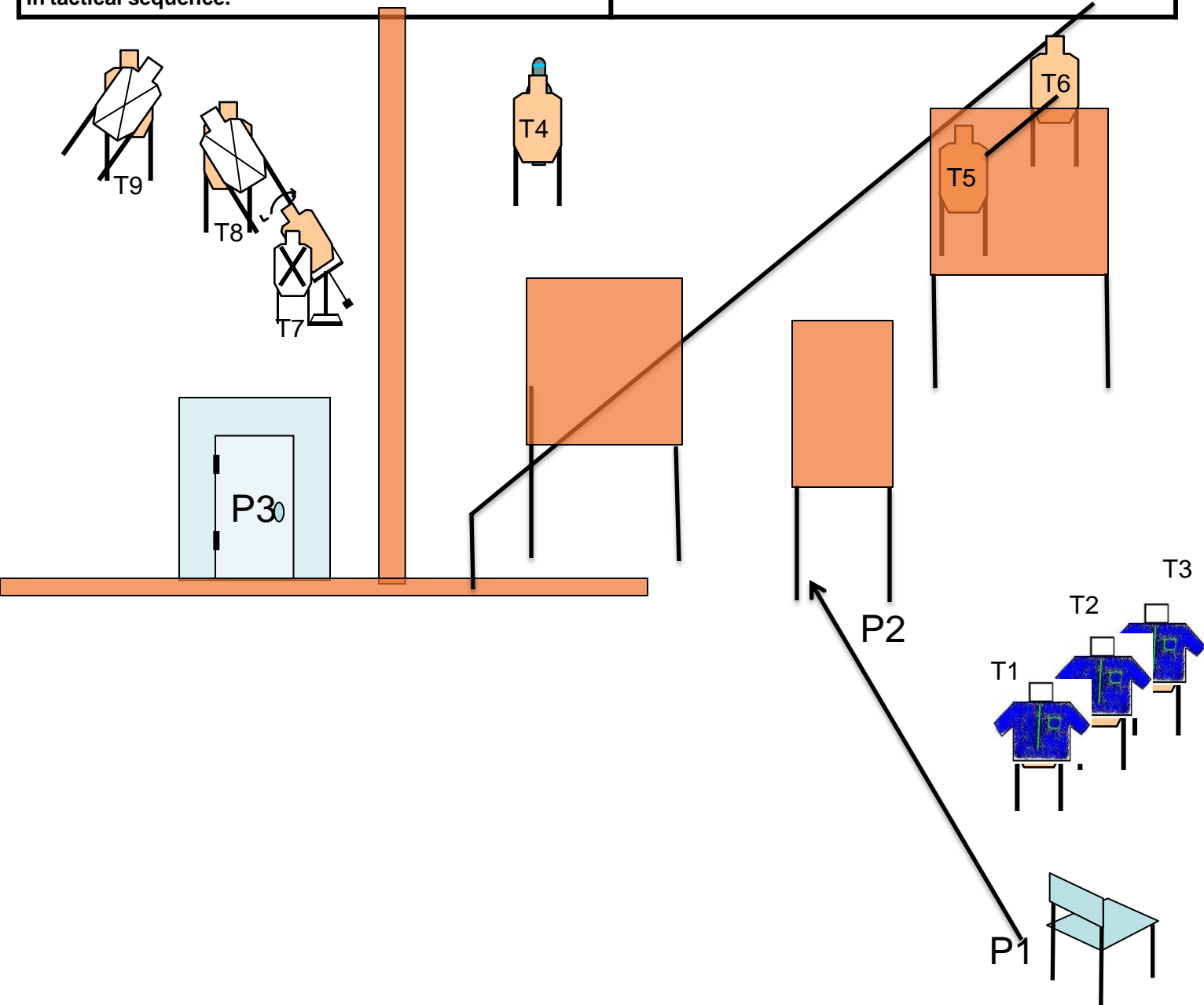
9 threat, 3 non threat, Steel, Swinger

**SCORED HITS:**

Best 2 body, Best 2 Head

**START-STOP:**

Audible - Last shot



4-15-10

Designed by:  
Charlie Barry

SAFTEY OFFICER: Dean  
TIME KEEPER: Zach  
BUILDER: Zach

Bay 4

SCENARIO: You are the store manager at a 7-11.

**STAGE PROCEDURE:** At the buzzer get out of your chair turn then draw and engage T1 holding the clerk hostage with 2 rounds. On the move step on the activator. From behind cover engage T2 and T3 with 2 rounds in this order. Move to P3 from a kneeling position behind cover engage T4 with 2 rounds. Move again to cover P4 and engage T5 with 2 rounds. On the move again down the aisle. At P4 engage T5 with 2 rounds. (After moving from P2 do not engage T3)

ALL IDPA RULES APPLY

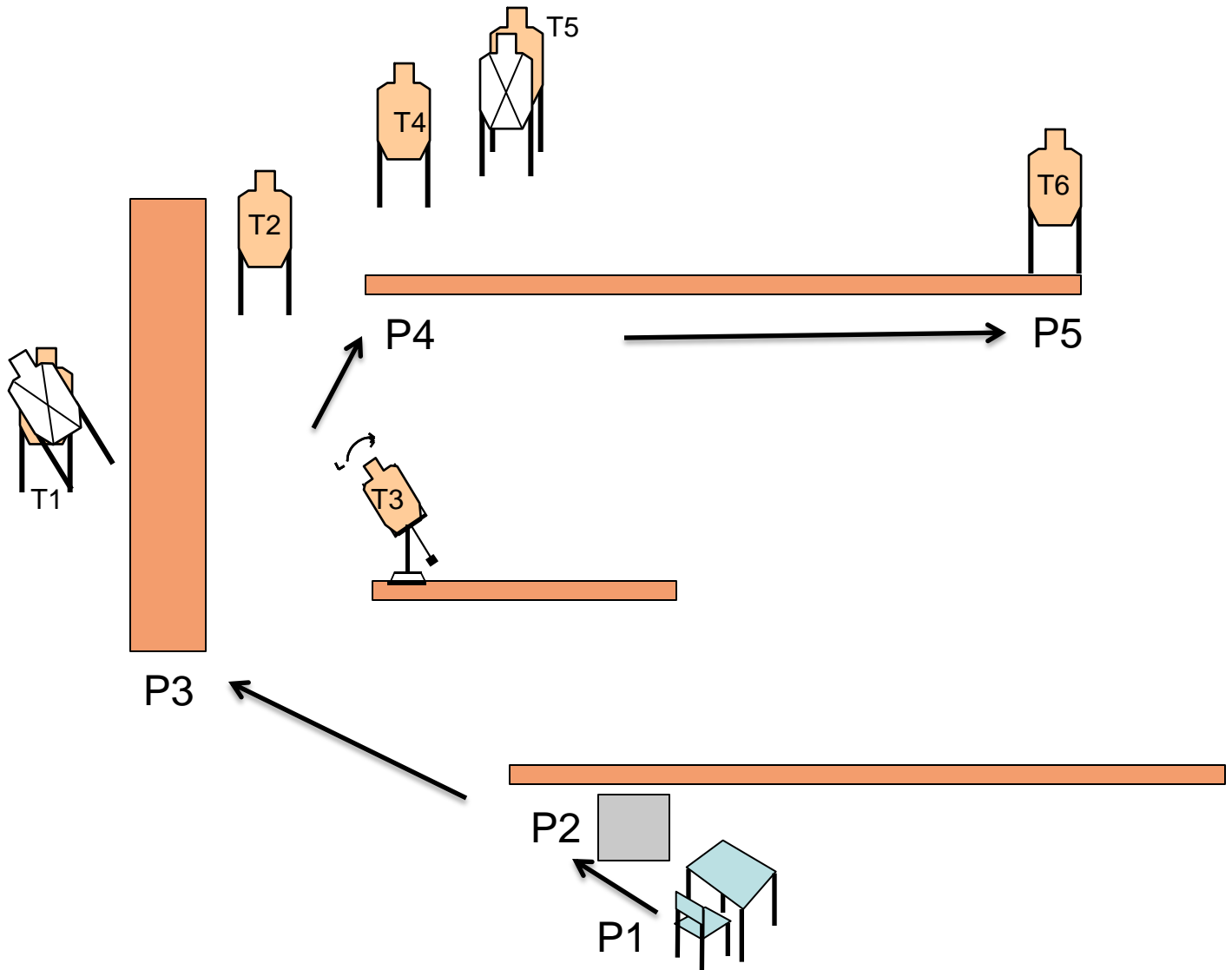
Watch your muzzle and trigger finger

STRINGS: 1

SCORING: 12 rounds min, Vickers

TARGETS: 6 threat, 2 non threat, Steel, Swinger

START-STOP: Audible - Last shot



**Midland Shooters Association IDPA  
 "Tickling My Ivory-Handled Colt"**

**Bay 5**

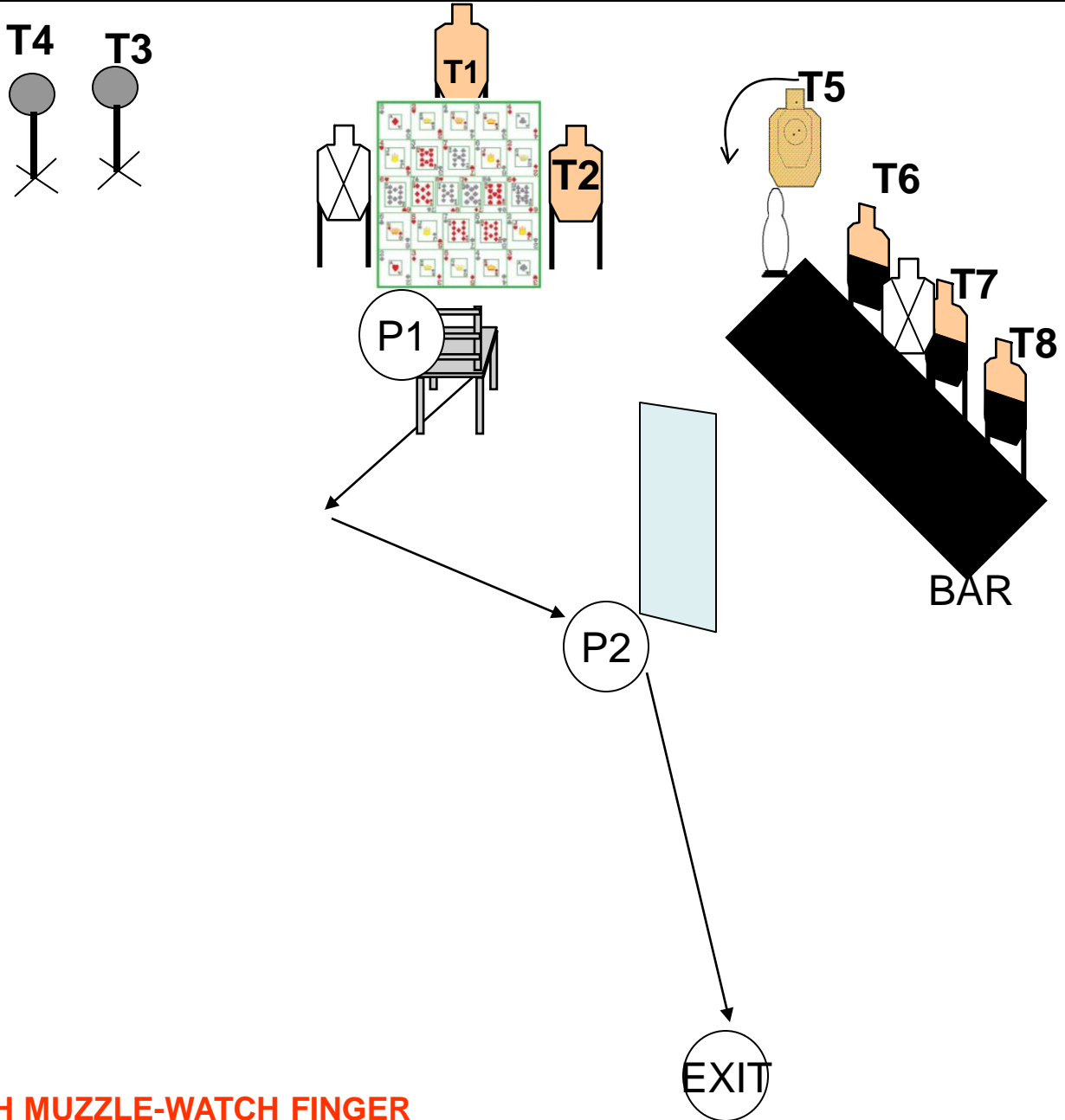
Designed by: Deane Durham 1 JUL 2010

**SCENARIO:** Playing poker at a bar. Someone accuses you of cheating and pulls a gun. You must fight your way out of the bar. You will be arrested at the exit, and must give proper responses to police. Reload as needed. All reloads must be done behind cover.

**READY CONDITION:** P1 with gun loaded and holstered. Seated with hands on card table.

**STRINGS:** 1  
**SCORING:** Vickers  
**TARGETS:** 6 threat, 2 non threat, 2 Steel  
**ROUND COUNT:** 16 Minimum  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**Build:** Deane/Leo  
**SO:** Leo **SK:** DiAnn

**STAGE PROCEDURE:** From P1, at the buzzer stand, draw and engage (FROM SIDE RETENTION) T1-T2 with 2 rounds each. While retreating engage T3-T4. Move to P2 (use either side of cover) & engage T5 leg then T5 with 2 rounds. Engage T6-T7 with 2 rounds each. Move toward exit and engage T8 with 2 rounds while moving. End CoF.



**WATCH MUZZLE-WATCH FINGER**

July 10 2010

		Build	SO	SK
Bay 1	Drive By	Max/Reis	Max	Reis
Bay 2	Save Family	Kim/Mike	Charlie	Jeremy
Bay 3	Mover	Charlie	Teak	Butch
Bay 4	Milk Run	Zach	Zach	Deane
Bay 5	Tickling	Deane/Leo	Leo	DiAnn

Stat House Deane, Charlie, DiAnn