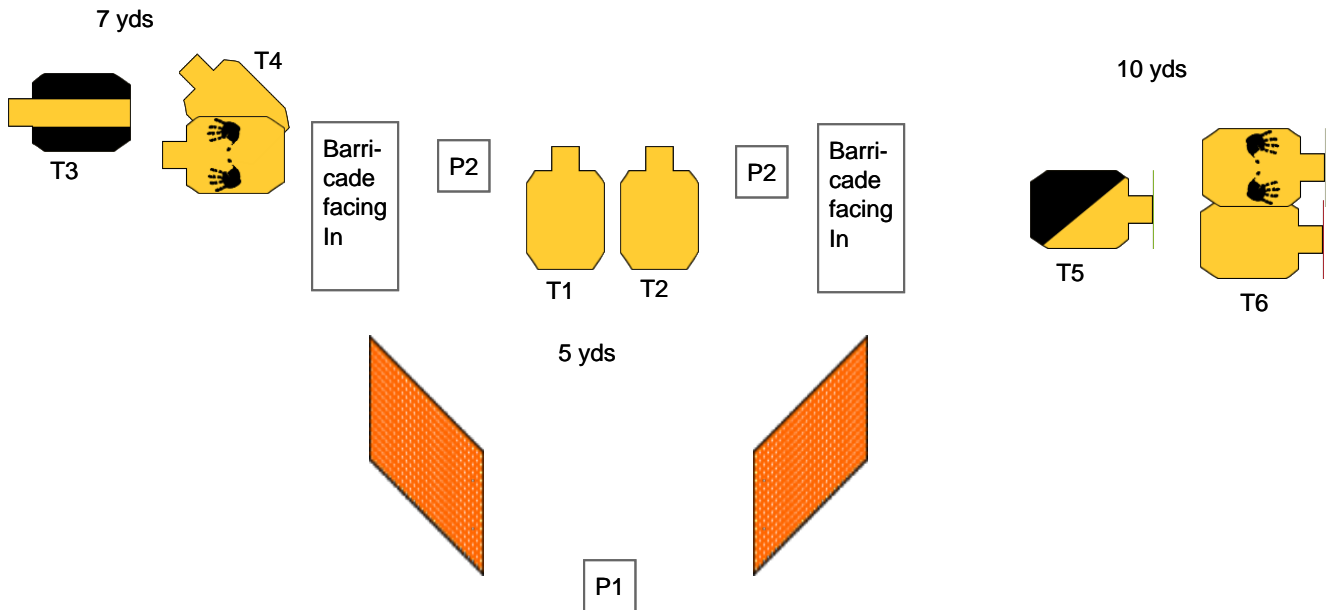


Stage 5 Tango Blast

RULES: Current IDPA rule book	COURSE DESIGNER: Roger B.
START POSITION: Standing at P1, facing up-range, with gun holstered, hands at surrender, Gun loaded to division capacity	
SCENARIO: Your standing in your garage and you hear voices behind you. The people tell you to get your hands up and slowly turn around. Announcing themselves as the "Tango Blast" gang, they say that they have your house surrounded and they are going to kill your family and you. You know it's them or you.	SCORING: Vickers
	ROUND COUNT: 14
	TARGETS: 06
	DISTANCE: 5, 7, and 10 yds.
	SCORED HITS:
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: You may shoot-on-the-move OR stand at P1 to shoot T1 and T2; T1-T2 are equal threats, Make-up shots for T1&T2 must be made before arriving at P2.



Stage 3 Over a barrel

RULES: Current IDPA Rule Book

COURSE DESIGNER: Roger B

START POSITION: Standing in front of a barrel of choice with gun holstered and loaded with three rounds, palms of ports of barrel. Place one 3-round mag on the second barrel and a magazine loaded to division capacity on the third barrel.

SCENARIO: Standards Stage

PROCEDURE: At the buzzer, draw and engage T1-T3. Move to the second barrel and engage T1-T3. Move to the final barrel and engage T1-T3.

SCORING: Limited Vickers

ROUND COUNT: 09

TARGETS: 03

DISTANCE: 9, 10 yds.

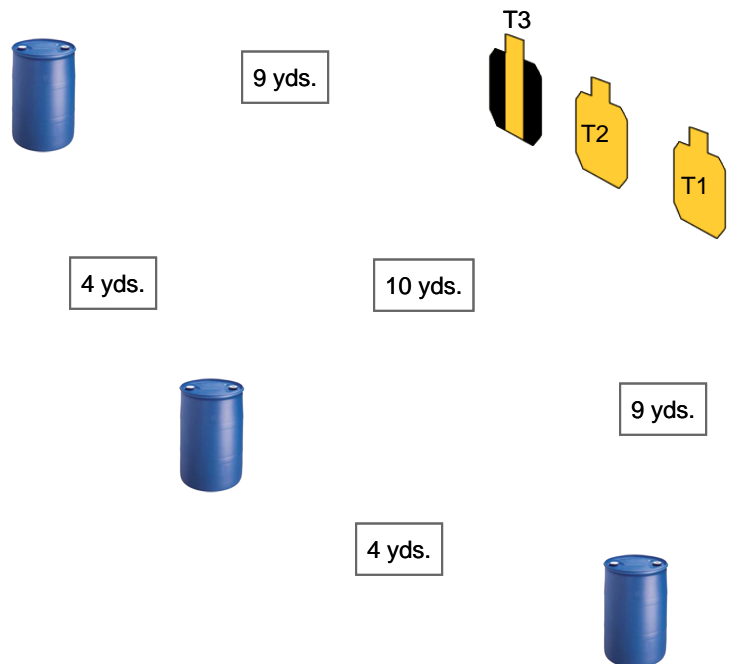
SCORED HITS: two body and one head shot per target

START/STOP:

PENALTIES:

CONCEALMENT: No

NOTES: Tac- sequence from each barrel, reload behind barrels, and make-up shots from the barrel where you placed your division-loaded magazine.



Stage 8 Attention Needed

RULES: Current IDPA rule book

COURSE DESIGNER: Roger B

START POSITION: Sitting on bench at P1 and facing T1, gun at low-ready and loaded to div. capacity

SCENARIO: You get word that there is an injured family member around the side of your double- detached garage. As you drive up, a bad guy with a gun shoots-out your front windshield. You must eliminate him along with his buddies, and deliver the medical bag to your family member (at P3 barrel).

PROCEEDURE: At the sound of the buzzer, while sitting, engage T1 and then engage T2,T3 through the car window. Stand-up, sling the medical duffle bag with your weak hand over your weak shoulder OR carry the bag with your weak hand and move around the front of the car (opening nearest to T1) to P2. At P2 engage T4-T6. Move to P3 and engage T7-T8. NOTES: 1)Tac. Priority, 2)Must move from P1 to P2 from the front of the car (nearest to T1), 3)Watch your muzzle direction! 4)Failing to sling or carry the medical bag before leaving P1 will result in a FTDR. penalty.

SCORING: Vickers

ROUND COUNT: 16

TARGETS: 08

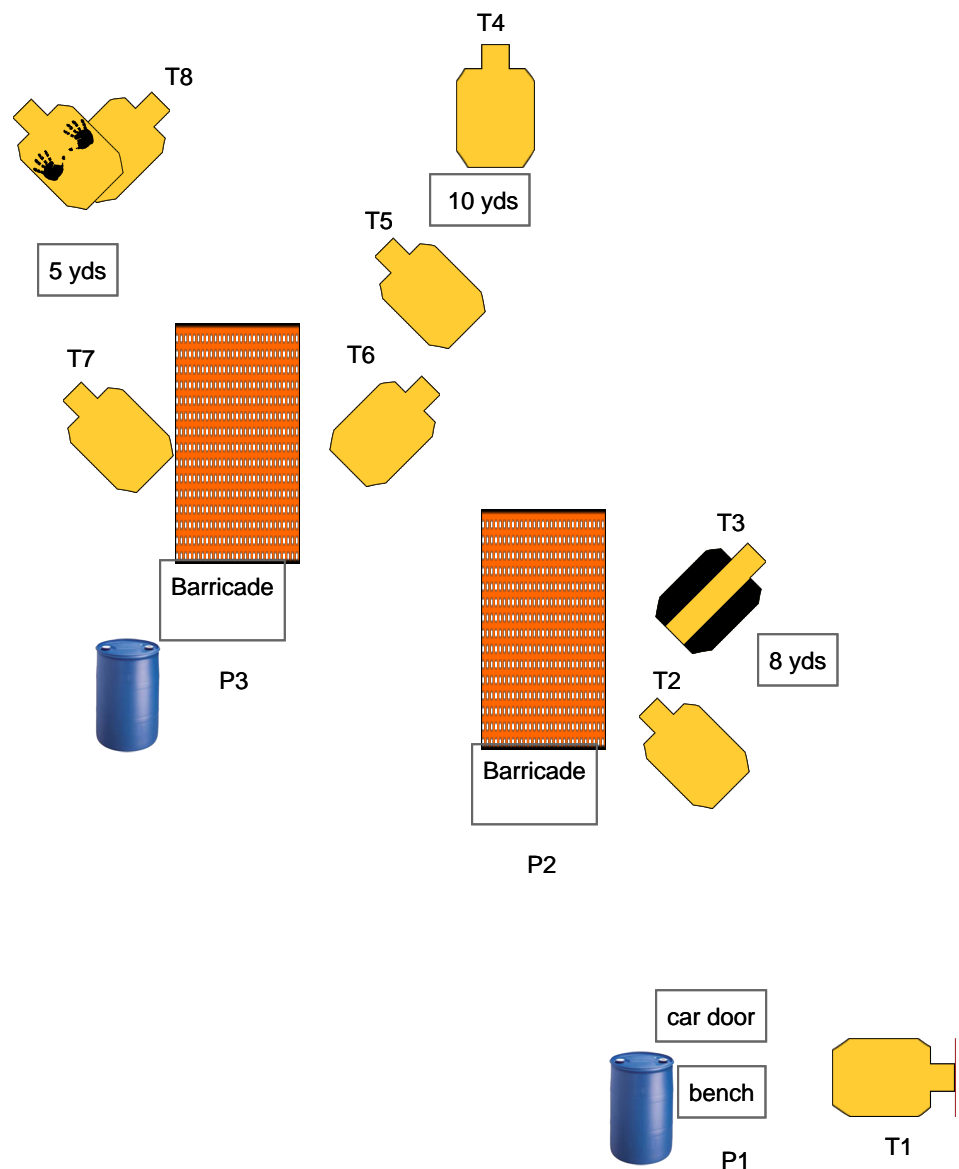
DISTANCE: T1: 3 yds, T2 array: 8 yds, T4 array: 10yds, T8 array: 5 yds

SCORING HITS: best two on each paper

START POSITION:

START POSITION:

START POSITION: ENT: Yes



Stage 6 Accuracy or Speed...Hmm

RULES: Current IDPA rule book

COURSE DESIGNER: Roger B.

START POSITION: Standing at P1, facing downrange, centered behind barrel, gun holstered, and loaded to div. capacity

SCENARIO: Standards

PROCEDURE: At the sound of the buzzer, draw and engage T1 with 3 body shots and T2-T3 with 3 shots each. Move to P2, centered behind barrel, and engage T1 with 3 head-shots. Reloads behind barrels.

SCORING: Limited Vickers

ROUND COUNT: 12

TARGETS: 03

DISTANCE: 10, 15, 20, and 30 yds

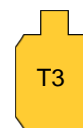
SCORED HITS: T1: 3 body and 3 head-shots, T2-T3: best three on each paper

START/STOP:

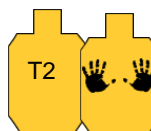
PENALTIES:

CONCEALMENT: No

NOTES: Tac priority (near to far), Head-shots on T1 from P1 will count as misses, (No FTNs)



30 yds



20 yds



15 yds from P1

10 yards from P2



P2



P1

STAGE 2 Mall Rescue

RULES: Current IDPA rule book

COURSE DESIGNER: Roger B.

START POSITION: Standing at P1, facing downrange, hands at side, handgun holstered and loaded to div. capacity, concealment required.

SCENARIO: You are in a mall and you know that your significant other has been taken hostage. There doesn't seem to be anyone around to assist you.

PROCEDURE: At the start signal, draw and engage T1 and the steel from the right side of the barricade. Engage T2-T3 from the left side of barricade. Advance to P2 and engage T4-T5. Then move to P3 and engage T6-T7.

SCORING: Vickers

ROUND COUNT: 15

TARGETS: 07

DISTANCE: 10yds, 15 yds, 20 yds, 25 yds

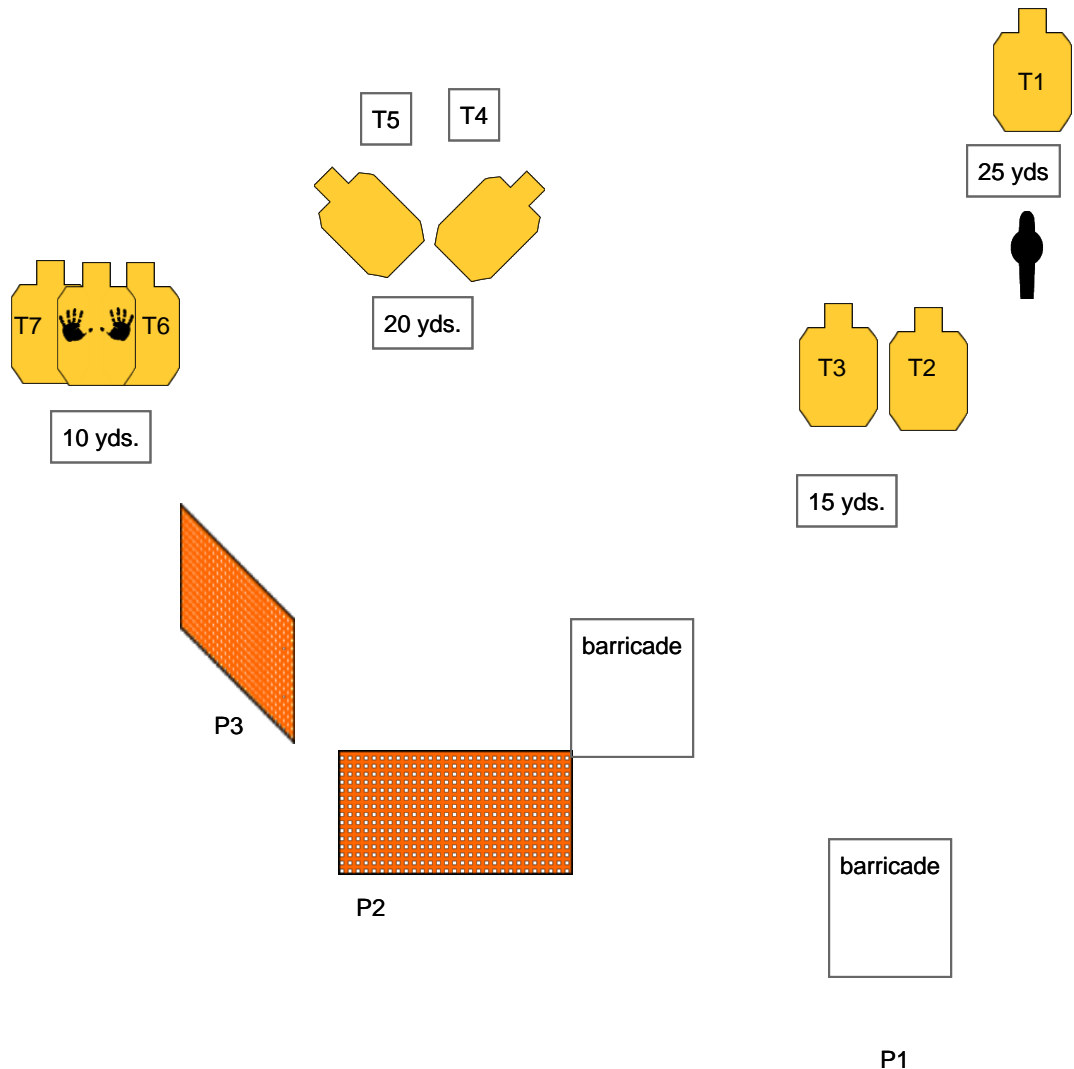
SCORED HITS: Best two on each paper target, steel down

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES: tac priority unless noted, watch foot position at P3. No make-up shots for T1-T3 after leaving P1.



Stage 7 Managerial Decisions

RULES: Current IDPA rule book

COURSE DESIGNER: Roger B

START POSITION: Sitting down, Pen in strong hand, weak hand holding the outer-edge of the notepad, gun loaded to div. capacity (on the tape mark) on the table

SCENARIO: You are a mid-level supervisor for a company which has been downsizing its' employee pool due to extreme budget cutbacks. You're writing a progress report for your problem employee when all of a sudden, you look up and see him pointing a gun at you (T1). You also see four former employees holding your secretary hostage at knife-point (T2-T5) and they are moving toward you equally fast.

PROCEDURE: At the sound of the buzzer, retrieve your gun with both hands and engage T1 with at least three rounds, the steel must fall which activates the swinger. Engage T2-T5 with three rounds to each target in tac. sequence.

SCORING: Vickers

ROUND COUNT: 15

TARGETS: 05

DISTANCE: 3 yds, 10 yds

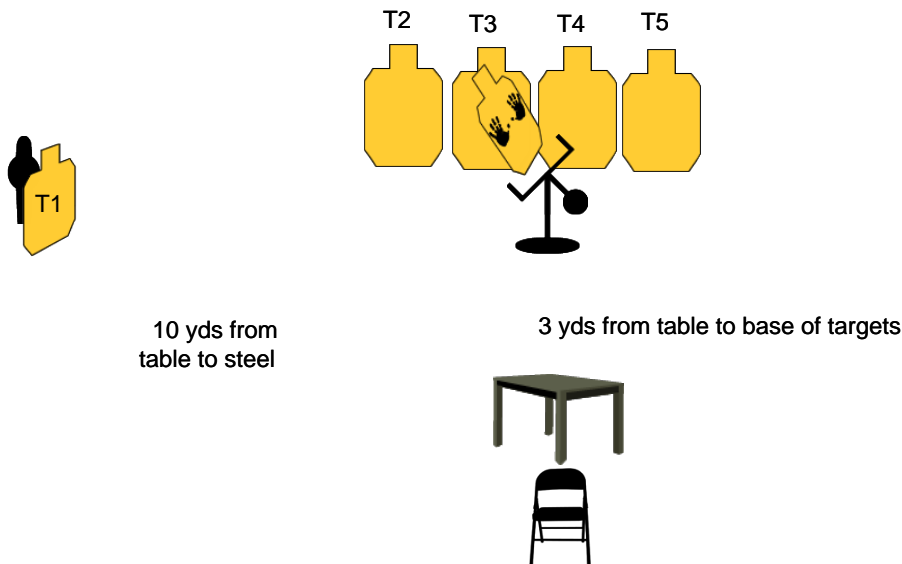
SCORED HITS: best three on paper

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES: All shots and reloads from seated position



Stage 4 Multiple Rooms Multiple Threats

RULES: Current IDPA rule book

COURSE DESIGNER: Roger B.

START POSITION: Standing at P1, facing downrange, with gun holstered, Gun loaded to division capacity, hands at sides

SCENARIO: You are standing in a section of your hallway and realize there are sounds coming from the adjacent hallways. No one is supposed to be in the house except your two children. You first hear screams coming from the hallway to your right.

PROCEEDURE: At the buzzer, draw and move from P1 to P2. Engage T4-T6 and the Steel using your strong hand. Move to P3 and engage T1-T3 using your weak hand.

SCORING: Vickers

ROUND COUNT: 13

TARGETS: 07

DISTANCE: steel- 10 yds, T1-T3- max 7 yds, T4-T6 and Steel- max 10 yds.

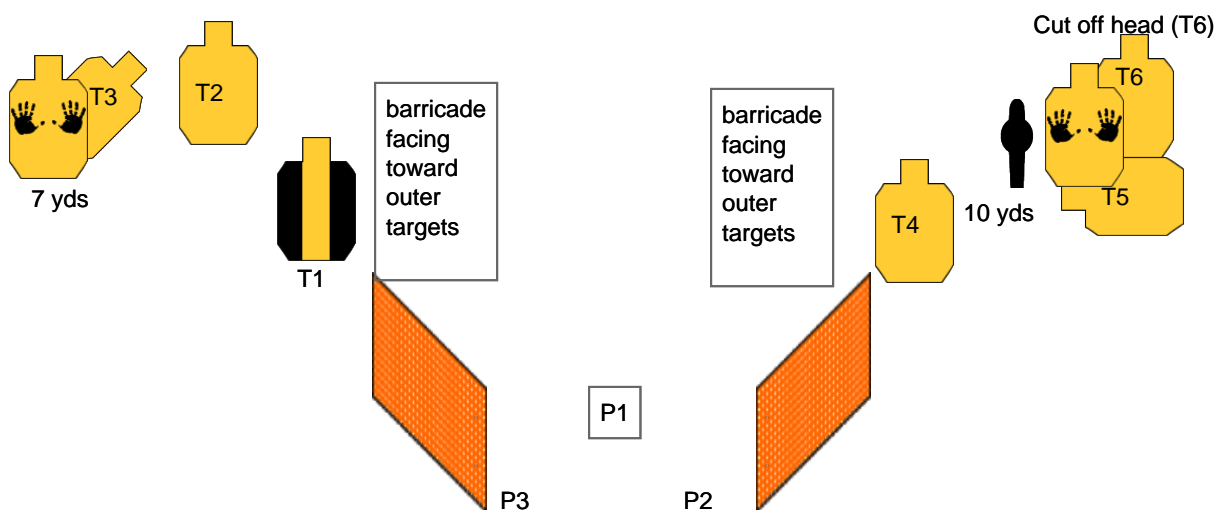
SCORED HITS: best two on paper, steel down

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES: Tac Priority, NO weak-hand reloads. Watch your muzzle direction when reloading.



STAGE 1 Caught Off Guard

RULES: Current IDPA rule book

COURSE DESIGNER: Roger B.

START POSITION: Standing at P1 with your left foot on the round steel plate, facing downrange, handgun holstered and loaded to div. capacity, both hands holding smart phone, concealment required.

SCENARIO: You're reading a text message on your smart phone. You're not in a familiar part of town. As you look-up, you see armed bad guys heading toward you equally fast and you must engage them. You soon realize there are more bad guys waiting for you.

PROCEDURE: At the start signal, stow the phone, draw and engage T1-T3 with 3 shots to each target in tac. sequence, while advancing to cover at P2. Using cover at P2, engage T4-T5 with 2 shots each. Advance to P3 and engage T6-T7 with 2 shots each.

SCORING: Vickers

ROUND COUNT: 17

TARGETS: 07

DISTANCE: 10yds, 12 yds, 15 yds

SCORED HITS: T1-T3, 3 best on each target; T4-T7, 2 best on paper

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES: tac priority unless noted, No make-up shots for T1-T3 at P2. Reload behind cover unless your gun runs dry between P1 and P2; then you can reload between P1 & P2.

