

MOTO KAMA PASI - LIGHTNING FAST

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

STANDING at SP Facing downrange, Hands relaxed at sides, gun loaded with two rounds only and holstered. PCC at low ready facing down range.

SCENARIO:

STANDARD.

PROCEDURE:

At the buzzer, engage the threat with 6 rounds, two shots to the head and 4 shots to the body.

SCORING: Limited

ROUND COUNT: 6

TARGETS: 1

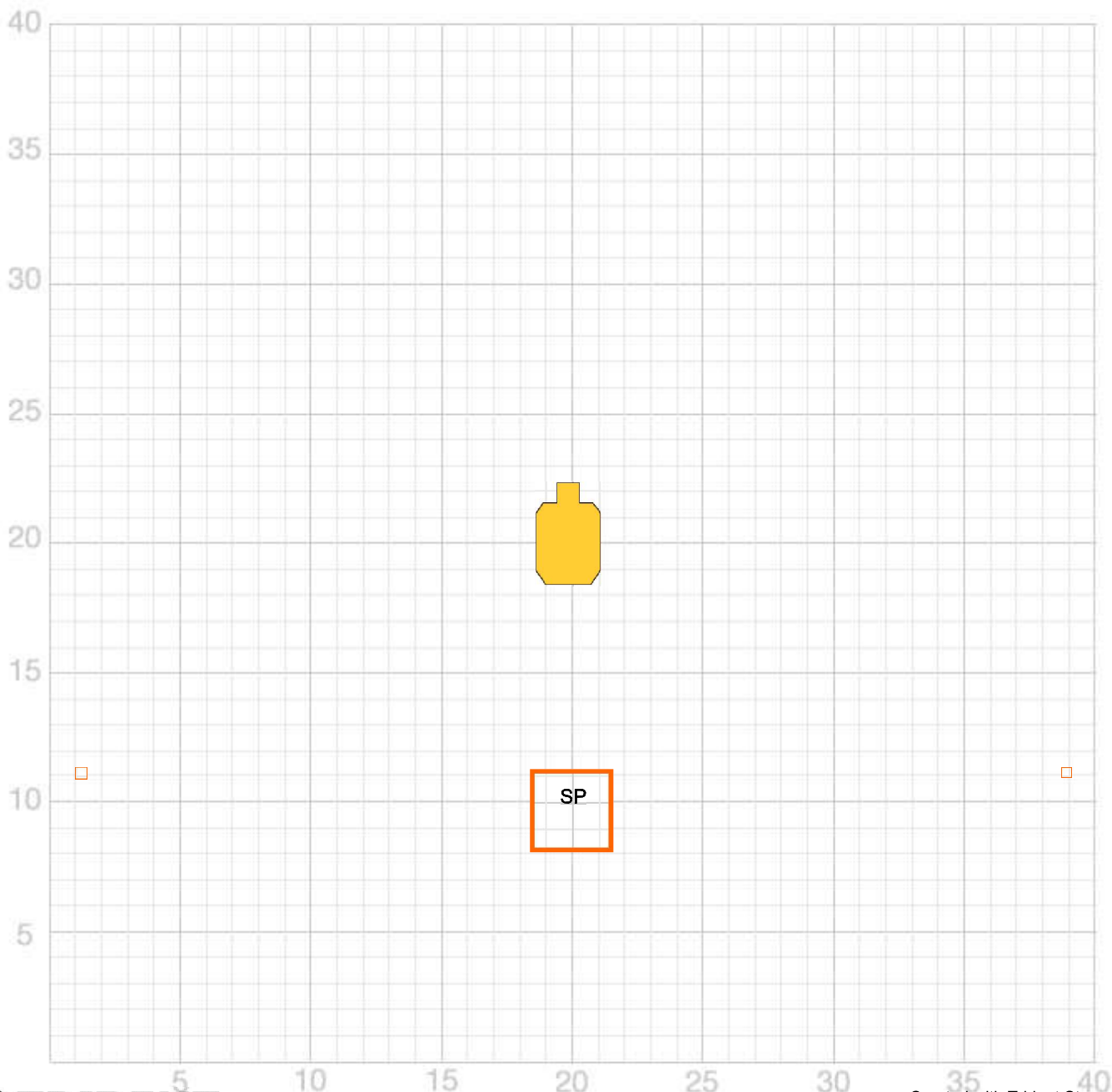
DISTANCE: 7 yards

SCORED HITS: 6 rounds, two to the head and 4 to the body

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



ITS SHOWTIME BABY

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

At SP facing down range, hands up above shoulders, Gun loaded to division capacity and holstered, PCC at Low ready

SCENARIO:

You are being mobbed by racist killers, you have the only chance to save yourself

SCORING: Unlimited

ROUND COUNT: 10

PROCEDURE:

At the buzzer, draw and engage. All targets are equidistant.

Targets: Threats 5,

TARGETS: 5

DISTANCE: 5 to 6 yards

SCORED HITS: 2 per target

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



ACTIVE SHOOTERS

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Standing at SP, facing downrange, Both Hands relaxed by your side, gun loaded, chambered to division capacity and holstered, PCC at Low Ready.

SCENARIO:

While taking a stroll at the mall, you are rudely caught up in an armed and dangerous active shooter scenario at the mall, neutralise the threats, no help is coming soon.

PROCEDURE:

On the buzzer, draw and engage the threats in tactical priority and using using cover whenever available.

T5 is a surprise target, PP1 is set at 11 yards from POC4, which activates T8.

PP1 is not available at POC5

SP to PoC 4 and PoC5 is max 18 yards

SAFETY WARNING: DO NOT ENGAGE ANY STEEL while stepping *INSIDE* POC 4 and POC 5.

Targets: Threats 8, NON threats 2, Steel 1

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

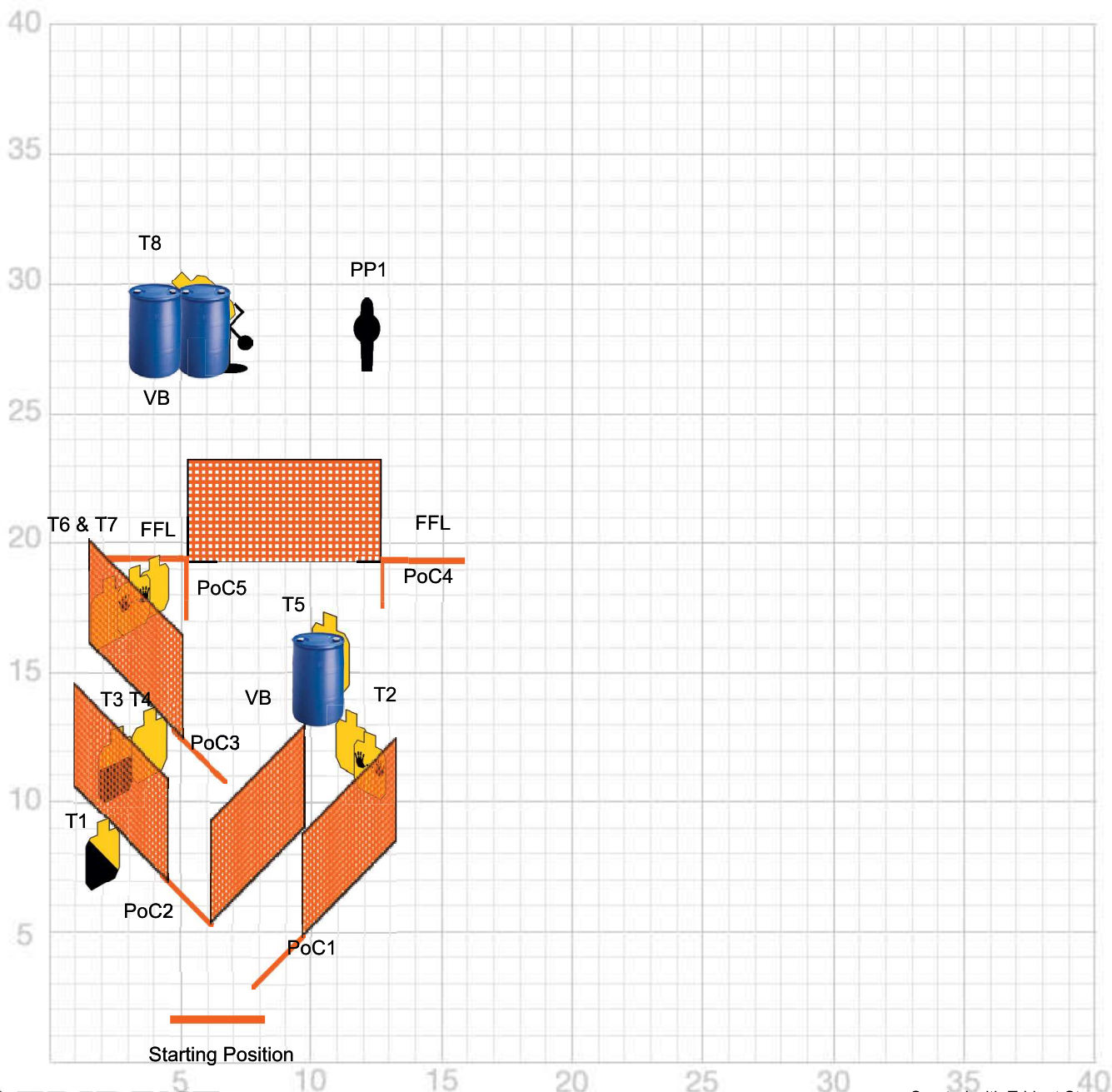
DISTANCE: 5 to 11 Yards

SCORED HITS: 2 per paper target, steel must fall

PENALTIES: As per Rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



OMG - IKO MANENO

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Standing upright relaxed, facing door, gun loaded with 4 rounds, chambered. PCC at low ready

SCENARIO:

You are expecting your child to arrive from their gradmas house, on opening the door you notice armed abductors rushing to grab your child.

PROCEDURE:

On the buzzer, open the door and deal with the threat quickly.

Door activates **NON THREAT** swinger,

T1 set at 8 yards and T2 at 11 yards, T3 at 16 yards from POC

Targets: Threats 3, NON threats 1,

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 3

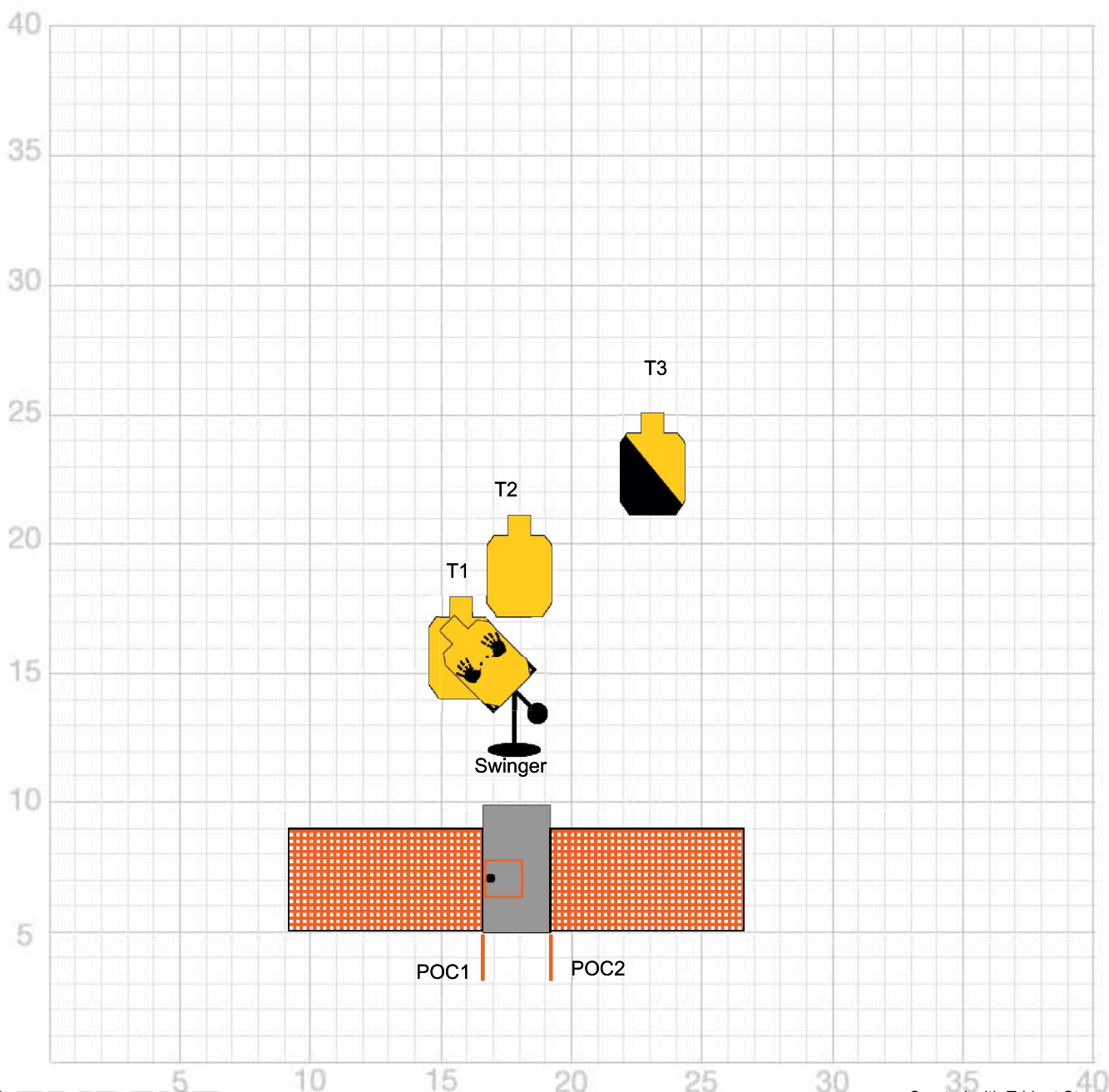
DISTANCE: 8 Yards to 16 yards

SCORED HITS: Two per paper target

PENALTIES: As per rules book

CONCEALMENT: No

NOTES: Muzzle Safe Point: 180 degrees



Deal Gone South

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Standing at SP, facing down range, Gun Loaded and chambered to division Capacity Holstered, weak Hand holding Diamonds (Beanie Bag), PCC at low ready facing downrange.

SCENARIO:

You are about to receive a big payout for the sale of family diamonds when the buyers turn out to be armed crooks about to kill and rob you.

PROCEDURE:

On the buzzer, draw and engage.

Steel plate can only be engaged within POC2 set at 11 yards

Total Movement 17 yards

6" steel plate represents far armed target, testing accuracy and precision under stress.

Targets: Threats 5, NON threats 1, Steel 1

SCORING: Unlimited

ROUND COUNT: 13

TARGETS: 6

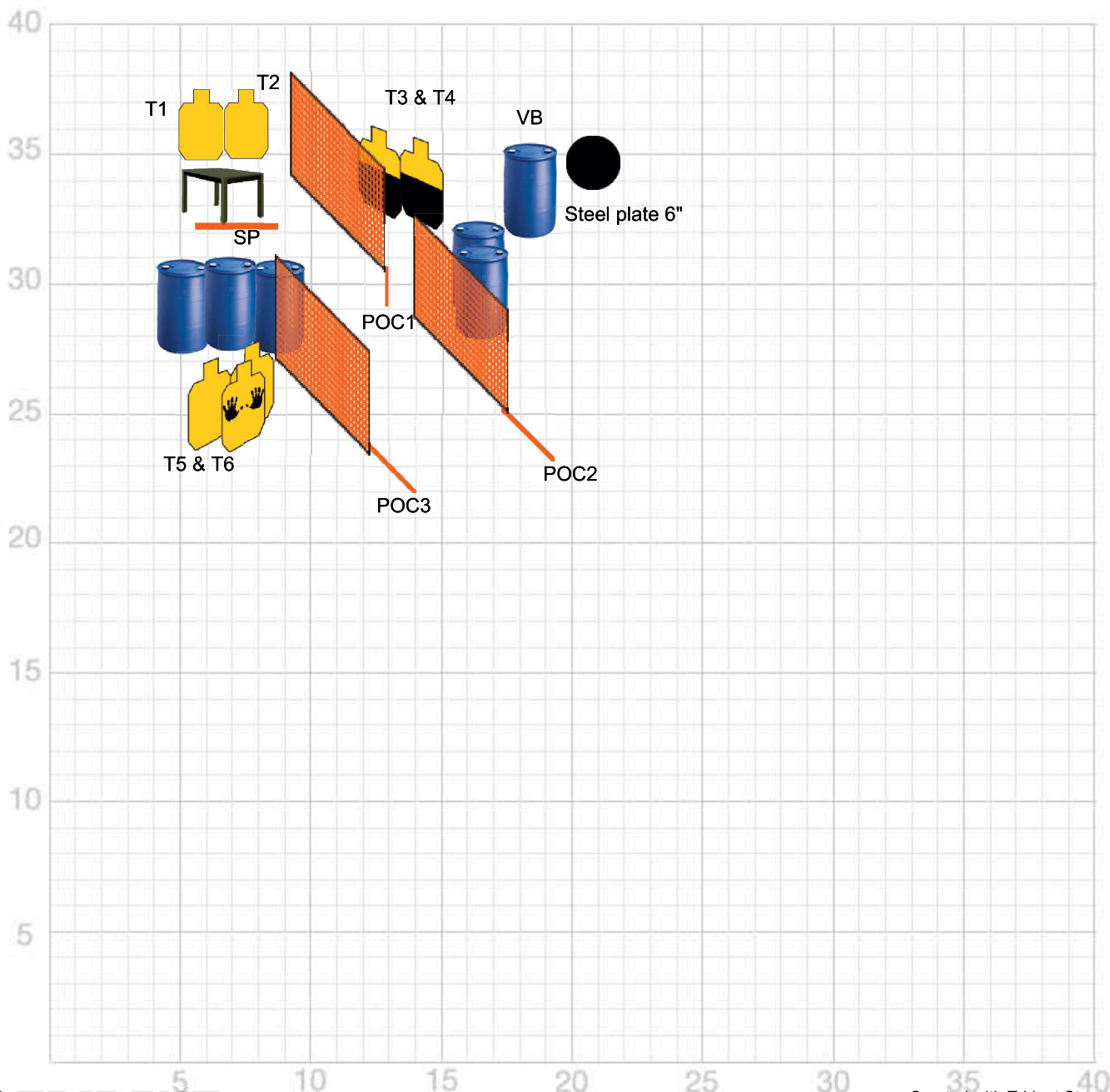
DISTANCE: 2 to 10 Yards

SCORED HITS: 2 per paper target, Steel MUST fall

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



Rude Awakening

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Gun and all loading devices on table, gun facing downrange loaded with 4 rounds, chamber EMPTY, you are sleeping in bed, both feet, heels, shoulders, head and back relaxed on the bed. PCC on Table pointed downrange.

SCENARIO:

You are fast asleep when you are rudely awakened by screaming from the next room, armed thieves have broken into your home.

PROCEDURE:

On the buzzer, get up, grab your Gun and help.

T3 is a low lying surprise target partially hidden behind furniture, set at 45° on the ground

PP1 & PP2 are set 10 yards from FFL

Targets: Threats 5, NON threats 1, Steel 2

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 5

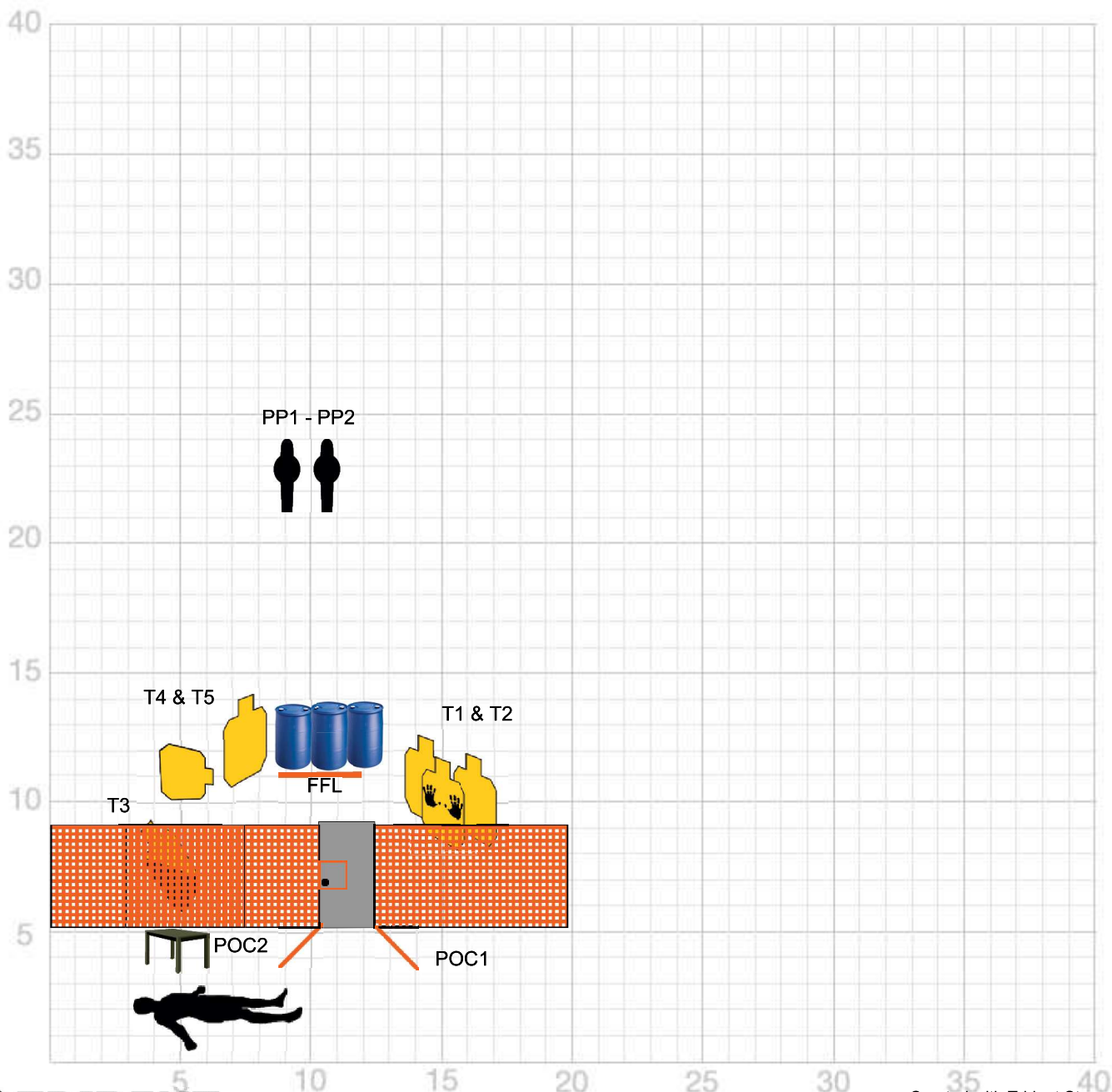
DISTANCE: 3 to 10 yards

SCORED HITS: 2 per paper target

PENALTIES: As per rule book

CONCEALMENT: No

NOTES: Muzzle Safe Point: 180 degrees



Save DAD

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

At SP Hands Relaxed Facing downrange, Gun loaded to division capacity and holstered. PCC at low ready facing down range.

SCENARIO:

You walk into the living room and find dad lying on the ground hostage to armed thugs thugs.

PROCEDURE:

On the buzzer, draw and deal with the intruders, **Dummy / Trip Activator** activates **T3 swinger**

Rectangular Window size is 1ft w x 2 ft h

PP1 is set at 12 yards from POC2, and 10 yards from Faultline

Targets: Threats 8, NON threats 2, Steel 1

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8

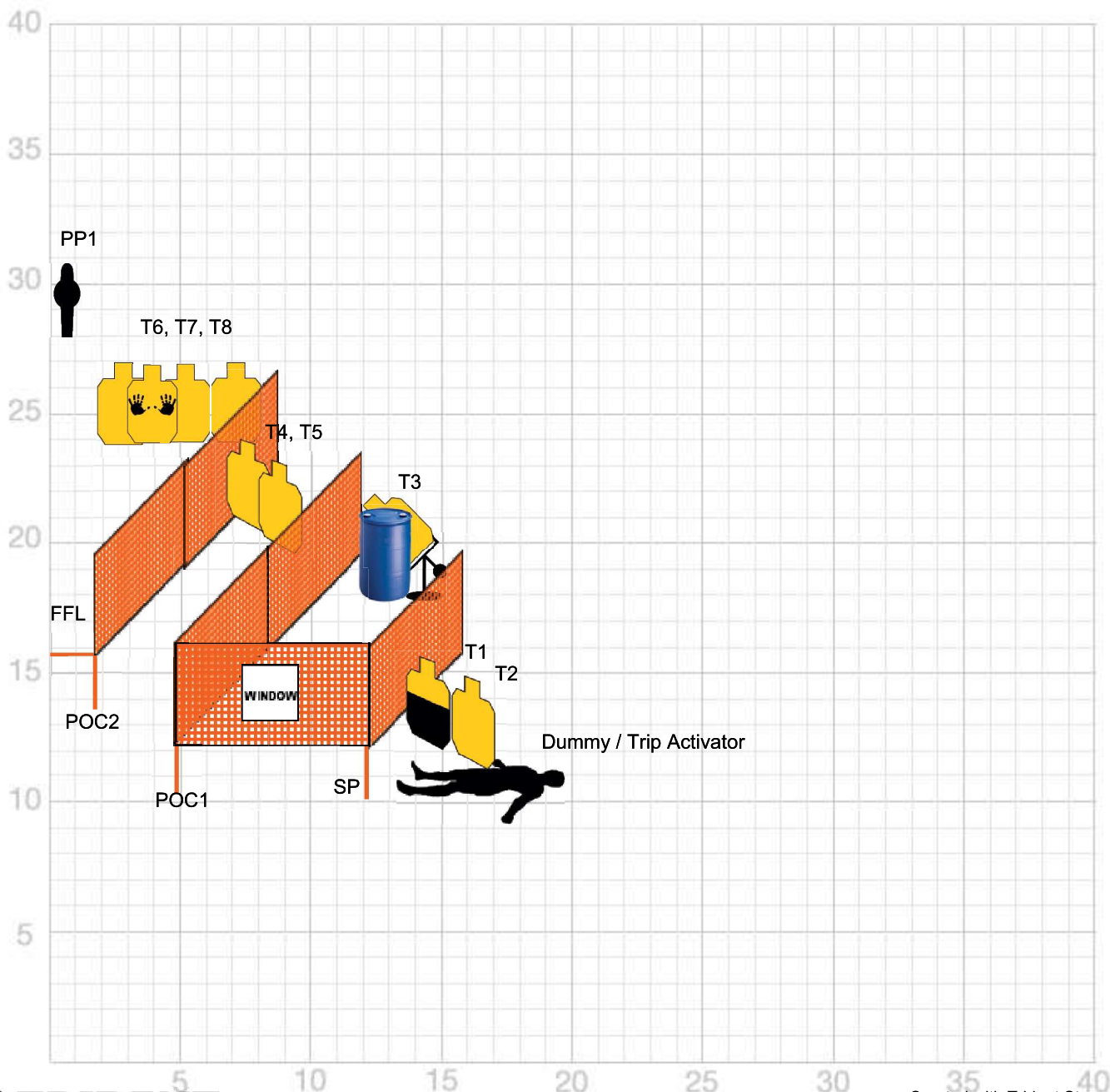
DISTANCE: 4 to 10 yards

SCORED HITS: 2 per paper target, popper MUST fall

PENALTIES: As per rule book

CONCEALMENT: No

NOTES: Muzzle Safe Point: 180 degrees



No Man Standing

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Standing at SP facing down range, toes touching mark, Gun loaded with 4 rounds and holstered, PCC at low ready facing downrange.

SCENARIO:

You are talking on the Pay Phone, (fitted on the wall) then suddenly you are distracted by commosion inside the local evening market premises, an armed gang has attacked.

T1 & T2 is set on the ground at an angle of 45 deg, available from SP
T3 is a surprise moving target, available after activation, which moves 4 meters and rests behind NS after activation. PP1 MUST be activated 10 yards inside POC1

Window size is 1ft x 1ft

Total movement 20 yards

Targets: Threats 6, NON threats 2, Steel 1

PROCEDURE:

On the buzzer, Neutralise the armed gang before they harm you and the citizens.

PP1 Activates T3, a running target Left to Right

SCORING: Unlimited

ROUND COUNT: 13

TARGETS: 6

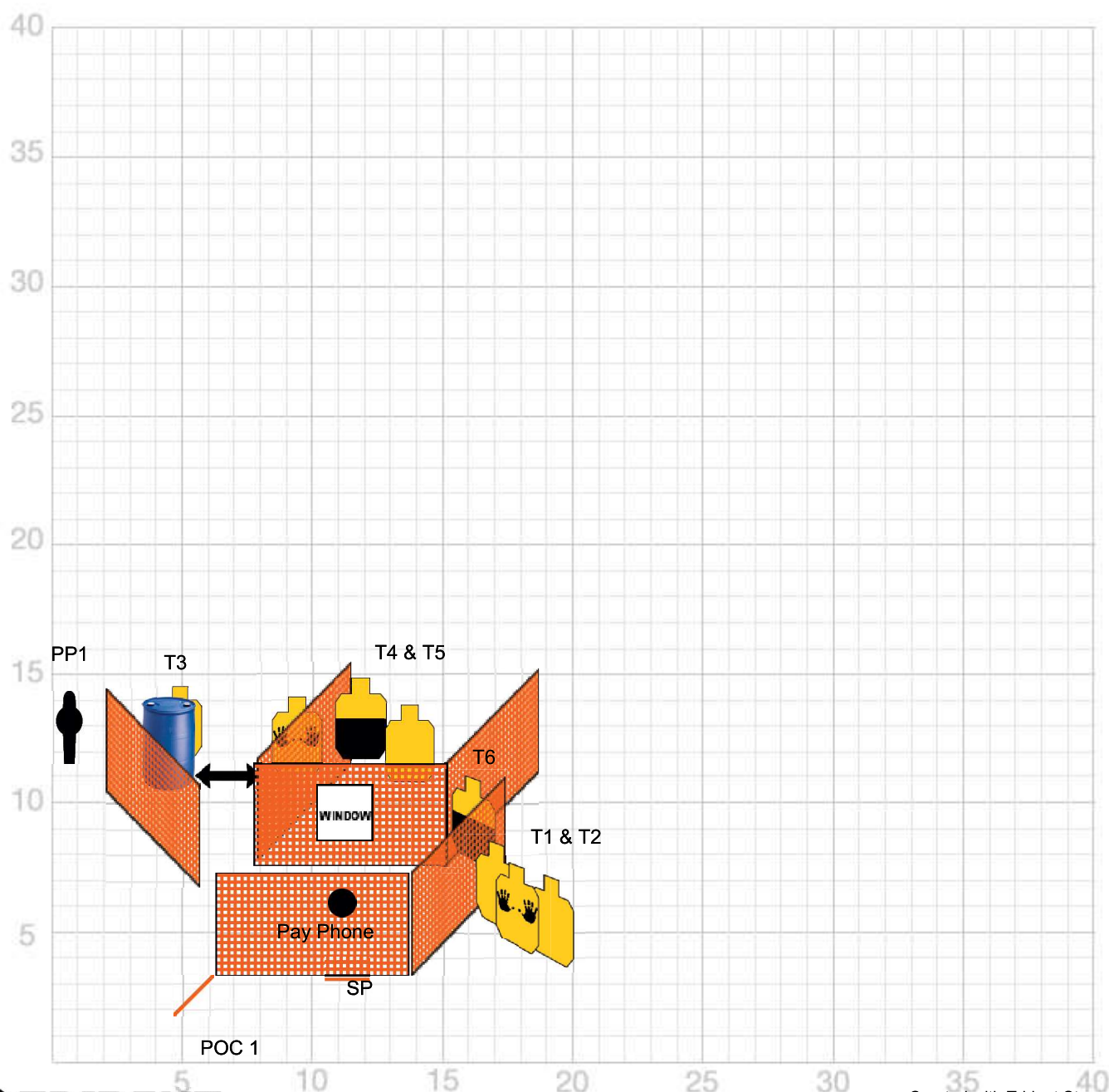
DISTANCE: 3 to 7 yards

SCORED HITS: 2 per paper target, popper MUST fall

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



Office Invaders

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

At SP Gun loaded and chambered with 6 rounds and holstered, any one hand touching defined x mark on table, PCC at low ready facing down range.

SCENARIO:

Standing at your colleagues office, going through some documents, an armed gang crashes into your office block, threatening everyones lives.

PROCEDURE:

On the buzzer, clear the offices, T1 and T2 are low lying surprise targets on ground, at 45°.

T3, T4, T6 & T7 are not available from SP

T5 is a low lying Threat not available from POC2 and POC3

PP1 is set 11 yards from POC3, Activates T8 set at 10 yards from POC3

Total movement 20 yards

Targets: Threats 8, NON threats 3, Steel 1

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8

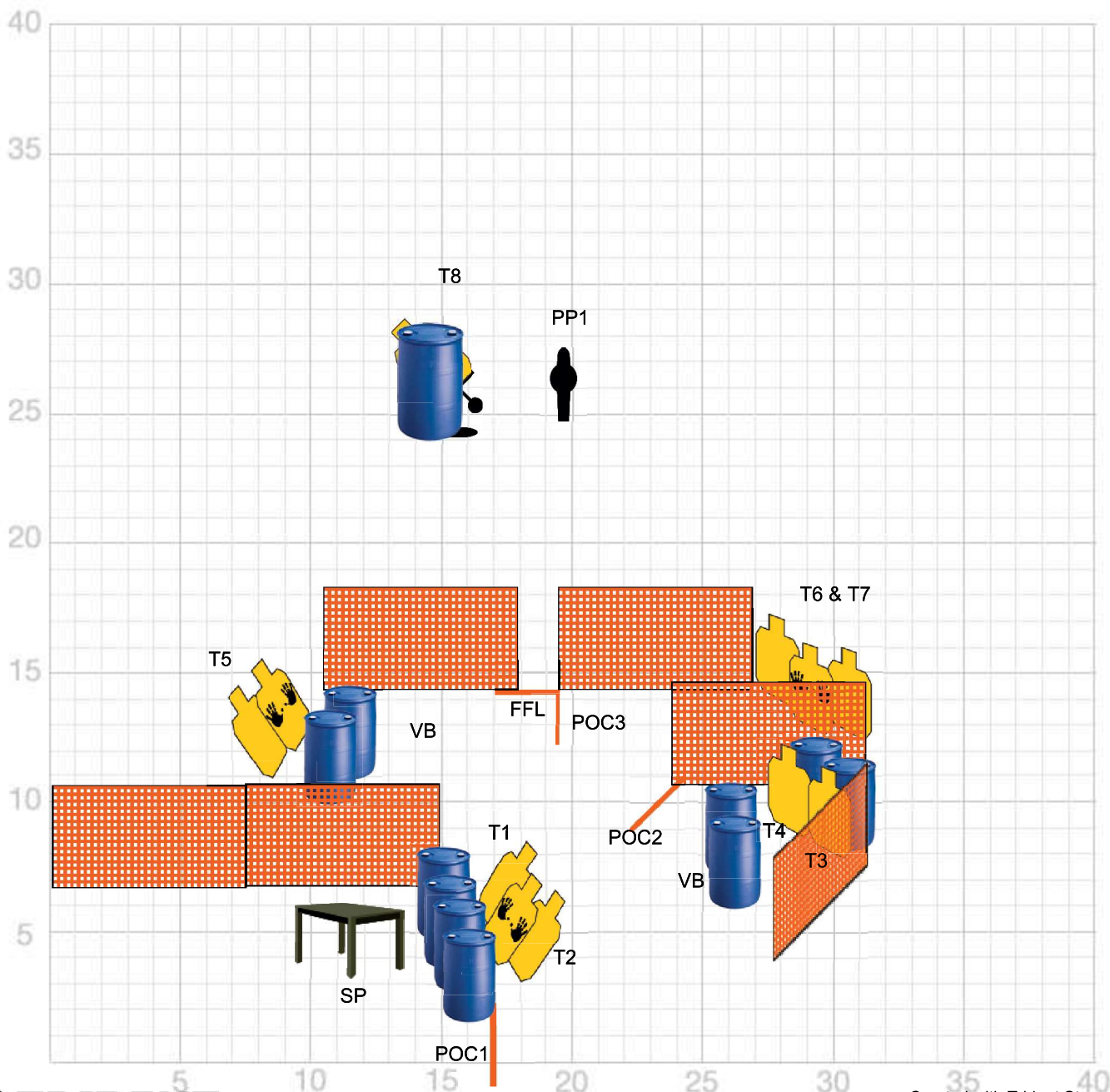
DISTANCE: 5 to 12 yards

SCORED HITS: 2 per paper target, popper MUST fall

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



WEWE Slow Down

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

At SP, facing downrange, hand above shoulders, gun loaded to division capacity, holstered. PCC at low ready.

SCENARIO:

You are taking a stroll at the local trail, suddenly 2 armed attackers ambush you and disable your strong hand.

PROCEDURE:

On the buzzer, engage both targets, T1 with 5 rounds, PP1 set at 10 yards from SP, **Strong Hand ONLY**

Targets: Threats 1, Steel 1

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 2

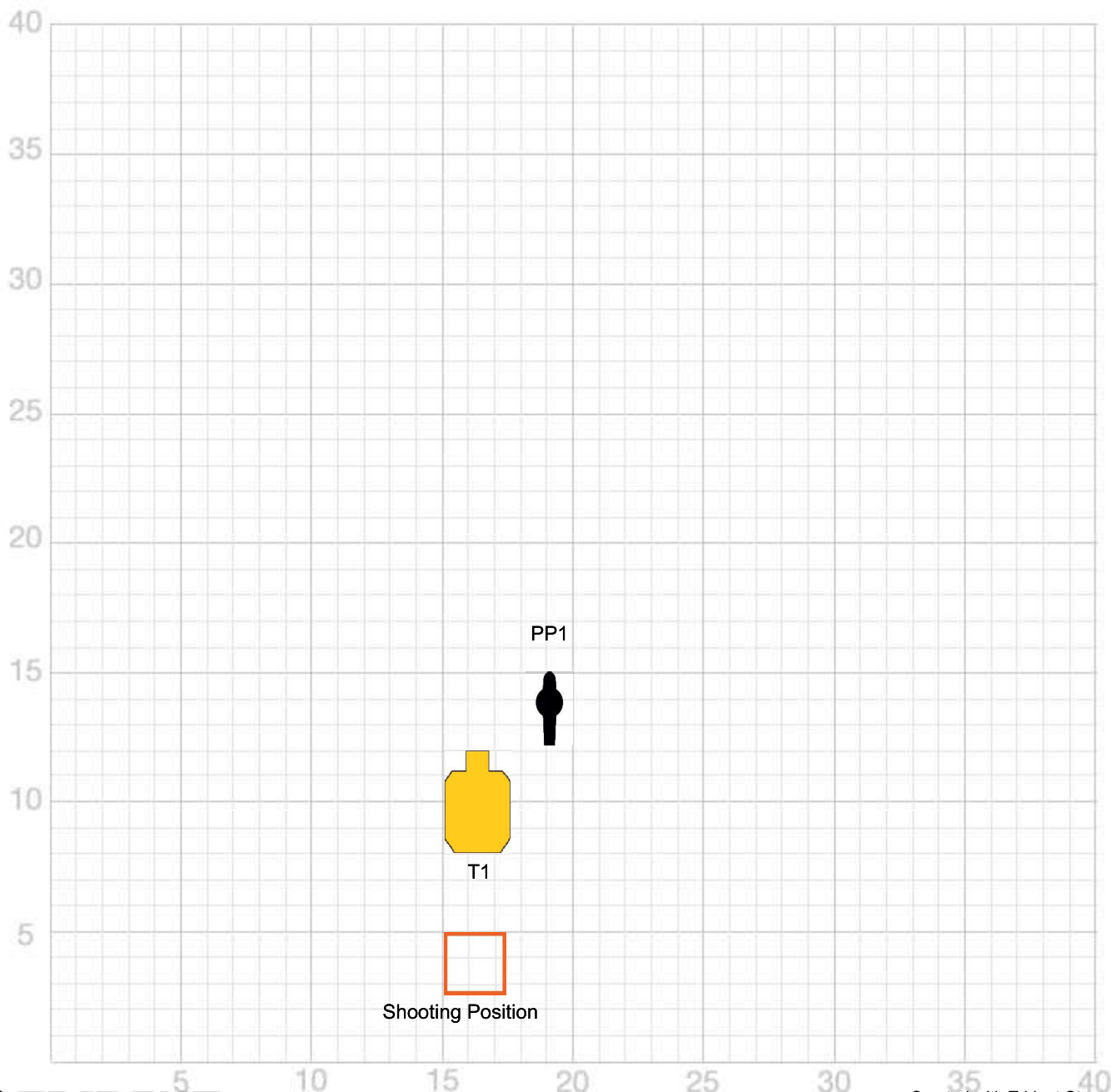
DISTANCE: 3 to 11 yards

SCORED HITS: 6, steel MUST fall

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



Jet Ski Interrupted

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Gun loaded to division capacity and holstered, chamber empty, seated on a simulated Jet Ski, both hands on the handles. PCC gun on table facing downrange.

SCENARIO:

You are about to beach your craft, suddenly the ARMED beach boys attack from the shore.

PROCEDURE:

On the buzzer engage in tactical priority while seated.

Targets: Threats 4 , NON threats 1

SCORING: Unlimited

ROUND COUNT: 8

TARGETS: 4

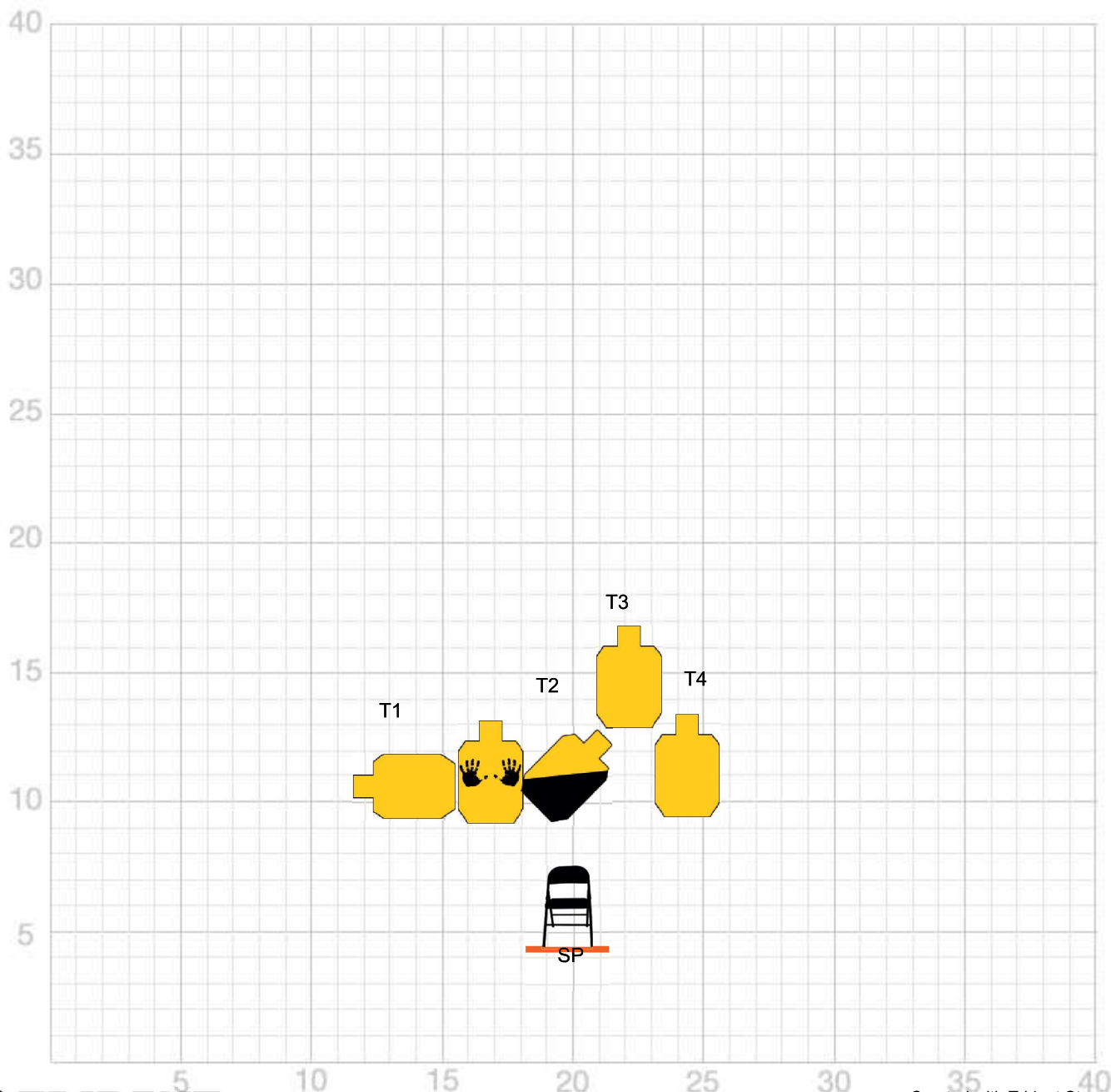
DISTANCE: 5 to 8 yards

SCORED HITS: 2

PENALTIES: As per rule book

CONCEALMENT: No

NOTES: Muzzle Safe Point: 180 degrees



Clear The Area

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Standing at SP, toes touching fault line, GUN/PCC UNLOADED, CHAMBER Empty and all loading devices on the table.

SCENARIO:

You are at your farm, suddenly you hear screams coming out from the shade, armed threats have attacked. GO!

PROCEDURE:

On the buzzer, retrieve your gun and deal with the intruders.

SP is 5 yards from Table, total movement is 15 yards

T1, 2 & 3 are 2 yards from the POC1

T4 & T5 are surprise Targets which are NOT available from POC1

PP1 10 yards from POC2, PP2 11 yards from POC2

Targets: Threats 8, NON threats 1, Steel 2

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

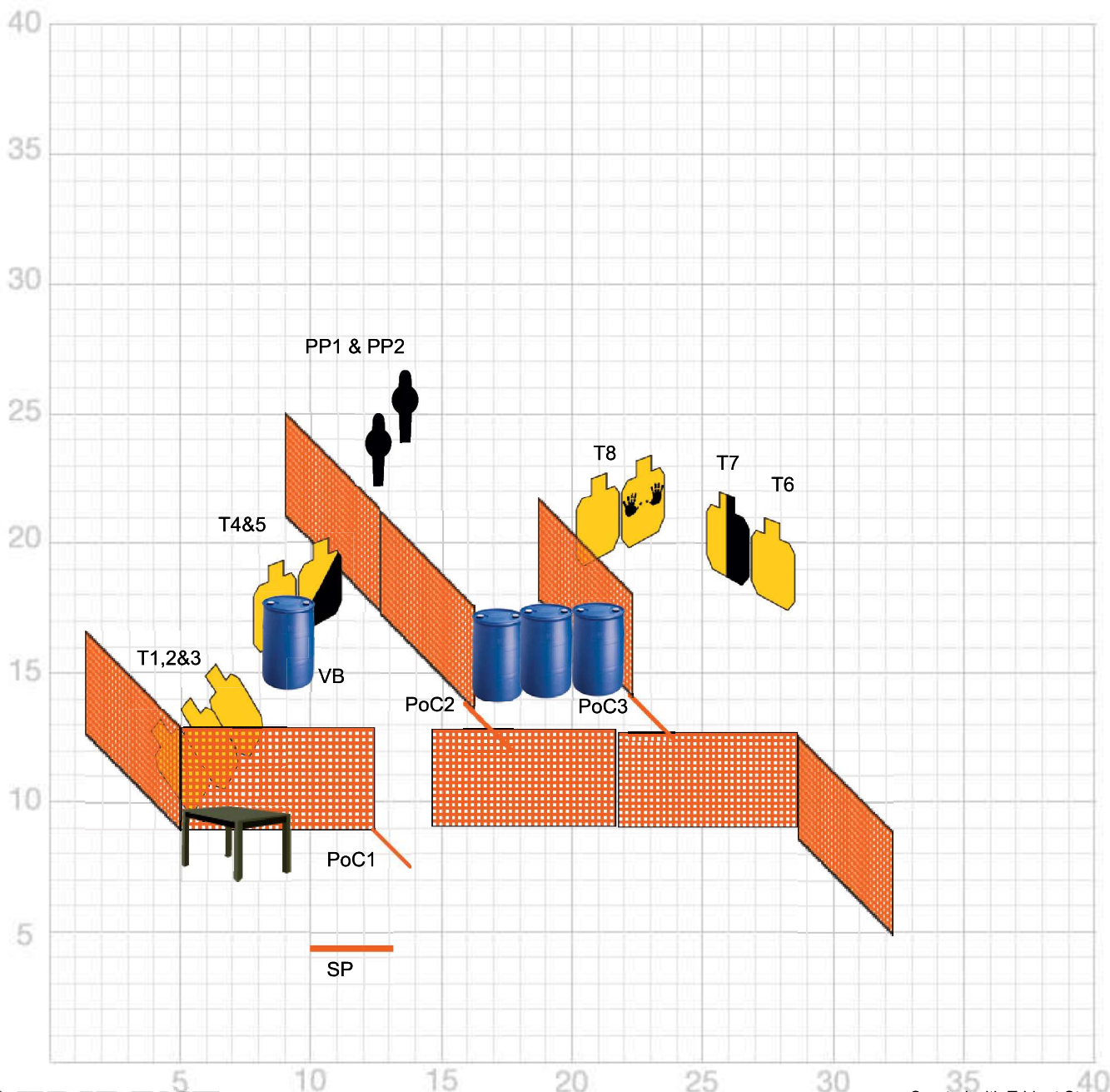
DISTANCE: 2 to 12 yards

SCORED HITS: 2 per paper target, popper must fall to score

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



Emergency Call

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Seated inside your car, safety belt on and door OPEN, gun loaded to division capacity CHAMBER EMPTY holstered. PCC, while seated, car door open, muzzle pointing to safe direction, outside the car.

SCENARIO:

As you are approaching home, you get an emergency call from your kid that armed thugs are breaking into the house..

PROCEDURE:

On the buzzer, get out of your car and deal with the rascals in tactical priority.

T3, T4 & T8 are surprise targets. All drums are visual barriers, VB

Total movement 15 yards from Car to POC2 door

Targets: Threats 8, NON threats 2.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

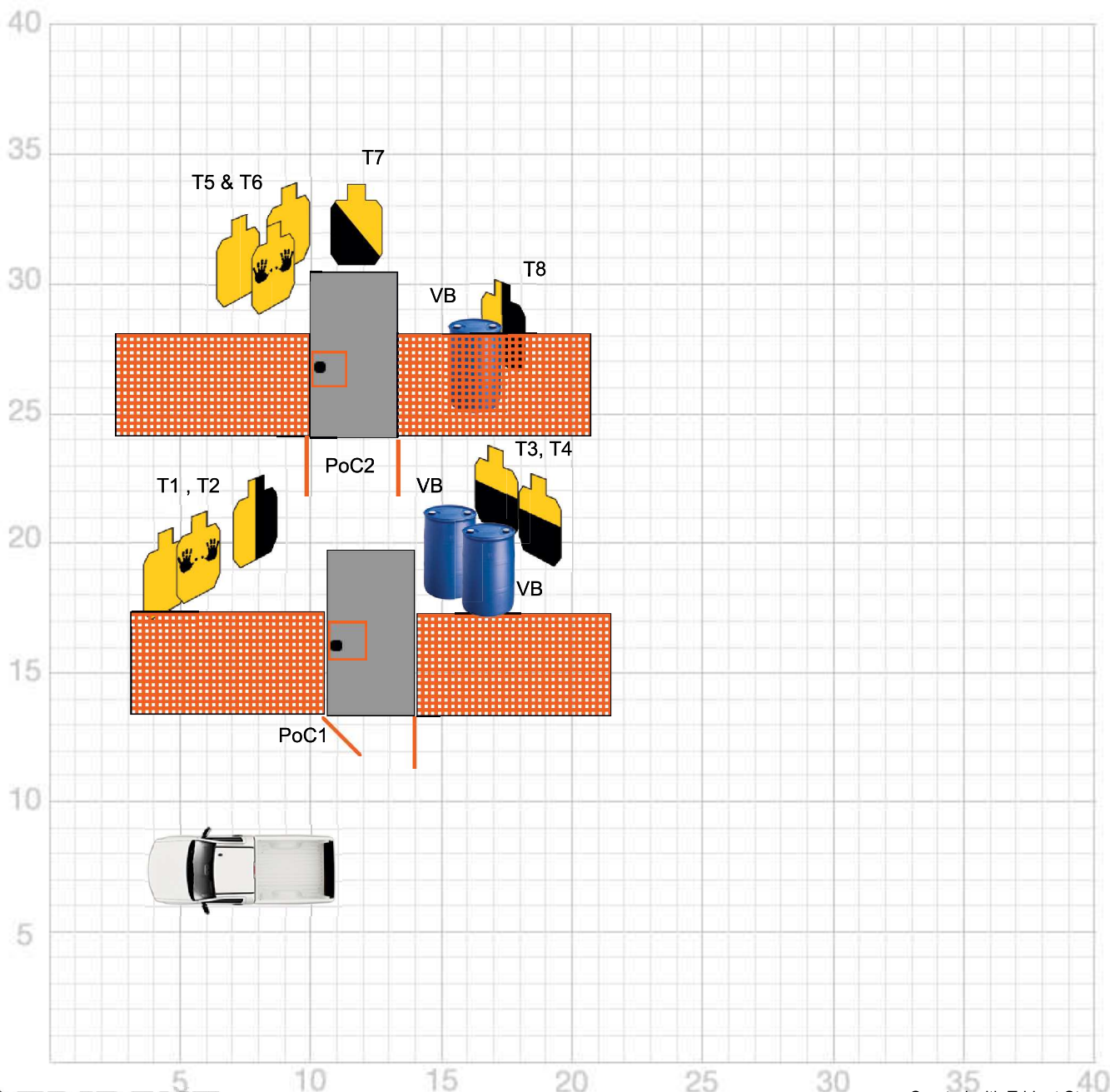
DISTANCE: 5 to 7 yards

SCORED HITS: 2

PENALTIES: A per rule book

CONCEALMENT: No

NOTES: Muzzle Safe Point: 180 degrees



NO WAY JOSE

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

At SP facing uprange, Gun ready loaded to division capacity and holstered, Both hands touching the ATM Machine. PCC at low ready, facing down range.

SCENARIO:

You are the highway ATM machine getting cash, suddenly 4 armed thugs start attacking you from behind. save your self.

PROCEDURE:

Facing uprange, on the buzzer, turn and engage the armed gang.

Targets: Threats 5

SCORING: Unlimited

ROUND COUNT: 10

TARGETS: 5

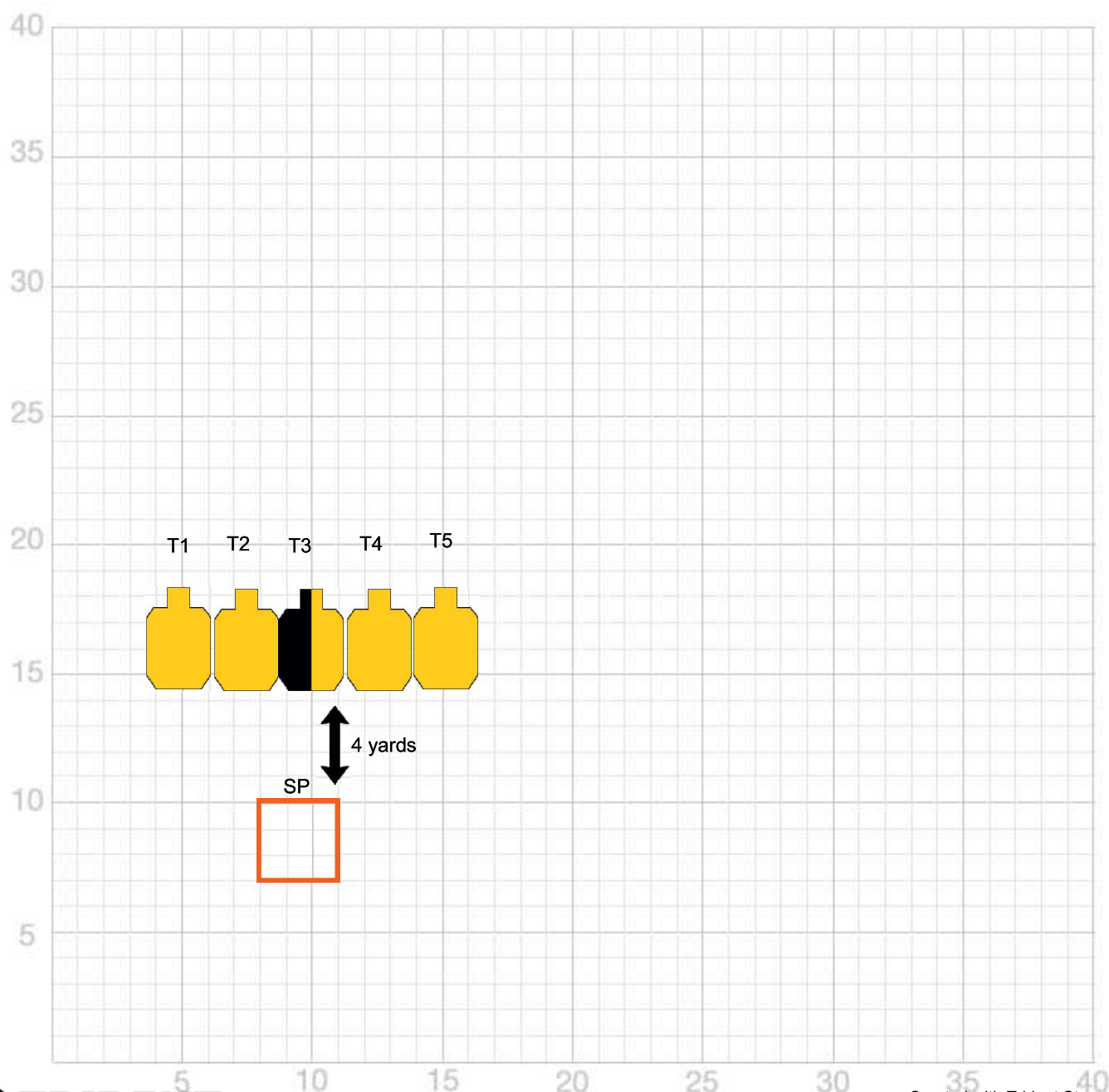
DISTANCE: 4 Yards

SCORED HITS: 10

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



GET YOU ALL

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

At SP1, HEELS Touching, Gun loaded to division capacity and holstered. Facing up range holding a grocery bag in your Strong hand. PCC at low ready, facing down range..

SCENARIO:

You have just finished your grocery run at your local market, a bunch of armed thugs invade the market, deal with the rascals before they hurt anyone.

PROCEDURE:

On the buzzer, engage all targets in tactical priority.

Do not engage popper from beyond **FORWARD FAULT LINES**

T1 ,2,3 are low lying targets, set on the ground at 45°, 3 meters from SP1

T4 & T5 are not available from SP

T6 is not available from POC1 and POC2

POC3 distance to PP1/PP2 is 10 yards

Total Movement 17 yards

Targets: Threats 8, NON threats 2, Steel 2

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

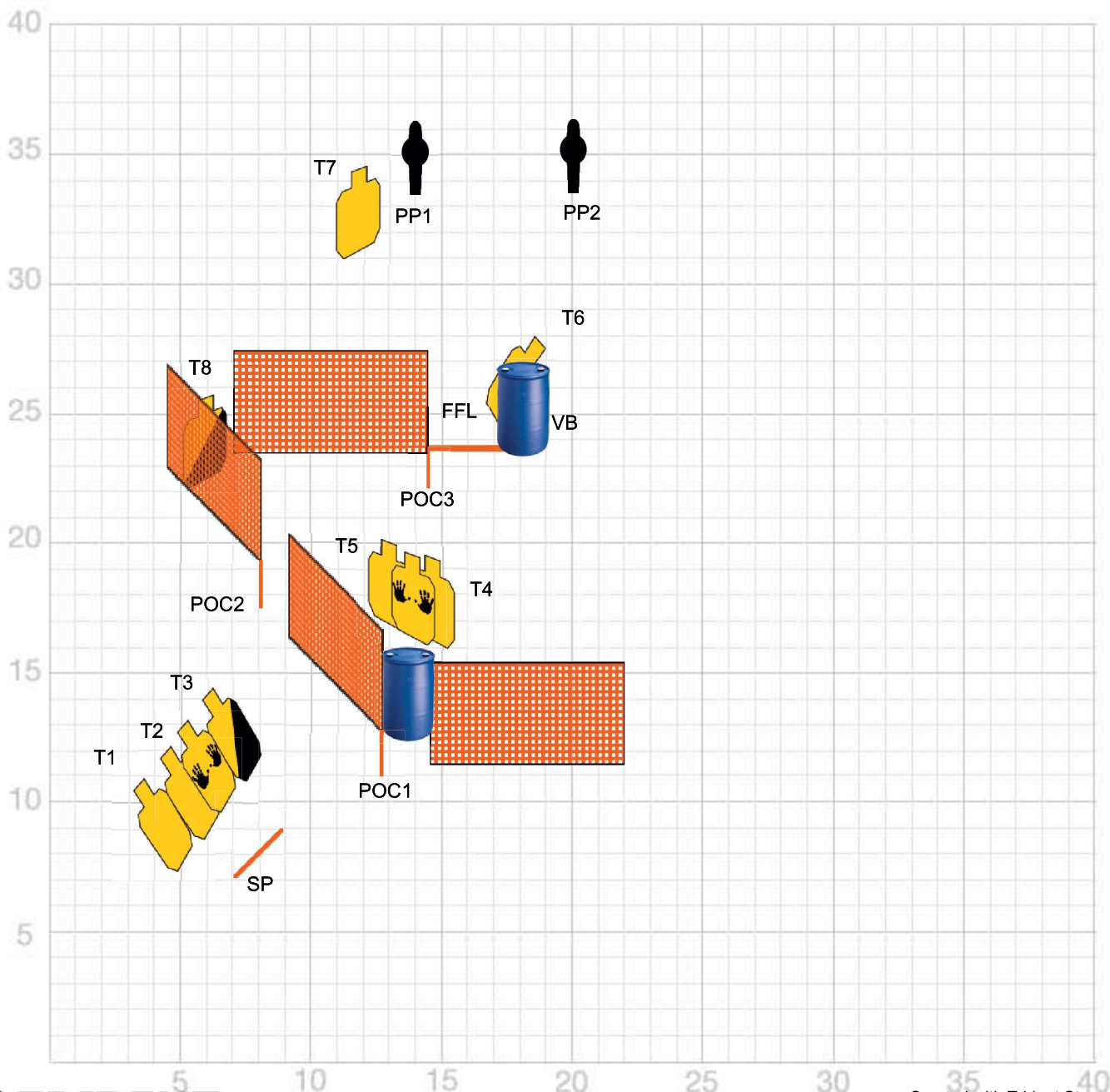
DISTANCE: 2-10

SCORED HITS: 2 per paper target, steel must fall

PENALTIES: As per rule book

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees



SOKO MOTO - Market Fracas

RULES: IDPA Rules

Created By: MuzahimTaib

START POSITION:

Gun loaded to division capacity and holstered, Seated at SP facing downrange, with both hands resting on the table. PCC on Table muzzle facing downrange.

SCENARIO:

You are busy going about selling goods at your stall at the sunday fresh food market, suddenly the market is under attack from the local organised ARMED crime syndicate, save your self and the citizens.

PROCEDURE:

On the buzzer, engage all targets in tactical priority. Push CLEARLY MARKED or UNIQUELY PAINTED Drum 3 to reveal T1 set at 9 yards from Drum & T2 5 yards from drum. Total movement 18 yards Maximum.

PP1 and PP2 available only from SP set at 10 yards from FFL. **DO NOT**

ENGAGE STEEL BEYOND FFL.

Targets: Threats 4, NON threats 2, Steel 2

SCORING: Unlimited

ROUND COUNT: 10

TARGETS: 4

DISTANCE: 3 yards to 10 yards

SCORED HITS: Best 2 on paper, steel MUST fall

PENALTIES: per IDPA current rules

CONCEALMENT: Yes

NOTES: Muzzle Safe Point: 180 degrees

