

Sage 14 Home attack

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 facing down range firearm loaded to division capacity and holstered.
PCC standing firearm low ready

SCENARIO:

As you enter your home, you hear your family screaming; after investigating you smell evil Yu Yu, armed terrorists have taken your family hostage, save your family and yourself.

PROCEDURE:

At the signal engage from POC1 through the window T1 and T2 with two rounds each, searching your home for your family and eliminating all threats, taking your family then to safety.

PCC standing firearm low ready

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

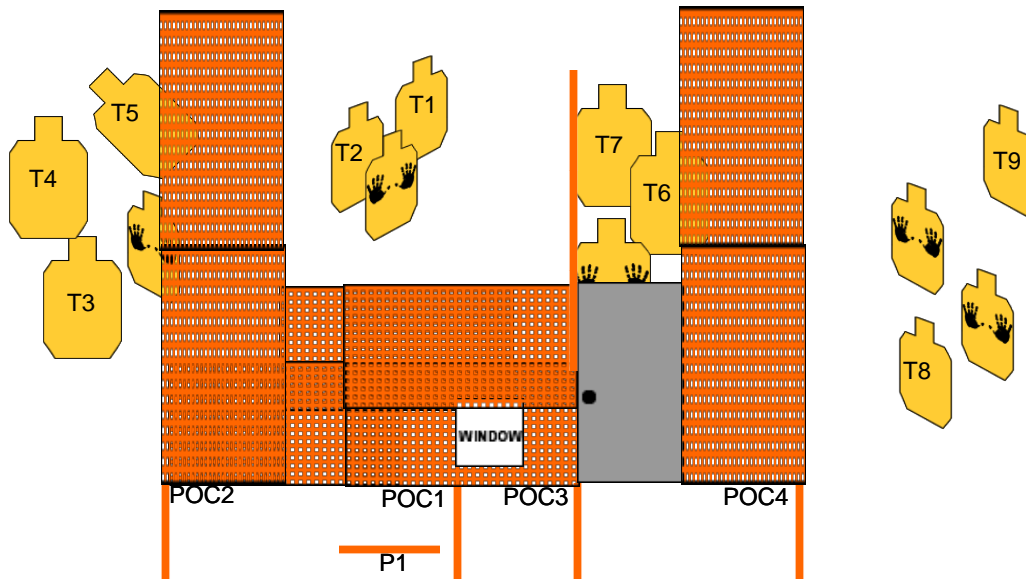
DISTANCE: 3 to 10 Yards

SCORED HITS: Best two on targets

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 5 Non threats



Stage 15 Strong hand

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 firearm loaded to division capacity and holstered, facing down range
PCC firearm in strong hand in the bag.

SCENARIO:

Strolling down a fence, just been discharged from Medi Clinic, weak arm in a sling, next moment three armed thugs notice I am vulnerable and tried to take my belonging, defend yourself.

PROCEDURE:

At the signal, engage T1 to T3 with two rounds each, strong hand

PCC remove the firearm with strong hand from the bag.

SCORING: Limited

ROUND COUNT: 6

TARGETS: 03

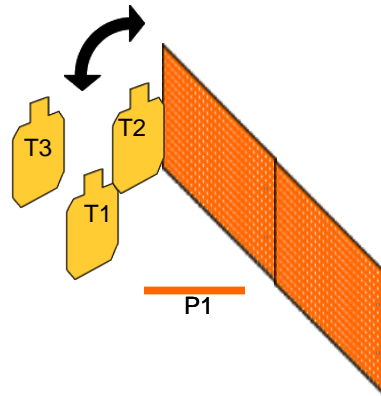
DISTANCE: 3 Yards

SCORED HITS: Best 2 on targets

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180rule



Stage 1. Thug Alley

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

At P1, facing down range firearm loaded to division capacity and holstered
PCC standing muzzle low ready

SCENARIO:

As you enter your courtyard, you realize something terrible is happening; many armed robbers are taking over your premises, defending yourself and your family.

PROCEDURE:

At the signal, engage T1 and T9 with two rounds each as they become visible.

PCC Standing muzzle low ready

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

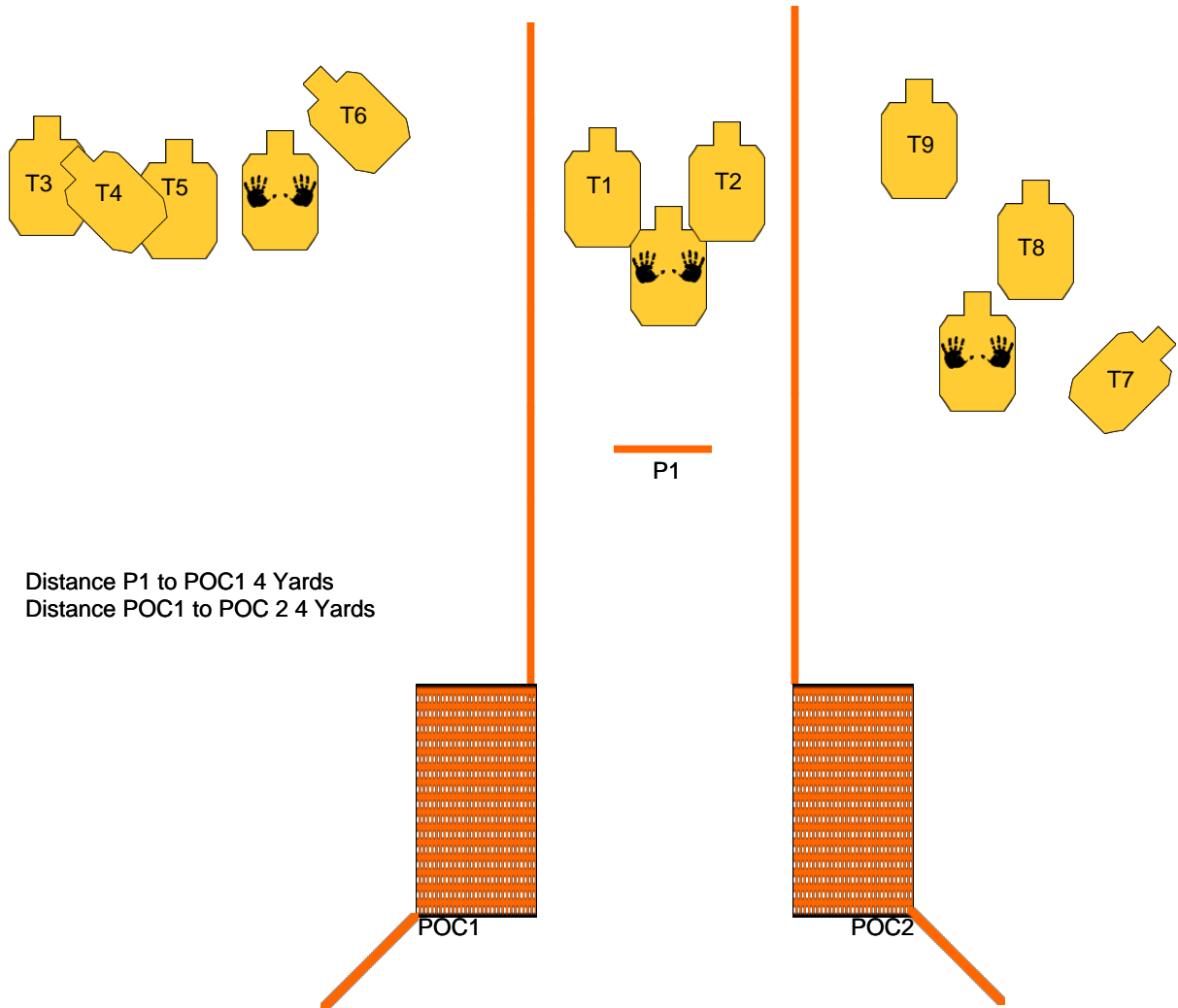
DISTANCE: 2 to 15 Yards

SCORED HITS: best two on target

PENALTIES: As per IDPA rules

CONCEALMENT: No

NOTES: Muzzle 180 rule 3 Non Threats



Stage 2. BAD GUYS ON

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 facing downrange, firearm loaded to division capacity and holstered.
PCC standing muzzle low ready.

SCENARIO:

You were misled by a con of artists that lead you into a hornet nest of armed thugs, now they are after your life, defend yourself

PROCEDURE:

At the signal, engage T1 to T6 with three rounds as they become visible.

PCC standing muzzle low ready.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

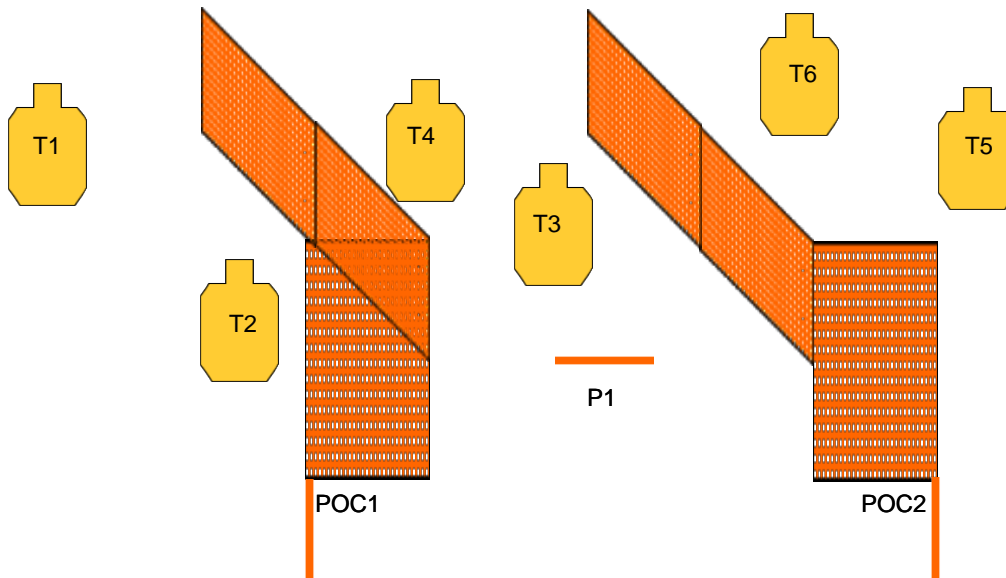
DISTANCE: 3 to 7 Yards

SCORED HITS: Best 3 on targets

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 rule



Distance from P1 to POC1 3 Yards
Distance from POC1 to POC2 7 Yards

Stage 3. CLOSE C

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 facing down range, firearm loaded to division capacity and holstered.
PCC Standing muzzle low ready.

SCENARIO:

You are on your way from sightseeing and discover a gang of armed thugs approaching. You hear they mentioned wanting to settle a score from the past; defend yourself.

PROCEDURE:

At the signal engage T1 with 4 rounds and the rest of the threats with 2 rounds each.

PCC Standing muzzle low ready.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

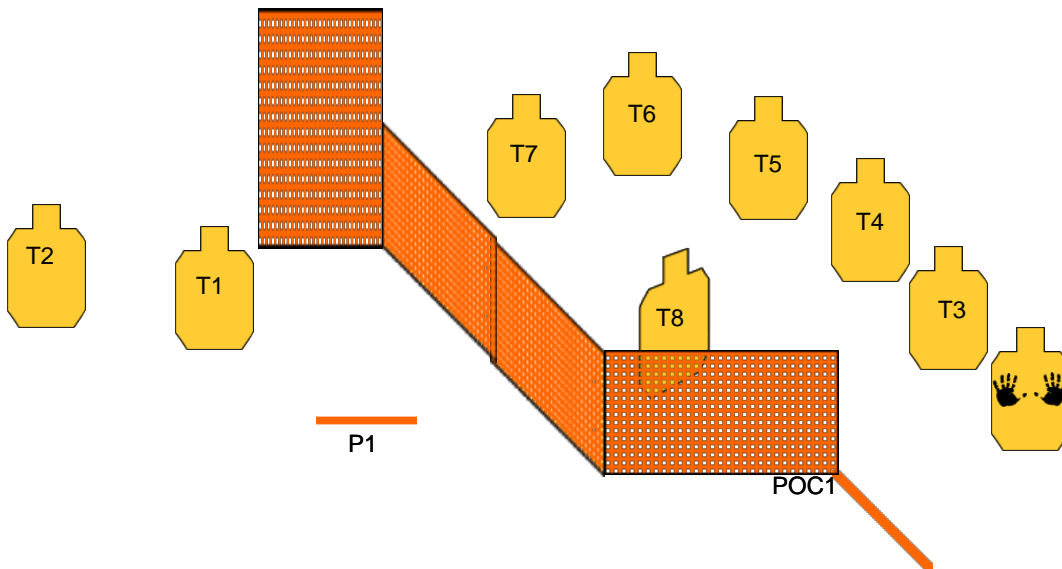
DISTANCE: 2 to 5 Yards

SCORED HITS: Best 2 on targets except T1 x 4

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 1 Non Threat



Distance P1 to POC1 5 Yards

Stage 4. Hi Jack

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1, firearm loaded to division capacity and holstered, facing truck with a hands-on fender.
PCC Standing facing down range muzzle low ready

SCENARIO:

Armed Hijackers need your truck; defend yourself.

PROCEDURE:

At the signal, engage T1 and T2 with two rounds each, advance to POC1 from a prone position
engage the rest of the remaining threats with two rounds each,
PCC Standing facing down range muzzle low ready

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

DISTANCE: 2 to 10 Yards

SCORED HITS: 2 best on target

PENALTIES: As per IDPA rule book

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 3 Non Threats

T5



Distance P1 tot POC1 4 Yards

Stage 5. Not at my Cost

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Start at POC1, facing barricade, firearm loaded to division capacity and holstered.
PCC muzzle points at the black mark on the barricade.

SCENARIO:

You are at the bus stop when some armed thugs come by to terrorize and rob two bystanders. You are not going to let that happen.

PROCEDURE:

With the gun loaded to division capacity and standing at POC1, neutralize T1 with one shot to the head and T2-T3 with two hits each. Advanced to POC2 and engage T4-T6 with two hits each, and PP1 must fall, as per IDPA rules

PP1 armoured thug.

PCC muzzle point on the black mark on the barricade.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 7

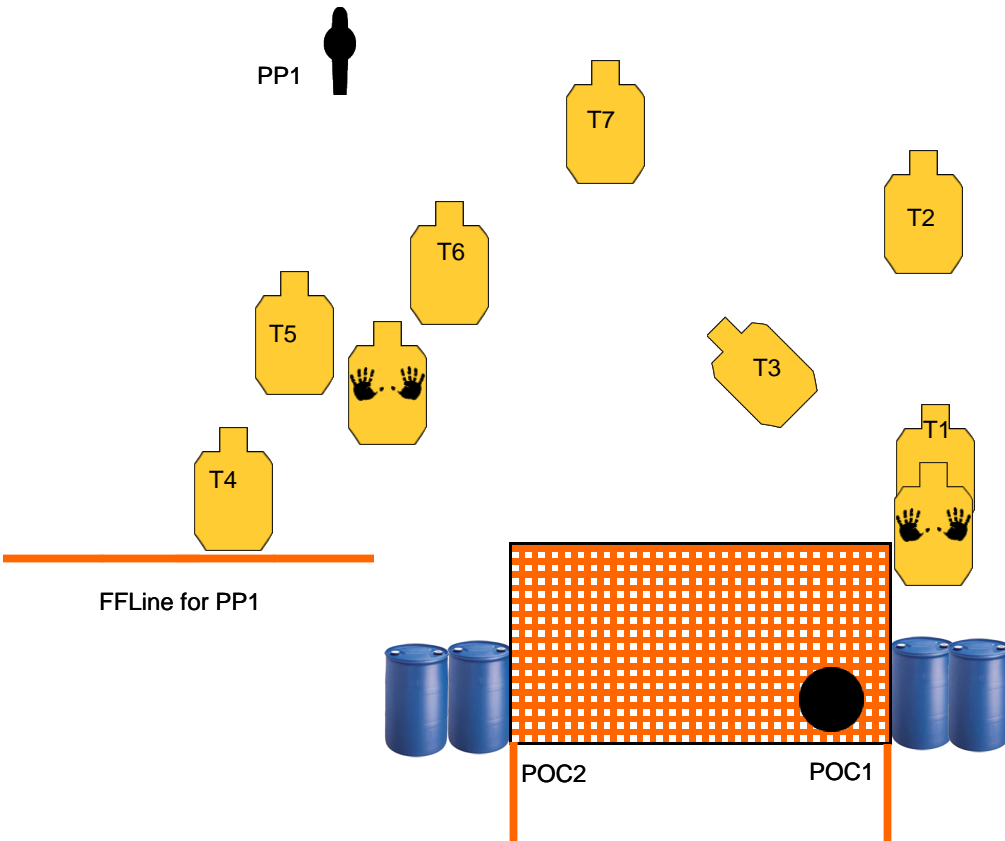
DISTANCE: 6 - 15 yards

SCORED HITS: Best 2 except T1 on target. PP1 must fall

PENALTIES: As per IDPA rule

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 2 Non Threats and 1 PP1



Distance POC1 to POC2 3 Yards
Distance POC2 to PP1 15 Yards

Stage 6. Bad to Bad

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Seated at P1, firearm loaded to division capacity and holstered, ammo carriers on body, hands-on knees.
PCC standing muzzle low ready.

SCENARIO:

You're part of a search team tracking down some Christmas present thieves. While making a #2 pit stop, you begin to take small arms fire. Defend yourself and take out the scum bags.

PROCEDURE:

At the signal, stand, draw and engage. T1-T3. Neutralize all remaining targets per IDPA rules.
PCC Standing muzzle low ready.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

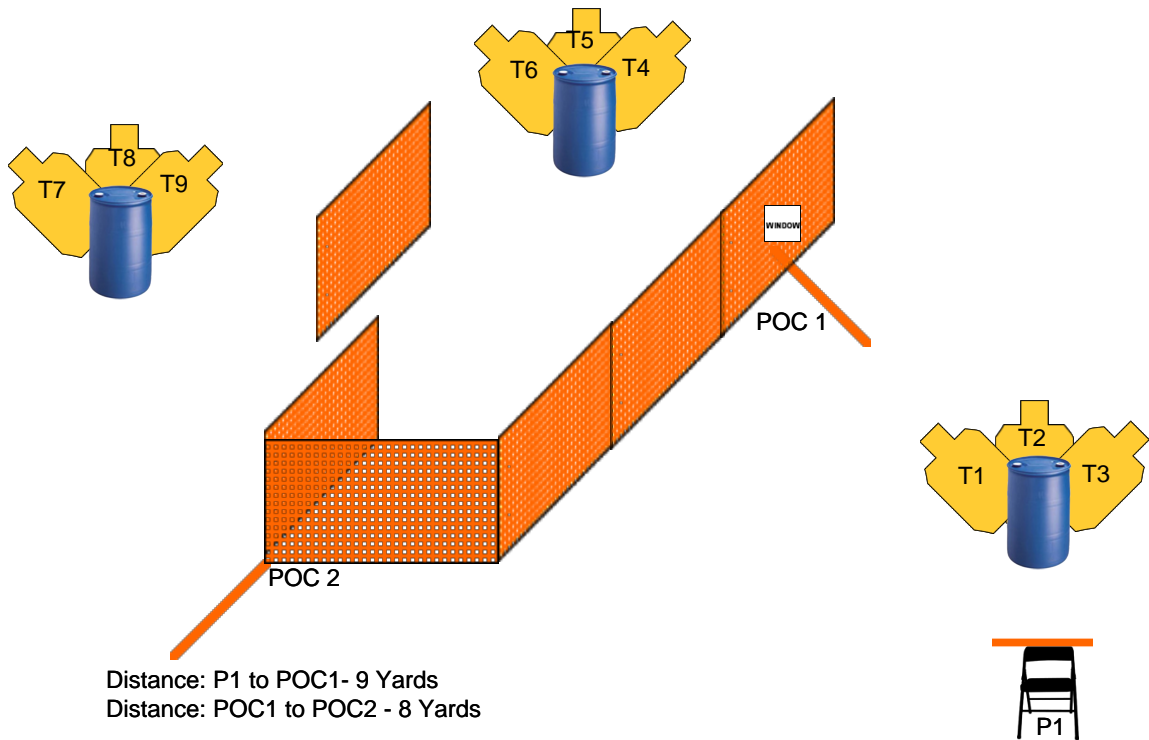
DISTANCE: 2 - 10 Yards

SCORED HITS: 2 Best on target

PENALTIES: Per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 Rule



Stage 7 Burner

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 facing uprange hands above shoulders. Firearm loaded to division capacity and holstered.
PCC facing down range muzzle low ready.

SCENARIO:

As walking through an Italian maze garden, arm robbers point their firearms at you. They wanted your belongings. Defend yourself.

PROCEDURE:

At the signal engage targets T1 to T9 as they become visible.
PCC facing down range muzzle low ready.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

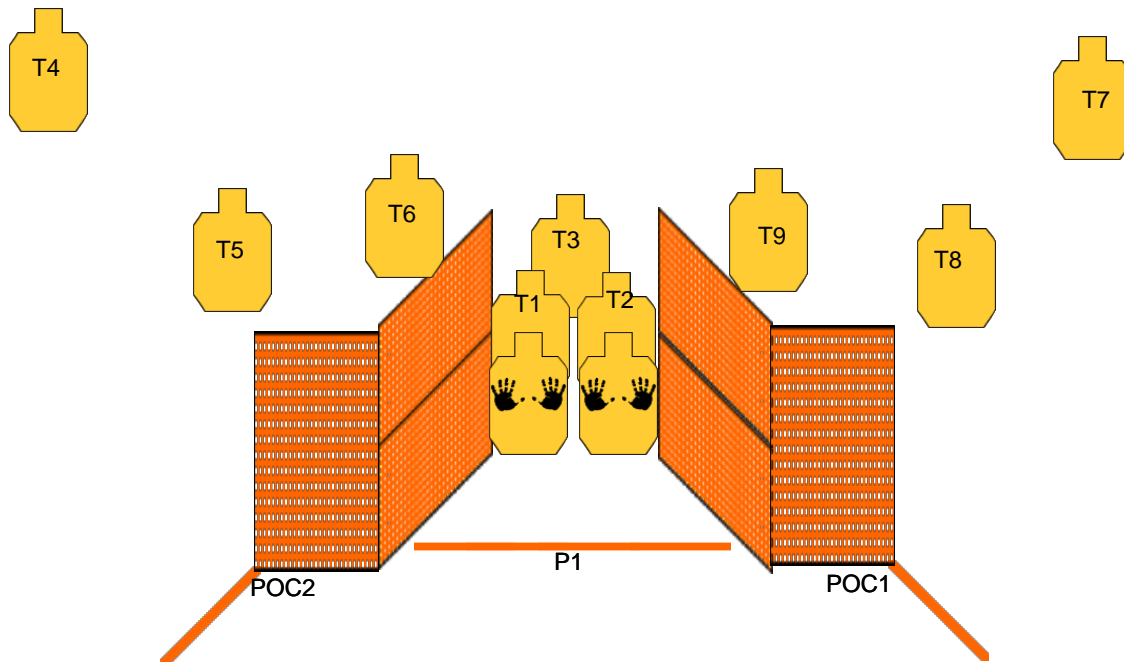
DISTANCE: 0 - 12 Yards

SCORED HITS: Best 2 on Targets

PENALTIES: As per IDPA rules

CONCEALMENT: No

NOTES: Muzzle 180 rule 2 Non Threats



Stage 8 keeping it tight

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 facing down range. Firearm loaded to division capacity and holstered
PCC standing firearm low ready

SCENARIO:

Skills drill

PROCEDURE:

At the signal draw and fire 1 round to the body of each target and then fire one to the head of each target
PCC standing firearm low ready

SCORING: Limited

ROUND COUNT: 14

TARGETS: 07

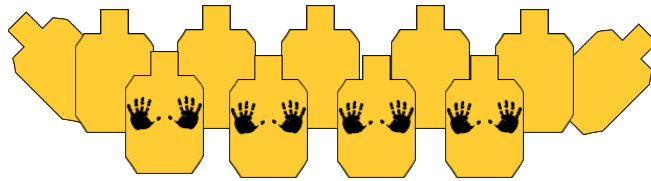
DISTANCE: 6 Yards

SCORED HITS: 2 per target

PENALTIES: As IDPA rule

CONCEALMENT: No

NOTES: Muzzle 180rule 4 Non Threats



P1

Stage 9 Window Washer

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Starting at POC1, standing on a floating platform(simulating scaffolding), the gun is loaded to division capacity and holstered, bucket in strong hand, facing up range.
PCC facing down range muzzle low ready

SCENARIO:

You are washing windows in a high rise when you notice several offices being trashed by armed thugs robbing and beating employees. Take them out before your Windex streaks.

PROCEDURE:

At the signal, turn, drop the bucket and engage T1 to T9 targets through the open windows.

PCC is facing down range muzzle low ready.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

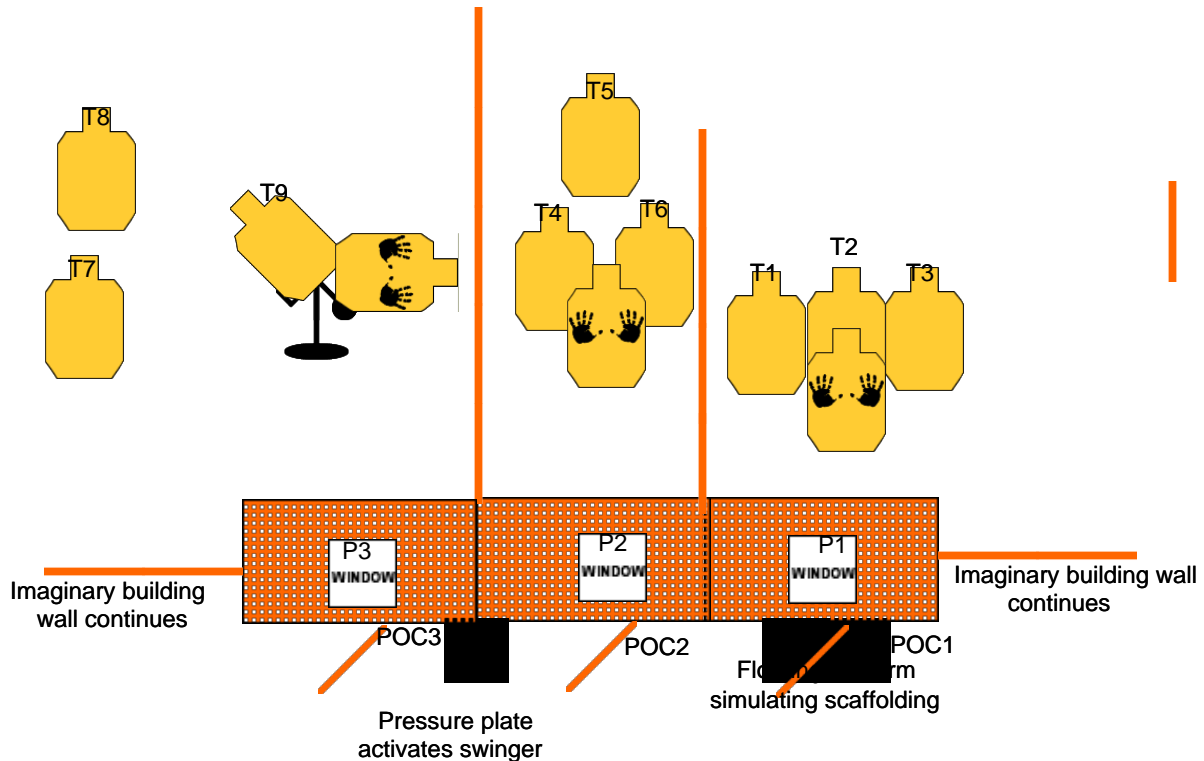
DISTANCE: 5, 8, and 10 Yards

SCORED HITS: Best 2 per target

PENALTIES: As per IDPA rule

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 3 Non Threat and 1 swinger



Stage 10 Warm-up

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 facing down range, firearm loaded to division capacity and holstered.

PCC standing low ready

SCENARIO:

Standard.

PROCEDURE:

At the signal, engage the target with six rounds.

PCC is standing low, ready.

SCORING: Limited

ROUND COUNT: 6

TARGETS: 01

DISTANCE: 5 Yards

SCORED HITS: 2 on target

PENALTIES: As per IDPA rules

CONCEALMENT: No

NOTES: Muzzle 180 rule



P1

P1 to target 5 Yards

Stage 11 Gun Shop

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at POC1 behind cover facing down range, firearm loaded to division capacity and holstered.
PCC standing low ready.

SCENARIO:

You heard gunshots, investigated, and found some armed thugs who wanted to take over your gun shop; start looking, defend yourself and your co-workers.

PROCEDURE:

At the signal, engage T1 and T2, take the necessary and eliminate the rest of the attackers as they appear, and use all available cover as shown.

PCC is standing low, ready.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

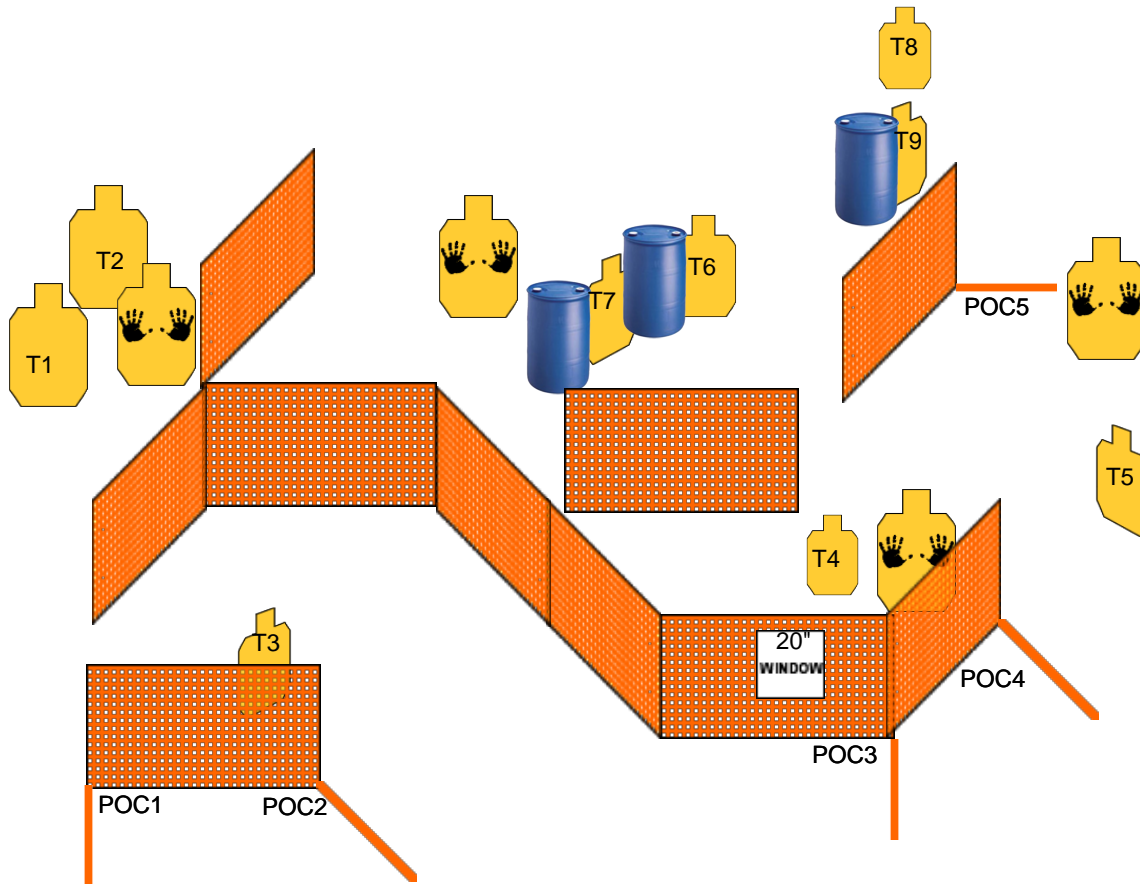
DISTANCE: 7 Yards

SCORED HITS: Best 2 on targets

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 4 Non Threats



Distance POC1 to POC 2 3 Yards
 Distance POC2 to POC 3 5 Yards
 Distance POC3 to POC 4 2 Yards
 Distance POC 4 to POC5 5 Yards
 Total Movement 15 Yards

Stage 12 Supermarket

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Standing at P1 facing down range, firearm loaded to division capacity and holstered.
PCC Standing firearm low ready.

SCENARIO:

Busy done some shopping, I heard some gunshots inside the Supermarket. Use the opportunity to save lives, including your own

PROCEDURE:

On the signal, engage T1 and T2 with 2 rounds each through the window.
Engage the rest of the threats as they become visible from various POCs.
S1 activates T6 and S2 activates T7.

PCC Standing firearm low ready.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 08

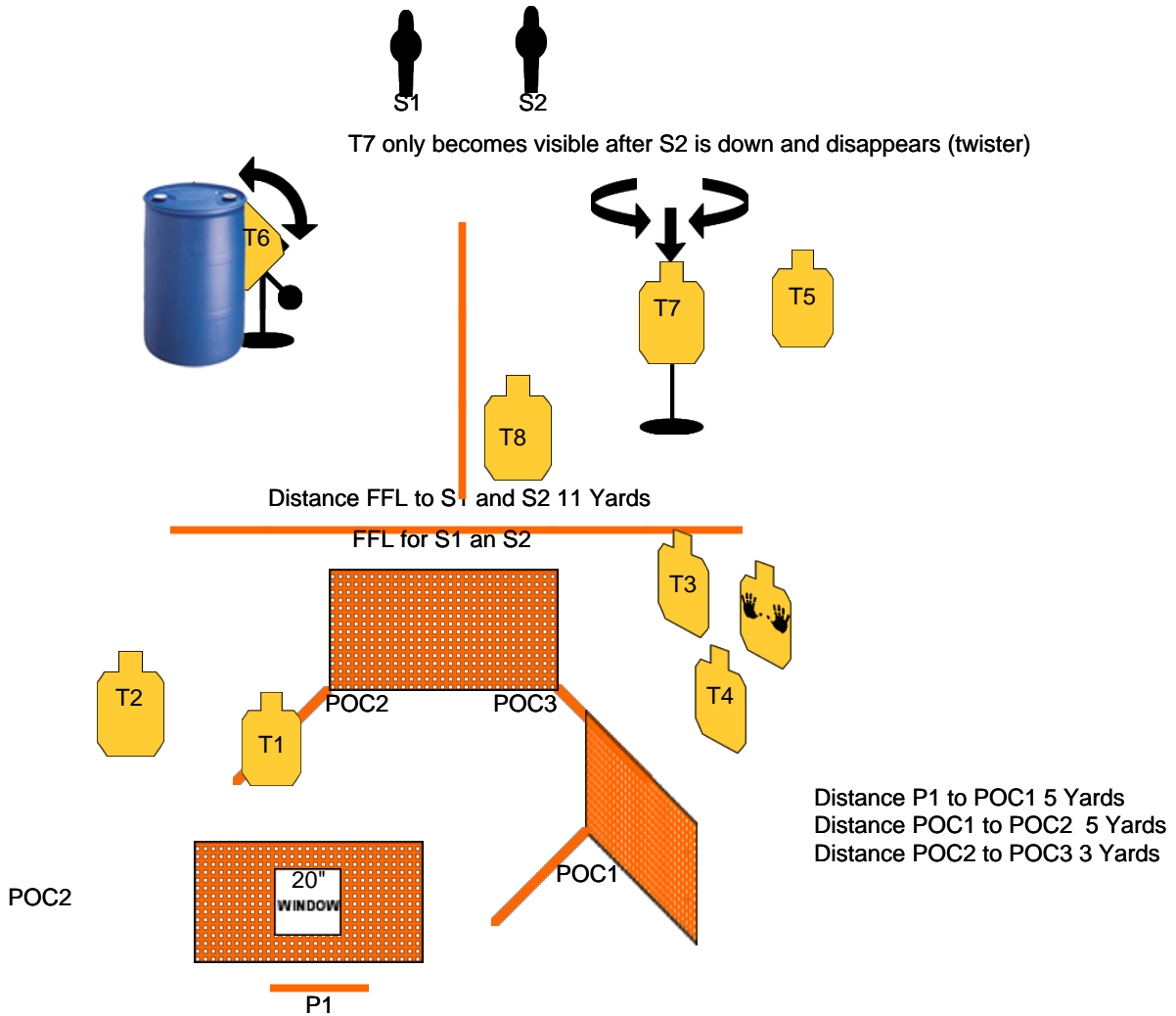
DISTANCE: 4 to 15 Yards

SCORED HITS: Best 2 per target Steel to fall

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 1 Non Threat



Stage 13 Cash robbery

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

Firearm staged on the table, loaded to division capacity, and all ammunition carriers on the table. Standing behind the table facing downrange at P1, hands flat on the table.

PCC standing facing downrange muzzle low ready.

SCENARIO:

At the end of the business day, with most of your staff left, you prepare to sit down and count the day's takings. Suddenly, a gang of armed men invades your offices to steal the cash! Save yourself, your money, and the last staff member in the office.

PROCEDURE:

At the signal, retrieve the firearm and loading devices as required and engage T1 and T2 with two rounds each, advance to POCs, and engage the rest of the threats T3 to T8.

PCC standing facing downrange muzzle low ready.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

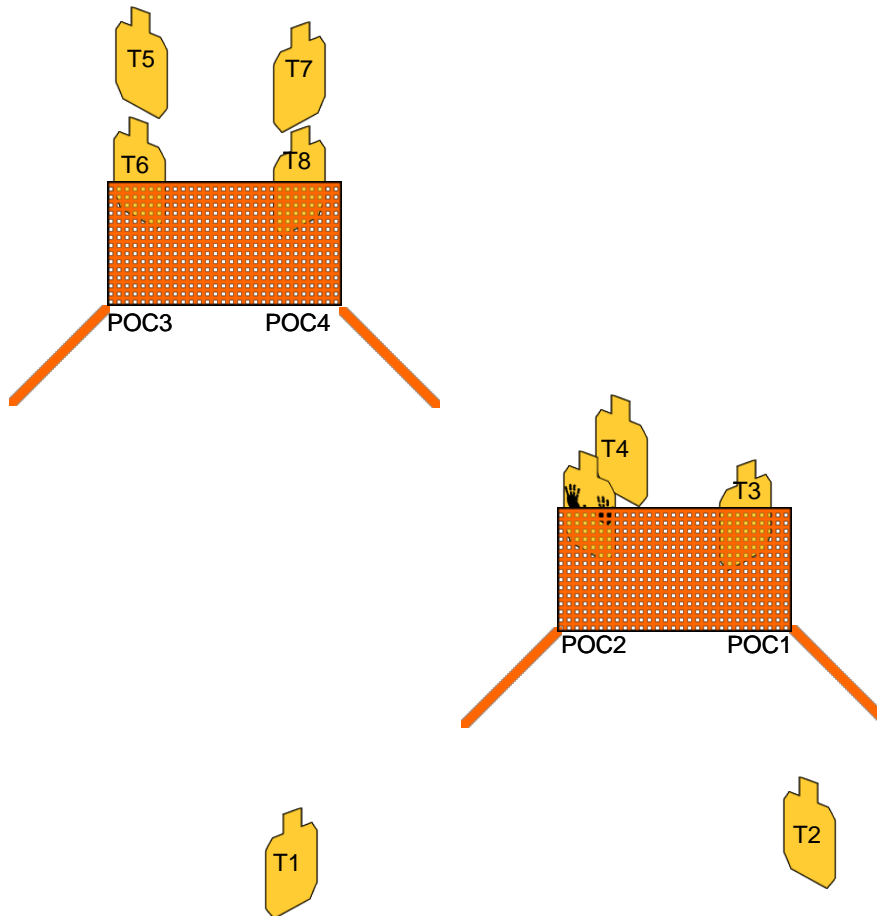
DISTANCE: 2 to 7 Yards

SCORED HITS: Best two on targets

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 1 Non threat



Stage 16 New wife and bad neighbors

RULES: IDPA Rules

Created By: VivianWhatley

START POSITION:

P1 hands on the barricade next to the window, firearm loaded to division capacity and holstered.
PCC facing barricade next to window firearm low ready

SCENARIO:

You are outside when you hear screams from inside your home. Armed neighbors attack your new wife; save her.

PROCEDURE:

At the signal, engage T1 through the window, advance, and find your way to your wife's attackers.

Opening the door activates the swinger.

PCC facing barricade next to window firearm low ready

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

DISTANCE: 2 to 7 Yards

SCORED HITS: Best 3 on Targets

PENALTIES: As per IDPA rules

CONCEALMENT: Yes

NOTES: Muzzle 180 rule 1 Non Threat and 1 Swinger

