

Stage 1 - Bitcoin for Guns

RULES: IDPA Rules

Created By: IDPA 2020 Postal Match

START POSITION:

Standing at SP, hands naturally at sides, toes of both feet CENTERED on SP line. Handgun loaded to division capacity and holstered. PCC loaded, stock on belt, muzzle pointed at X mark.

SCENARIO:

You would have never believed that you could buy a real firearm with virtual currency, but here you are. With the transaction almost complete, things go south.

PROCEDURE:

At the start signal, engage all targets in tactical priority.

Setup notes: Threat targets are 5 ft to top of head, and NTs are 6 ft. SP center is aligned to outer edge of T1. T1 & T3 are obscured from SP.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 7

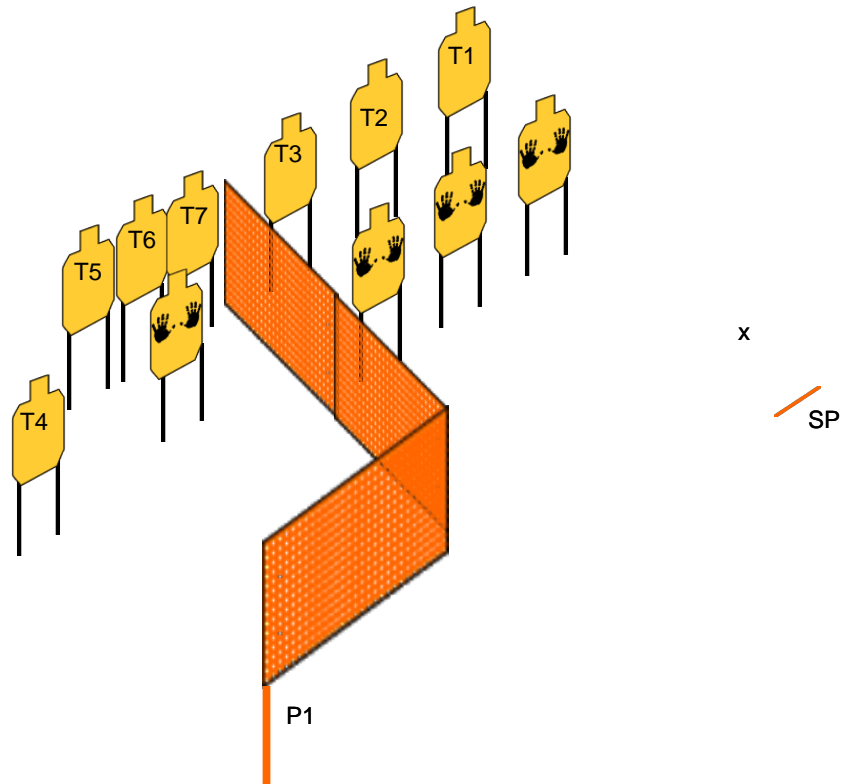
DISTANCE:

SCORED HITS: Best 2 on paper

PENALTIES:

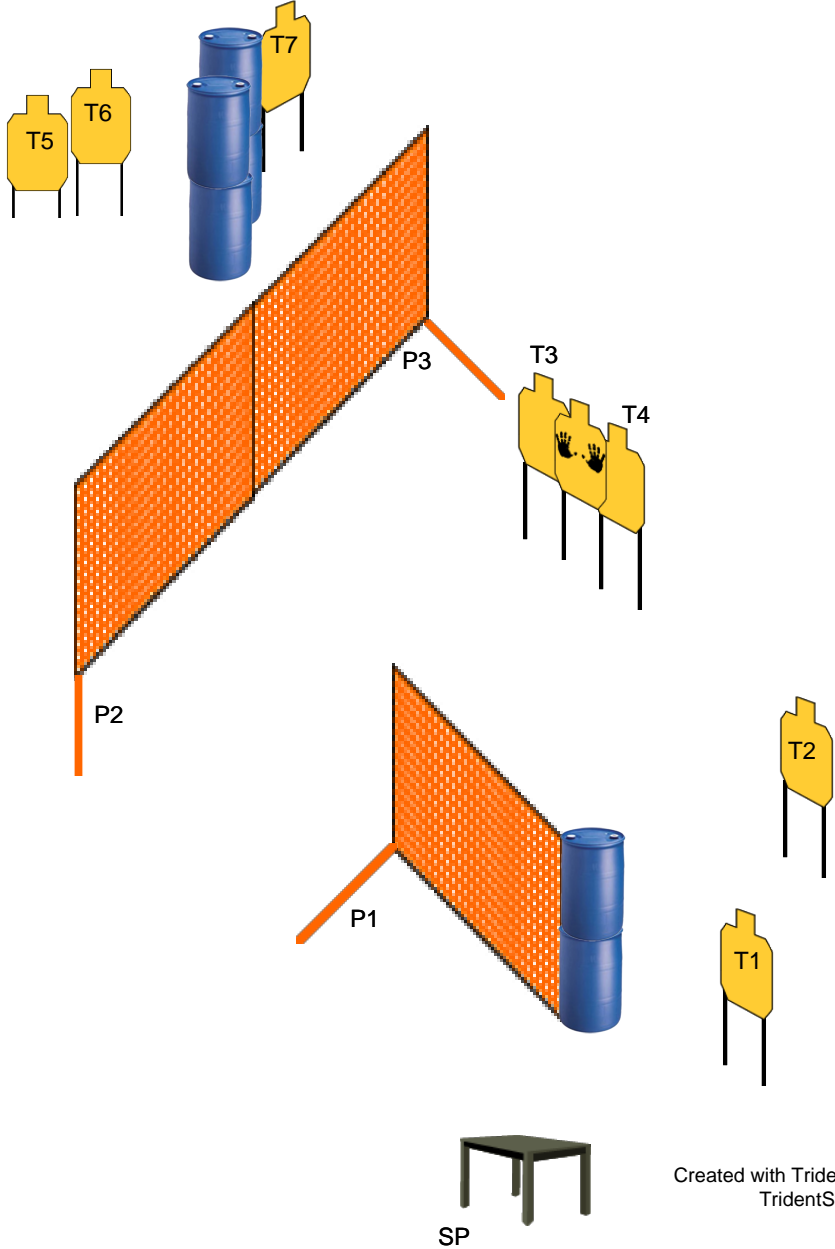
CONCEALMENT: Yes

NOTES: Stage 1 (Bay 5 right side)



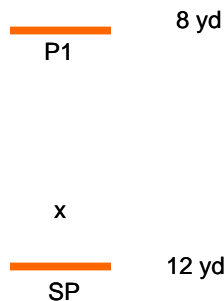
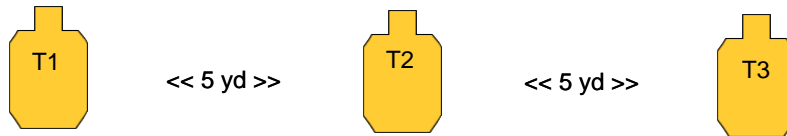
Stage 2 - Garage Attack

RULES: IDPA Rules	Created By: Jody Box
START POSITION: Standing at SP, facing downrange, wrists above shoulders. Handgun unloaded, placed on table with the trigger guard on the X mark, slide forward or cylinder closed. First magazine to be used, filled to division capacity, placed anywhere on the table.	
PCC unloaded, placed on table with the trigger guard on the X mark, bolt closed. First magazine to be used placed anywhere on the table.	
SCENARIO: You're in your garage, cleaning your gun. Bad dudes with guns attack. Defend yourself.	SCORING: Unlimited
PROCEDURE: At start signal, engage all targets in tactical priority.	ROUND COUNT: 14
	TARGETS: 7
	DISTANCE:
	SCORED HITS: Best 2 on paper
	PENALTIES:
	CONCEALMENT: Yes
Setup notes: T2 should be at least 3 yards further than T1. Barrels should block view of T3 & T4 from SP. T5/T6 should only be visible from P2. T7 should only be visible from P3.	NOTES: Stage 2 (Bay 5 left side)



Stage 3 - Standards

RULES: IDPA Rules	Created By: Jody Box
START POSITION: Standing at SP, behind the fault line, handgun loaded to division capacity and holstered. PCC loaded to division capacity, stock on belt, muzzle pointed at X.	
SCENARIO: Standards.	SCORING: Limited
	ROUND COUNT: 18
PROCEDURE: At signal, engage all targets from SP with 4 rounds each to the body, then move to P1 and re-engage all targets with 2 head shots each. The fault lines are active for each shooting position.	TARGETS: 3
	DISTANCE:
	SCORED HITS: Best 4 to the lower scoring zone and 2 to the upper scoring zone
	PENALTIES:
	CONCEALMENT: No
NOTES: Stage 3 (Bay 6 left side)	



Stage 4 - Villain Village

RULES: IDPA Rules

Created By: Jody Box

START POSITION:

Standing at SP, toes touching & centered on SP line, hands naturally at sides. Handgun loaded to division capacity and holstered. PCC loaded, stock touching belt, muzzle pointed at X.

SCENARIO:

You've accidentally stumbled into the den of the world's most ruthless villains, making their plans for death and carnage. They see you and can't allow you to leave alive. Defend yourself against their villainous villainy.

PROCEDURE:

At start signal, engage all targets in tactical priority. T5 and T7 are designated surprise targets.

SO notes: Shooter must have any initiated reloads complete before becoming exposed to T5 or T7.

Setup notes: T7 should not be visible until shooter leaves P2. Only T1 & T2 should be visible from SP. T6 should only be visible from P2, T8 from P3, and T9 from P4.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

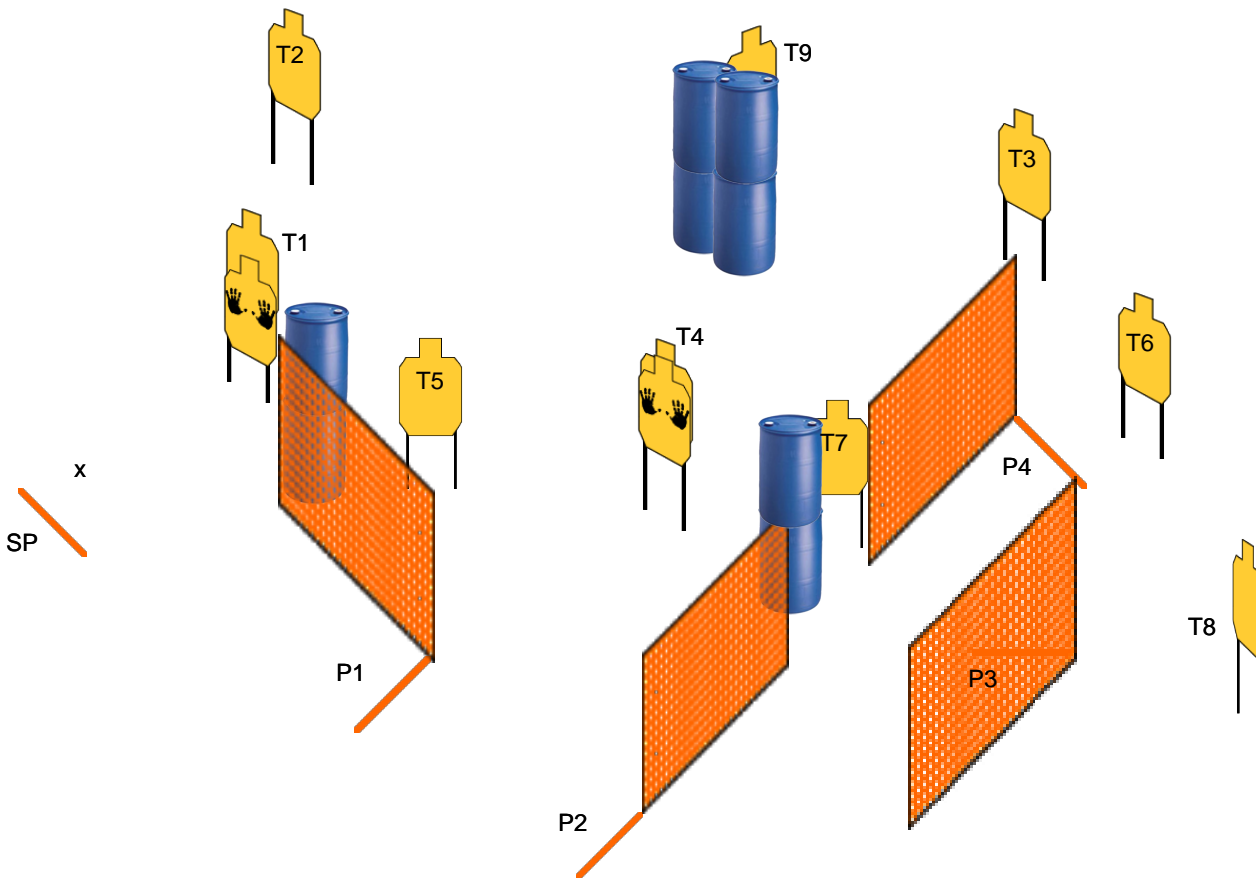
DISTANCE:

SCORED HITS: Best 2 on paper

PENALTIES:

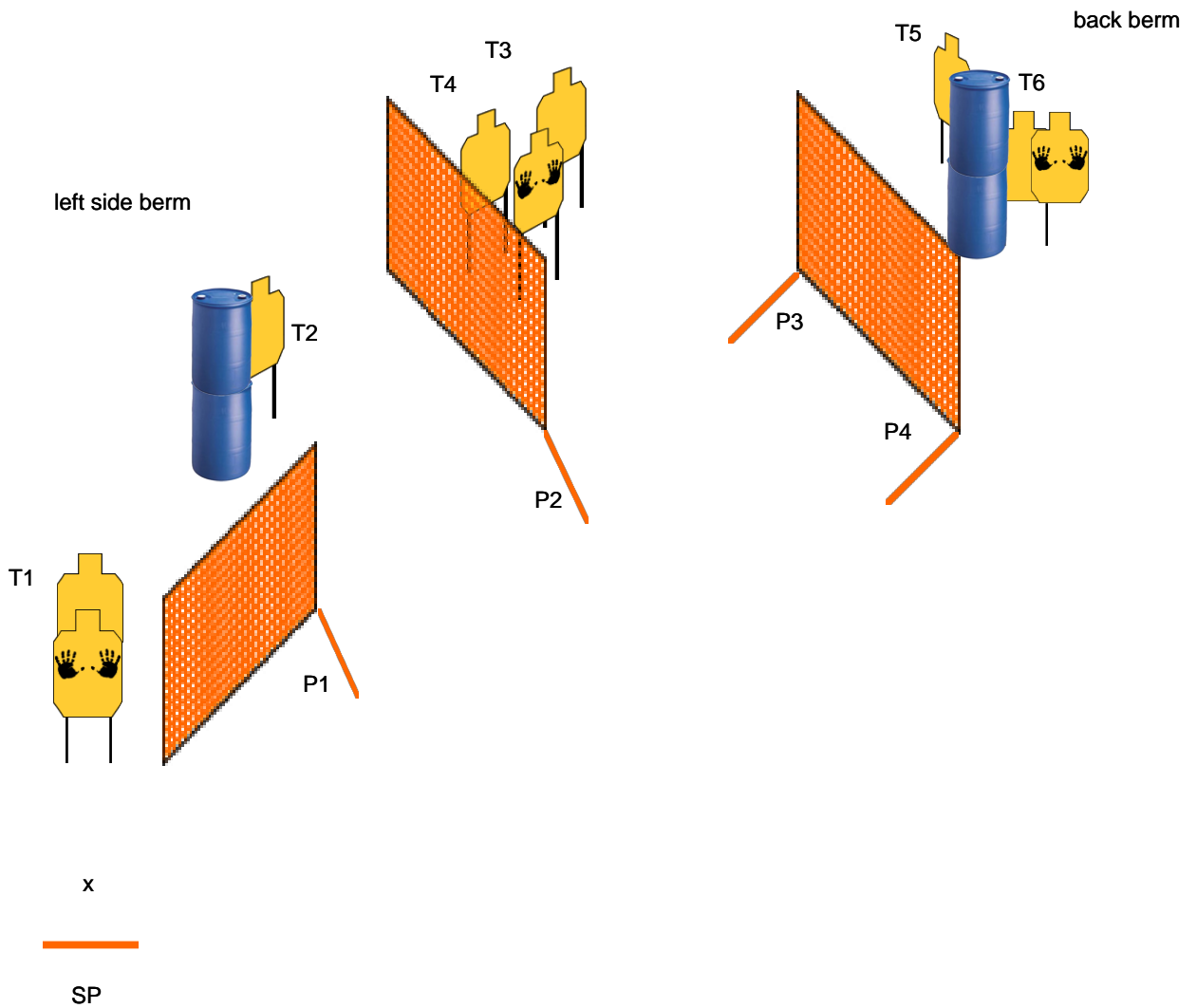
CONCEALMENT: Yes

NOTES: Stage 4 (Bay 6 right side)



Stage 5 - Just Wick It

RULES: IDPA Rules	Created By: Jody Box
START POSITION: Standing at SP, toes touching & centered on SP line. Handgun loaded to division capacity and holstered. PCC loaded, stock touching belt, muzzle pointed at X.	
SCENARIO: This is the opening scene in Chapter 5. Be John Wick.	SCORING: Unlimited
PROCEDURE: At start signal, engage all targets in tactical priority with TWO (2) rounds to the body and ONE (1) round to the head.	ROUND COUNT: 18
Setup notes: T5 should only be visible from P3, and T6 only from P4.	TARGETS: 6
	DISTANCE:
	SCORED HITS: Best 2 to the lower scoring zone and 1 to the upper scoring zone
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: Stage 5 (Bay 7 left side)



Stage 6 - Farmers Market Blues

RULES: IDPA Rules

Created By: Jody Box

START POSITION:

Standing at SP, toes touching & centered on SP line. Handgun loaded to division capacity and holstered. PCC loaded, stock touching belt, muzzle pointed at X.

SCENARIO:

You're out on Saturday morning at the local Farmer's Market on the square, instead of shooting IDPA with your buddies. Things go awry when terrorists show up looking for trouble. Defend yourself and your okra haul.

PROCEDURE:

At start signal, engage all targets in tactical priority. T1, S1, and S2 are in the open.

SO notes: Steel may not be engaged closer than 10 yards.

Setup notes: If space allows, set S1 & S2 exactly 10 yds downrange from P5 and no more than 20 yards from SP. T2 should only be visible from P1, T3 & T4 from P2, T5 & T6 from P3, T7 from P4, and T8 from P5.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 10

DISTANCE:

SCORED HITS: Best 2 on paper, Steel must fall to score.

PENALTIES:

CONCEALMENT: Yes

NOTES: Stage 6 (Bay 7 right side)

