



**THE 2026 3RD ROCK REGIONAL
IDPA CHAMPIONSHIPS
MAY 21-24, 2026**

CAMEO SHOOTING & EDUCATION COMPLEX

ACTION PISTOL GROUP

PALISADE, COLORADO

MATCH INFORMATION

Action Pistol Group is hosting
THE 2026 3rd ROCK REGIONAL IDPA CHAMPIONSHIPS

Sponsored by WILSON COMBAT

There will be two separate Tier 4 matches held at this event:

The 2026 Rocky Mountain Regional IDPA Championship
Sponsored by RUGER

The 2026 Colorado State IDPA Championship
Sponsored by GLOCK

May 21st through May 24th

at the Cameo Shooting and Education Complex (CSEC)

in Grand Junction, Colorado



The matches are Tier 4 sanctioned IDPA matches, all current IDPA competition and equipment rules will be enforced. Division capacity for PCC will be 15 rounds.

- The matches will be open to all IDPA members
- All official IDPA Classes and Divisions will be recognized
- Each match will be worth three (3) National Match points
- Each match will consist of 13 stages with a minimum round count of 203 for the RMR and 191 for the CSC
- Plaques will be awarded down to 3rd place according to the IDPA match administration handbook, medals for 4th place and below
- The match fee includes **snacks** for both days of competition and the BBQ awards banquet. If you have special dietary needs, **please bring what you need**
- The match will be a “lost brass” match to the benefit of the match staff
- Water will be available on every stage. Please bring a re-fillable bottle or RUGER has provided bottles
- Stage depictions are not to scale and may be adjusted to fit the bay
- There is a reason for the long squad numbers. On Saturday, your starting bay is the first two numbers of your squad number. On Sunday, your starting bay is the last two numbers of your squad number. **Please know your squad number as you enter the range. It will help speed up parking!**

Directions: Take Interstate 70 to Exit 45 and follow the signs to CSEC. Drive safely. Use caution getting on I-70 heading back to town. Merging traffic comes up on you quickly.



WELCOME



Welcome to the Grand Valley of Colorado and to the 2026 3rd Rock Regional IDPA Championships sponsored by **Wilson Combat**! The Action Pistol Group (APG) of Grand Junction is excited to host this **major IDPA event** at the Cameo Shooting and Education Complex (CSEC). We hope you enjoy the challenging stages and come back to shoot with us again in the future.

Please make it a point to patronize and thank the sponsors listed in the matchbook and those who set up booths on site. Their generous support helps to make this event a memorable experience for all of us. The support we received for this event has been incredible.

Also, please thank the Safety Officers, the CSEC Volunteers and the Admin Staff. If it were not for their commitment to IDPA, the CSEC Range, and the 2nd Amendment, special events like this would not happen.

These are IDPA sanctioned Tier 4 matches. All the rules in the most current IDPA rulebook apply. This includes equipment rules. **It is the responsibility of the shooter to be knowledgeable of the rules and in compliance.**

We are grateful you chose to spend your Memorial Day Weekend with us! We promise to do all we can to make it a great memory!

The 3rd Rock Staff and the CSEC Volunteers

COMBINED 3RD ROCK EVENT TITLE SPONSOR

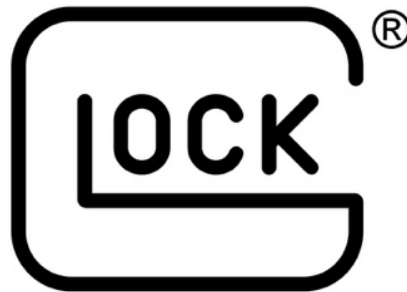


COMBINED EVENT TITLE, BANQUET AND DOUBLE
PLATINUM SPONSOR: **WILSON COMBAT**

MATCH TITLE SPONSORS



RMR TITLE SPONSOR: **RUGER FIREARMS**



PERFECTION

COLORADO STATE CHAMPIONSHIP SPONSOR: **GLOCK INC.**

DOUBLE PLATINUM SPONSORS

APG would like to thank our “Double Platinum” Sponsors:



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COMPETITION
WORKS



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PLATINUM SPONSORS

APG would like to thank our “Platinum” Sponsors



SILVER SPONSORS

APG would like to thank our Silver Sponsors





SPONSOR CONTACTS

5013 Tactical - 2683 Patterson Rd. #6, Grand Junction CO 81506; (970) 549-100 / www.5013tactical.com

Glock - 6000 Highlands Pkwy. SE, Smyrna, GA 30082; (770) 432-1202 / www.glock.com

Jerry's Outdoor Sports - 2999 N. Ave., Grand Junction CO 81504; (970) 245-1502 / www.jerrysoutdoorsports.com

Mantis - 2270 US Hwy. 30, Oswego IL 60543; (630) 551-8171 / www.mantix.com

Precision Holsters – 80 Main St., Placerville CA 95667; (800) 575-9374 / www.precisionholsters.com

Quality Inn - 733 Horizon Dr., Grand Junction CO 81506; (970) 245-7200 / www.choiceGJ.com

Ruger Firearms - 200 Ruger Rd., Prescott AZ 86301; (336) 949-5200 / www.ruger.com

The Palisade Dino Mart - 309 W. 8th St., Palisade CO 81526; (970) 464-2292

Stan Chen Customs - 65 N Skylane Dr., Durango CO 81303; (970) 385-7900 / www.chencustom.com

Wilson Combat - 2452 County Rd., 719 Berryville AR 72616; (800) 955-4856 / www.wilsoncombat.com

Scorpion Ammo - 2010 East University Drive STE 15 Tempe, Arizona 85288 (602)457-7646 / www.scorpionammo.com

Midwest Competition Works (314) 626-4517 / www.midwestcompetitionworks.com

SAFETY

Cold Range: Firearms must not be handled anywhere in the 3rd Rock Event Areas **except in designated Safe Areas or under the direction of a Safety Officer.** Other than Law Enforcement, and uniformed CSEC staff members, no one is allowed to open carry in the event areas (Bays 1 – 5, Bays 8 – 20, and the West Bays 21- 28). Open carry is not permitted at the Awards Banquet.

Safe Areas: There is a safety table in every shooting bay. Safety tables are the only areas where shooters are allowed to bag or un-bag their firearm. You may also dry fire and conduct gun repair in the Safe Areas. **DO NOT HANDLE AMMUNITION IN THE SAFE AREAS!** All IDPA “Safe Area” rules apply. Shooters may use the safe areas at any time. **Your vehicle and the parking lot are NOT safe areas.**

PCC Shooters: PCC shooters should transport their PCC in a rifle bag to the safety table, and then transfer to your rifle caddy. Prior to shooting your stage, you may uncase into the side berm. An uncased PCC is carried muzzle up with chamber flag in and bolt engaged.

Spectators: Spectators must wear eye protection when on the range and ear protection when the range is hot. Safety glasses and ear plugs are available for purchase in the pro shop. **Spectators are not allowed in the shooter shelters,** or anywhere down range from the shelters. Bring sun protection and maybe a lawn chair. There are restrooms and porta-potties on site. Snacks are available for the competitors. **There will be no food available for purchase during the match. Spectators should pack a lunch.**

Staff: Safety Officers and Staff are responsible for the safe and smooth operation of the match. Please follow their instructions.

Wildlife: Bighorn sheep and other wildlife live near the range and they must be protected. Please be on the lookout and notify the staff if you see wildlife in danger. The match will be paused if necessary, to “shoo away” the animals.

RANGE RULES

Parking: For the RMR, will be in the competitor parking lot, South of the main building.

For the CSC, will be at the West Bays for Bays 21 thru 28, or behind Bays 1 thru 4 if you are starting in Bays 1, 2, 3, or 5.

For the CSC: DO NOT drive your vehicles back and forth from the West Bays! We have people movers to transport you and almost everyone will end up back where you parked at the end of the match.

Only Staff and Vendors may park in the RMR Event Area. NO PARKING: *Along the road near the canal, blocking any facilities or infrastructure, on any access roads, in front of Bay 7, or in the archery bay parking area. If you park in any location other than a marked parking space, your car may be towed for safety reasons!*

Lost Brass Match: Brass is for the benefit of the Safety Officers and the CSEC Volunteers. Please do not pick up.

Function Firing: If you need to check your firearm before or during the match check in at the CSEC Office, tell them you are a 3rd Rock competitor, and go to Bay 4.

Competitors are expected to actively tape and reset! Slow squads or squad members will receive immediate attention from the MD's. The best way to keep the match flowing is for everyone to follow the Safety Officer scoring targets. If you have a medical condition that prevents you from being able to help tape, let your squad and the SO's know.

Stage Boundaries: Stage boundaries are marked with orange cones. If previewing the stages, do not cross the stage boundary. The only time that competitors are allowed inside of the stage boundaries is when their squad is on that stage and under the direction of the Safety Officers.

Chronograph and Equipment: A cursory equipment check will be done on your first stage and later during the match. At chrono, we will be using Declaration of Bullet Weight. You will be asked to provide three rounds off your belt at any given time during the match for use through the chronograph. Your firearm will be checked at the chronograph station.

RANGE RULES (CONT.)

Paperless Scoring: Paperless electronic scoring will be utilized for this match. In lieu of a carbon copy of your stage score, you will receive your score log via email immediately upon accepting your score through Practiscore. WIFI is: "Cameo Guest" password is: **rangeisclear**

Local Safety Rules at CSEC: Cameo requires that action shooting events employ some means of limiting shooter movement when/where necessary to prevent unsafe acts or potential damage to range property. Shooters will not be allowed to engage targets in such a way that it might make it likely projectiles will ricochet off the bay floor and/or leave the bay. Shooters will not be allowed to engage targets from an unplanned or a disallowed location that might make it likely that projectiles could damage range props or property.

Shooters will not be allowed to go beyond any identified "limit line" or lines in a course of fire placed to prevent a shooter from being able to engage targets in a way that could violate any of the range safety rules. Limit lines may be constructed of any suitable material which adequately provides a visual indication to the shooter of the specified limit. Limit lines will be secured to the bay floor and are not required to extend upward from the bay floor to physically prevent movement. Match Organizers will be responsible for placement, and CSEC Management retains approval authority.

Match officials will determine penalties based on the circumstances and/or severity of violation of limit lines.

MD Comments: It is **VERY** important to keep squads moving quickly through the stages. Please help us make this happen. Be ready when you are the on-deck shooter. You will be pre-loaded by a Safety Officer when you are the on-deck shooter. Please help tape and reset. Be polite! Be safe and have fun!

MATCH REGISTRATION

ALL Shooters must register & pay in advance on Practiscore. No walk-up or late registrations. **Shooters are expected to check Practiscore and IDPA.com to confirm that their division and classification are accurate and current well before the match!**

Match Logistics

1. Pre-purchased match shirts may be picked up at the RMR Stats Shack, Picnic Shelter #2, beginning on Friday. We may have a few extra match shirts for sale.
2. **Safety Briefing:** Report directly to your starting bay **at or before 7:40 am**. On Saturday and Sunday. Your CSO will conduct the Safety Briefing.
3. **Water:** To limit plastic pollution with disposable water bottles, water coolers will be available on every shooter shelter. Please bring a re-fillable water bottle. RUGER graciously donated bottles if you need one.
4. **Pasters:** Will be attached to each stage bucket. **Scrap paper goes in your pocket or in the garbage can, not on the ground and not in the stage bucket.** (The SO's hate this)
5. **Radios, tablets, and timers:** The stats crew will deliver all these to your bays on Saturday and Sunday. **"The lead CSO for each stage"** will make sure to return them to your stats shack daily. If SO's have reliable personal timers, you may use them.

WED / THU SCHEDULE

Wednesday, May 20th

12:00 Noon – **“All CSO’s”** Stage walk-thru of the Colorado State match (Bay 21 – 28 & 1,2,3) with the MD. This is only for the CSO’s for each stage or his/her designate. Not for ALL the SO’s. Meet at West Bays Stat Shack. We will pre-view as many stages as possible.

5:00 pm – Leave Cameo in time to make the SO Dinner and meeting.

5:30 pm – Staff check-in opens in the restaurant at The Quality Inn, Horizon Drive, Grand Junction – Pick up Staff T-Shirts. Pizza and drinks will be provided by APG!

6:00 pm – Safety Officer Meeting – MD’s Marty & Bret will lead – Walt will lead breakout session for the Load and Make Ready SO’s.

Thursday, May 21st (Day 1, Pre-match) The Colorado State Championship

6:30 am – CSEC Gate Open. **CSC SO’s** report to “the bay you will work on **Saturday**”! Set up the targets and QC the Stage. When finished, report to your starting bay for the CSC.

6:45 am – **“CSC Stats”** deliver the tablets, timers, and radios to the bays. A lead CSO will be identified at the SO dinner to be responsible for returning the cooler with all technology to the West Bays Stat Shack when finish shooting.

7:40 am – “All Shooters” report to your “Pre-match” starting bay for Safety Briefing. **All squads will shoot Stage 1 first.**

8:00 am – **Hammer down** – Pre-match begins – Walt will be the MD and handle calls for Stats. He’ll call for help if needed.

8:20 am – People movers be available at Bays 5 and 28.

10:00 am – Tiger Team make sure snacks are available throughout the match.

The match will keep moving until finished.

2:30 to 3:00 pm – CSC Pre-match should be finishing. On your last stage, return all targets in all bays to the shooting shelters, stored between the walls and tables, and make sure the shelters are clean. Lead CSO’s return “technology coolers” to the West Bays Stat Shack.

3:00 pm – **CSO’s** - Pre-view the RMR Stages for Friday.

FRIDAY SCHEDULE

Friday, May 22nd (Day 2, Pre-match) The Rocky Mountain Regional (RMR) Bays 8 – 20.

6:30 am – CSEC Gate Open. **RMR SO's** report to “the bay you will work on **Saturday**”! Set up the targets and QC the Stage. When finished, report to your starting bay for the RMR.

6:45 am – “**RMR Stats**” deliver the tablets, timers, and radios to the bays. A lead CSO will be identified at the SO dinner to be responsible for returning the cooler with all technology to the RMR Stat Shack when finish shooting.

7:45 am – “All Shooters” report to your “Pre-match” starting bay for Safety Briefing. **All squads will shoot Stage 1 first.**

8:00 am – **Hammer down** – Pre-match begins – Walt will be the MD and handle calls for Stats. He'll call for help if needed.

8:20 am – People mover be available at Bay 20 to go to Bay 8. Match flow will move from Bay 13 to Bay 17 and from Bay 15 to Bay 18.

10:00 am – Tiger Team make sure snacks are available throughout the match.

The match will keep moving until finished.

2:30 to 3:00 pm – RMR Pre-match should be finishing. On your last stage, return all targets in all bays to the shooting shelters. Lead CSO's return “technology coolers” to the RMR Stats Shack and make sure the shelters are clean.

4:30 pm – Picnic Shelter #2 Stats Shack closes

SATURDAY SCHEDULE

Saturday, May 23rd (Day 3, Main Match) RMR and CSC running simultaneously

6:00 am – Cameo Gates Open - Parking attendants will direct you where to park. **KNOW YOUR SQUAD NUMBER!** RMR Competitors - Park in the large general parking lot. Do not enter the competition gate.

Competitors do not check-in at the Stats Shack. Report to your starting bay before 7:40 am for check-in. Your squad number = your starting bay number. Example: Squad # 922 – Bay 9 is your starting bay.

6:30 am – Competitor T-Shirts may be picked up at the **RMR Stats Shack**. If you are shooting the CSC on Saturday, recommend picking up your shirt on Friday or Saturday afternoon or Sunday morning.

7:40 am – Competitors: Report to your starting bay!

7:45 am – Safety Briefing presented by the CSO

8:00 am –**Hammer Down! The 3rd Rock Regional begins!**

8:20 am – RMR People Mover - Ready at Bay 20 to go to Bay 8. **RMR Competitors** - Match flow will move from Bay 13 to Bay 17 and from Bay 15 to Bay 18.

CSC People movers – Ready at Bays 5 and 28. **CSC Competitors** – Match flow will move from Bay 28 to Bay 1 and from Bay 5 to Bay 21. **DO NOT drive your vehicles back and forth from the West Bays! It will create too much traffic congestion!** We have people movers to transport you and we will get you back to your vehicle.

10:00 am – Tiger Team make sure snacks are available throughout the match.

The match will keep moving until finished.

2:30 to 3:00 pm – Both matches should be finishing.

4:30 pm – Picnic Shelter #2 Stats Shack closes

REMINDER: We are not stopping for lunch. Food will not be available for purchase. We'll have snacks available. If you think you'll get hungry, bring what you need.

SUNDAY SCHEDULE

Sunday, May 24th (Day 4, Main Match) RMR and CSC running simultaneously

6:30 am – Cameo Gate Open

7:40 am – **On Sunday, your starting bay is the last two numbers of your squad number. Everybody will shoot Stage 1 first.**

8:00 am – **Hammer Down! The 3rd Rock Regional continues!**

8:20 am – RMR People Mover - Ready at Bay 20 to go to Bay 8. **RMR Competitors** - Match flow will move from Bay 13 to Bay 17 and from Bay 15 to Bay 18.

CSC People movers – Ready at Bays 5 and 28. **CSC Competitors** – Match flow will move from Bay 28 to Bay 1 and from Bay 5 to Bay 21. **DO NOT drive your vehicles back and forth from the West Bays! It will create too much traffic congestion!** We have people movers to transport you and we will get you back to your vehicle.

10:00 am – Tiger Team make sure snacks are available throughout the match.

The match will keep moving until finished.

2:30 to 3:00 pm – Both matches should be finishing. SO's return targets to the shooting shelter. Return radios, timers, and tablets in their coolers to Stats Shack. Please clean up your shelter of any bottles or trash.

4:00 pm – Picnic Shelter #2 Stats Shack closes

5:00pm to 6:00 pm – Happy Hour in the CSEC Ballroom

6:00pm – Awards Banquet in the CSEC Ballroom

PRIZES

We will be drawing for guns and some higher value prizes during the Banquet. We will also conduct a random draw for the other prizes as early as possible on Saturday which will be delivered by our "Prize Patrol".

AWARD CEREMONY

Scores will be posted on Practiscore as soon as possible after the matches are complete. The password for the Cameo WIFI is *rangeisclear*. Trophies will be presented at the awards ceremony. The Awards Banquet/BBQ will be held in the CSEC Ballroom at 6:00 pm. Doors will open at 5:00 pm. Adult beverages will be served for a donation. Dinner is complementary for competitors and **\$20 cash** at the door for guests. We have a large number of guns that will be given away throughout the awards ceremony by random draw. Don't lose the ticket you will be given when you enter the banquet!

If you win a trophy and cannot stay for the awards ceremony, mail us a check for \$20 (with your preferred shipping address) to Scott Martin, PO Box 4584, Grand Junction, CO 81502. We will ship it to you. Congratulations in advance to the winners!

Thank you again for coming to shoot the 2026 3rd Rock Regional sponsored by **WILSON COMBAT**. The Rocky Mountain Regional is sponsored by **RUGER FIREARMS**, and the Colorado State Championship is sponsored by **GLOCK**. Please remember to patronize all the generous sponsors who made this event possible.

Sincerely,

Action Pistol Group, the 3rd Rock Staff, and the CSEC Volunteers



STAFF

Match and Range Officials:

Marty Johnson, RMR Match Director
Aaron Brulc, RMR Asst. Match Director
Bret Henderson, CSC Match Director
Mike Knehs, CSC Asst. Match Director
Scott Martin, RMR & CSC Asst. Match Director
Walt Proulx, Stage Designer, Asst. Match Director
Aaron Ragusa, RMR Registration, Scoring & Awards
Russ Hassinger, CSC Registration, Scoring & Awards
Sherry Gutierrez, CSC Registration, Scoring and Awards
Laurel Walters, Registration Scoring and Awards
Walt Proulx, Sponsorship and Prizes
Dave Brahmer, Construction Foreman
Doug Dobos, Todd DeJong, Mr. Fix-it's
Thom Smith, Tiger Team Leader
Jeff Melchior, Photographer

SO's / Staff & Volunteers:

Bret Walley	Jim Burnell	Ben Gutierrez
Brandon Liddle	Brian Young	Scott Schomer
Trina Liddle	Bill Rhiley	Carlos Cabada
Ed Horn	Glenn Nutter	Steve Monk
DeeAnna Horn	Ryan Hand	Bill Rhiley
Zehra Sadique	Brian Bileau	Erica Stone
Dean Barr	Jacquelyn Hallinan	Lucas Lovell
Bill Almsted	Tony Cuomo	Vesta Mizell
Michael Freund	Jim Madere	Kimmy Potts
Mike Foster	Steve Scherrer	Jonas Collier
Cory Williams	Bret Barnes	Wendy Britell
Chris Garvin	Roman Racca	Brian Young
Cody Ray	Susan Di Franco	Sal Izzo
Carlene Ellis	Jeff Harrison	Aaron Wilcox
Eric Lintz	Kieth Wyatt	Deland Barr
Elizabeth Whitton	Valerie Richardson	Jim Madere
Jamie Richardson	Matt Beck	Greg Williamson
Jordan Henderson	Gary Zilik	Bill Everett
Brian Morris	Cory Williams	Carlos Cabada
Eric Faust	Jim McMurdo	Arthur Benoit
Wendy Brittell	Chris Walker	Nate Adams
Jason Thomas	Rachel Smith	Mike Smith

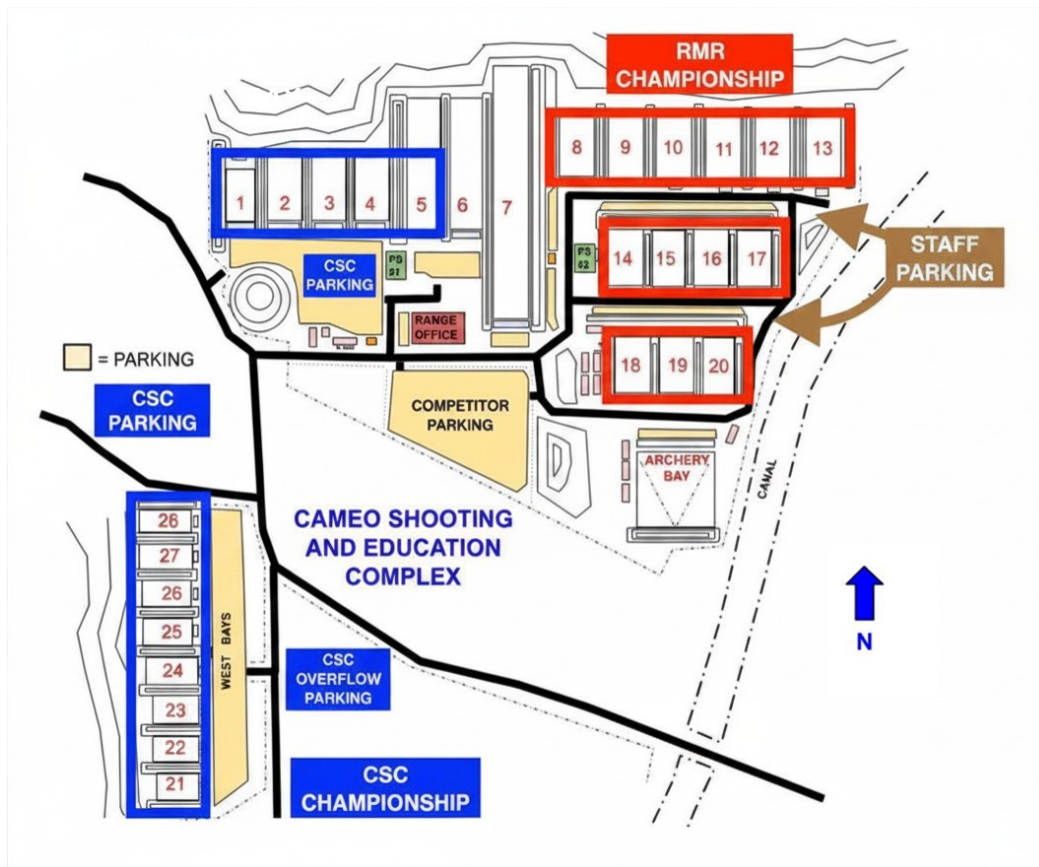
Greg Powers
Wendy Ritzdorf
Bob Slabaugh
Margarita Ybarra
Steven Fuchs
TJ Jackson

Debbie Dilbeck
Phil Zidek
Kevin Ballment
Mike Foster
Fred Mowrey
Gracia Williamson

Peter Hodges
Clayton Smith
Alex Chong
Jay Hutchinson
Bryan Phares
Jeremy Williamson

Be sure to thank your Safety Officers and our Staff for volunteering their time to make this match a great experience! Thanks to the Colorado Parks and Wildlife employees and volunteers who put in many hours to make this match a success!

RANGE MAP



RMR - STAGE 1 - ALL BAYS - CAMEOZAMBIQUE

by WALT

SCENARIO:

You are leaving a LARPing festival with your two buddies with your heavy shields on your backs. You are on opposite sides of a fence when they are attacked by two armed thugs and a vicious mongoose. Save your buddies from the thugs and their pet.

START POSITION:

Gun loaded with 7 rounds only and holstered, standing uprange of the line at P1. PCC starts the same but with gun resting on the barrel.

For guns that hold less than 7 rounds, load to division capacity.

STAGE PROCEDURE:

On the audible start signal, engage T1 & T2 with 2 rounds to each body and one round to each head and S1 with 1 round (steel must fall to score) from behind the line at P1.

S1 is a mini popper at 15 yards.

The line at P1 represents a physical boundary (fence).

Crossing the boundary during the course of fire will result in a penalty.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 on each body and 1 on each head on T1-T2,

Steel must fall to score.

SCORING:

7 rounds, Unlimited

TARGETS:

2 IDPA threat 2 non-threat 1 steel

SCORED HITS:

Best 3 per target. Steel must fall.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

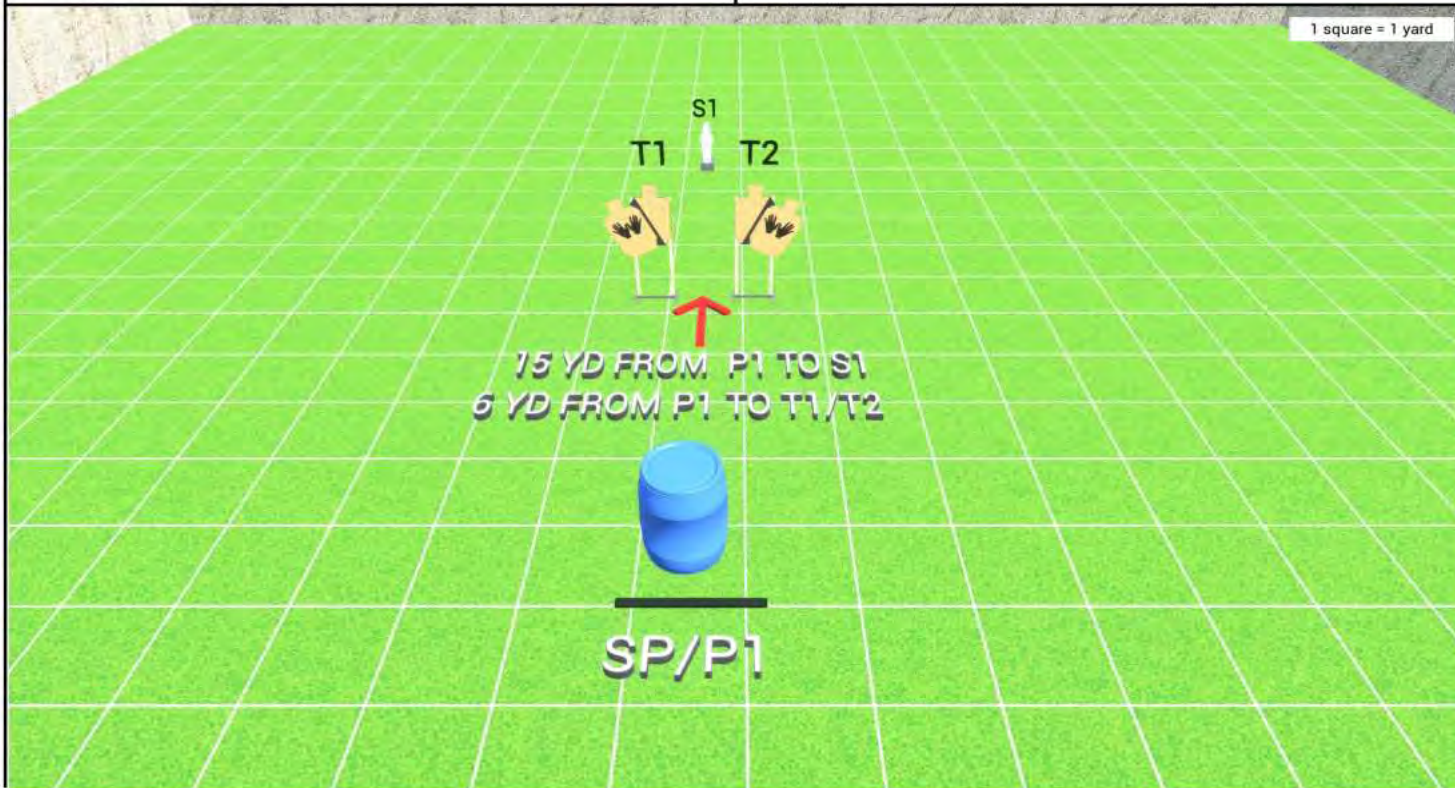
180-degree plane

DISTANCE:

6 & 15 yd

NOTES:

Stage boundary marked with cones.



RMR - STAGE 2 - BAY 8 - TESLA

by SCOTT MARTIN

SCENARIO:

Doing your part to save the planet, you have parked outside the Tofu Hut and are about to go in for a wheatgrass & kale smoothie. Armed carnivorous coal miners move in to take you out!

START POSITION:

Gun loaded and holstered. Standing at SP (drivers door) with strong hand on key in door and weak hand on X mark on roof of car.

PCC starts the same but with gun on barrel at P1.

STAGE PROCEDURE:

On the audible start signal, engage T1-T15 & S2-S4 with 1 round each.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 1 each on T1-T15 & S2-S4 (steel must fall to score).

T9-T12 ARE SCORED HEAD SHOTS ONLY.

S1: non-scoring activator for T1 (double drop turner).

S2: activates T13 (max trap), S3 activates T14 (max trap)

S4: activates T15 (max trap)

Window at P4 / P5 begins closed.

All targets at P6 are equal priority.

SCORING:

18 rounds, Unlimited

TARGETS:

15 IDPA threat 5 non-threat 4 steel

SCORED HITS:

Best 1 per target. Steel must fall.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

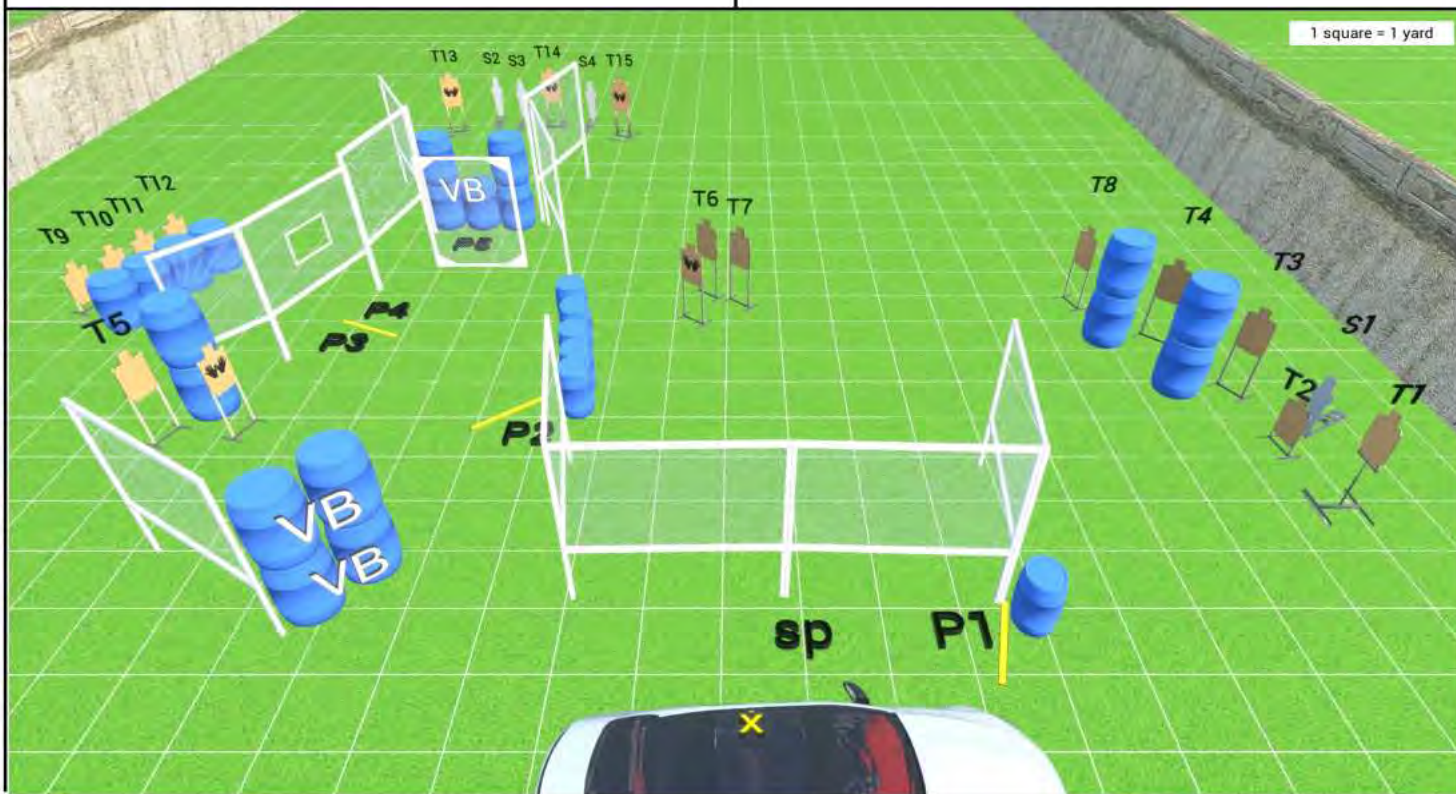
180-degree plane

DISTANCE:

7-12 yards

NOTES:

Barrels at P6 are vision barriers. All other barrels are black hardcover. There is a VB in front of the gap at P6 preventing view of targets downrange of that location from anywhere but P6. Stage boundary marked with cones.



RMR - STAGE 3 - BAY 9 - NUMBER 9

by NM ST. CREW

SCENARIO:

You are in your shop enjoying the aroma of Hoppe's #9 after cleaning your gun, when an armed gang attacks. Save yourself and your family in the house.

START POSITION:

Gun unloaded lying flat on the table. All loading devices also placed on the table. Standing at SP with hands relaxed at sides.

PCC starts the same.

STAGE PROCEDURE:

On the audible start signal, engage T1-T9 with 2 rounds each.

Window at P4/P5 begins closed.

All barrels are vision barriers. T4 & T5 are surprise targets in the open.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 4 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

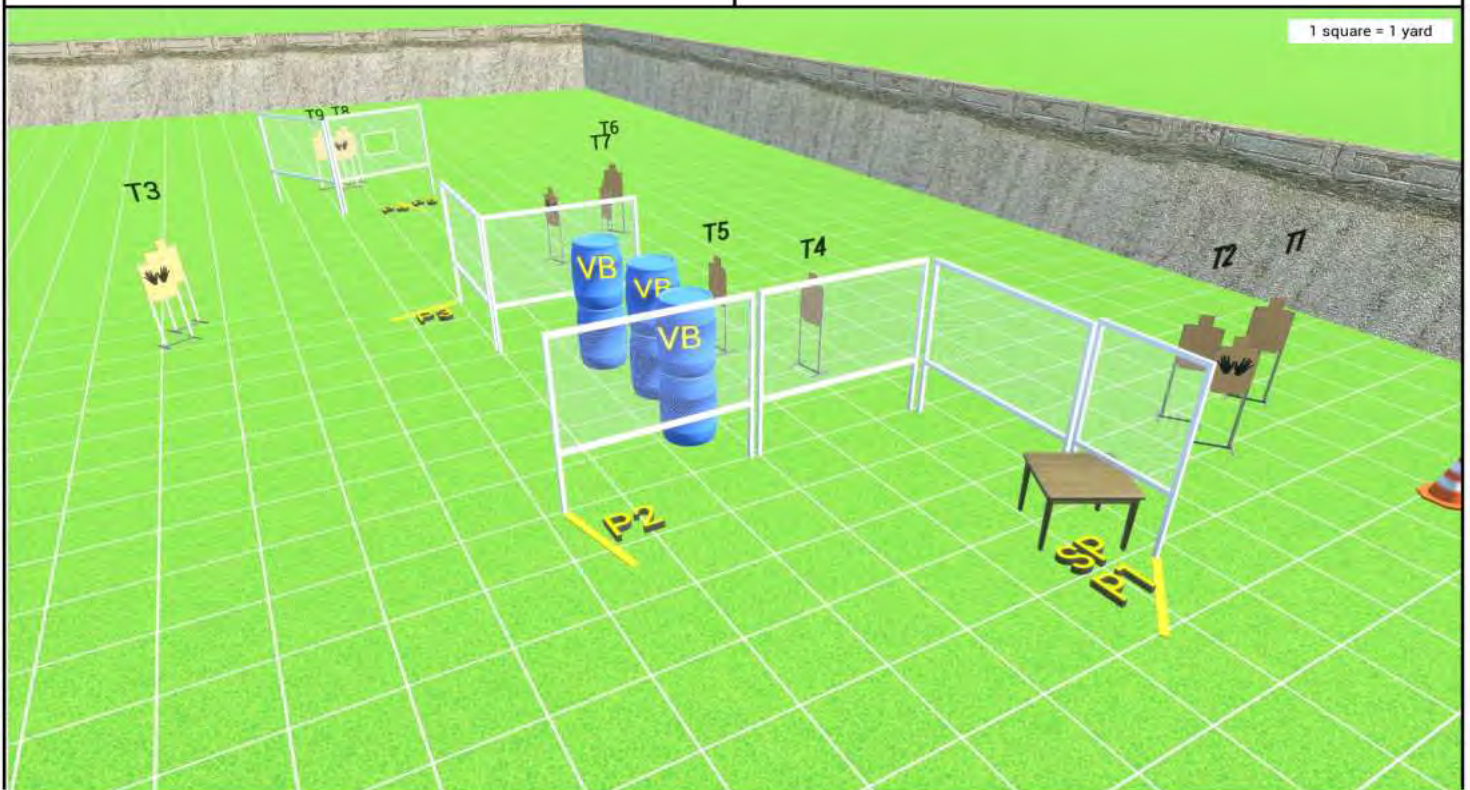
180-degree plane

DISTANCE:

3-12 yards

NOTES:

Stage boundary marked with cones.



RMR - STAGE 4 - BAY 10 - PIGGLY WIGGLY

by WALT

SCENARIO:

You have just arrived at the Piggly Wiggly to do some shopping when an armed gang, fleeing the store, starts taking hostages and trying to car jack the patrons. Save yourself and the other shoppers!

START POSITION:

Gun loaded and placed on the passenger seat. Seated in the drivers seat with hands grasping the wheel at 10 & 2 on the marks provided and feet flat on the floorboard. Door begins closed but not latched
PCC starts the same.

STAGE PROCEDURE:

On the audible start signal, engage T1-T9 with 2 rounds each.
S1 behind T7 is a non scoring activator for T6 (double drop turner).
Doors and dash are horizontal cover for T1-T3 while seated at P1 and from P2. T3 can alternately be engaged from P3

Scoring: Unlimited
Rules: Per current IDPA rulebook
Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 4 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

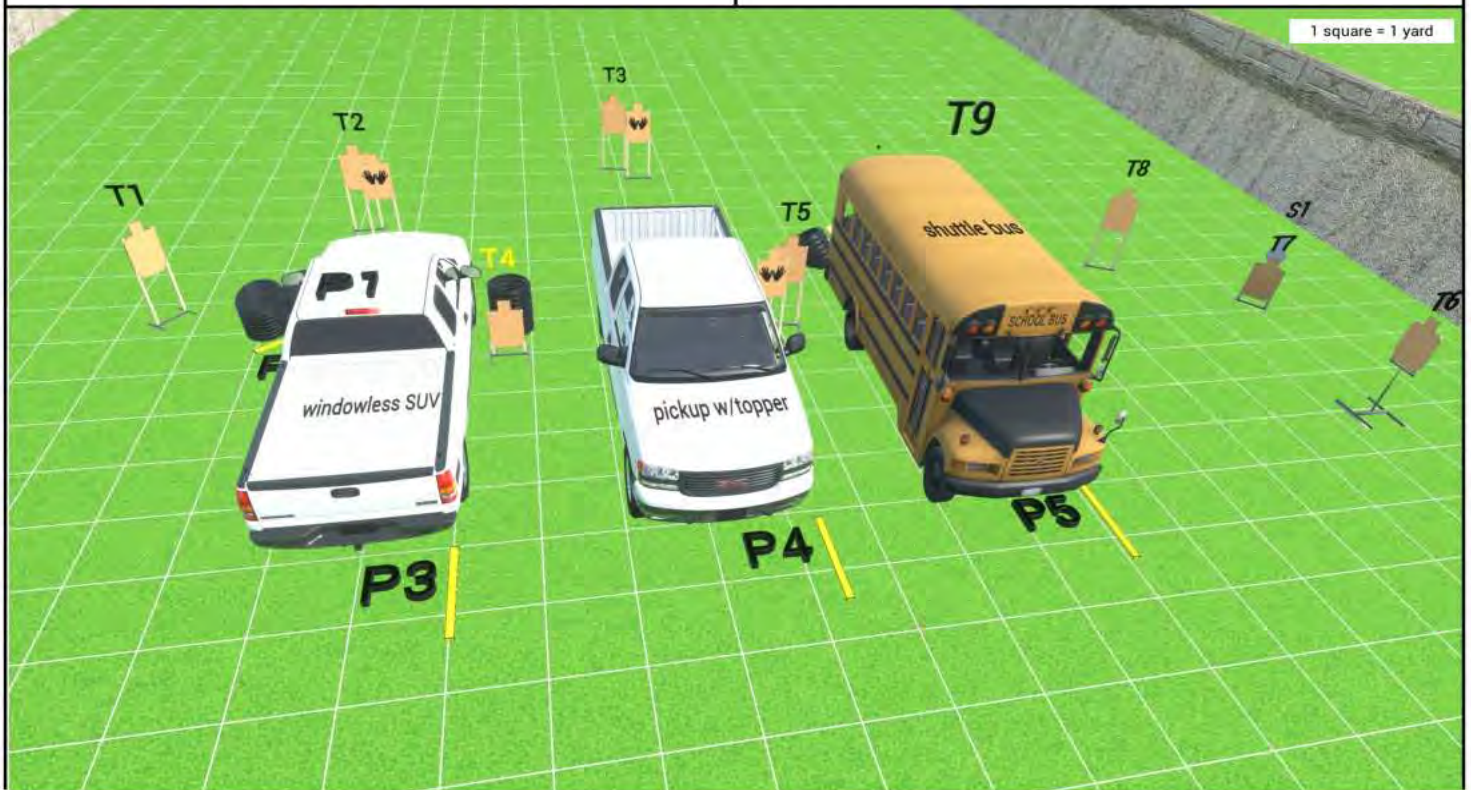
180-degree plane

DISTANCE:

2-15 yards

NOTES:

Stage boundary marked with cones.



RMR - STAGE 5 - BAY 11 - HOME AGAIN

by NM ST CREW

SCENARIO:

Doing some yard work, you hear screams at the neighbor's house. You discover an armed home invasion in progress and act to save the day!

START POSITION:

Gun loaded and holstered. Standing at either SP with one foot touching the start stick.

PCC starts at either SP with one foot touching the start stick, butt on belt and muzzle pointed at the cone.

SCORING:

16 rounds, Unlimited

TARGETS:

8 IDPA threat 3 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

180-degree plane

DISTANCE:

4-12 yards

NOTES:

Stage boundary marked with cones.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each.

S1 is a non scoring activator behind T7 which activates T6 (single drop turner).

All barrels are vision barriers.

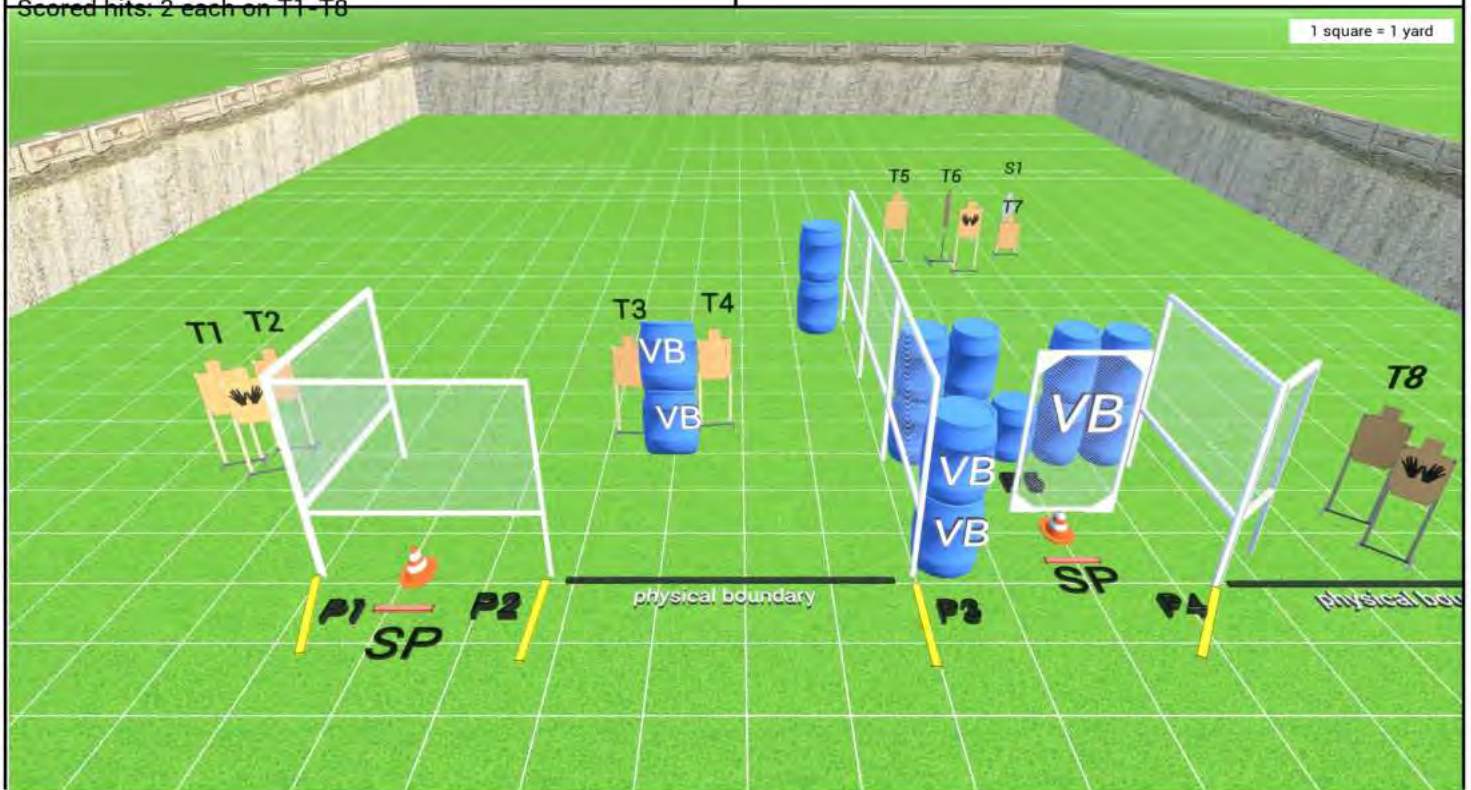
T5-T7 are equal distance from P5.

Fault lines between P2 & P3 & to the right of P4 (extends to the stage boundary) represent physical boundaries. Crossing these lines during the course of fire will result in a penalty.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T8



RMR - STAGE 6 - BAY 12 - TRANSTANDARDS

by WALT

SCENARIO:

STANDARDS EXERCISE

START POSITION:

Gun loaded and holstered. Standing in the box at SP.
PCC starts the same but with butt against belt and muzzle pointed at the cone on the ground.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each and steel with 1 round (steel must fall to score) from within the box at P1. Edges of the box are fault lines. Crossing the fault lines during the course of fire will result in a penalty.
T1=6FT, T2=13FT, T3=20FT, T4=27FT, T5=34FT, T6=41FT, T7=48FT
T8=55FT, S1=75FT

Scoring: Limited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T8, Steel must fall to score.

SCORING:

17 rounds, Limited

TARGETS:

8 IDPA threat 1 steel

SCORED HITS:

Best 2 per target. Steel must fall.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

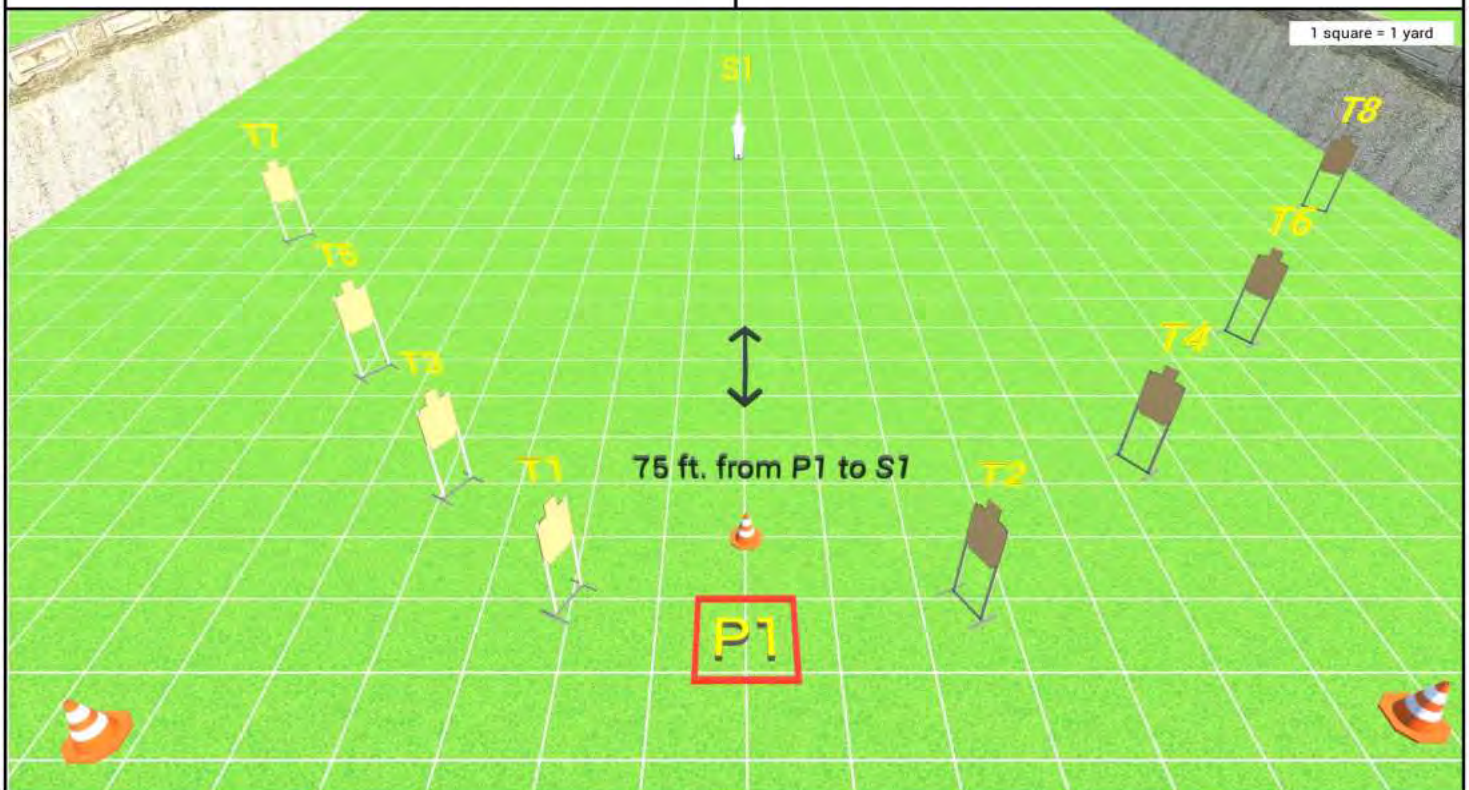
180-degree plane

DISTANCE:

2-25 yards

NOTES:

Stage boundary marked with cones.



RMR - STAGE 7 - BAY 13 - HERO

by WALT

SCENARIO:

You are walking between a wall and a fence with your arm around your sweetie when armed thugs appear demanding your money. Save your sweetie and others.

START POSITION:

Gun loaded and holstered. Standing at SP with one foot touching the start stick and using either hand to hold up the falling steel activator at SP.

PCC starts with one foot touching the start stick, one hand holding the PCC with butt on belt and the other hand holding up the falling steel activator.

STAGE PROCEDURE:

On the audible start signal, engage T1-T8 with with 2 rounds each and S1 with 1 round (steel must fall to score). Steel at SP is a pre-falling, non scoring activator for T1 (up-down) & T3 (up-down). T1-T3 are equal priority. S1 activates T4 (double drop turner). Fault lines at P1 & P2 terminate into barrels. All barrels are vision barriers.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T8, steel must fall to score.

SCORING:

17 rounds, Unlimited

TARGETS:

8 IDPA threat 4 non-threat 1 steel

SCORED HITS:

Best 2 per target. Steel must fall.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

180-degree plane

DISTANCE:

5-20 yards

NOTES:

Stage boundary marked with cones.



RMR - STAGE 8 - BAY 17 - SCHRUTE'S REVENGE

by WALT

SCENARIO:

Your co-worker Dwight is off his meds and has come to the office with his psycho buddies to shoot the place up. He has you trapped in your cubicle. Save yourself and your co-workers from these insane beet farmers.

START POSITION:

Seated at P1 with hands resting on the keyboard. Gun loaded with 6 rounds only and placed in any of the top 3 desk drawers OR the middle left drawer (shooters choice). All additional loading devices placed in any 1 or more of the TOP desk drawers only, as long as they are not placed in a drawer with the gun.

PCC starts resting on the top of the desk to the left or right of the monitor with trigger over one of the X marks on the desk and all additional loading devices placed in any 1 or more of the TOP desk drawers only..

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each while seated at P1.

S1 is a non-scoring activator for T9 (double drop turner)

S2 is a non-scoring activator for T1 (double drop turner).

Top left drawer activates T4 (up down).

Top right drawer activates T7 (up down)

Top center drawer activates both T4 & T7 simultaneously.

Middle left drawer can be used for gun start position only and will not activate anything. Barrels are vision barriers.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 3 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

NOT Required

MUZZLE SAFE:

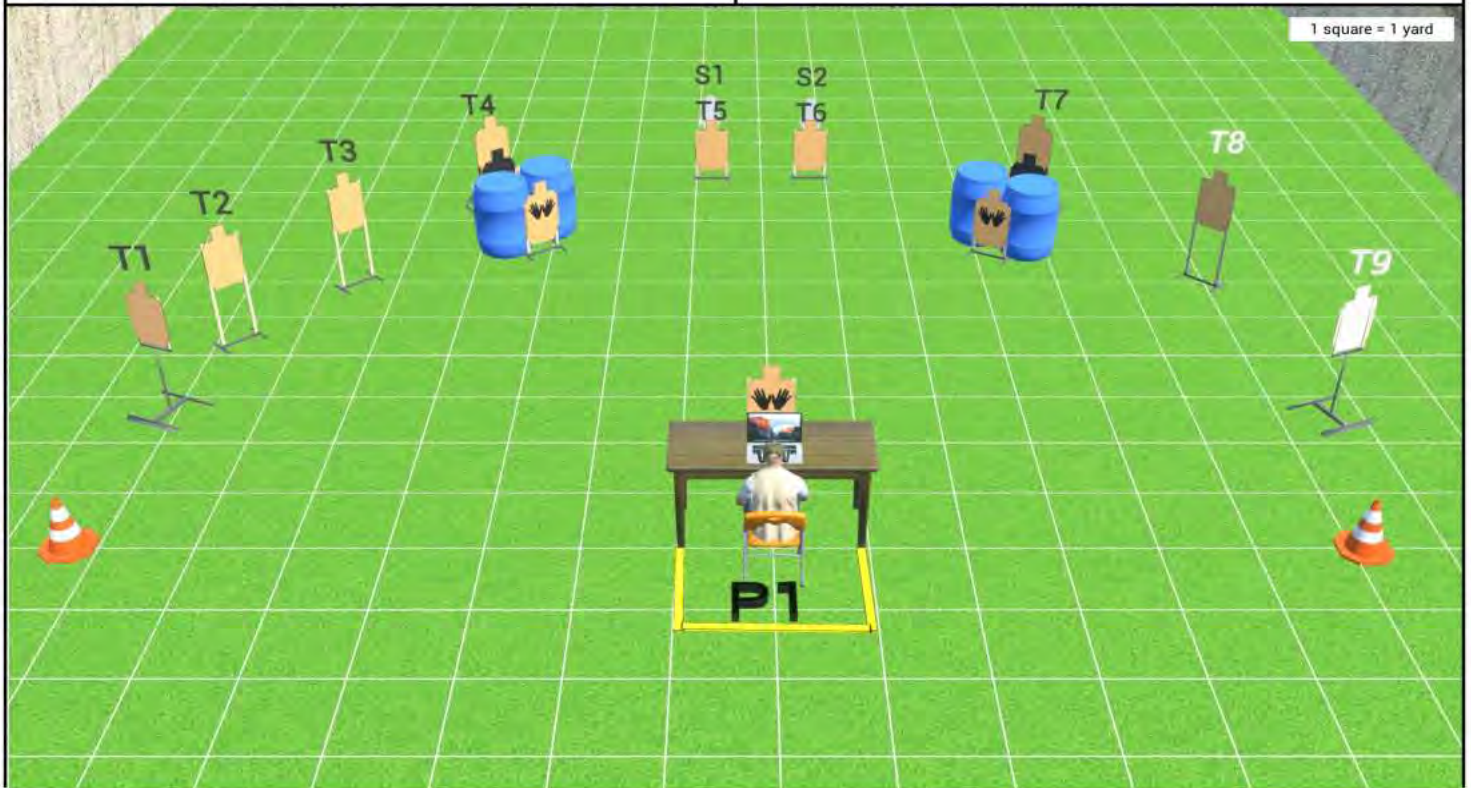
180-degree plane

DISTANCE:

T1-T9 = 8.5-10 yd

NOTES:

The lines around P1 represent the cubicle. Crossing the lines during the course of fire will result in a penalty. Stage boundary marked with cones.



RMR - STAGE 9 - BAY 16 - ANOTHER WAY

by ILLINOIS ST CREW

SCENARIO:

A nasty group of armed thieves attack the patrons of the food court at the mall. There is more than one way to go to save everyone there!

START POSITION:

Gun loaded and holstered. Standing at either SP with one foot touching the start stick.
PCC starts the same but with the butt of the gun on belt and muzzle pointed at the cone.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each.

From the left SP, T1 & T2 are in the open and must be engaged first.

From the right SP, T9 is in the open and must be engaged first.

P4 is horizontal cover for T5.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

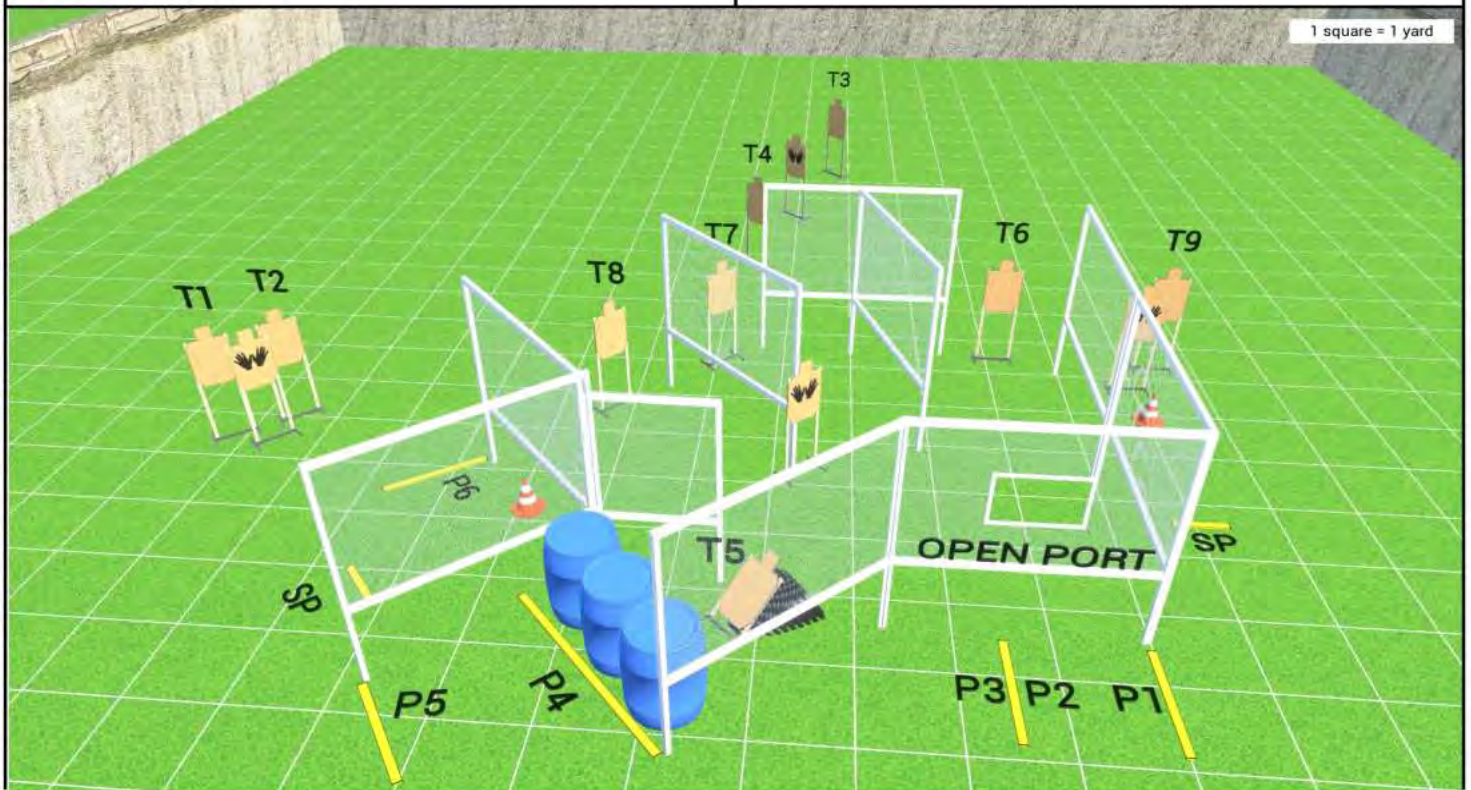
180-degree plane

DISTANCE:

x yards

NOTES:

Stage boundary marked with cones.



RMR - STAGE 10 - BAY 15 - CHRONO

by WALT

SCENARIO:

You have arrived at chrono, a trembling mess, hoping that you will make pwer factor. All is well...you succeed beyond your wildest dreams.

START POSITION:

FOLLOW COMMANDS GIVEN BY CSO IN CHRONO STATION

STAGE PROCEDURE:

Follow Directions given by CSO/SO.

Scoring: Power Factor

Rules: Per current IDPA rulebook

SCORING: 3 rounds, Limited

TARGETS:

SCORED HITS: Best 3 per target.

START-STOP : Per CSO

CONCEALMENT: Required

MUZZLE SAFE: 180-degree plane

DISTANCE: x yards

NOTES: <Put any build instructions here for the build crew>



RMR - STAGE 11 - BAY 18 - CADILLAC

by ILLINOIS ST CREW

SCENARIO:

As you get home from work, you back your vehicle into your garage. You discover that your home has been invaded by armed thieves.
Save your home and your family.

START POSITION:

Gun loaded and holstered. Standing at SP holding the trunk lid up with both hands touching the X marks.
PCC starts the same except with the gun resting flat on the floor of the trunk.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each.

Dropping trunk lid activates T1 (swinger)

T1 activates T2 (out and back) and T5 (swinger)

Low port at P6 is in the open after passing the VB.

T8 = 2yd & T9 = 6yd

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 5 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

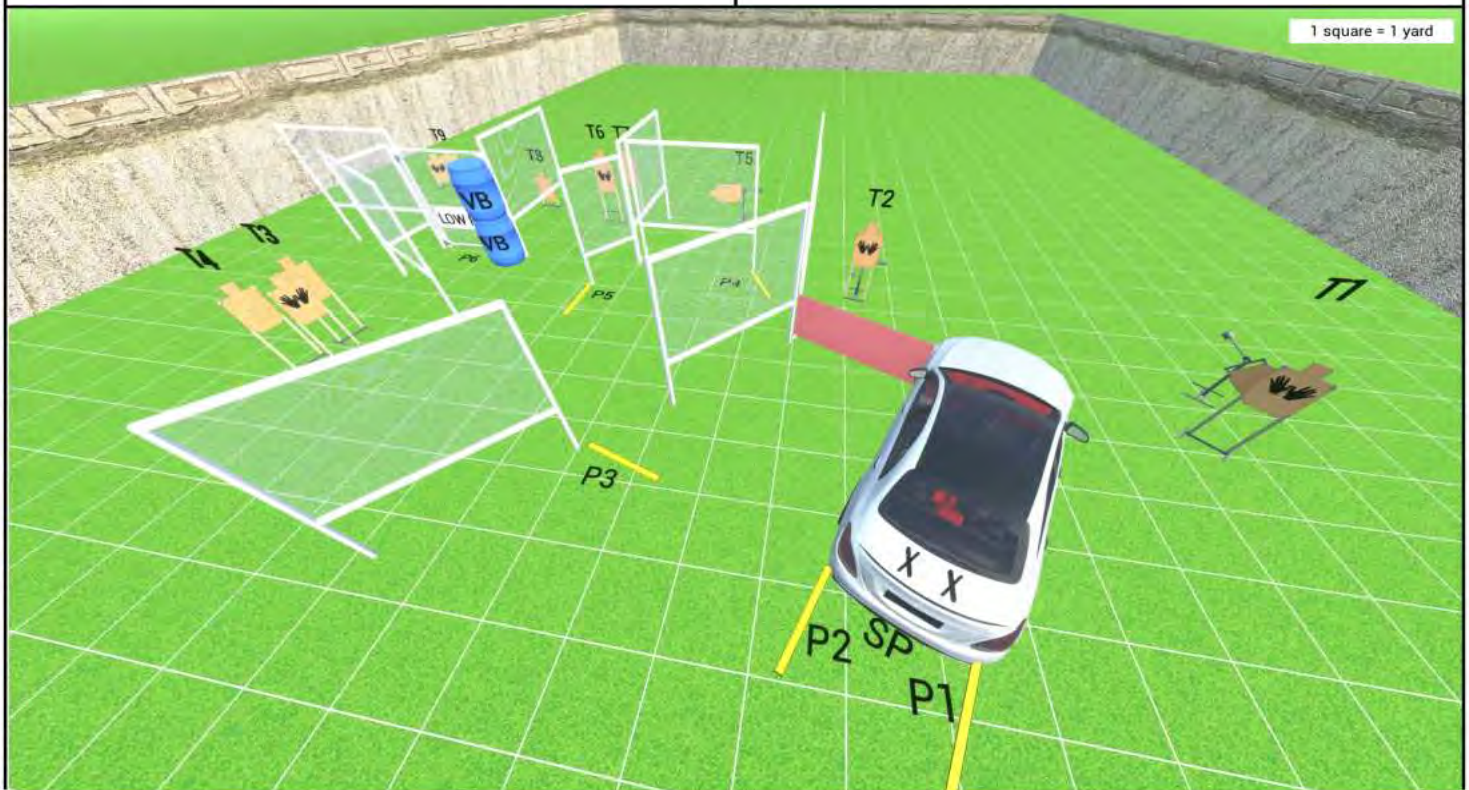
180-degree plane

DISTANCE:

x yards

NOTES:

Stage boundary marked with cones.



RMR - STAGE 12 - BAY 19 - APRES SKI

by WALT

SCENARIO:

You are returning to your cabin on the slopes after a day of skiing and realize as you ski up, that your family in the cabin has been taken hostage by robbers.

START POSITION:

Gun loaded with 6 rounds only and holstered. Standing at SP with both feet entirely on the snow skis with toes of each foot touching the X marks. One ski pole in each hand being held by the handle and the tip of each touching the corresponding mark on each side on the ground. PCC starts the same except with the gun resting on the barrel (gun locker) at P1.

STAGE PROCEDURE:

On the audible start signal, engage T1-T8 with 2 rounds each and S1 with 1 round (steel must fall to score). S1 is a scored activator for T3 (double drop turner). S2 is a non scoring activator for T6 (swinger). T1 is in the open from SP and must be engaged first. All barrels are vision barriers.

Scoring: Unlimited
Rules: Per current IDPA rulebook
Scored hits: 2 each on T1-T8

SCORING:

17 rounds, Unlimited

TARGETS:

8 IDPA threat 2 non-threat 1 steel

SCORED HITS:

Best 2 per target. Steel must fall.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

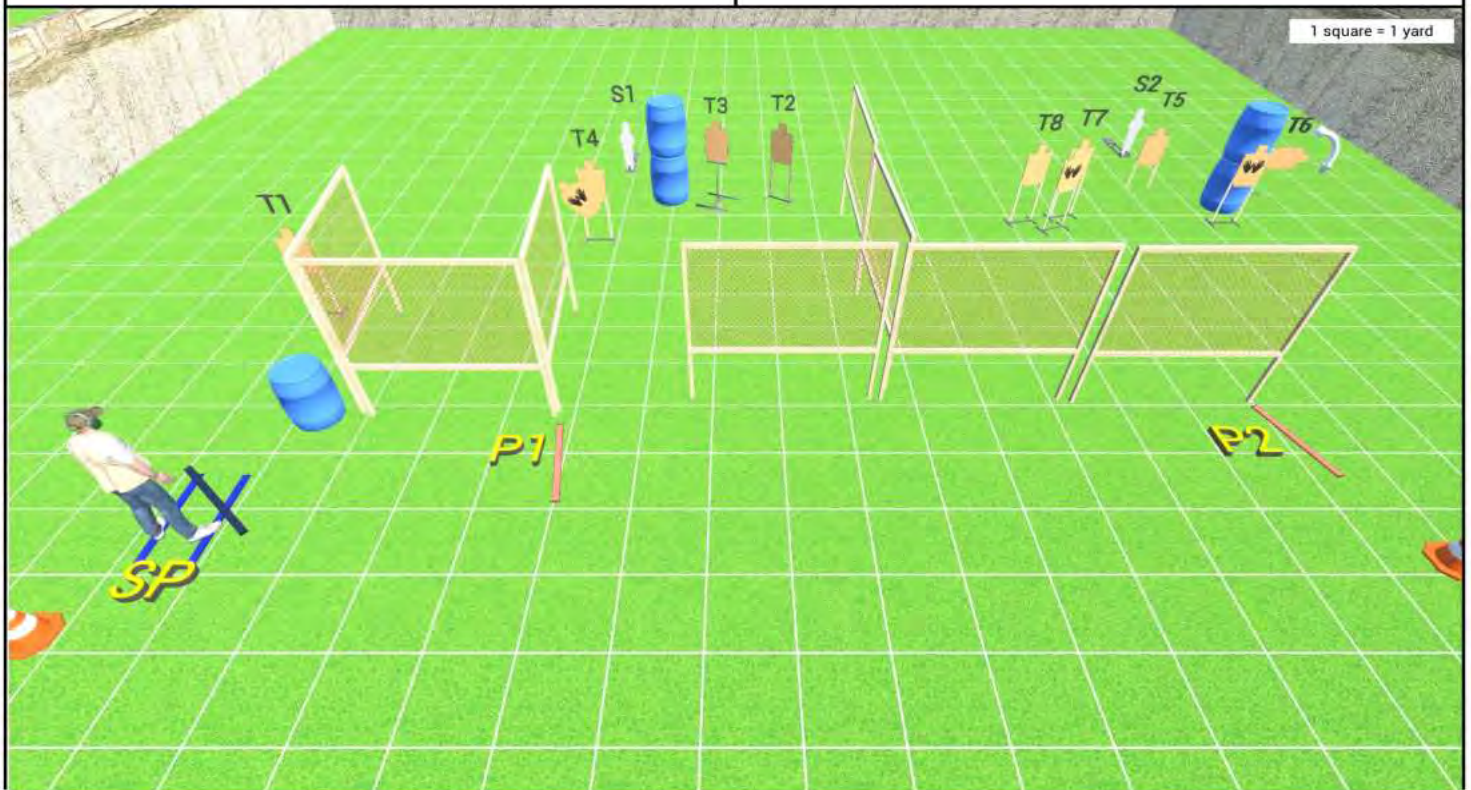
180-degree plane

DISTANCE:

4-12 yards

NOTES:

Stage boundary marked with cones.



RMR - STAGE 13 - BAY 20 - RENEGADE

by ILLINOIS ST CREW

SCENARIO:

You return home to find armed convicts in your garage and throughout your home. Save your family from the escapees!

START POSITION:

Gun loaded and holstered. Standing at SP with both hands touching the upper X marks on the wall.

PCC starts standing at SP with butt on belt and muzzle touching the lower X mark on the wall.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each.

P4 is a cover position for T4 only.

P3 & P5 are cover positions for T5 only.

Window begins closed.

All barrels are black hard cover.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 4 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

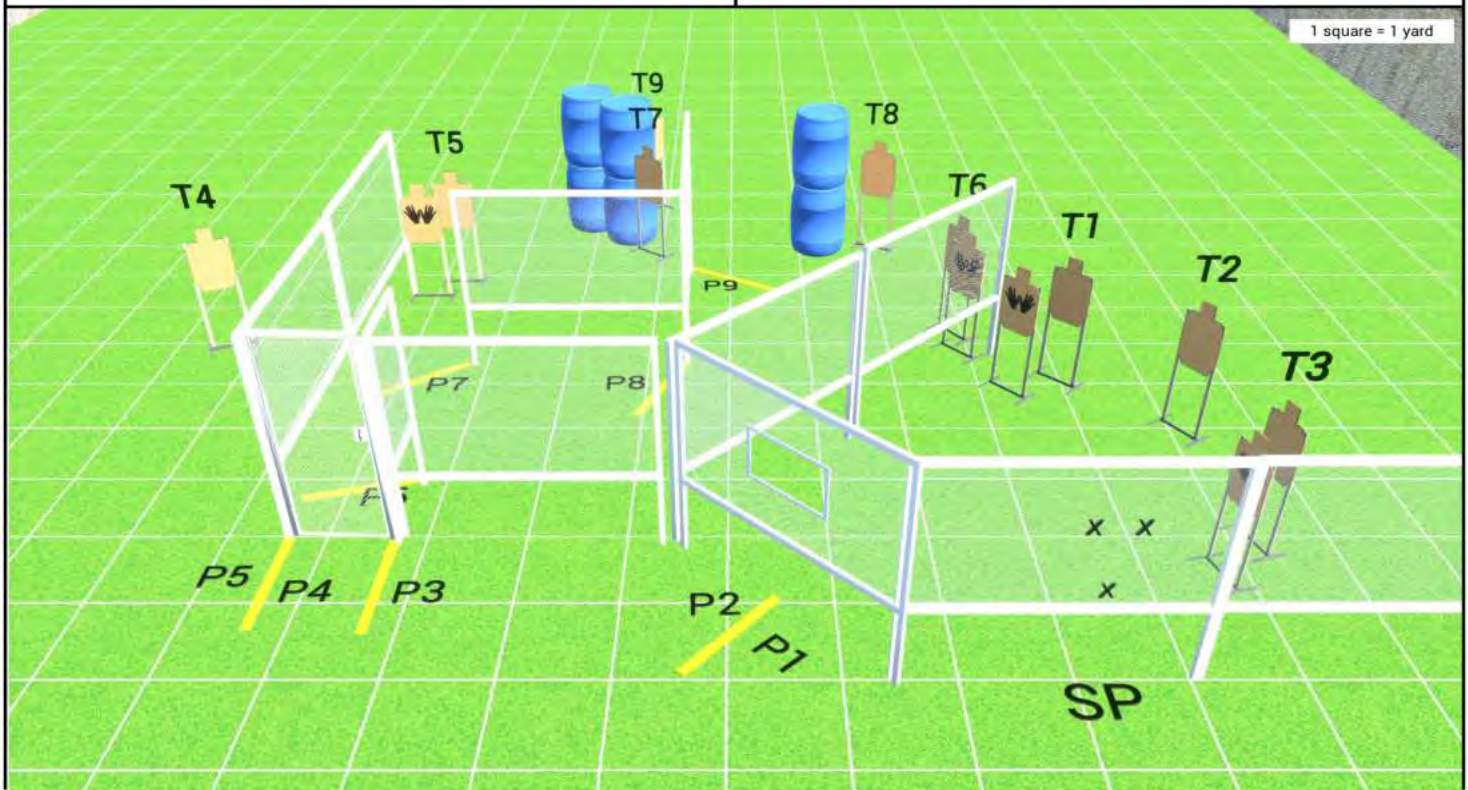
180-degree plane

DISTANCE:

3-8 yards

NOTES:

Stage boundary marked with cones.



CSC - STAGE 1 - ALL BAYS - SACK O' SUDS

by WALT

SCENARIO:

You are leaving the Sack O' Suds mini-mart when you are approached from behind a fence by two armed muggers who have your friend held hostage with an ice machine between them. Save yourself and your friend.

START POSITION:

Gun loaded with 6 rounds only and holstered. Standing behind the line at P1 with head feet and shoulders facing squarely uprange and both feet touching the start stick. Both hands held COMPLETELY above the head in the surrender position. PCC starts the same but with gun resting on the barrel in front of P1.

STAGE PROCEDURE:

On the audible start signal, T1 & T2 with 2 rounds to each body and one round to each head in any order from behind the line at P1.

The line represents a physical boundary (fence). Faulting the line during the course of fire will result in a penalty.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 to the body and 1 to the head on T1 & T2.

SCORING:

6 rounds, Unlimited

TARGETS:

2 IDPA threat 1 non-threat

SCORED HITS:

Best 3 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

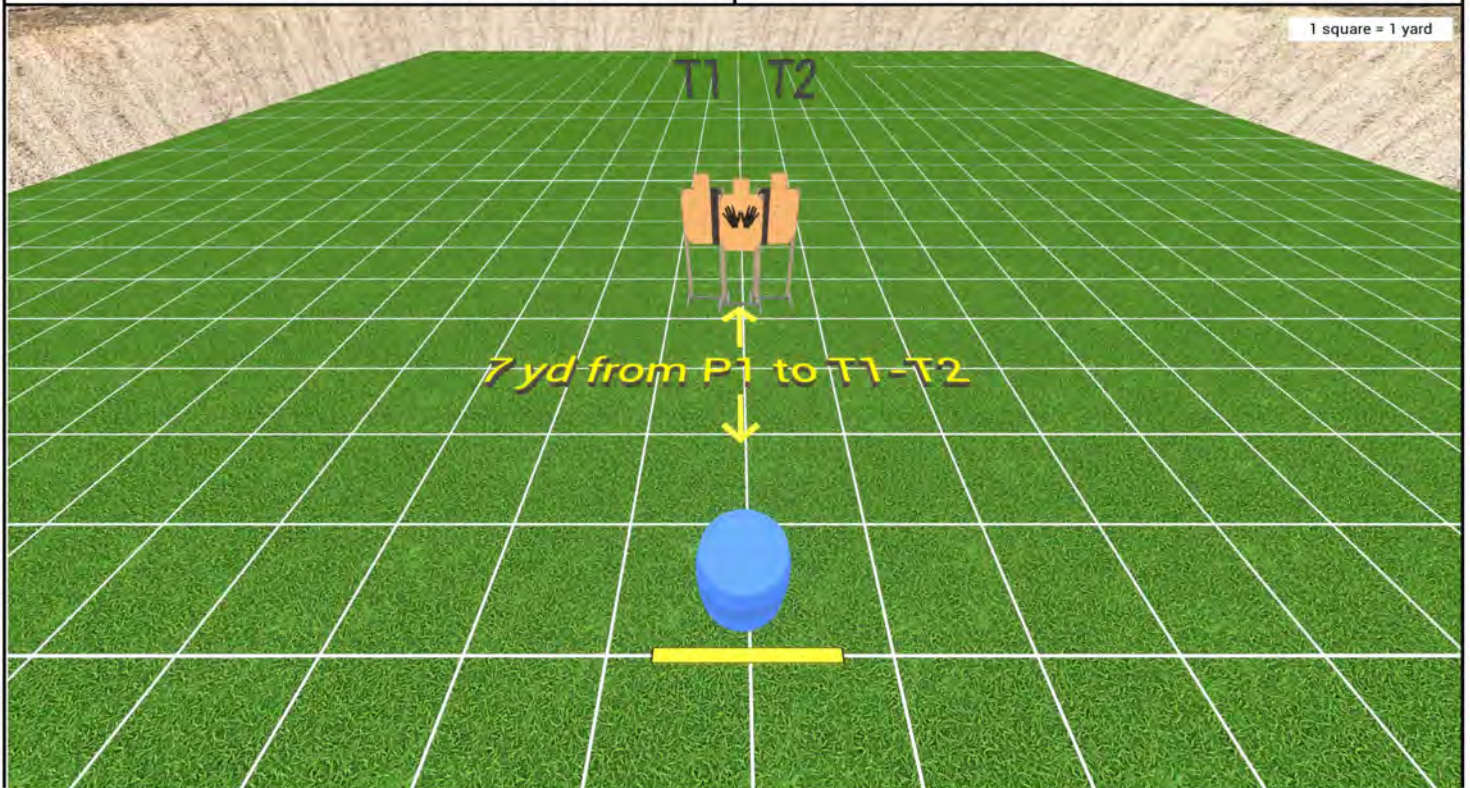
180-degree plane

DISTANCE:

7 yards

NOTES:

Stage boundary marked with cones.



CSC - STAGE 2 - BAY 21 - ONE-RINSE-REPEAT

by WALT

SCENARIO:

You are at a coin collectors auction when the place is invaded by a large number of armed thieves looking to steal the loot. You are unsure if you have enough ammo so you make each one count!

START POSITION:

Gun loaded and holstered. Standing at SP with hands touching the X marks on either side of the closed window at P1.

PCC starts with butt on belt touching the X mark below the closed window at P1.

STAGE PROCEDURE:

On the audible start signal, engage T1-T17 with 1 round each.

Windows at P1/P2 & P3/P4 begin closed.

Fault lines at P5 & P6 terminate into the barrels.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 1 each on T1-T17

SCORING:

17 rounds, Unlimited

TARGETS:

17 IDPA threat 8 non-threat

SCORED HITS:

Best 1 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

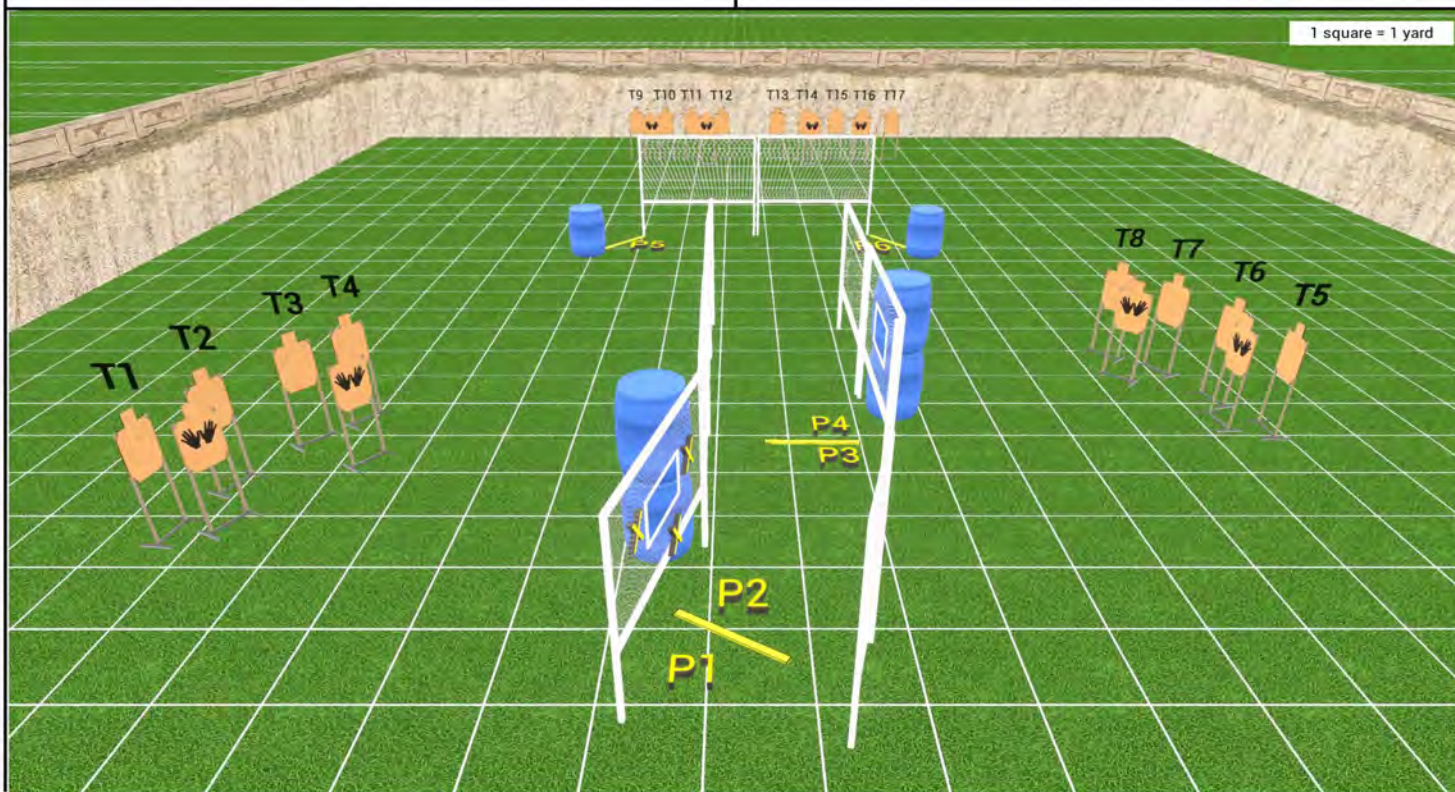
180-degree plane

DISTANCE:

5-10 yards

NOTES:

Stage boundary marked with cones.



CSC - STAGE 3 - BAY 22 - THE PARK

by WALT

SCENARIO:

You are leaving your car at the park when you are attacked by an armed gang. Save yourself.

START POSITION:

Gun loaded and holstered. Standing at SP with right hand on the X on the roof of the car and left hand on the X on the top of the drivers side door frame. Driver's side car door is COMPLETELY open. PCC starts the same but with the gun resting on the drivers side seat.

STAGE PROCEDURE:

On the audible start signal, engage T1-T6 with 3 rounds each from cover at P1 and P2.

S1 is a non scoring activator behind T2 which activates T1 (peekaboo) and NT swinger in front of T5.

S2 is a non scoring activator behind T5 which activates T4 (double drop turner).

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 3 each on T1-T6

SCORING:

18 rounds, Unlimited

TARGETS:

6 IDPA threat 3 non-threat

SCORED HITS:

Best 3 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

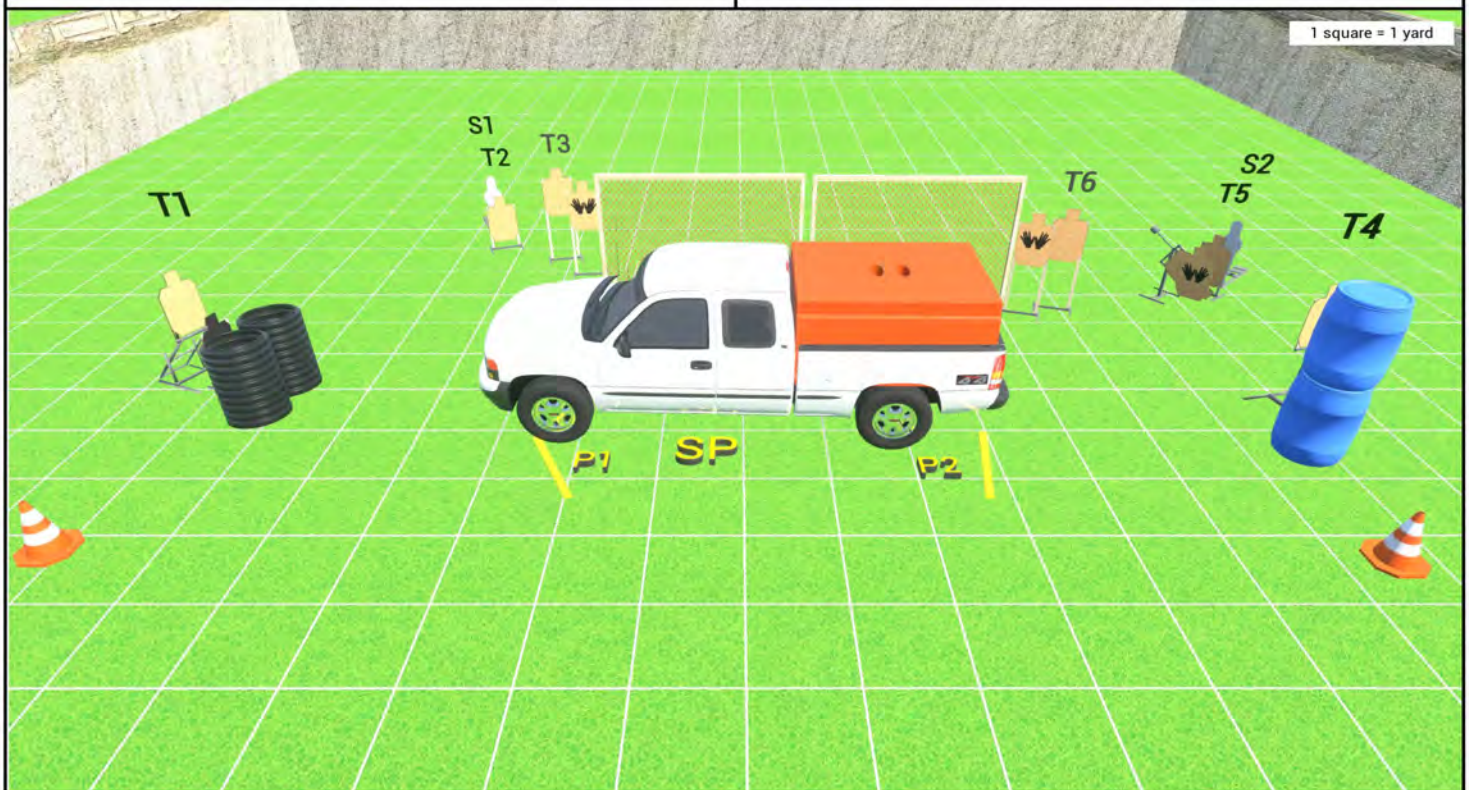
180-degree plane

DISTANCE:

5-10 yd

NOTES:

Stage boundary marked with cones.



CSC - STAGE 4 - BAY 23 - DARK ALLEY

by Walt

SCENARIO:

You have wandered into armed gang bangers along a dark alley. Save yourself from the thugs while retreating to safety.

START POSITION:

Gun loaded and holstered. Standing at SP with one foot touching the start stick. PCC starts with one foot touching the start stick, butt on belt and muzzle pointed at steel target stand of NT in front of T1/T2.

STAGE PROCEDURE:

On the audible start signal, engage T1-T9 with 2 rounds each. T1/T2 are in the open at the start. Barrels at P1&P2 are black hardcover.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 5 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

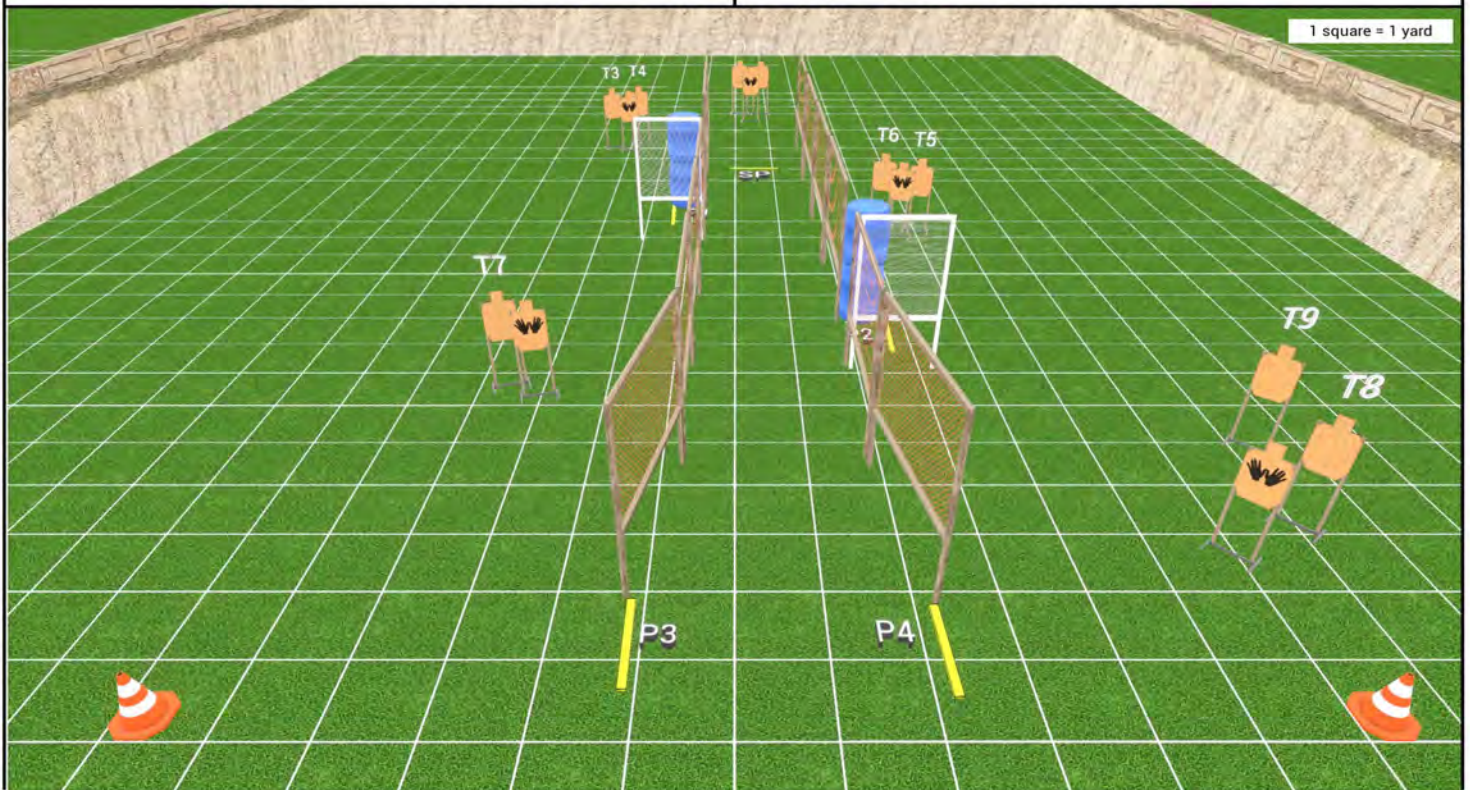
180-degree plane

DISTANCE:

4-20 yards

NOTES:

Stage boundary marked with cones.



CSC - STAGE 5 - BAY 24 - JUST STANDARDS

by WALT

SCENARIO:

STANDARDS STAGE

START POSITION:

Gun loaded and holstered. Standing in the box at P1 with hands naturally relaxed at sides.
PCC starts standing in the box at P1 with butt on belt and muzzle pointed at the cone.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each from within the box at P1.
Two targets must be engaged weak hand only.
T1-T2=7YD, T3-T4=10YD, T5-T6=20YD, T7-T8=30YD

Scoring: Limited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T8

SCORING:

16 rounds, Limited

TARGETS:

8 IDPA threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

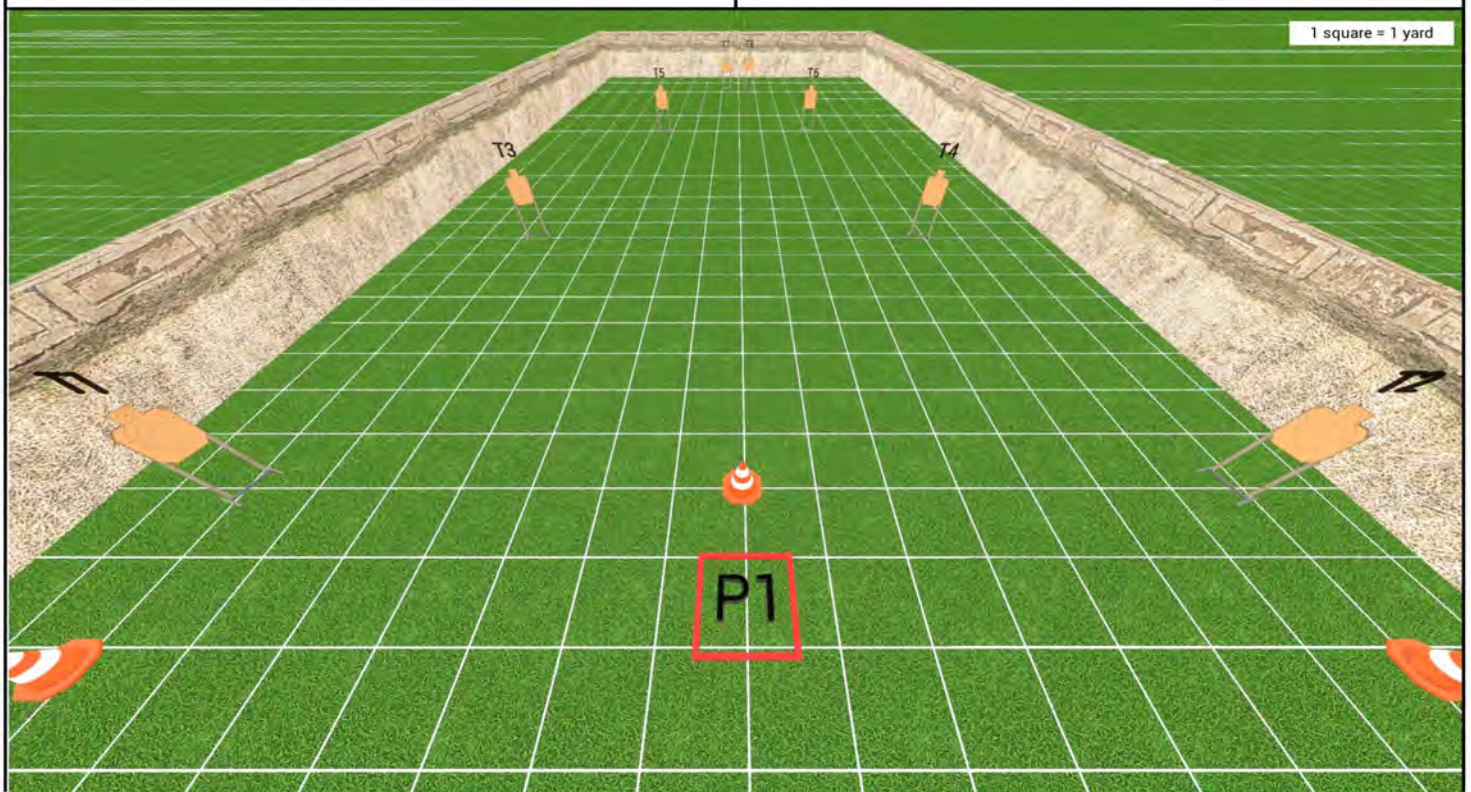
180-degree plane

DISTANCE:

7-10-20-30 yards

NOTES:

Stage boundary marked with cones.



CSC - STAGE 6 - BAY 25 - THE PICNIC

by WALT

SCENARIO:

You are getting out of the car for a picnic in the park with your family when your group is set upon by an armed gang. Save your family from the bad guys.

START POSITION:

Gun loaded and holstered. Standing at SP with both hands touching the X marks on the trunk lid and holding it open. PCC starts the same but with the gun resting flat on the floor of the trunk.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each from P1 & P2.

Dropping trunk lid activates T4 & T8 (swingers).

T4 activates T1 (double drop turner).

S1 is a non scoring activator behind T2 which activates T6 (peekaboo).

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 3 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

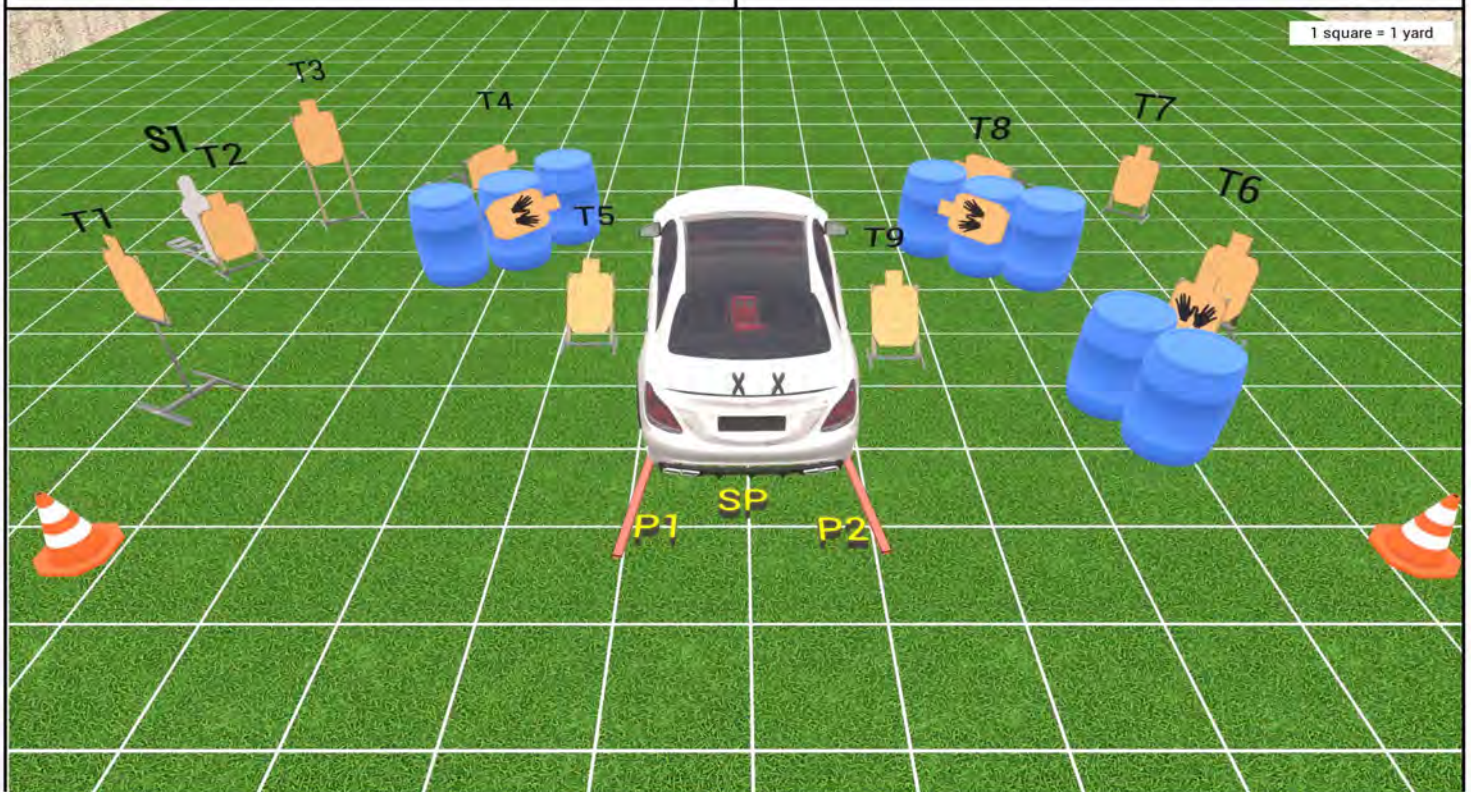
180-degree plane

DISTANCE:

3-10 yards

NOTES:

Stage boundary marked with cones. For PPDS, a rope will be available at the start position as an alternative activator for moving targets.



CSC - STAGE 7 - BAY 26 - BAD SPICOLI

by WALT

SCENARIO:

You are at the beach standing in a locked shower stall with a stuck door so you cannot escape, when a group of surf thugs pull knives and demand your money.

START POSITION:

Gun loaded and holstered. Standing in the box at SP. PCC starts on the barrel with hands relaxed at sides.

STAGE PROCEDURE:

On the audible start signal, engage T1-T6 with 2 rounds each and S1-S3 with 1 round each (steel must fall to score) from within the box at P1. Box represents the physical boundary of the shower stall. All shots including any makeups, must be taken from within the box at P1. Leaving the box for any shots will result in a penalty. S1 activates T2 (swinger) which activates T1 (double drop turner). S3 activates T3 (swinger) which activates T4 (peekaboo). S2 activates both T2 and T3. All barrels are vision barriers.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T6, steel must fall to score

SCORING:

15 rounds, Unlimited

TARGETS:

6 IDPA threat 3 non-threat 3 steel

SCORED HITS:

Best 2 per target. Steel must fall.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

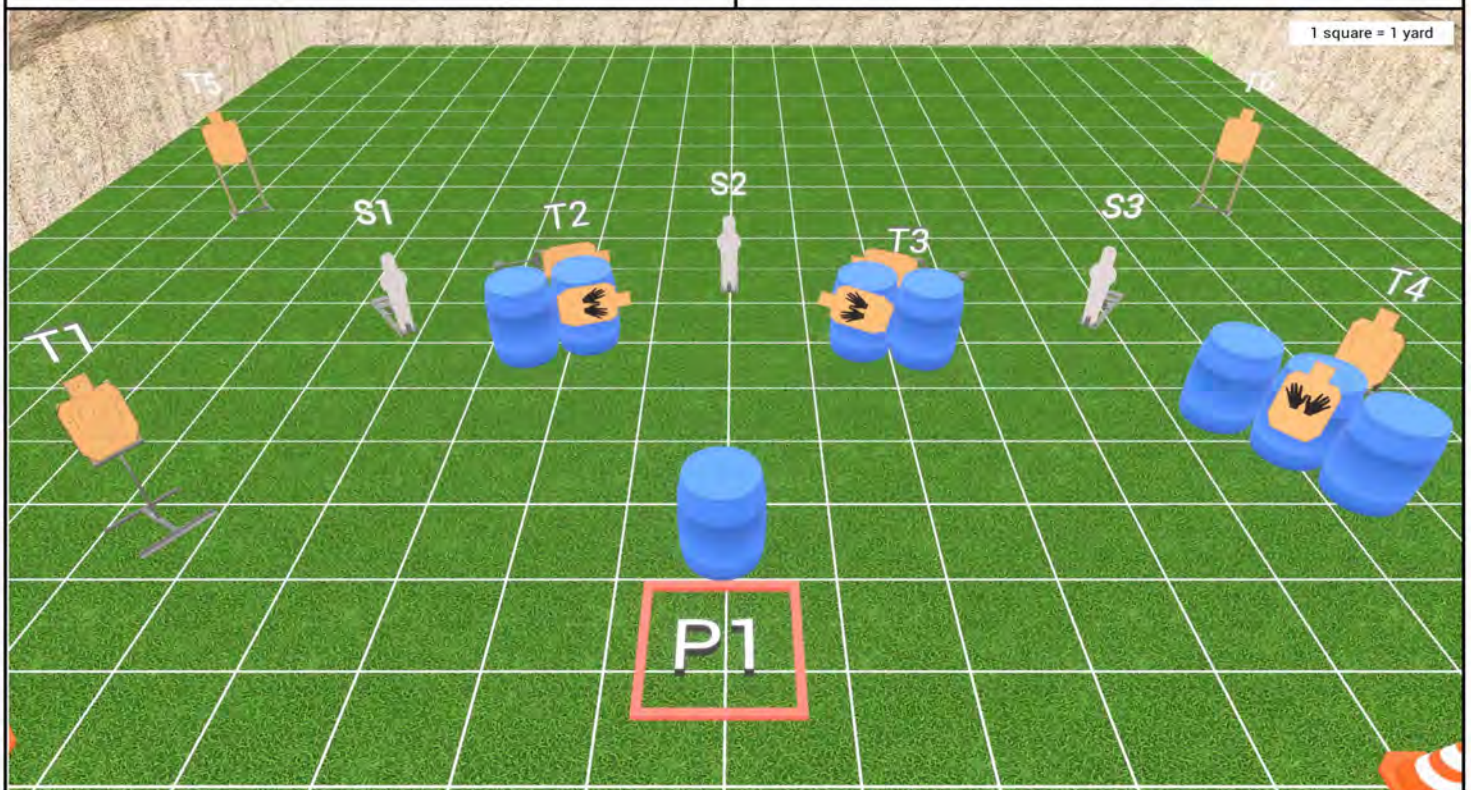
180-degree plane

DISTANCE:

8-20yd

NOTES:

Stage boundary marked with cones. T1-T4=8.2YD, S1-S3=10.1YD, T5-T6=20YD



CSC - STAGE 8 - BAY 27 - DOG WALK

by WALT

SCENARIO:

You are returning to your house after walking the dog when you are attacked by armed muggers outside and inside of your house.

Save yourself and your dog.

START POSITION:

Gun loaded and holstered. Standing at SP with hands touching both of the upper x marks on the wall.

PCC starts with muzzle touching the lower x mark and butt on belt.

STAGE PROCEDURE:

On the audible start signal, engage all targets with 2 rounds each.

S1 is a non scoring activator behind T4 which activates NT swinger in front of T6.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T8

SCORING:

16 rounds, Unlimited

TARGETS:

8 IDPA threat 1 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

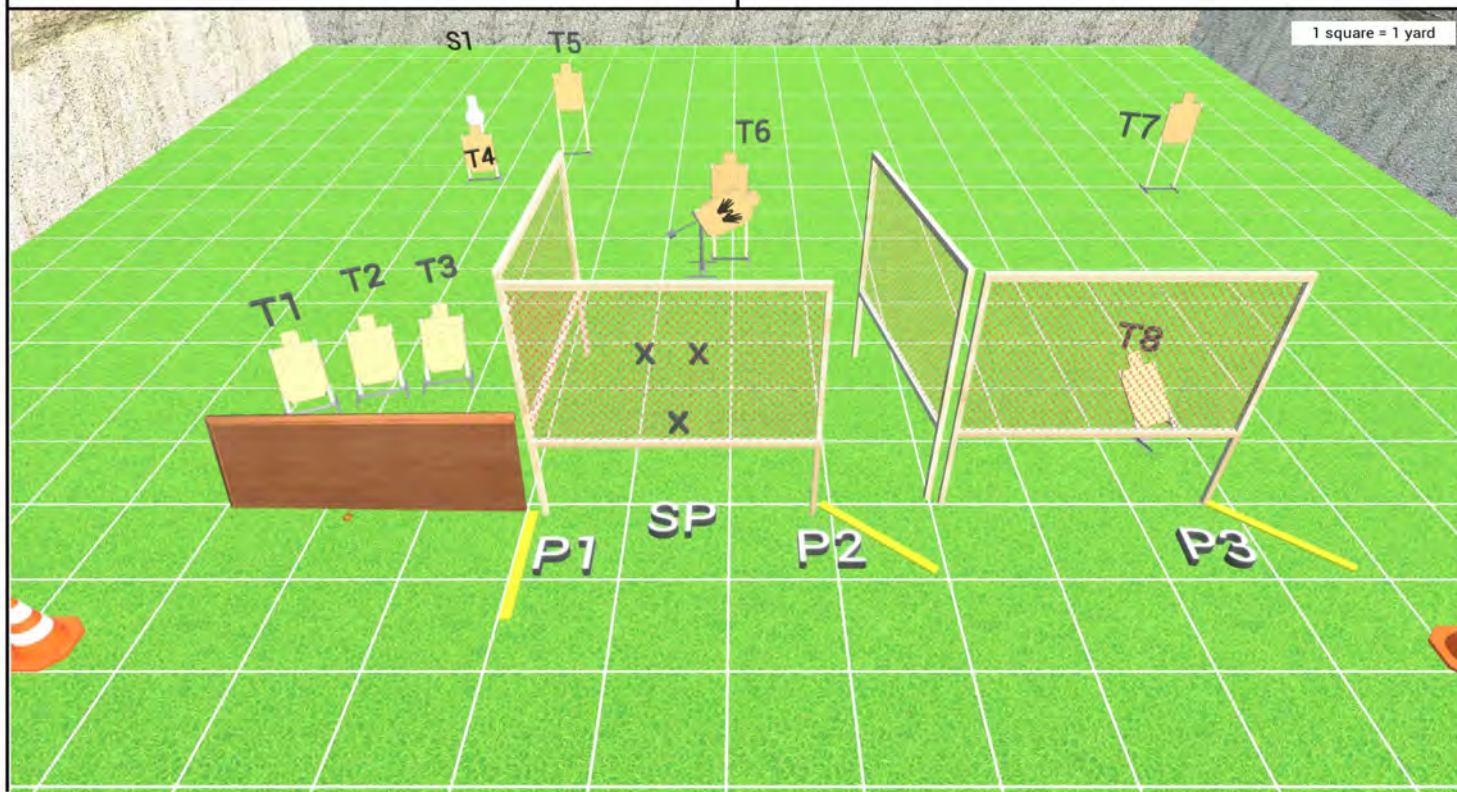
180-degree plane

DISTANCE:

3-15yd

NOTES:

Stage boundary marked with cones.



CSC - STAGE 9 - BAY 28 - GOLD MEDAL WATERS

by WALT

SCENARIO:

You are enjoying a fishing trip on the gold medal waters of the Gunnison and while passing under a bridge, you are attacked by armed bad guys who are wading out into the water to get you! Save yourself and your friends.

START POSITION:

Gun loaded and placed in the tackle box with all spare loading devices and the lid closed. Wearing life jacket per manufacturers instructions (over the head with straps buckled) and seated at P1 holding the fishing pole with both hands.

PCC starts resting beside the tackle box with spare loading devices in the box and lid closed (as much as possible).

STAGE PROCEDURE:

On the audible start signal, engage T1-T8 with 2 rounds each while seated at P1. The canoe represents a physical boundary separation from the "water" surrounding it. Leaving the canoe at any time during the course of fire will result in a penalty.

S1 is a non-scoring activator that is activated by pulling on the fishing pole.

S1 activates NT swinger in front of T1 and NT fall away in front of T5. S1 also disables stabilizing props on canoe.

S2 is a non scoring activator for T7 (double drop turner)

S3 is a non scoring activator for T8 (double drop turner)

Anywhere in the canoe is considered stowed for tac loads.

Pulling the fishing pole activates NT swinger clearing the body down zero zone on T1. NT behind T1 is high enough that hits in the body down zero zone of T1 will not strike the NT.

T1 is first in tactical priority for this stage.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T8

SCORING:

16 rounds, Unlimited

TARGETS:

8 IDPA threat 3 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

180-degree plane

DISTANCE:

4-11 yards

NOTES:

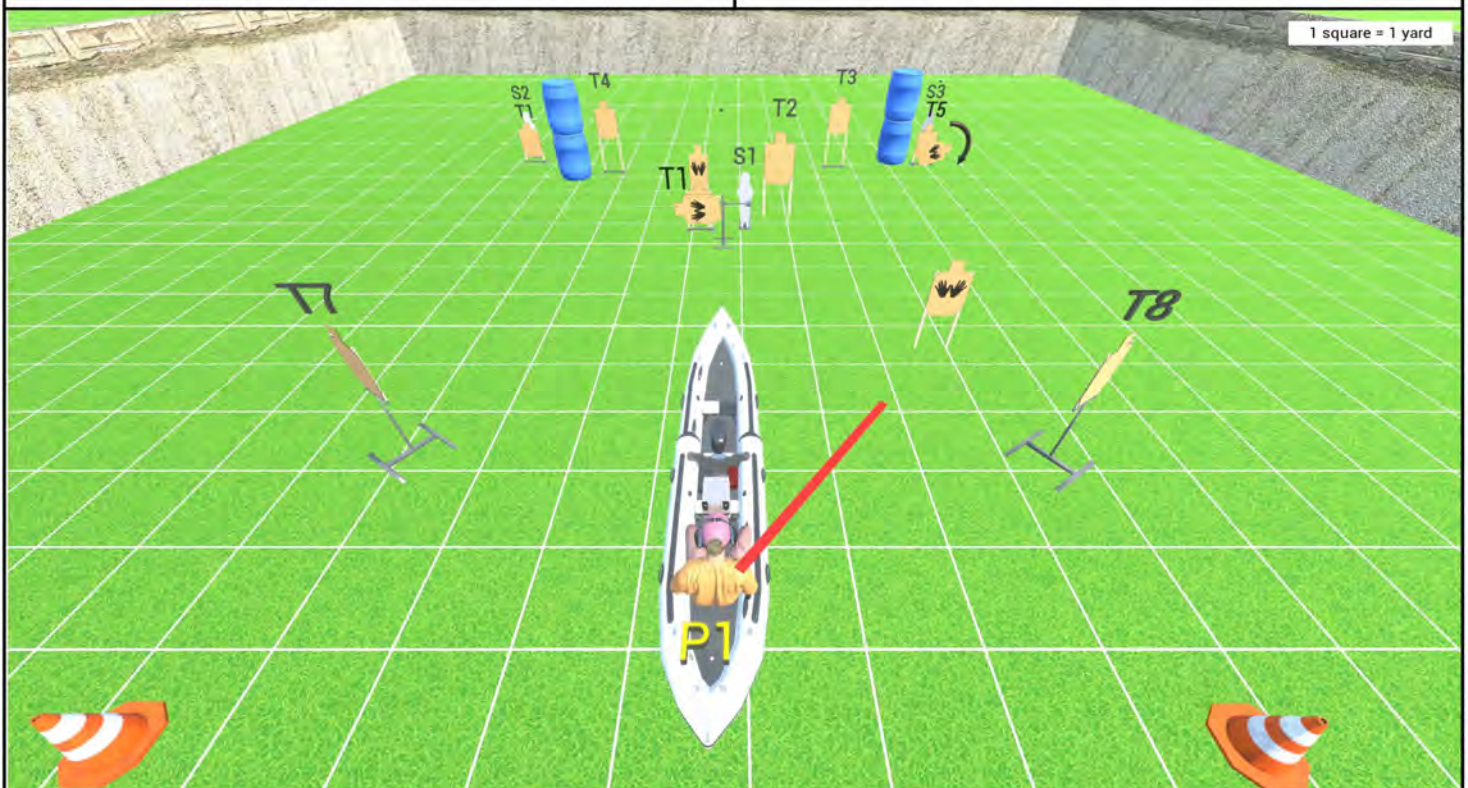
P1 to T1=5yd

P1 to T2=7.5yd

P1 to T3-T6=10yd

P1 to S2 & S3=10.5yd

Stage boundary marked with cones.



CSC - STAGE 10 - BAY 1 - FARMER'S MARKET

by WALT

SCENARIO:

You are behind a fence at the local farmer's market when armed thugs invade. Save yourself and the other patrons.

START POSITION:

Gun loaded and holstered. Standing at SP with both feet touching the x marks on the forward fault line.
PCC starts with both feet touching the x marks on the forward fault line, butt on belt and muzzle pointed at the cone in front of SP.

STAGE PROCEDURE:

On the audible start signal, engage T1-T9 with 2 rounds each from behind the forward fault line.

All targets are in the open and are equal priority.

The forward fault line represents a physical boundary (fence). Crossing the FFL will result in a penalty.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING:

18 rounds, Unlimited

TARGETS:

9 IDPA threat 5 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

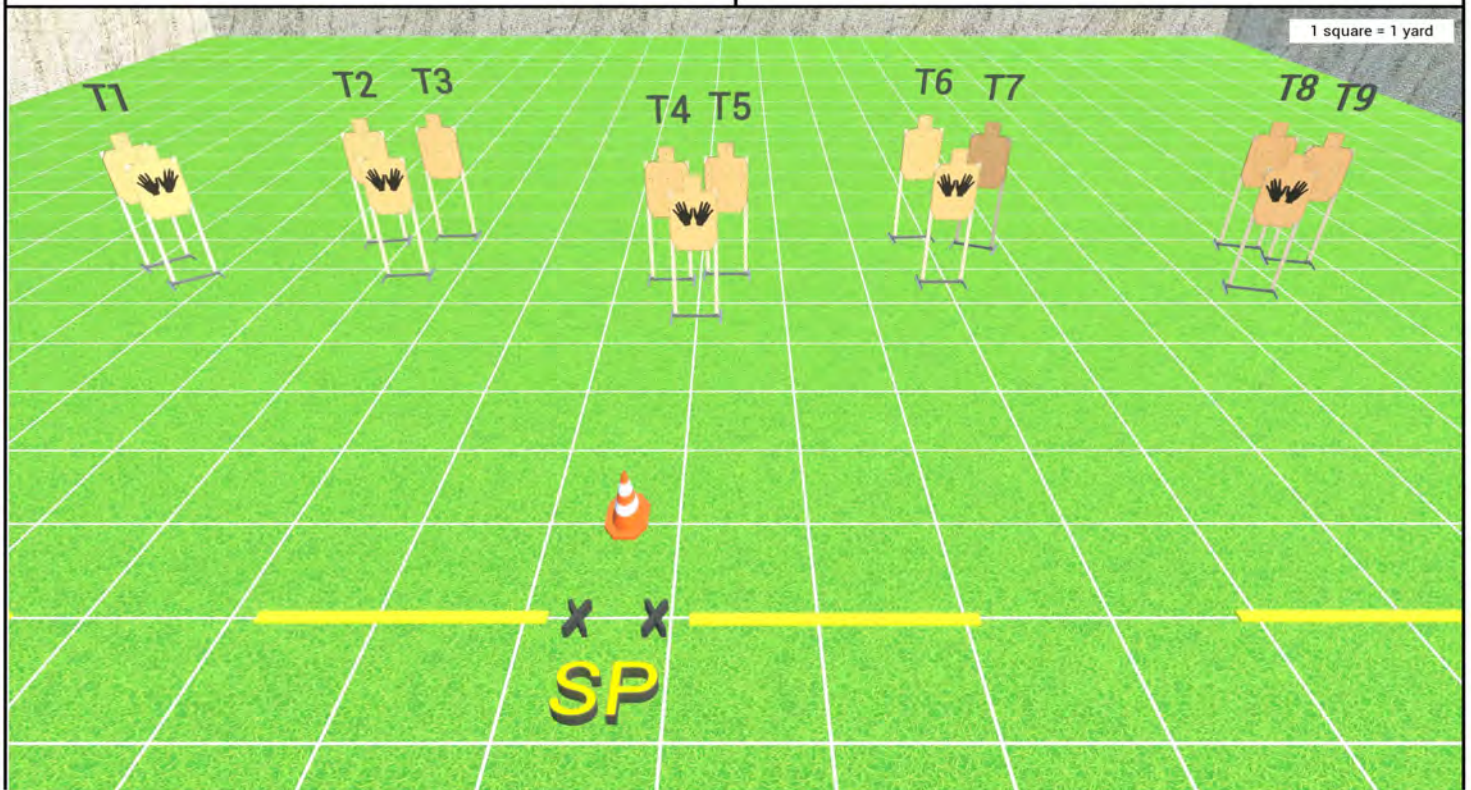
180-degree plane

DISTANCE:

10 yards

NOTES:

Stage boundary marked with cones.



CSC - STAGE 11 - BAY 2 - PARKING LOT

by WALT

SCENARIO:

You are getting ready to leave the mall when you are attacked by an armed gang who mean to rob you and steal your car. Defend yourself and your ride.

START POSITION:

Gun loaded and placed on passenger side seat with muzzle pointed downrange.

Seated in the drivers seat with hands on the X marks on the wheel at 10 & 2 with door closed.

STAGE PROCEDURE:

On the audible start signal, engage T1 WITH 4 ROUNDS & T2-T7 with 2 rounds each. T1-T3 must be engaged while seated at P1. Car doors and dash represent one contiguous piece of horizontal cover.

P2 is a forward fault line.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 4 on T1 & 2 each on T2-T7

T1-T3 are equal priority

T4-T5 are equal priority

T6-T7 are equal priority

SCORING:

16 rounds, Unlimited

TARGETS:

7 IDPA threat 4 non-threat

SCORED HITS:

Best 2 per target.

START-STOP :

Audible - Last Shot

CONCEALMENT:

Required

MUZZLE SAFE:

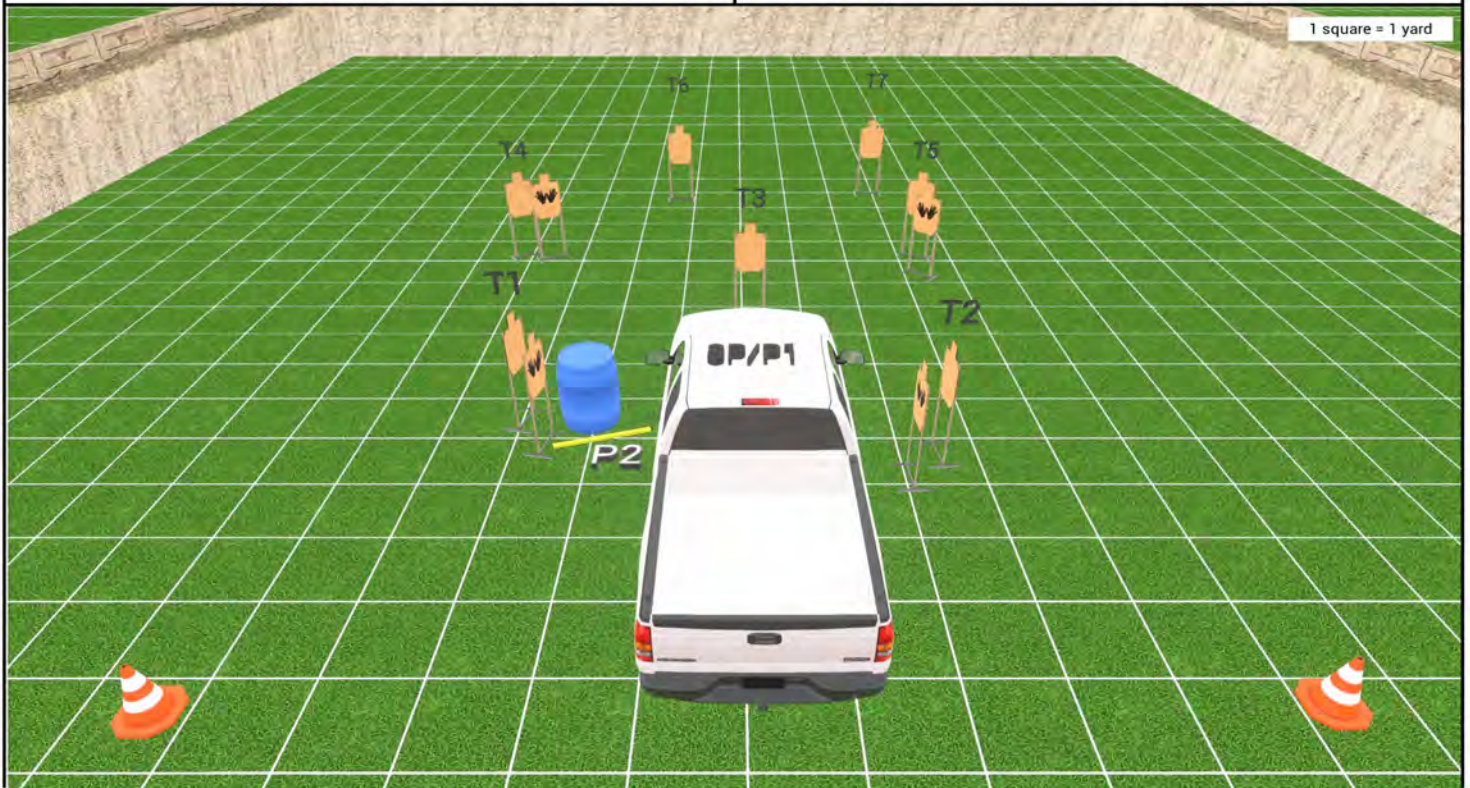
180-degree plane

DISTANCE:

3,7 & 10yd

NOTES:

Stage boundary marked with cones.



CSC - STAGE 12 - BAY 3 - THE MALL

by WALT

SCENARIO:

You are at the mall when an armed gang invades and starts taking hostages. Save yourself and the hostages.

START POSITION:

Gun loaded and holstered. Standing at SP with both hands touching the upper X marks at either SP.

PCC starts with butt on belt and muzzle touching the lower X mark at either SP.

STAGE PROCEDURE:

On the audible start signal, engage T1-T9 with 2 rounds each.

Both windows begin closed.

Scoring: Unlimited

Rules: Per current IDPA rulebook

Scored hits: 2 each on T1-T9

SCORING: 18 rounds, Unlimited

TARGETS: 9 IDPA threat 1 non-threat

SCORED HITS: Best 2 per target.

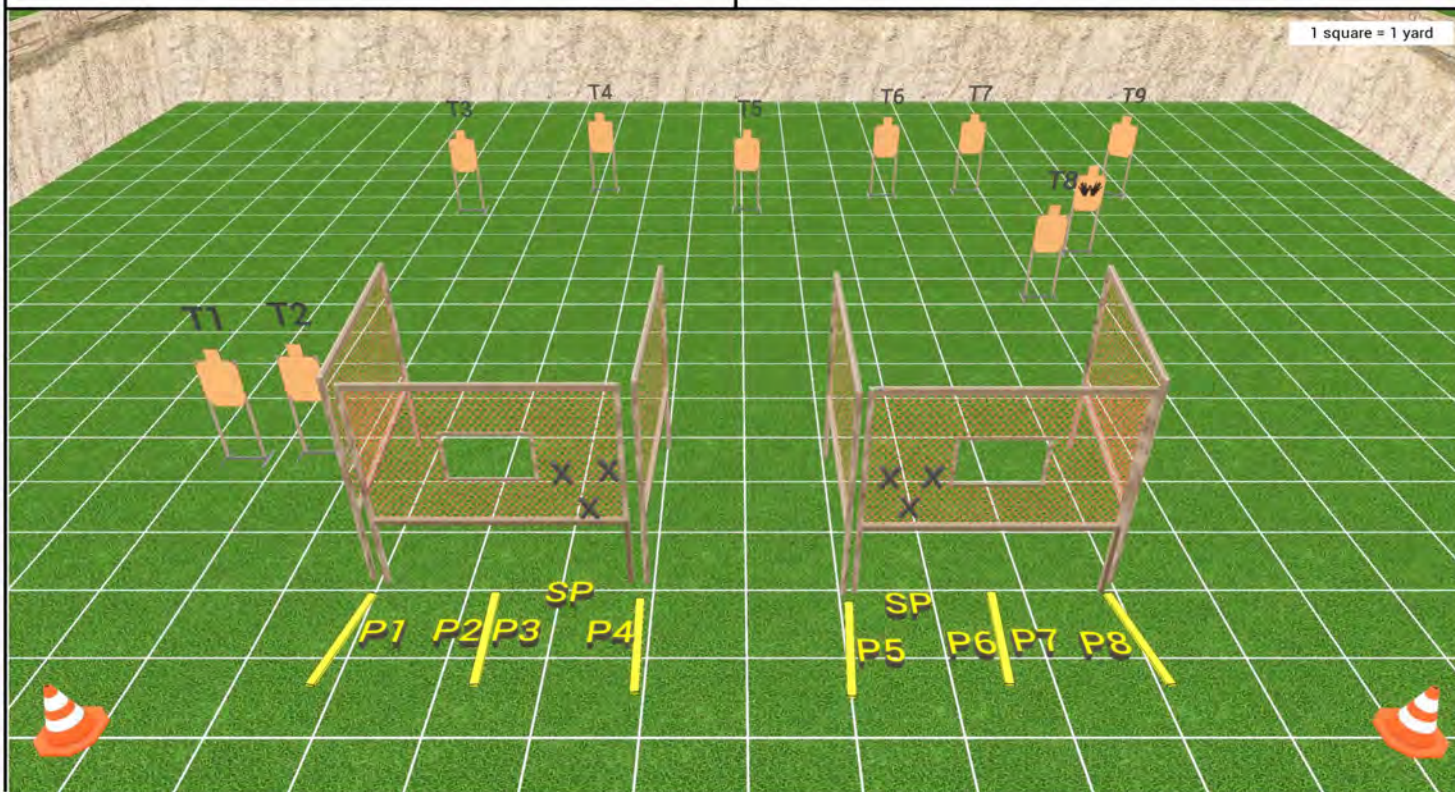
START-STOP : Audible - Last Shot

CONCEALMENT: Required

MUZZLE SAFE: 180-degree plane

DISTANCE: 3-15 yards

NOTES: Stage boundary marked with cones.
Both windows begin closed.



CSC - STAGE 13 - BAY 5 - CHRONO

by WALT

SCENARIO:

You have arrived at chrono, a trembling mess, hoping that you will make power factor. All is well...you should succeed beyond your wildest dreams.

START POSITION:

FOLLOW COMMANDS GIVEN BY CSO IN CHRONO STATION

STAGE PROCEDURE:

Do what the SO tells you to do

Scoring: PASS/FAIL

Rules: Per current IDPA rulebook

SCORING:

3 rounds, Limited

TARGETS:

1 IDPA threat

SCORED HITS:

Best 3 per target.

START-STOP :

CONCEALMENT:

Required

MUZZLE SAFE:

180-degree plane

DISTANCE:

x yards

NOTES:

<Put any build instructions here for the build crew>

