

TITLE

Scoring: Unlimited

Round Count:

Concealment: Required

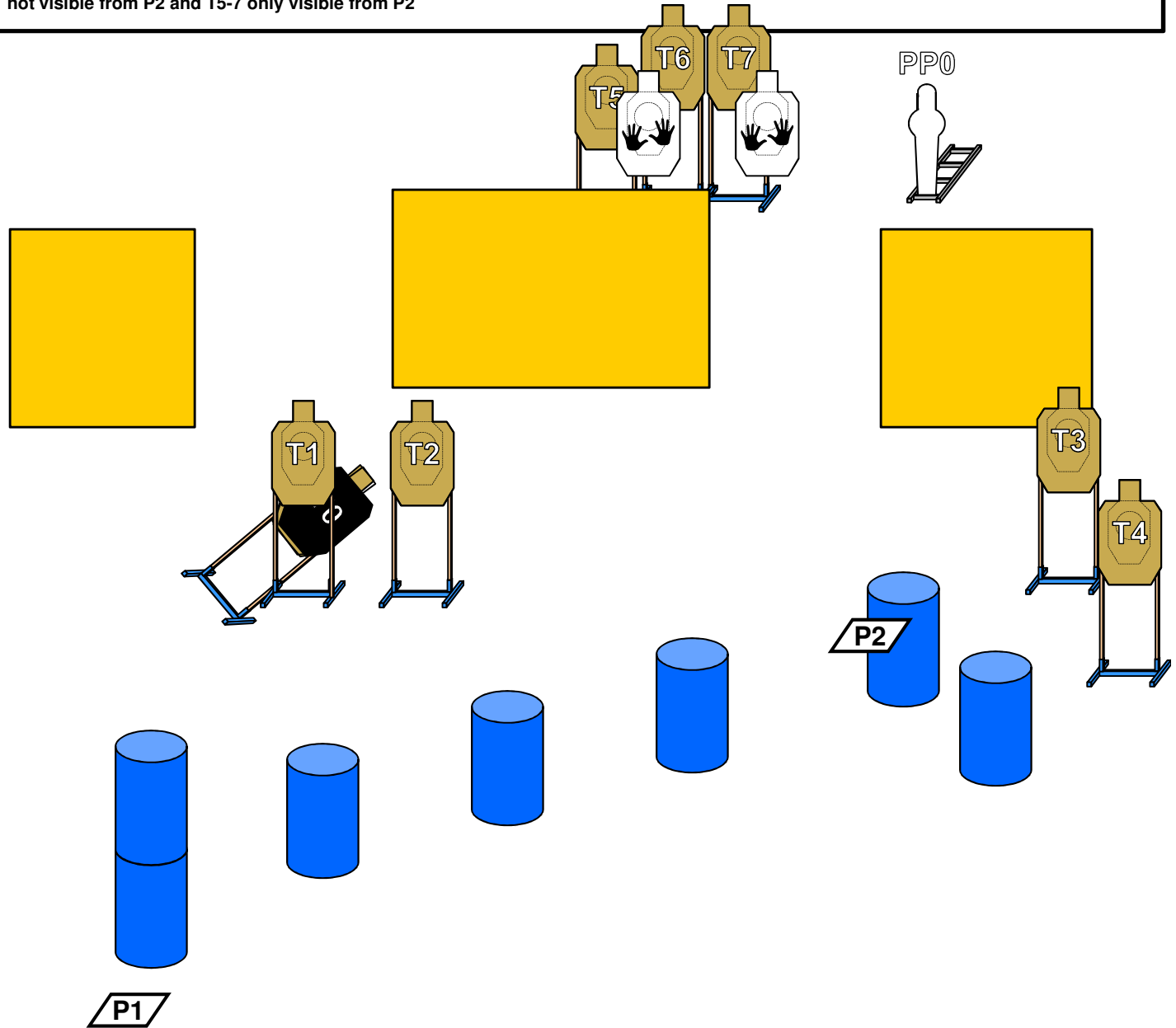
Scenario: running gun battle.....deal with it

Start Position: At P1: gun loaded and at low ready

Stage Procedure: at buzzer engage T1 and T2 with 2 rounds each THEN engage T1 Head shot (falling man) with one scored round. Then engage remaining threats. All paper 2 scored rounds and steel must fall. T3 and T4 MUST BE SHOT ON THE MOVE.

Scoring: Start: Audible Stop: Last Shot

Muzzle Safe Point: 180 degrees from back of bay (BAY 1- split bay) Barrels and/or fault lines to indicate forward and lateral limits. Steel not visible from P2 and T5-7 only visible from P2



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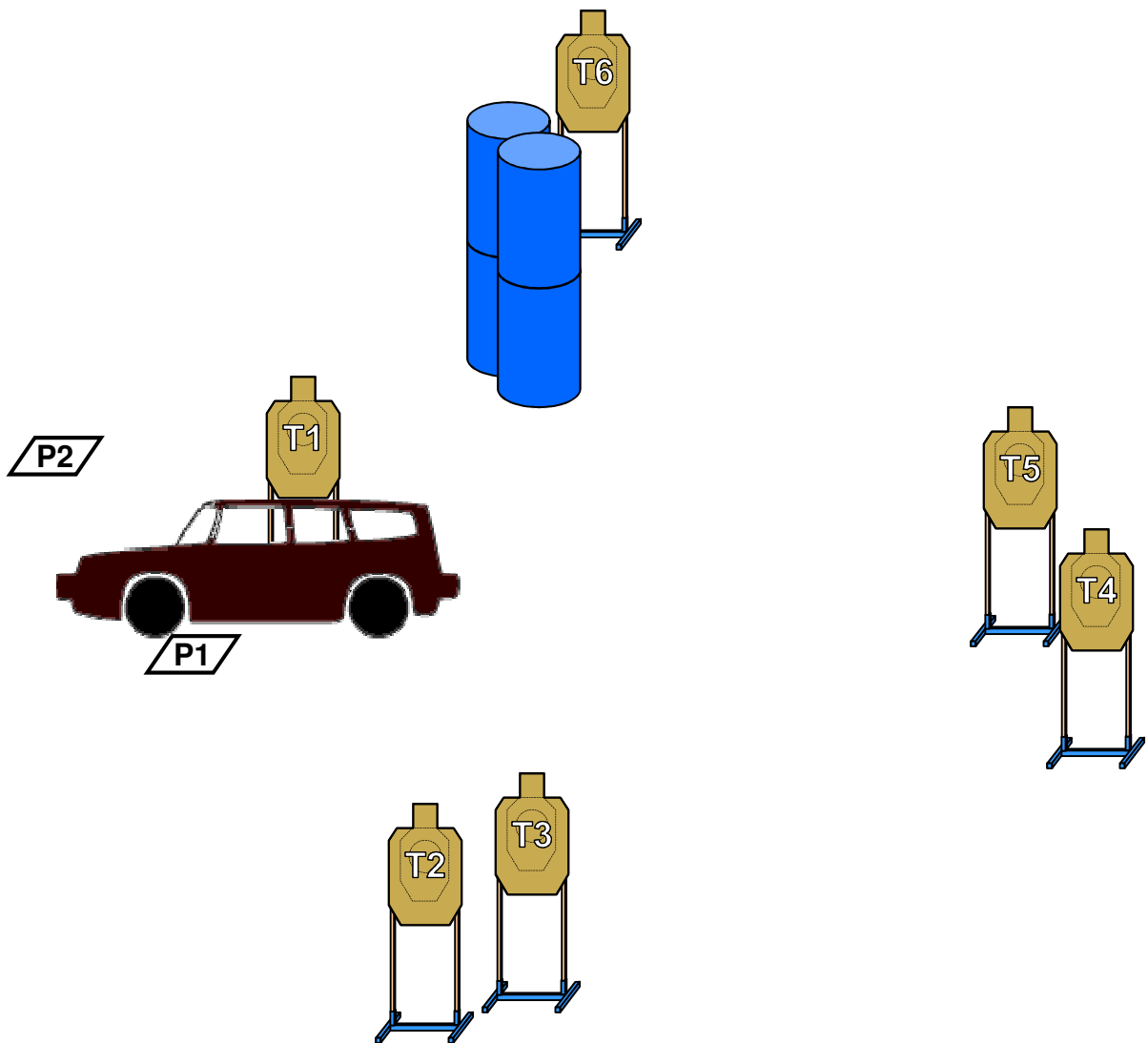
Scenario: running gun battle.....your principle is in now in front of the car with your partner who is wounded and out of the fight. Deal with it

Start Position: At P1: gun loaded and at low ready

Stage Procedure: at buzzer engage all threats with 3 scored rounds. T1 is SHOT THROUGH THE CAR (SHOOT THE CAR AND YOU ARE DQ(DON'T SHOOT MY DAMN CAR) then engage T2-T5 in tactical order FROM P1 THEN move to P2 and engage T6 (forward fault line at P2 lateral with front of car made so you have to clear left of car to see T6)

Scoring: Start: Audible Stop: Last Shot

Muzzle Safe Point: 180 degrees from back of bay (BAY 2- CAR BAY)



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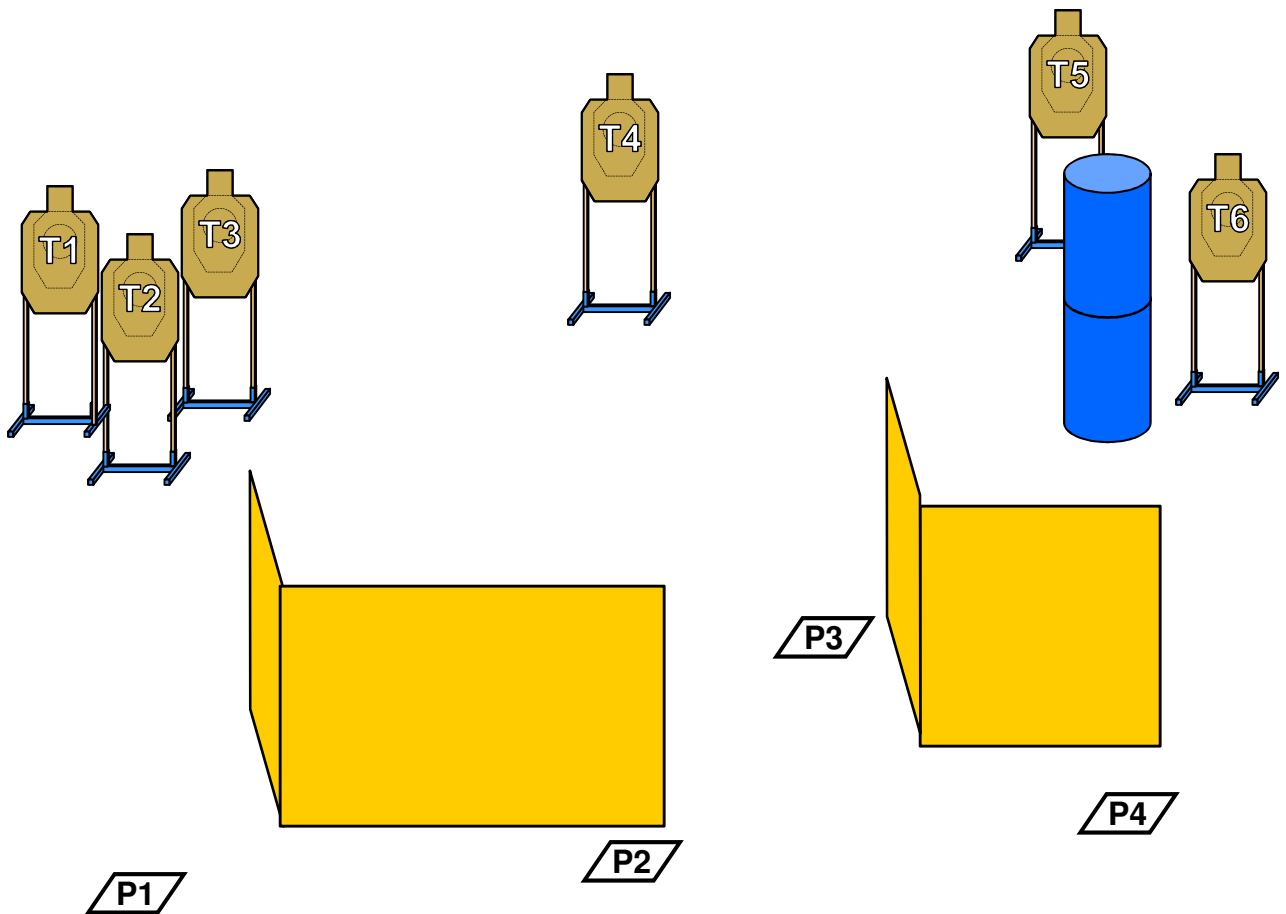
Scenario: running gun battle.....it never ends

Start Position: At P1: gun loaded and at low ready

Stage Procedure: at buzzer engage all threats with 2 scored torso and one scored head. T1-T3 are from P1 (static or moving to P2), T4 is from P2 and then shooter may move to P3 or P4 in either order (T5 visible ONLY from P3 and T6 visible ONLY from P4)

Scoring: Start: Audible Stop: Last Shot

Muzzle Safe Point: 180 degrees from back of bay (BAY 3- Hoffner bay)



WEST HOUSTON IDPA



Stage # 4
Bay # big bay

Scenario: Practice on various steel

Gun Ready Condition: loaded holstered div capacity

STRINGS: 1
SCORING: unlimited
TARGETS: at least a dozen
SCORED HITS: 10
CONCEALMENT: yes

Stage Procedure: From the shooting box knock over the various steel.

