

Bay 1 - You Must Mozambique

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Start sitting in chair, gun loaded with 5 rounds and sitting on table along with all loading devices.

SCENARIO:

You're sitting in your driveway minding your own business when a group of bank robbers are on the run and they are wearing body armor so to stop them you must mozambique, 3 rounds each is the only answer.

PROCEDURE:

At the signal engage all threat with 2 rounds to the body and 1 round to the head. T1 and T2 are to be engaged while seated.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 6

DISTANCE: 5 yard

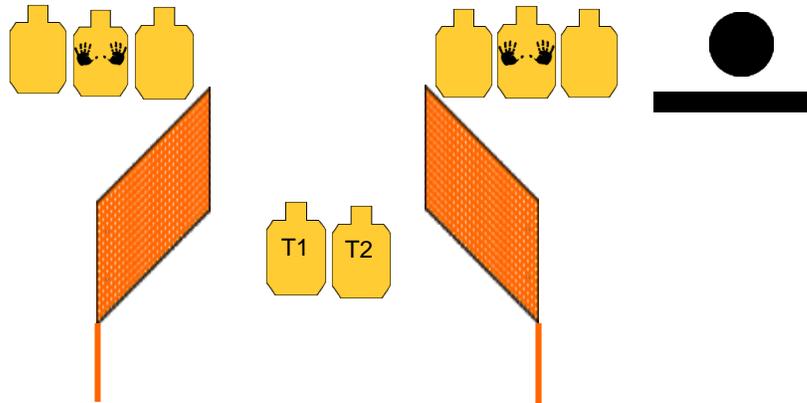
SCORED HITS: Best 3 per paper

PENALTIES: Per IDPA Rules

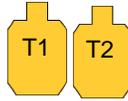
CONCEALMENT: Yes

NOTES:

Berm



5 Yards



10 Yards



15 Yards



20 Yards

Bay 2 - Holy Crap

RULES: IDPA Rules

Created By: SteveSalvo

START POSITION:

Sitting on the toilet at SP holding iPad in both hands. Unloaded gun and all loading devices sitting on the barrel.

SCENARIO:

You're sitting on the can taking care business from a spicy mexican lunch. Your playing a game on your iPad when you hear a loud noise of the back door getting kicked in from home invaders. If the smell doesn't drive 'em off you will have to.

PROCEDURE:

At the signal, retrieve your firearm and ammo and engage all threats with 2 rounds each from available POC. Steel is centered on down zero a shoot thru activates drop turner.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

DISTANCE: 2-12 yrs

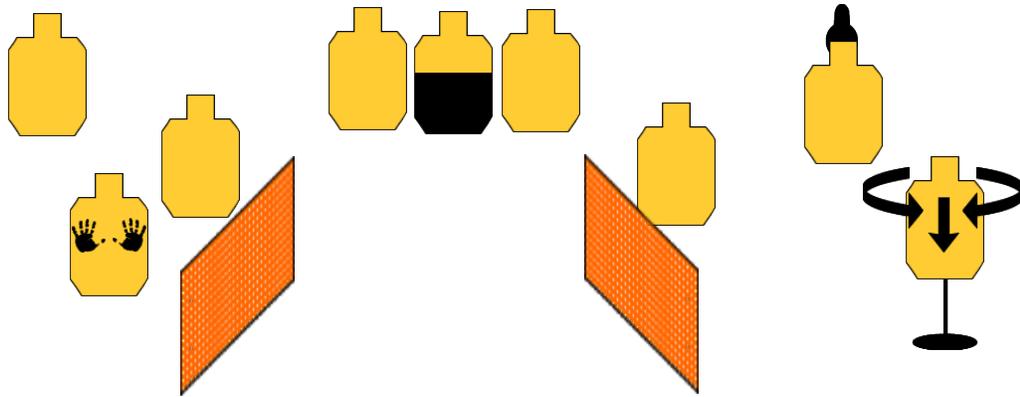
SCORED HITS: Best 2 per paper.

PENALTIES: Per IDPA Rules

CONCEALMENT: No

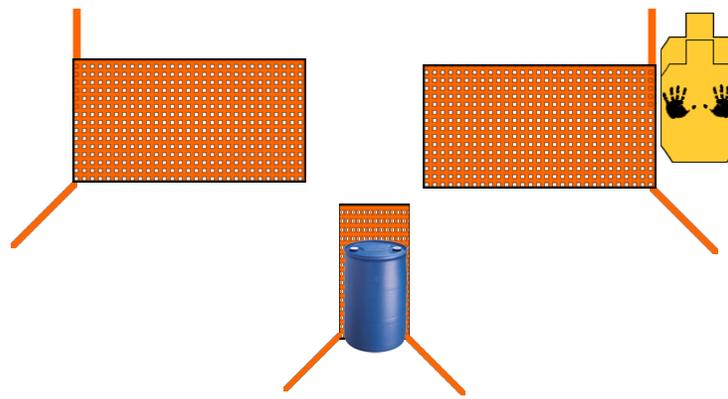
NOTES:

Berm



5 Yards

10 Yards



Tree

15 Yards



SP



Tree



Tree



Bay 3 - Train Robbery

RULES: IDPA Rules

Created By: SteveSalvo

START POSITION:

Start at SP sitting in chair, gun loaded and holstered, all loading devices stowed as per IDPA rules.

SCENARIO:

Train robbers are attempting to board and rob your train. Stop them! Use the handrail to balanced yourself.

PROCEDURE:

At the signal engage all threats with 3 rounds each. The legs of overturned table are the "handrails". Use them to keep your balance. Shoot one side strong hand and the other side weak hand. Table can not be moved.

PCC will shoot strong hand, weak hand using the chairs at 15yrs, all PPC shots are to be taken while seated.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 6

DISTANCE: 10

SCORED HITS: Best 3 per paper

PENALTIES: Per IDPA Rules

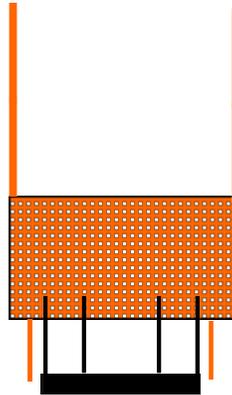
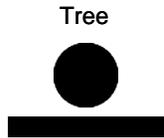
CONCEALMENT: Yes

NOTES:

Berm



5 Yards



10 Yards



15 Yards



Bay 4 - Junk Yard Chaos

RULES: IDPA Rules

Created By: SteveSalvo

START POSITION:

Standing at SP facing uprange with at least one foot touching SP, holding a car part in each hand, gun unloaded and inside closed tool box, slide forward, cylinder closed, all loading stowed as per IDPA rules. PCC - Gun sitting on barrel, bolt closed facing downrange, all loading devices inside tool box.

SCENARIO:

You're out at your local junk yard picking up some parts for your beater project when, for some reason, thugs attack the junk yard! Protect your junk while watching out for fellow scavengers.

PROCEDURE:

At the signal engage T1 with 4 rounds then engage all other threats with 2 rounds each. All shots must be taken from low cover thru the vertical tire.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

DISTANCE: 5-12 yrs

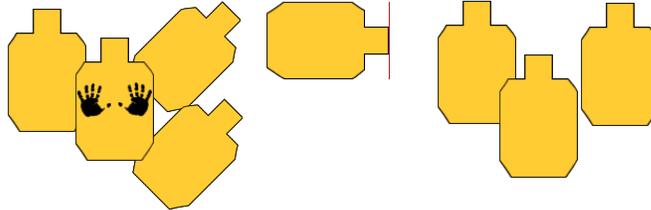
SCORED HITS: Best 2 per paper.

PENALTIES: Per IDPA Rules

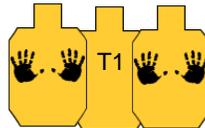
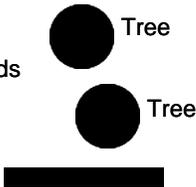
CONCEALMENT: Yes

NOTES:

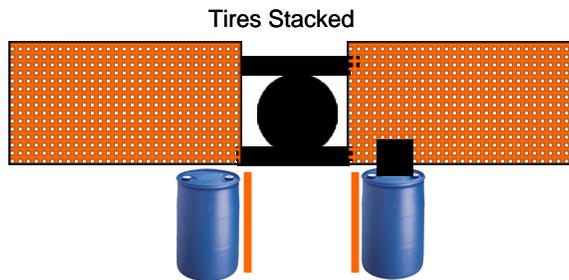
Berm



5 Yards



10 Yards



SP

15 Yards

Bay 5 - Street Thieves

RULES: IDPA Rules

Created By: SteveSalvo

START POSITION:

Standing at SP with 1 foot touching start stick. Gun loaded and holstered, all loading devices stowed as per IPDA rules. PCC at the low ready.

SCENARIO:

While leaving a nightclub you are attacked by homeless armed thugs. They are from the streets so, leave 'em in the streets!

PROCEDURE:

At the signal engage all threats with 2 rounds each, steel must fall.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8

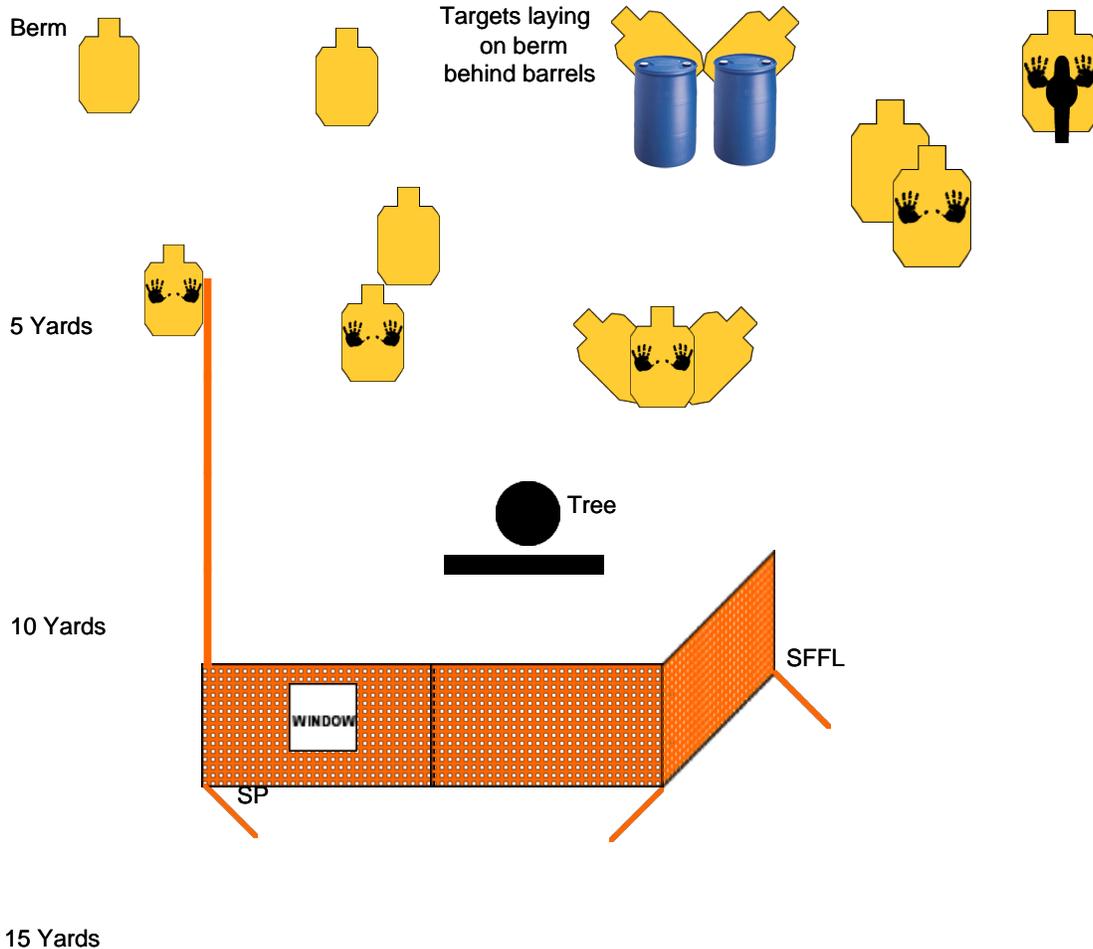
DISTANCE: 0-12

SCORED HITS: Best 2 per paper, steel must fall

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



Bay 6 - Pumping Iron

RULES: IDPA Rules

Created By: SteveSalvo

START POSITION:

Standing at SP with 1 foot touch SP, gun unloaded and sitting on a barrel, all loading devices sitting on barrel.

SCENARIO:

You are at the gym pumping iron and it becomes over run with terrorist. Retrieve your firearm and stop them.

PROCEDURE:

At the signal engage T1 from retention with 2 rounds and engage all other threats with 2 rounds each from available POC. Bear trap activates Clam Shell. Retention target T1 will have down zero center cut out.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

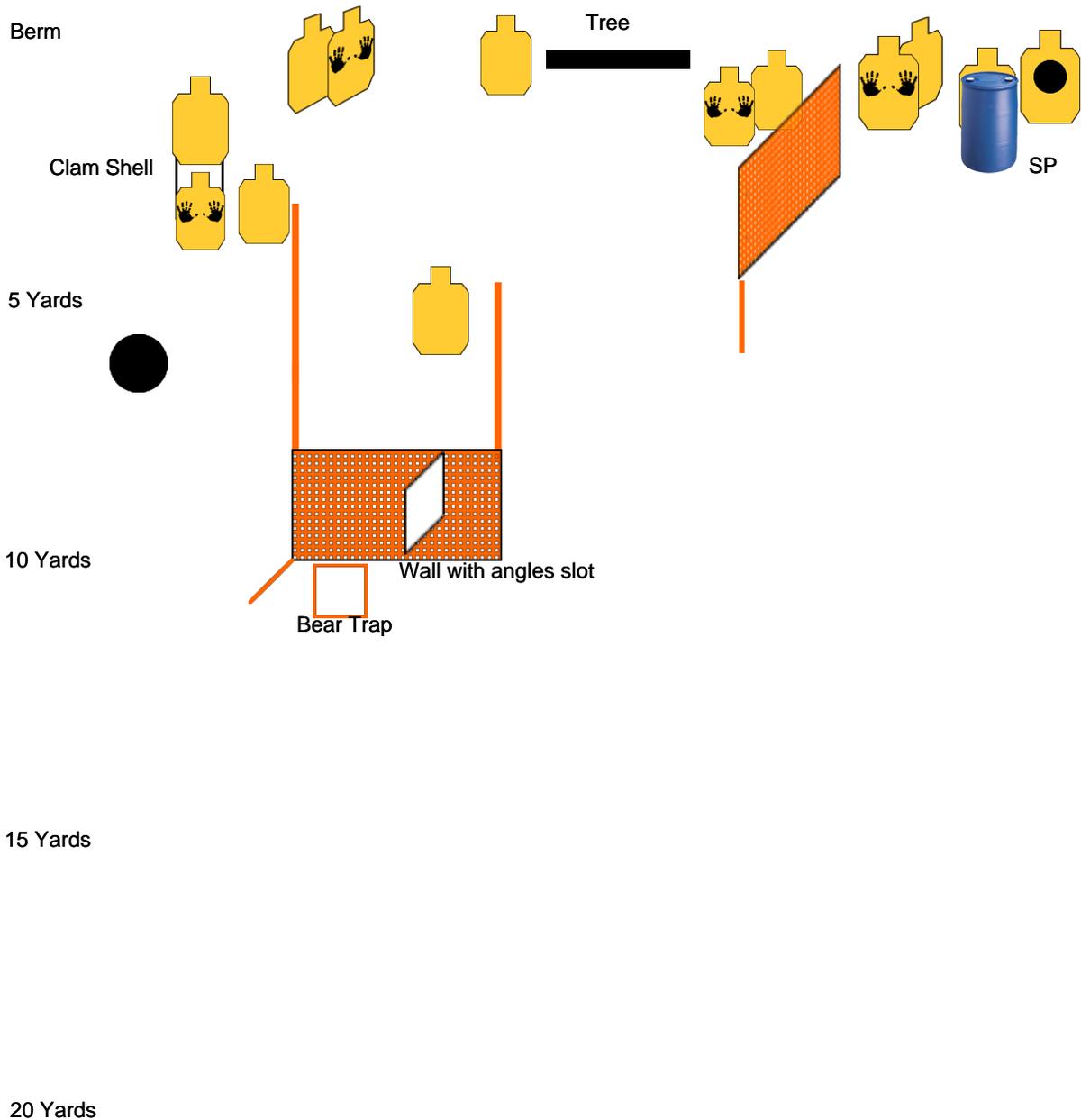
DISTANCE: 0-12 yds

SCORED HITS: Best 2 per paper

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:



Bay 7 - Nasty Neighbors

RULES: IDPA Rules

Created By: SteveSalvo

START POSITION:

Standing at SP, facing the table, holding a cooking utensils in each hand, over the table. Gun loaded and holstered. All loading device stowed as per IDPA rules. PCC at the low ready holding one utensil in hand over the table.

SCENARIO:

You are manning the grill at your backyard get together when angry neighbors that were not invited attack!

PROCEDURE:

At the signal turn then draw and enagage all threats with 2 rounds each. T1, T2 and T3 are in the open and are 2 levels of priority.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

DISTANCE: 3-18 yards

SCORED HITS: Best 2 per paper.

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:

