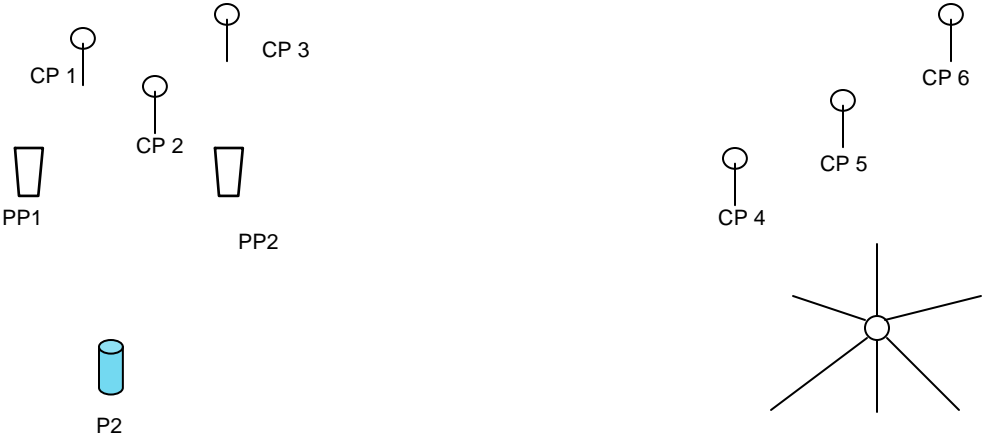


# Shoot to Thrill

Pelham Fish and Game – 11/8/08  
Bay No. 2 – NOT TO SCALE



## Shoot to Thrill Pit No. 2 Stage Notes

1. Shooter pre-positions shotgun at P2 loaded, patrol carry, with six rounds in the magazine only. Bolt closed with hammer down
2. Shooter begins stage at P1 with handgun loaded with eight rounds.
3. At buzzer, shooter draws handgun and engages T1-T4 with two rounds each on the move.
4. Shooter holsters handgun (which is at slide lock) advances to P2.
5. Shooter racks shotgun action and engages PP1-PP2 and CP1-CP3 with birdshot.
6. Shooter advances to P3 and engages targets on Texas Star with birdshot.
7. Shooter then engages CP4-CP6 with birdshot. CP4-CP6 are only visible after engaging all the targets on the Texas Star.

### **Minimum Round Count:**

Handgun: Eight (8)

Shotgun: 13 (all birdshot)

Obstructed  
Target

Pepper  
Popper

Obstructed  
Target

Plate Rack

Don't Rightly care How  
You Do It, Just Do It Safely

Target

Target

Double  
Barrel

Single  
Barrel

Double  
Barrel

Double  
Barrel

Shooter starts from behind barrels with sidearm holstered and shotgun slung. At the buzzer shooter can either engage the two targets to the right with either gun; or engage the pepper popper and threat target once shown.

Shooter will then either engage the plate rack (**sidearm only**) or the remaining two targets, obstructed or not.

COF will be considered complete when three cardboard targets and all steel has been engaged.

Load Out:  
2 Shotgun rounds + what you can carry  
What you would normally carry in your sidearm

Objective:  
Minimum of one (1) round on each of the two (2) targets,  
Knock down four (4) plates on the plate rack,  
Activate Pepper Popper and engage threat target with last round



# Pelham Fish and Game Club



## Mega Home Invasion 3-Gun Stage 8 November 2008

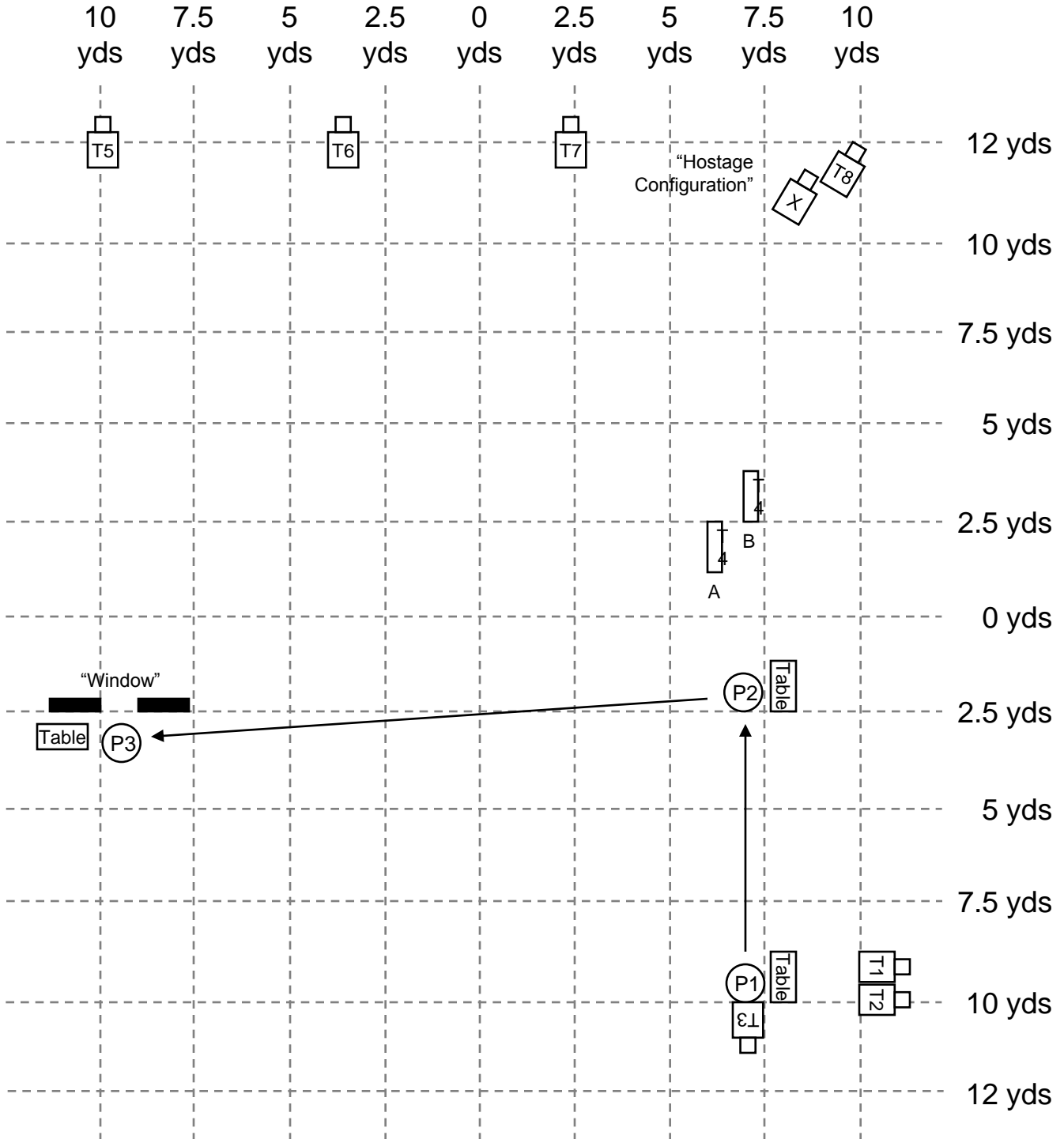
- Scenario
  - You are standing in the kitchen when two VCAs (violent criminal actors) come in the unlocked back door. Always armed and ever vigilant you quickly end that threat but before you can “check six” you are physically assaulted from the right by another VCA armed with a shotgun who gained entry by other means. You engage this threat from retention but before he succumbs to his wounds you must battle him hand-to-hand. You are disarmed but obtain his shotgun in exchange. You hear your daughter scream from the bedroom area and charge towards it with the shotgun. On the way down the hall you encounter another VCA who requires two rounds of buckshot to stop. Too late you reach the bedroom only to see your daughter being dragged through the window by a fifth VCA. You obtain your rifle from the bedroom and engage the remaining VCAs, the last before he can further harm or escape with your daughter. It must be a one shot stop—if you miss or only hurt him he will kill your daughter.
- Shooter Setup
  - All weapons loaded to division capacity. Shotgun and rifle in Condition 3 (“cruiser ready”). Cover garment is optional.
- Procedure
  - Start at Position 1 (P1). At the beep draw handgun and neutralize T1 & T2 any style any order, then turn to the right and neutralize T3 from retention (dominant hand must be in contact with shooter’s torso—e.g. chest, ribs, abdomen, etc.).
  - Decock/safe handgun and place on the table. Obtain the shotgun there.
  - While moving from P1 to P2 neutralize T4 by knocking down T4A and T4B. All shots must be fired while moving. Do not move past table.
  - Safe the shotgun and place on the table.
  - Move to P3, obtain rifle there and through the window neutralize T5-T7
  - Through the window place a round through the head of T8.
- Scoring
  - T1-T3, T5-T7: Vickers, best 2 rounds on paper
  - Steel targets: standard Vickers scoring for steel
  - T8: Limited Vickers, 1 round through the head, all else is -5 points and FTN
- Targets
  - T1-T3, T5-T8: standard IDPA
  - T4A & T4B: steel “poppers” or 8” circles
- Penalties
  - Standard, and as indicated above in the procedure.
- Signal
  - Start is the timer beep; stop is last round fired.



# Pelham Fish and Game Club



## Mega Home Invasion 3-Gun Stage 8 November 2008





# Pelham Fish and Game Club



**Mega Home Invasion  
3-Gun Stage  
8 November 2008**

## **Setup & RO Notes**

- Weapons should be arranged so muzzles point to berm.
- Weapons should be left by shooter so muzzles point to berm.
- Review position of support hand/arm with shooter for retention shot.



# Pelham Fish and Game Club



## IDPA Carbine Stage #4 November 8, 2008

### Reach Out and Touch Someone

- Notes:
  - Shooters may utilize either the same carbine they used in the other stages, or another precision scoped rifle.
  - Calibers are limited to 30 cal or less (larger calibers may damage the steel targets). 30-06, 308, 7.62x39, or 223 are okay provided they meet the next note's parameters.
  - Bipods ARE permitted!
  - No AP, steel core, tracers, or "penetrator" (M855) type ammo. If you punch a hole in our steel, you bought it.
  - We are using this range under special permission of the Board of Directors. Proper muzzle discipline will be strictly enforced. All guns are to be cased, or pointed down range. No exceptions.
  - Side Arms should be unholstered and placed on the safety table provided during the stage. This is to enforce muzzle discipline when prone per club rules.
  
- Targets
  - T1 (Steel "Flash Target") – farthest berm (approx 200 meters)
  - T2, T3 – Steel targets – farthest berm (approx 200 meters)
  
- String 1
  - Rifle starts in following state:
    - On ground facing down range (bipod deployed is okay)
    - Round in chamber
    - Safety on
    - Scope caps open with optics powered up (if applicable)
  - Shooter starts standing facing downrange behind rifle.
  - On buzzer, get your rifle ready, and engage T2 with a single shot.
  - Engage T3 with a single shot.
  - Re-engage T2 with a single shot.
  - Re-engage T3 with a single shot.
  - Engage T1 (flash target) with a single shot.
  - Shooter may shoot from any position provided they observe safe muzzle discipline.
  
- Scoring
  - If target is not hit, score each missed target as a FTN and Miss (+7.5 seconds to time).