

Pelham Fish and Game Club, Inc.
IDPA Stage #1 – “The Gauntlet of Death II”
Oct 11, 2008

- Location
 - Pit 1
- Targets
 - 6 IDPA Targets (T1 through T6)
 - 1 Pepper Poppers (T7)
- Scenario
 - On buzzer, proceed from position 1 to position 2 engaging T1 through T3 in tactical order (nearest to farthest) shooting on the move.
 - Proceed from position 2 to position 3 engaging T4 through T6 in tactical order (nearest to farthest) shooting on the move.
 - At position 3 (behind cover), do a reload with retention or a tactical reload.
 - Engage T7 from behind cover.
- Scoring
 - Vickers (best 2 shots)
- Penalties
 - Procedural for shooting out of order.
 - Score missing popper as a missed target.
- EQUIPMENT LIST
 - 1 Pepper Popper
 - 6 IDPA Targets
 - 4 Innocent Targets
 - 2 Barrels
- **SHOOTER SETUP**
 - **All magazines fully loaded – no download requirements**

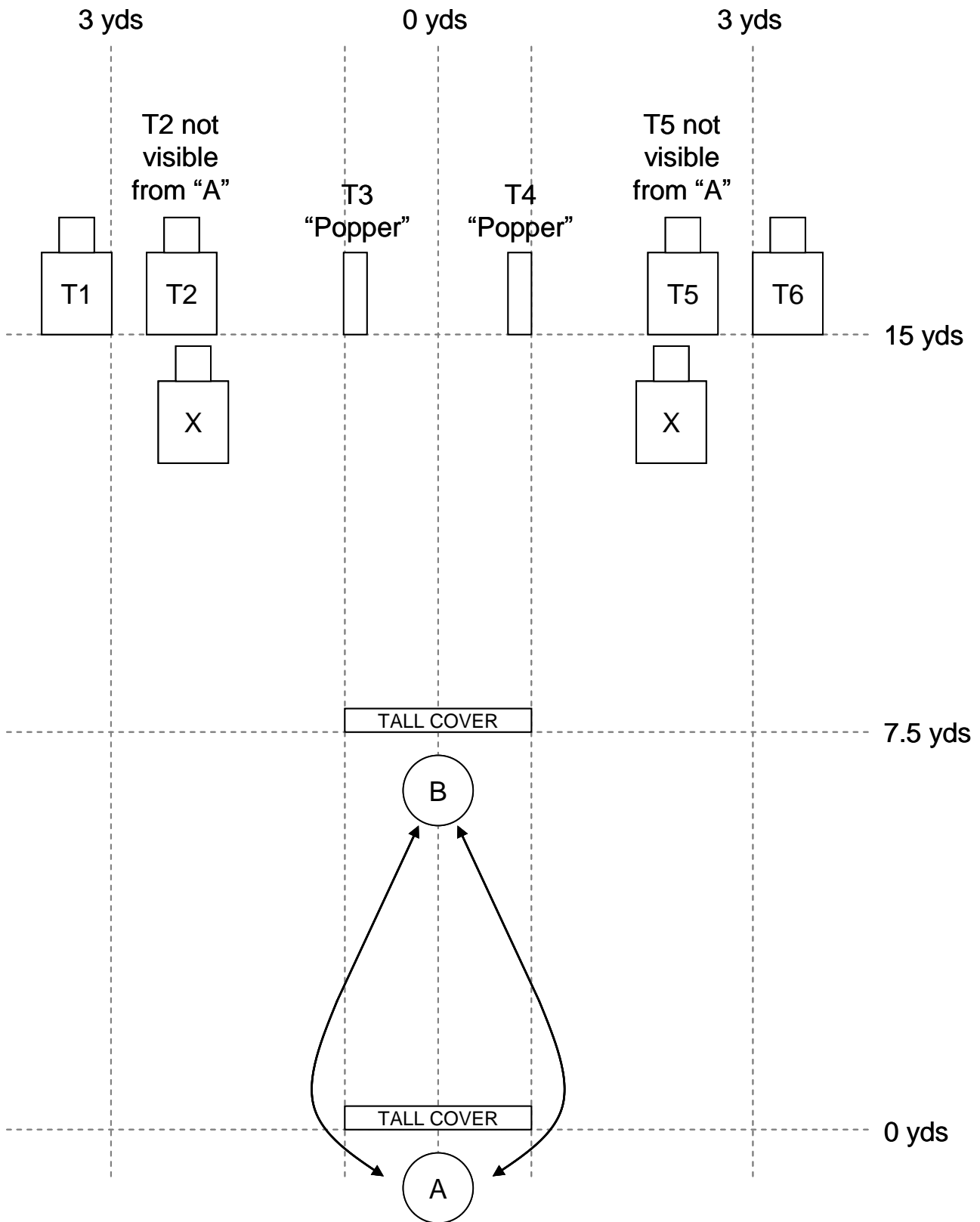
In & Out

Pelham Fish & Game Association—IDPA—3 June 2006

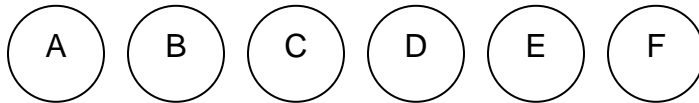
- **Scenario**
 - You are in the mall and a gunfight breaks out between gang members. You and a family member take cover behind two different concrete posts. Unfortunately the winning gang members start to eliminate witnesses. You are forced to fight your way in and out to bring your loved one to safety.
 - SEE DIAGRAM ON FOLLOWING PAGE
- **Procedure**
 - Start at position A behind cover.
 - At the start signal, engage T1 from behind left side of cover and T6 from behind right side of cover with two shots each in any order.
 - Perform a reload with retention behind cover. Reloads after this one may be performed at any time and any style but must be performed either while moving or behind cover.
 - While advancing from position A to position B engage one popper, T3 or T4, on the side cover was abandoned from. All shots must be fired while moving.
 - From position B engage T2 from behind left side of cover and T5 from behind right side of cover with two shots each in any order.
 - While retreating from position B to position A engage the remaining popper (T3 or T4) with one hand only. All shots must be fired while moving.
- **Scoring**
 - Vickers
- **Targets**
 - T1, T2, T5 & T6: IDPA targets, 5' to 6' in height.
 - T3 & T4: steel poppers.
- **Penalties**
 - Standard, and as indicated above in the procedure
- **Signal**
 - Start is the timer beep
 - Stop is last round fired

In & Out

Pelham Fish & Game Association—IDPA—3 June 2006



Pelham Fish and Game Club, Inc.
IDPA Stage #3 – “Plate Rack”
October 11, 2008



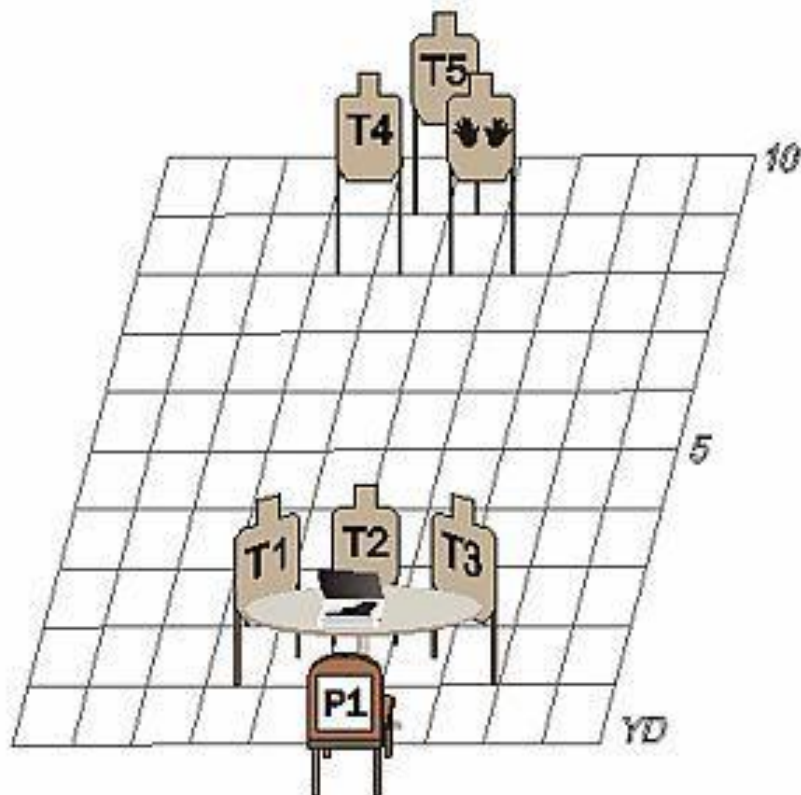
- String 1
 - Engage targets right to left
- String 2
 - Engage targets left to right
- String 3
 - Engage targets in any order
- String 4
 - Engage targets in the following order – A-F-B-E-C-D
- Scoring
 - Standard
- Penalties
 - Score plates left standing as a miss.
 - Assess a procedural for shooting out of order
- Notes
 - Shooting position is 10 yards (30 feet) from rack.
- **EQUIPMENT LIST**
 - Plate Rack
 - Rope
- **SHOOTER SETUP**
 - **CDP – 4 magazines loaded fully (no more than 10 rounds each)**
 - **Revolvers – 4 speed loaders with 6 rounds each**
 - **Semi-autos – 4 magazines loaded with no more than 10 rounds each.**



Artwork Courtesy of Coastal Bend Shooters
www.cbshooters.com

Gambler's Revenge Biblical Style

Author: Rod Henderson
Modified for 2006 CBC
Date: 02/15/06



Min Rounds: 12

Scoring:	Vickers
Start Position:	Seated at P1
Scenario:	A friendly game of cards with some rather unsavory characters. You are holding a straight flush one-handed <i>in your strong hand</i> with your trusty sidearm craftily hidden inside a box disguised as a Bible.
String 1:	On the signal, drop your cards, retrieve your pistol, and <i>while seated</i> , engage T1-T3 with 2 rounds each <i>strong hand only</i> . Then, <i>stand and engage</i> T4 & T5 with 2 rounds to the body <i>freestyle</i> . Finally, re-engage T4 & T5 with 1 round <i>to the head</i> each <i>freestyle</i> .
SO Note:	<u>String one must be scored and targets pasted before String 2.</u>
Props:	5 targets - 1 Non Threat - 6 stands - 12 sticks - Table - Chair - IDPA box.