

# MARYLAND STATE IDPA



# CHAMPIONSHIP 2019

-Presented By-





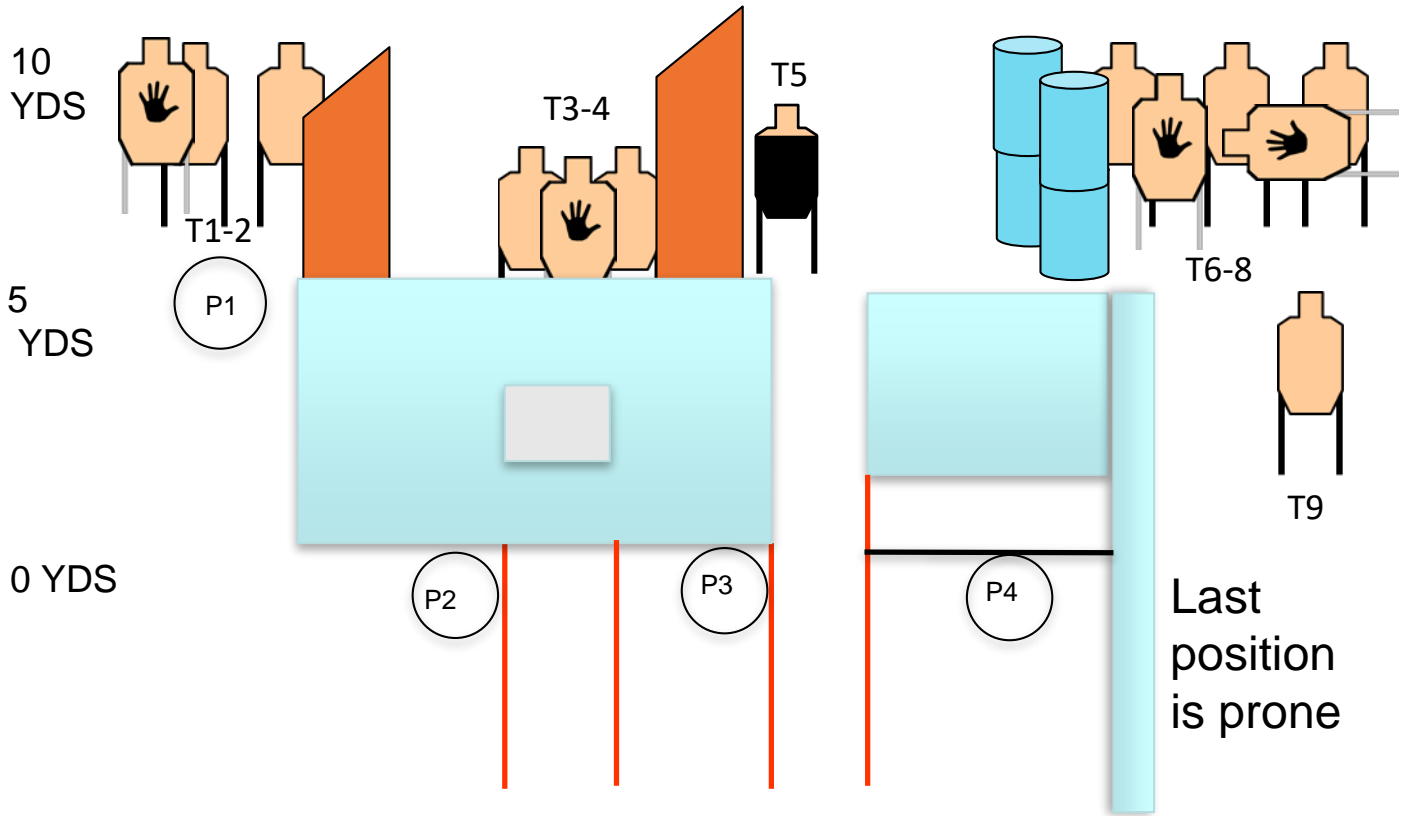
Sanner's Lake Sportsmen's Club – IDPA  
 Stage 1 (Left side of Bullseye Range)  
 Home Defense

**SCENARIO:** You are outside having a Drink with the neighbor, when a group of armed bad guys decides to rob your house.

**START POSITION:** Standing at P1 beverage in strong hand above shoulders as if you are about to take a drink. Pistol is loaded and holstered.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 9 threat  
**SCORED HITS:** Best 2 per paper  
**MUZZLE SAFE POINT:** 180 degrees  
**START-STOP:** Audible - Last shot  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** At the signal engage all targets: 2 in the open at P1, 2 from cover at P2, 1 from cover at P3 and 4 from prone position at P4 behind forward fault line. Prone is defined as at least one hip and shoulder, lower arm or elbow touching the ground while shooting.



10  
YDS



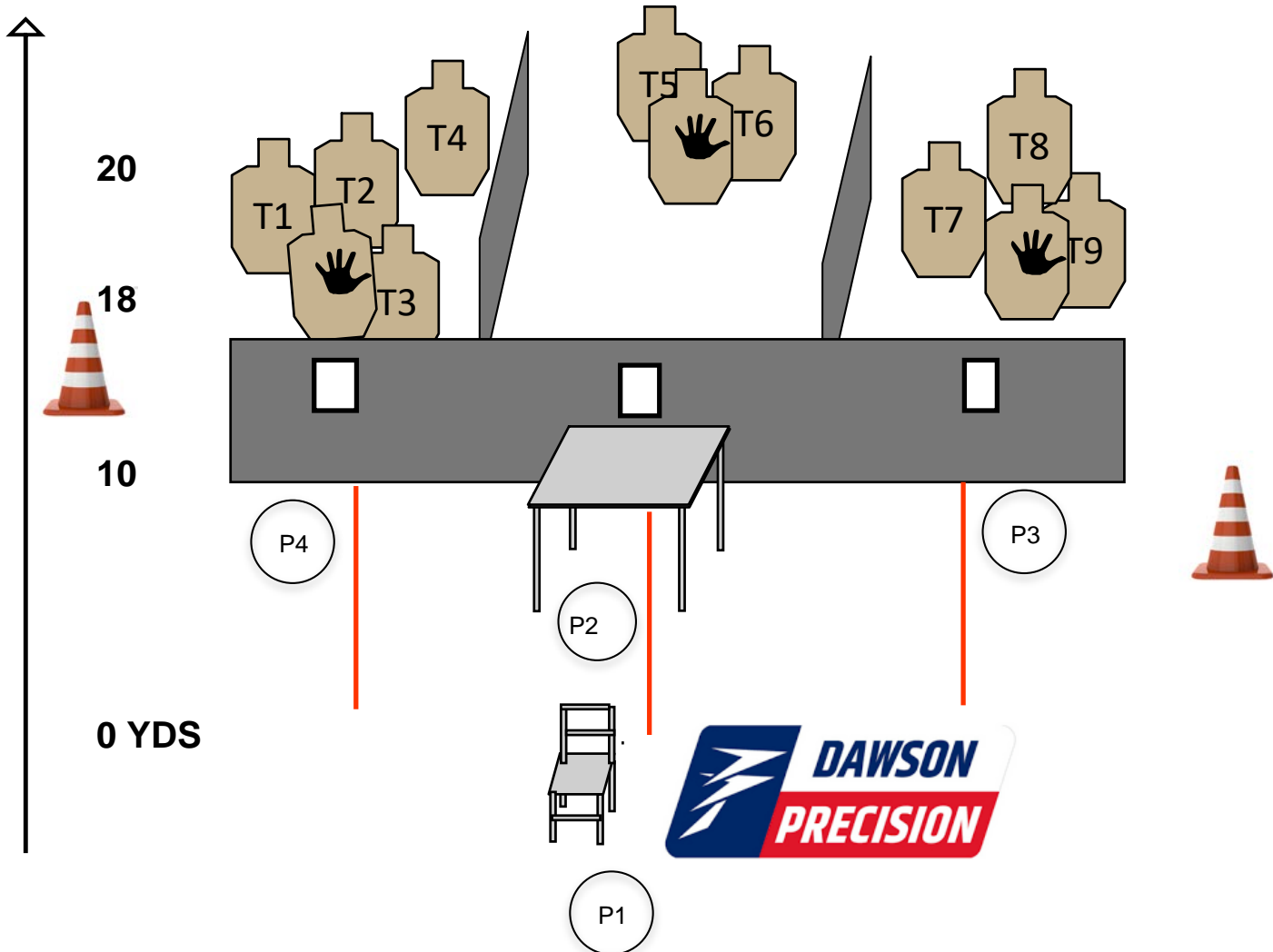
Sanner's Lake Sportsmen's Club – IDPA  
 Stage 2 (Rear of Bullseye Range)  
 TV Time

**SCENARIO:** You are watching TV when you hear a violent riot developing outside your windows.

**START POSITION:** Begin fully seated with back against back rest, hands on head at P1 with loaded gun stored in container on table. Spare magazines on table.

**STAGE PROCEDURE:** At the signal retrieve gun and engage T1-T9 with 2 rounds each using cover. Tactical reloads require stowing the removed magazine on your person.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 9 threat, 3 non threat,  
**SCORED HITS:** Best 2 per target  
**START-STOP:** Audible - Last shot  
**CONCEALMENT:** Not Required  
**MUZZLE SAFE POINT:** Cones





# Sanner's Lake Sportsmen's Club – IDPA

## STAGE 3

### Coming Down the Hallway

**SCENERIO:** You're at home when you come under attack, get down the hallway and save your family.

**START POSITION:** Start with 6 rounds in the gun loaded and holstered standing at P1.

**STRINGS:** 1  
**SCORING:** Unlimited, 16 rounds  
**TARGETS:** 8 threat, 4 non threat,  
**START SIGNAL:** Audible  
**STOP:** Last shot  
**SCORED HITS:** 2 per target  
**MUZZLE SAFE POINT:** 180 degrees  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** At the signal draw and engage T1-T2. T3 is a surprise target and can be engaged when it is exposed. Move down hallway to P2 and engage T4-T6, then move to P3 and engage T7-T8. T4-T8 must be engaged using cover. Laser triggers T3 and T4.

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T4 Out and back target activated by laser



T5

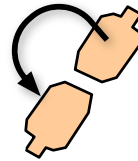


5



T6

T3



Over the top target activated by laser

T7

T8



P3



P2



P1



T1 T2



laser

0  
YDS



Sanner's Lake Sportsmen's Club – IDPA  
**Stage 4 (Old Shoot House Pit)**  
**Hi Jacked Again**

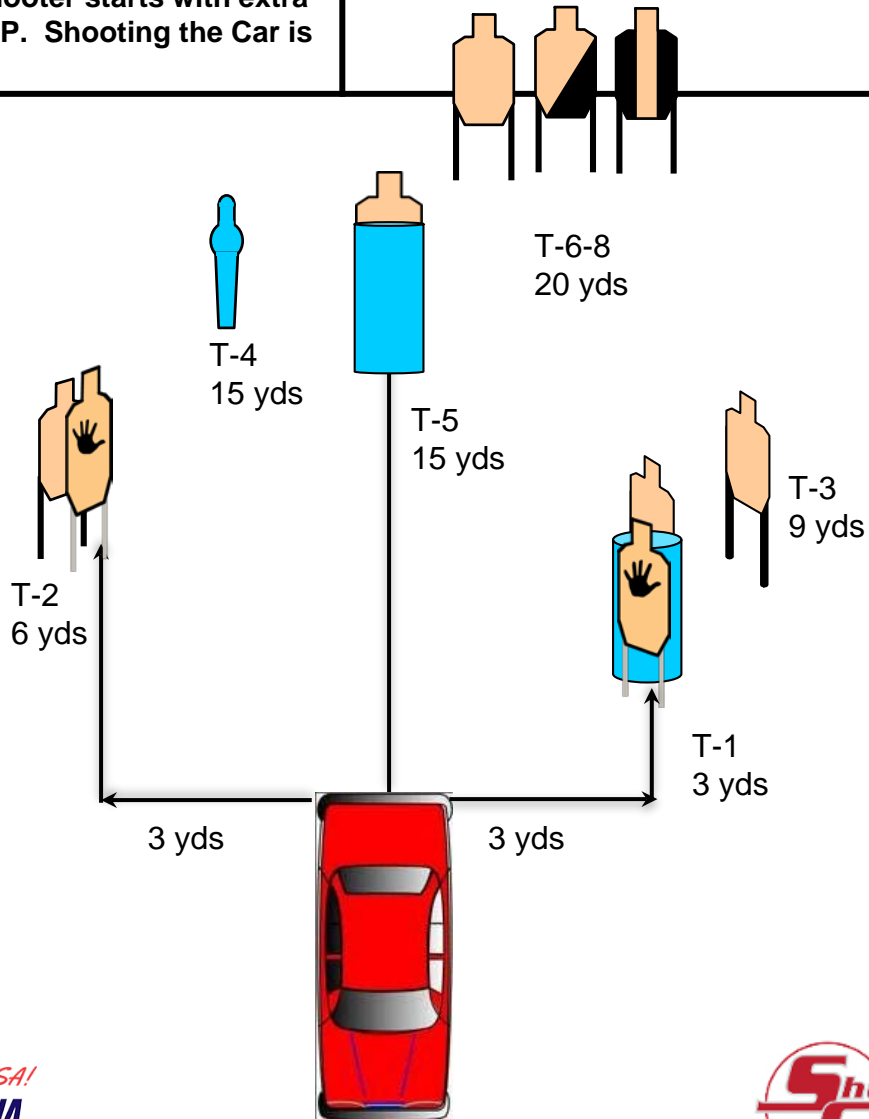


**SCENARIO:** You've been hijacked and taken to the criminals garage. Pop the trunk and neutralize the threats.

**START POSITION:** Laying on your weak side in the trunk of the car with the trunk closed but not latched. Pistol loaded to division capacity with EMPTY chamber and hammer down if applicable (revolvers will be loaded with an open cylinder), laying on the floor next to you. Hands will be placed on the inside trunk of the car at the XX. Spare ammo on belt.

**STRINGS:** 1  
**SCORING:** 15 rounds min, Unlimited  
**TARGETS:** 7 threat, 2 non threat, 1 Steel  
**SCORED HITS:** Best 2 per target, Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Not Required  
**MUZZLE SAFE POINT:** 180 Degrees

**STAGE PROCEDURE:** At the buzzer open the trunk then retrieve your pistol. Engage all targets from inside the trunk. All shots must be fired from prone position (at least one hip touching ground) at P1 which is inside the trunk. T4 activates T5, T5 is not a disappearing target. If a shooter starts with extra rounds in magazine it is an FP. Shooting the Car is a DQ.





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**Stage 5 (1st Pit)**  
**Tuxedo Attack**

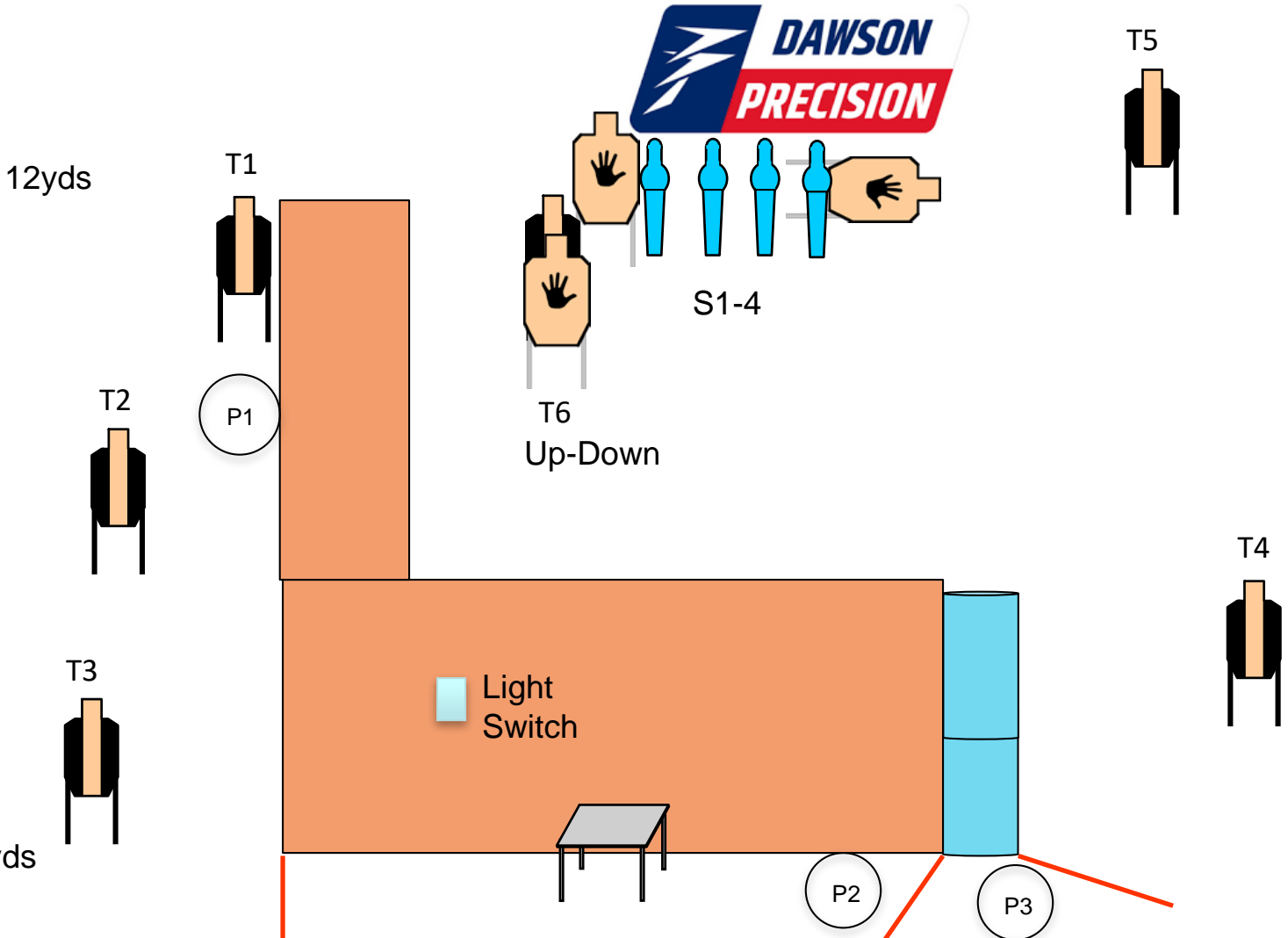
**SCENARIO:** You're at a party when men in tuxedos attack you and your family.

**START POSITION:** Standing at P1, gun loaded and holstered with 9 rounds or division capacity if shooting REV or BUG. All reloads on table.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Unlimited  
**TARGETS:** 6 threat, 3 non threat, 4 Steel  
**SCORED HITS:** Best 2 per target, Steel must fall

**STAGE PROCEDURE:** At the buzzer engage T1-T3 in the open. Engage T4 from cover at P2, remaining targets from P3. Up-Down target is triggered by light switch and target continues to move until switch is turned off. Tac reloads stowed on person.

**START-STOP:** Audible - Last shot  
**CONCEALMENT:** Required  
**MUZZLE SAFE POINT:** 180 Degrees





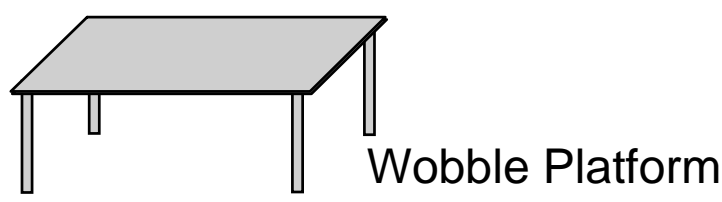
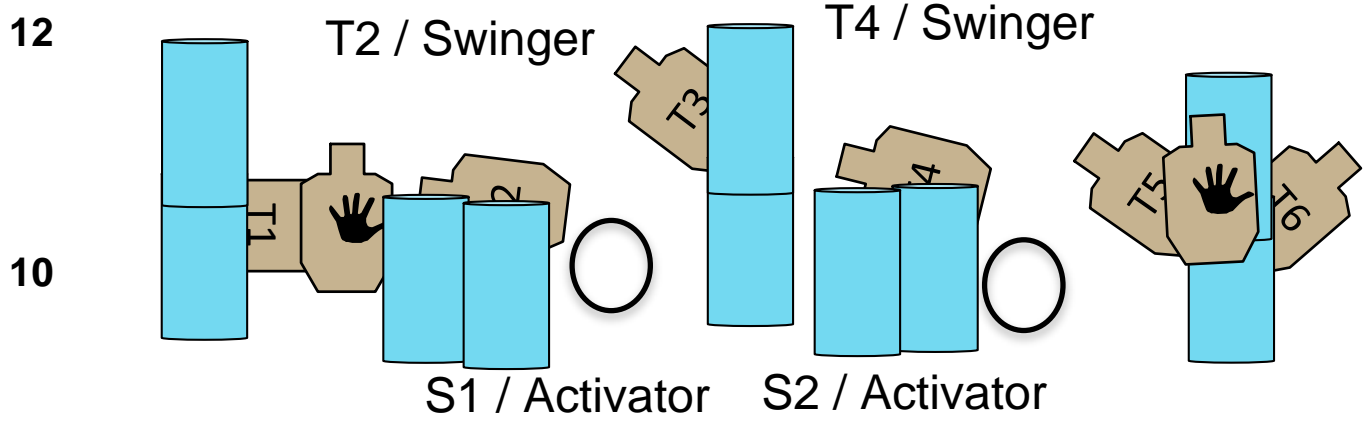
**Sanner's Lake Sportsmen's Club – IDPA**  
**Stage 6 (Middle Pit)**  
**Def Leppard**

**SCENARIO:** You are at the zoo for special needs animals. Someone left the door to the leopard exhibit open. Some school children enter and startle the deaf leopards who then attack. Climb into the zoo tram and save the children!

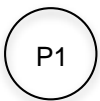
**START POSITION:** Standing at P1 firearm loaded and holstered.

**STRINGS:** 1  
**SCORING:** Unlimited, 14 rounds  
**START SIGNAL:** Audible  
**STOP:** Last shot  
**SCORED HITS:** 2 per paper target, steel must fall  
**MUZZLE SAFE POINT** 180 degrees  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At the signal step onto the platform THEN DRAW and engage paper targets with 2 rounds each and steel targets until they fall. All shots must come from the platform. T2 & T4 are covered at start by barrels.



**YDS**





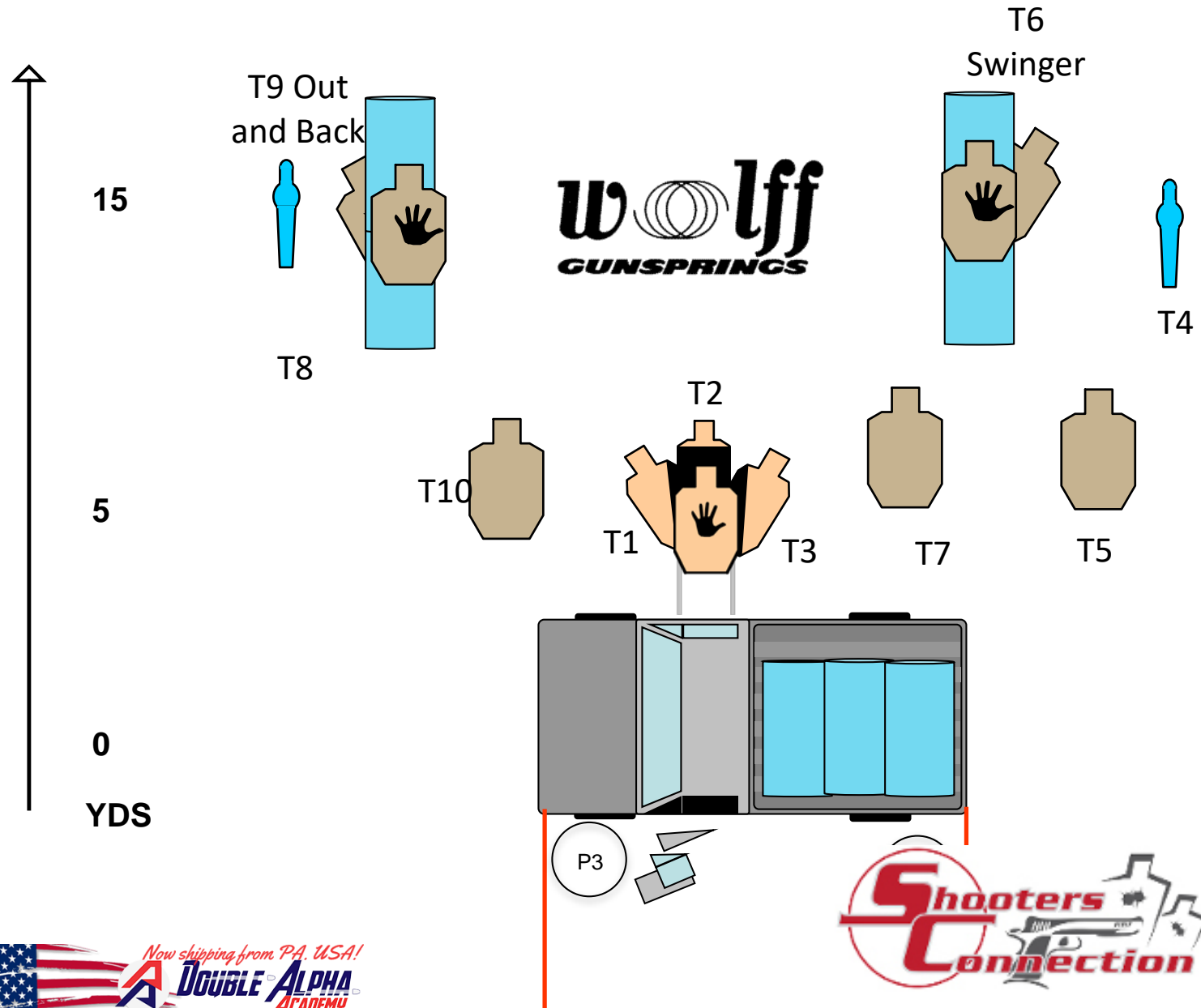
**Sanner's Lake Sportsmen's Club – IDPA**  
**Stage 7 (Rear Pit)**  
**Trapped Again**

**SCENARIO:** You are returning home late one night and you are run off the road by armed gang members who have dragged your significant other from the vehicle.

**START POSITION:** Seated in drivers seat, Both hands on wheel at 10 and 2. Gun downloaded to 6 and laying on seat muzzle pointed down range.

**STRINGS:** 1  
**SCORING:** 18 rounds, Unlimited  
**TARGETS:** 8 threat, 3 non threat, 2 steel  
**SCORED HITS:** Best 2 per target, steel must fall  
**START-STOP:** Audible - Last shot  
**CONCEALMENT:** Required  
**MUZZLE SAFE POINT:** 180 degrees

**STAGE PROCEDURE:** At the signal, engage T1-T3 with 2 rounds each from inside the truck. Engage T4-7 from P2 and T8-T10 from P3 using vertical cover of vehicle. T4 activates T6. T8 activates T9. Shooting the truck is a DQ.



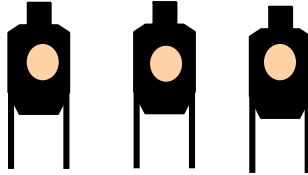




**Sanner's Lake Sportsmen's Club – IDPA**  
**Stage 8 – (Archery Range)**  
**Zero or Hero**

<b>SCENARIO:</b> Standard	
<b>START POSITION:</b> Standing at P1. Gun loaded and holstered to division capacity.	<b>STRINGS:</b> 1 <b>SCORING:</b> 18 rounds, Limited <b>TARGETS:</b> 3 threat <b>SCORED HITS:</b> 6 per target <b>MUZZLE SAFE POINT:</b> 180 <b>START-STOP:</b> Audible - Last shot <b>COVER GARMENT:</b> Required
<b>STAGE PROCEDURE:</b> At the signal draw and engage T1 -3 with 2 rounds each hand style: freestyle, strong hand and weak hand in any order.	

5



T1      T2      T3



0



**YDS**



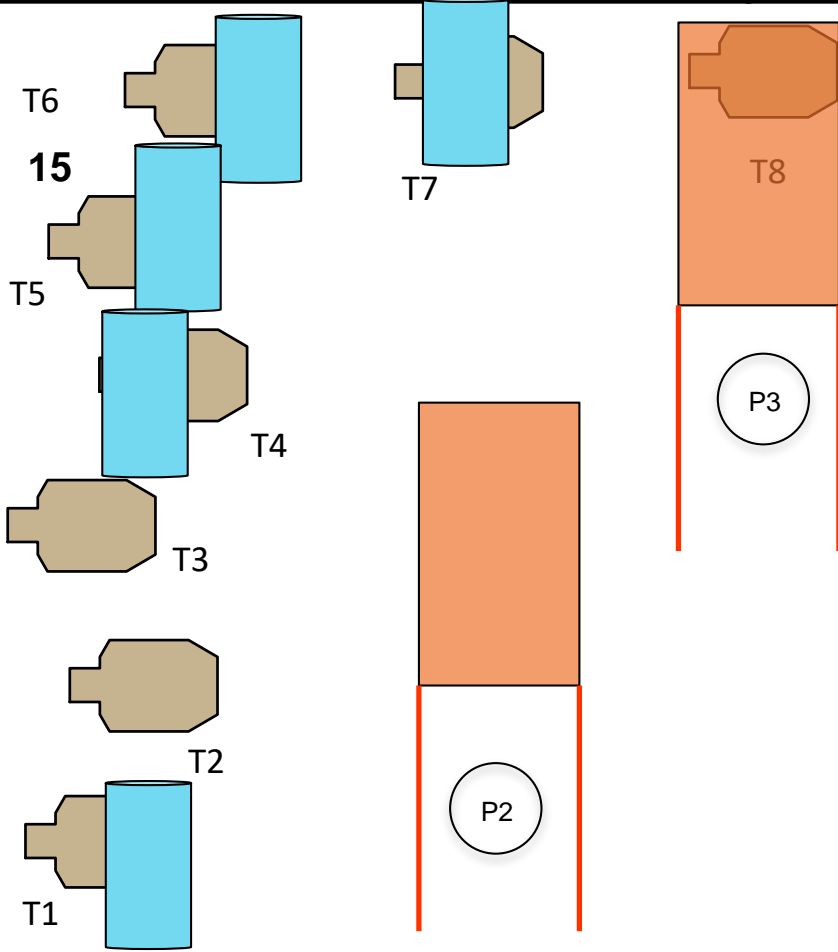
**Sanner's Lake Sportsmen's Club – IDPA**  
**Stage 9 – (Woods Walk)**  
**Out for a stroll**

**SCENARIO:** You're out for a walk when wolves attack.

**START POSITION:** Standing at P1. Gun loaded and holstered to division capacity.

**STRINGS:** 1  
**SCORING:** 16 rounds, unlimited  
**TARGETS:** 8 threat  
**SCORED HITS:** Best 2 on paper  
**MUZZLE SAFE POINT:** 180  
**START-STOP:** Audible - Last shot  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** At the signal draw and engage T1-T3 from P1, then move to cover at P2 and engage T4-T5, then move to cover at P3 and engage T6-8.



**0 YDS**





Sanner's Lake Sportsmen's Club – IDPA  
 Stage 10 – (Left Side Rifle Range)  
 Coming Home

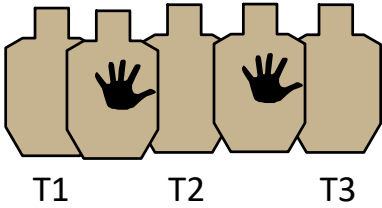


**SCENARIO:** You come home from work and have just taken off your gun when you notice your family is under attack.

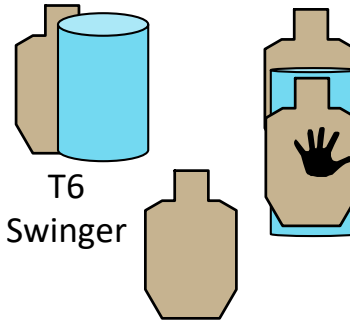
**START POSITION:** Standing at P1. Unloaded gun (empty chamber, slide/cylinder closed, hammer down) and all magazines on table.

**STRINGS:** 1  
**SCORING:** 18 rounds, Unlimited  
**TARGETS:** 6 threat  
**SCORED HITS:** Best 3 on paper  
**MUZZLE SAFE POINT:** 180  
**START-STOP:** Audible - Last shot  
**COVER GARMENT:** Not-Required

**STAGE PROCEDURE:** At the signal retrieve your gun and engage T1 -3 from P2 and T4-T6 from P3. The pressure mat activates T4 and T6. Tac reloads must be stowed on person.



T1 T2 T3



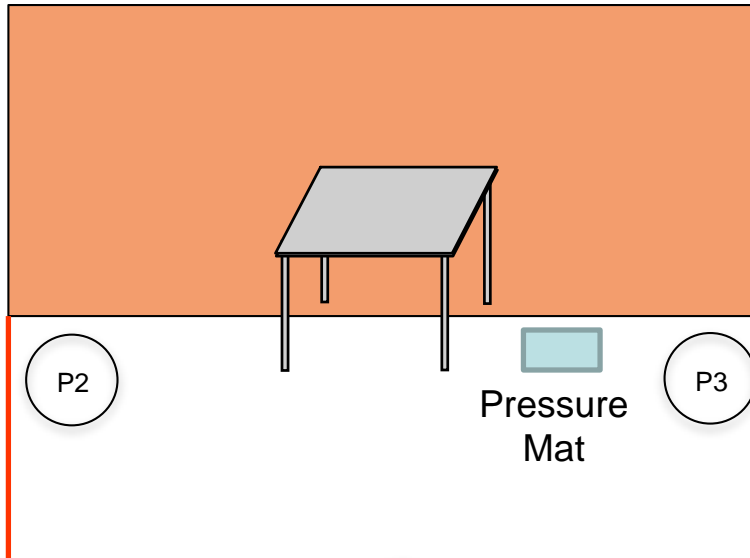
T6 Swinger  
 T5

T4 Up  
 Down

10

0

YDS



P1



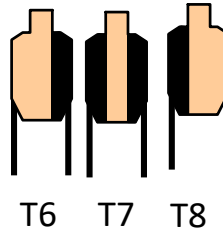
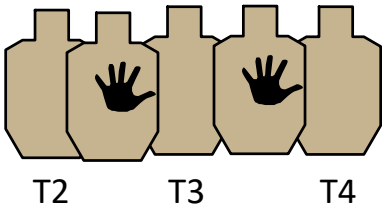
Sanner's Lake Sportsmen's Club – IDPA  
**Stage 11 – (Rifle Range)**  
**Trouble in the Hall**

**SCENARIO:** You arrive at work and notice the office is under attack.

**START POSITION:** Standing at P1. Gun is loaded and holstered.

**STRINGS:** 1  
**SCORING:** 17 rounds, Unlimited  
**TARGETS:** 8 threat, 1 Steel  
**SCORED HITS:** Best 2 on paper, Steel must fall  
**MUZZLE SAFE POINT:** 180  
**START-STOP:** Audible - Last shot  
**COVER GARMENT:** Required

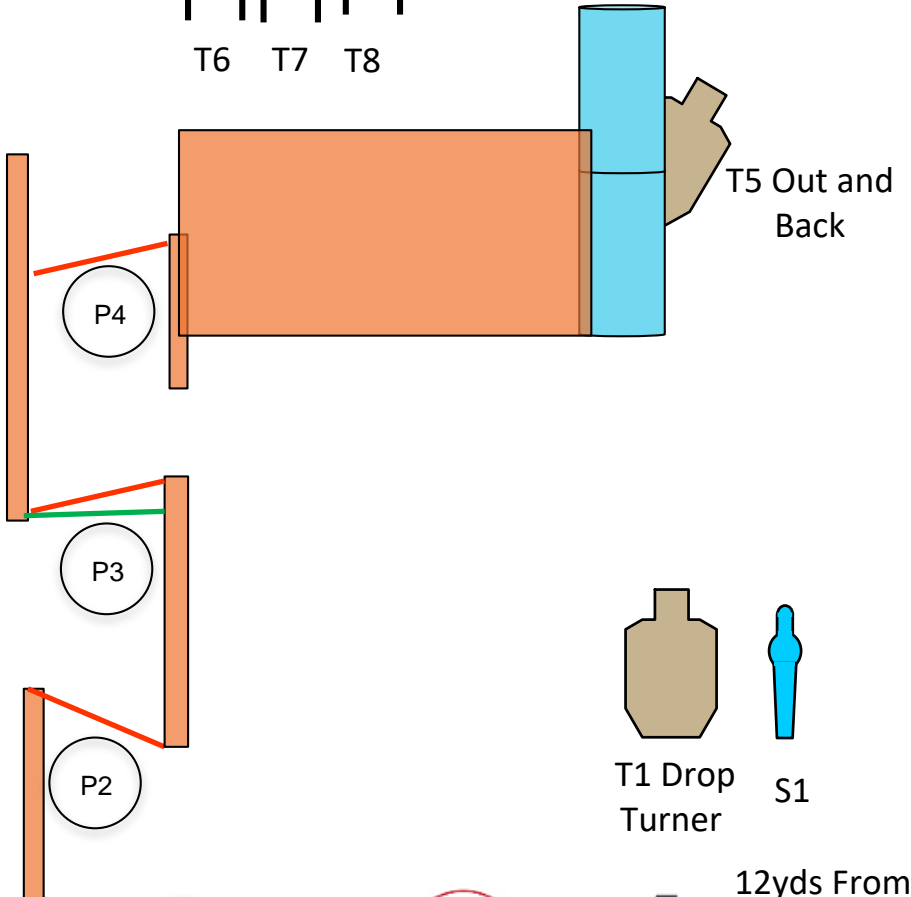
**STAGE PROCEDURE:** At the signal engage T1 and S1 from P1, engage T2-4 from P2. Engage T5 from P3 and T6-8 from P4. Note fault lines in hallway do not extend beyond the wall.



20



Laser  
Activates T5



12yds From  
P1

0 YDS





Sanner's Lake Sportsmen's Club – IDPA  
Stage 12 – Warm Up (Every Bay)



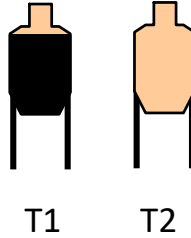
SCENARIO: Standard

START POSITION: Standing at P1. Gun loaded with Four rounds and holstered.

STRINGS: 1  
SCORING: 8 rounds, Limited  
TARGETS: 2 threat  
SCORED HITS: 4 per target  
MUZZLE SAFE POINT: 180  
START-STOP: Audible - Last shot  
COVER GARMENT: Required

STAGE PROCEDURE: At the signal draw and engage T1 and T2 from P1 with 4 rounds each.

7



Targets are 5'  
to the shoulder  
and 1, apart

0



YDS

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**Sanner's Lake Sportsman Club**  
**21375 Sanners Lane**  
**Lexington Park, MD 20653**  
(physical address only, no mail)

**Please Drive SLOW!** The speed limit on club grounds is 10 mph

