

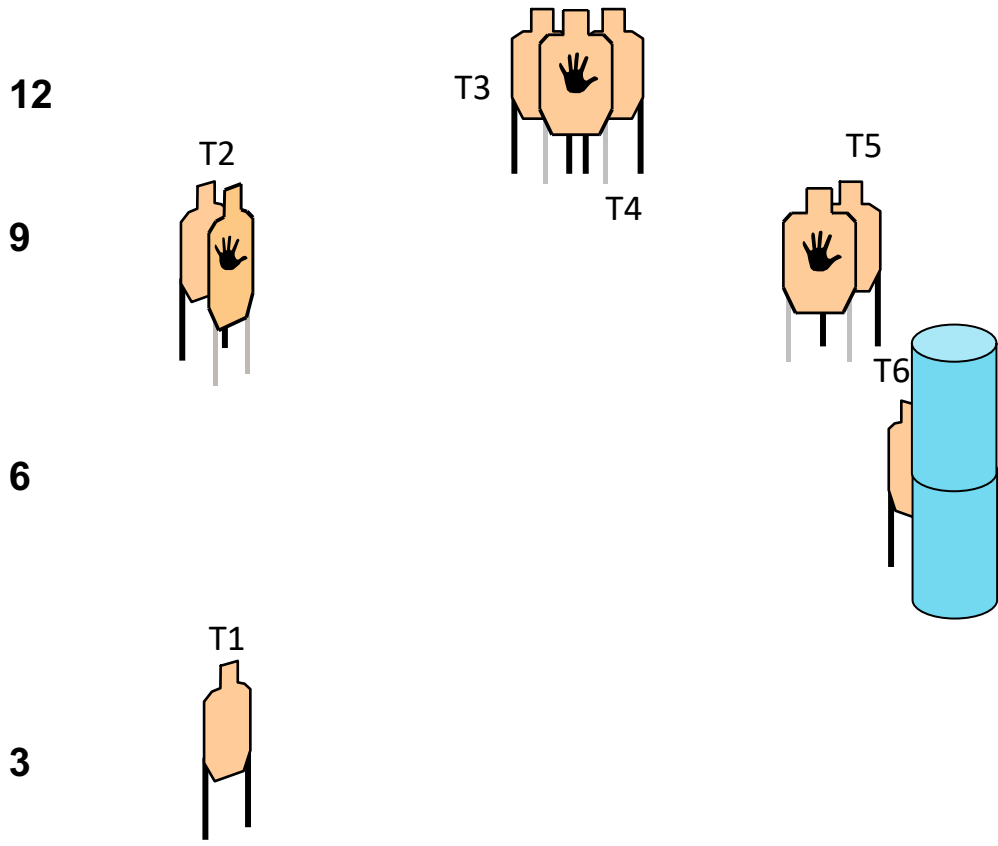
Stage 1
The Steaks are High
Korey Smith

SCENARIO: You are grillin and chillin in the back yard when local thugs want to see if you're CHICKEN. Don't misSTEAK your friends for the bad guys or you'll get RAKED OVER THE COALS. This stage should be a Picnic!

START POSITION: Standing at P1, facing uprange strong hand holding tongs with steak over grill. Firearm holstered, reloads on belt per IDPA rules.

STRINGS: 1
SCORING: Unlimited, 18 rounds
START SIGNAL: Audible
STOP: Last shot
SCORED HITS: 3 per paper target
MUZZLE SAFE POINT: 180 degrees
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, turn then draw and engage P1-P6 with 3 rounds each. All targets must be engaged from behind the table.



YDS

Sanner's Lake Sportsmen's Club – IDPA

Stage 2

Home Defense

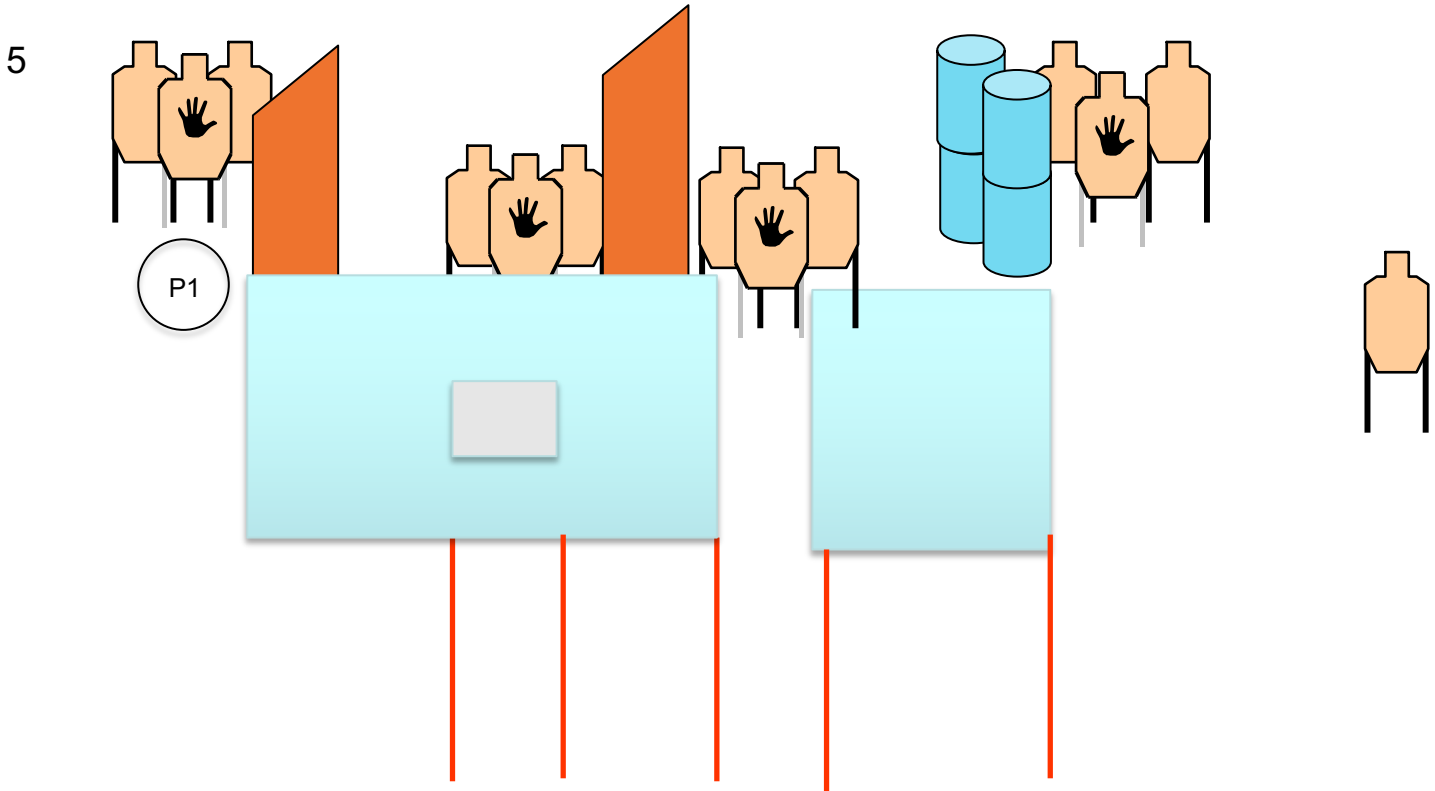
Mike Haskin

SCENARIO: You are outside having a beverage with the neighbor, when a group of 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.

STAGE PROCEDURE: At the signal engage all targets utilizing cover where available.

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



Sanner's Lake Sportsmen's Club – IDPA

Stage 3

Home Invasion

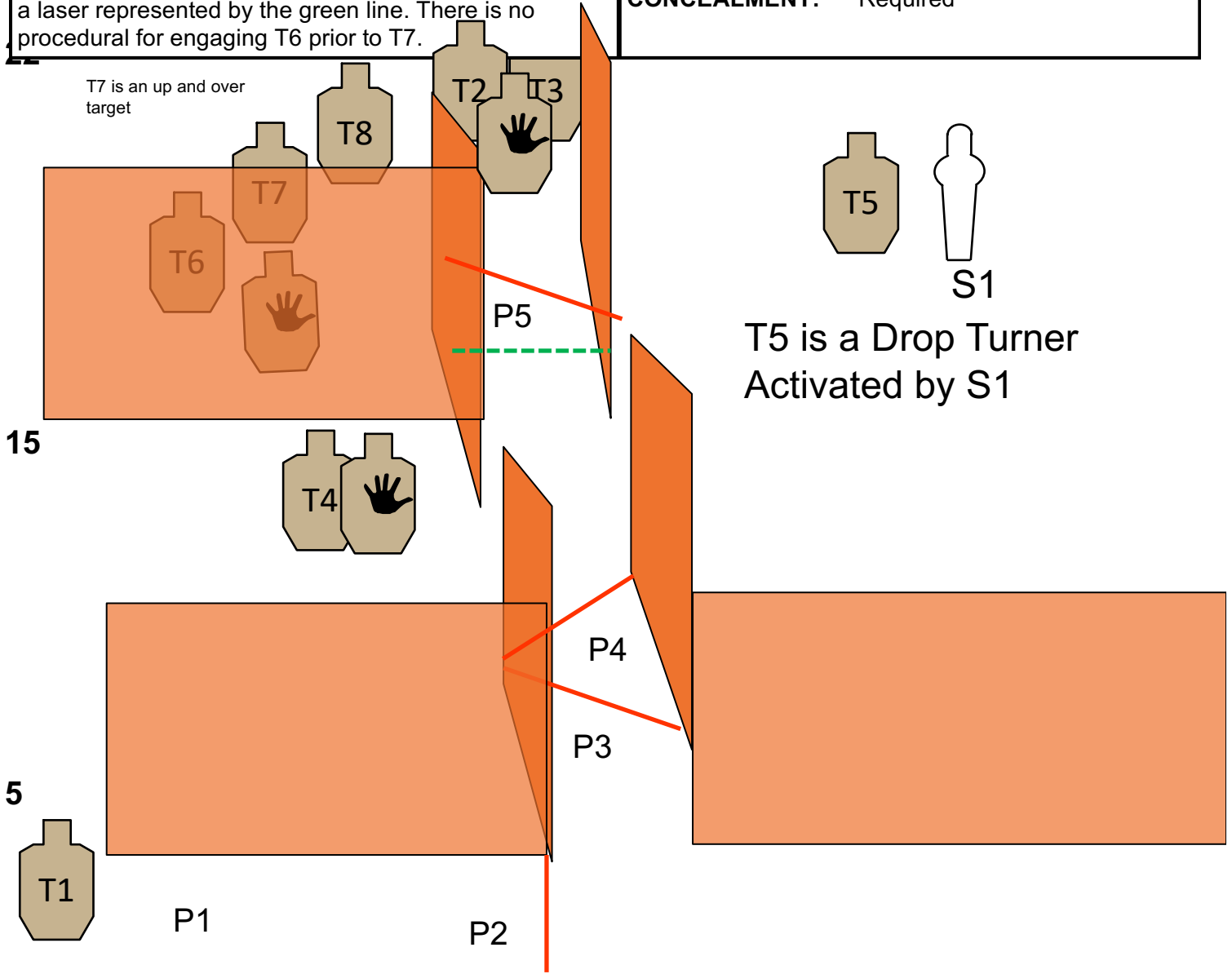
Scott Boas

SCENARIO: Your home has been invaded, save your family.

START POSITION: Standing at P1 with back towards T1, hands above perspective shoulders. Firearm loaded and holstered. Spare ammo per rules.

STAGE PROCEDURE: At the signal turn and engage T1 while retreating to P2. Engage T2-3 from P2, T4 from P3 and S1 and T5 from P4. Continue to P5 and engage T6-T8. T7 is an up and over target triggered by a laser represented by the green line. There is no procedural for engaging T6 prior to T7.

STRINGS: 1
SCORING: Unlimited, 17 rounds
START SIGNAL: Audible
STOP: Last shot
SCORED HITS: Best 2 per paper target, steel must fall.
MUZZLE SAFE POINT 180 degrees
CONCEALMENT: Required



Sanner's Lake Sportsmen's Club – IDPA

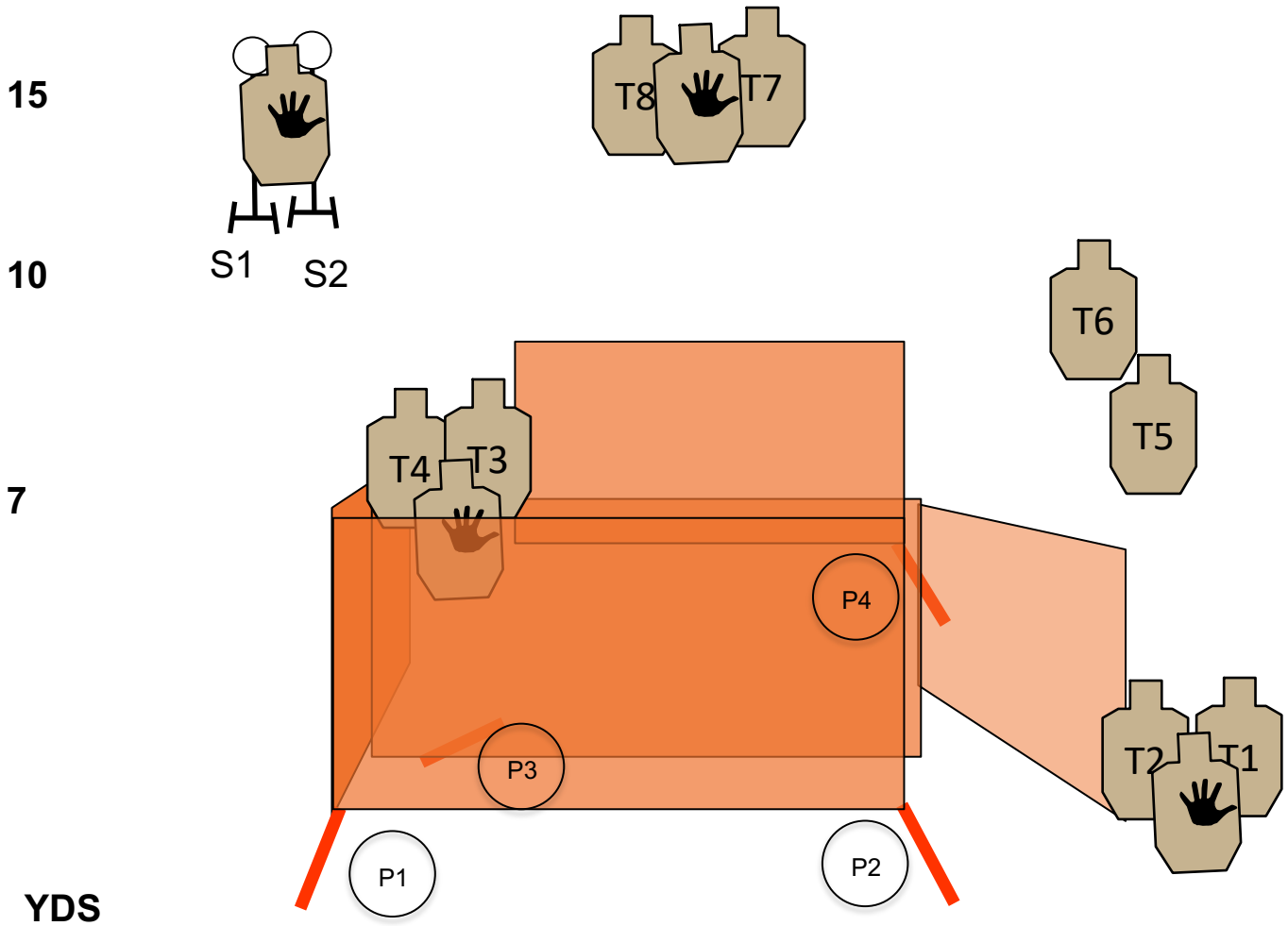
Stage 4
TRAP HOUSE
Scott Boas

SCENARIO: You are making a pizza delivery. The caller has set you up for a robbery

START POSITION: Standing at P1 holding pizza box in box hands. Firearm loaded and holstered, spare ammo on belt.

STAGE PROCEDURE: At the signal engage S1-S2 from P1, T1-T2 from P2, T3-T4 from P3 and T5-T8 from P4

STRINGS: 1
SCORING: Unlimited, 18 rounds
START SIGNAL: Audible
STOP: Last shot
SCORED HITS: Best 2 per paper, steel must fall
MUZZLE SAFE POINT: 180 degrees
CONCEALMENT: Required



Sanner's Lake Sportsmen's Club – IDPA

Stage 5

Stage Name: Coming Home

Course Designer: Scott Boas

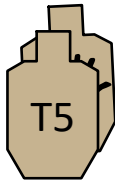
SCENARIO: You are on your way into your house when you come under attack, you think you've gotten all of them when you discover one more.

START POSITION: Standing at P1 with your hands relaxed at your side, gun loaded and holstered reloads on your belt.

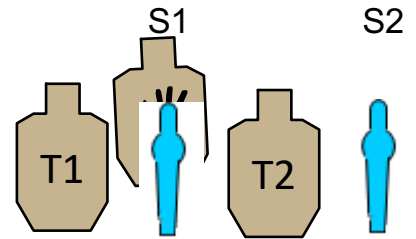
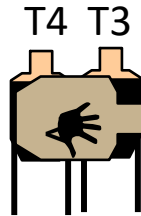
STRINGS: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 8 threat, 3 non threat
SCORED HITS: Best 3 per paper
MUZZLE SAFE POINT: 180
START-STOP: Audible - Last shot
COVER GARMENT: Required

STAGE PROCEDURE: At the signal draw and engage all targets with 3 shots each steel until it falls T1, T2, S1 and S2 are shot in the open, all other targets utilizing cover. The Switch must be activated to move the non-threat out of the way.

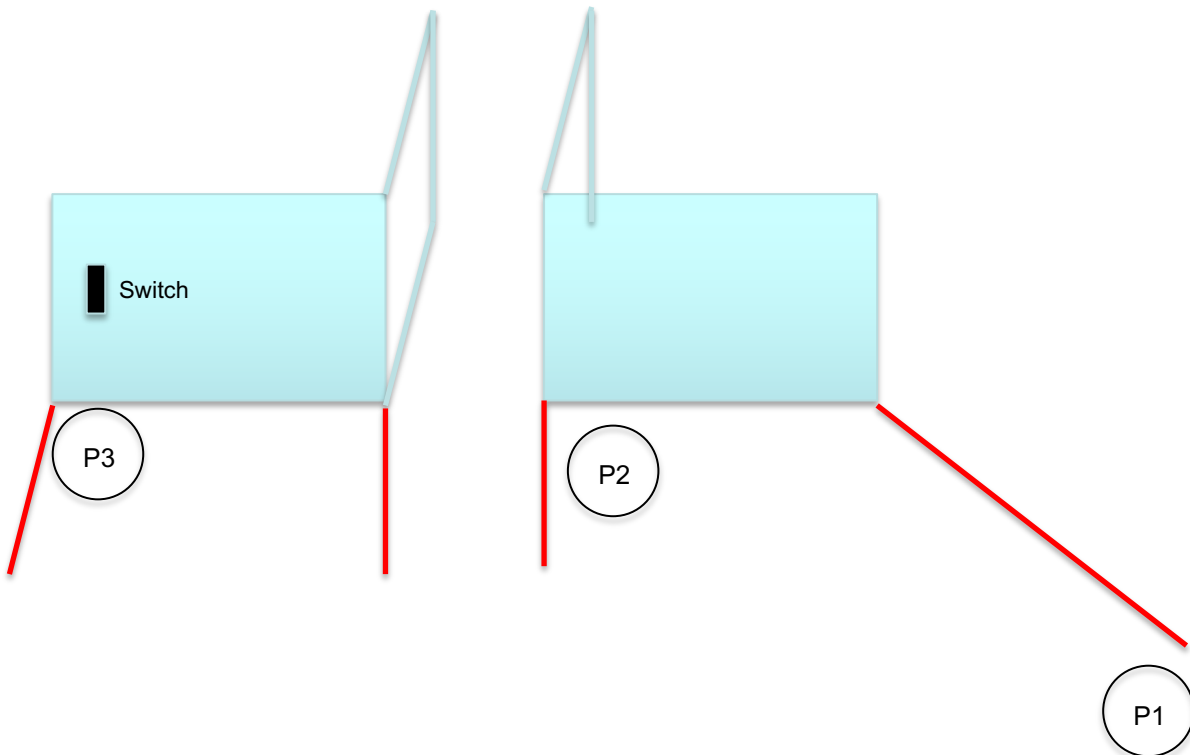
10



Out and Back non-threat activated by switch



0



YDS

Sanner's Lake Sportsmen's Club – IDPA

STAGE 6

Pulling Over a Speeder

Scott Boas

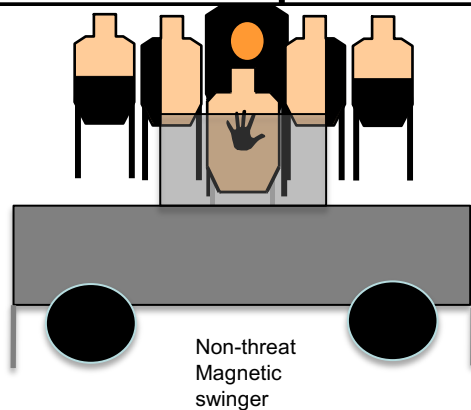
SCENERIO: You're on patrol when someone goes speeding by you, when you activate your lights you realize these guys are wanted for more then speeding.

START POSITION: Seated in the police car (May choose either passenger or driver seat) Pistol loaded and holstered spare ammo on your belt.

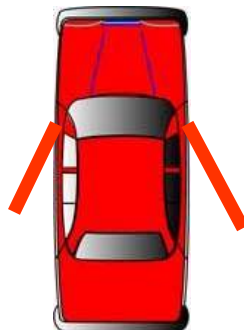
STAGE PROCEDURE: At the signal activate the light by flipping the switch, open the door, then draw and engage T1-T5 with 3 rounds each. Swinger is activated by flicking the light switch. At least one leg must stay in the car while shooting. It is a DQ to hit any part of the car.

STRINGS: 1
SCORING: Unlimited, 15 rounds
TARGETS: 5 threat, 1 non threat,
START SIGNAL: Audible
STOP: Last shot
SCORED HITS: Best 3 per target
MUZZLE SAFE POINT 180 degrees
COVER GARMENT: Required

10



0



YDS

Sanner's Lake Sportsmen's Club – IDPA

Stage 7

Mob Attack

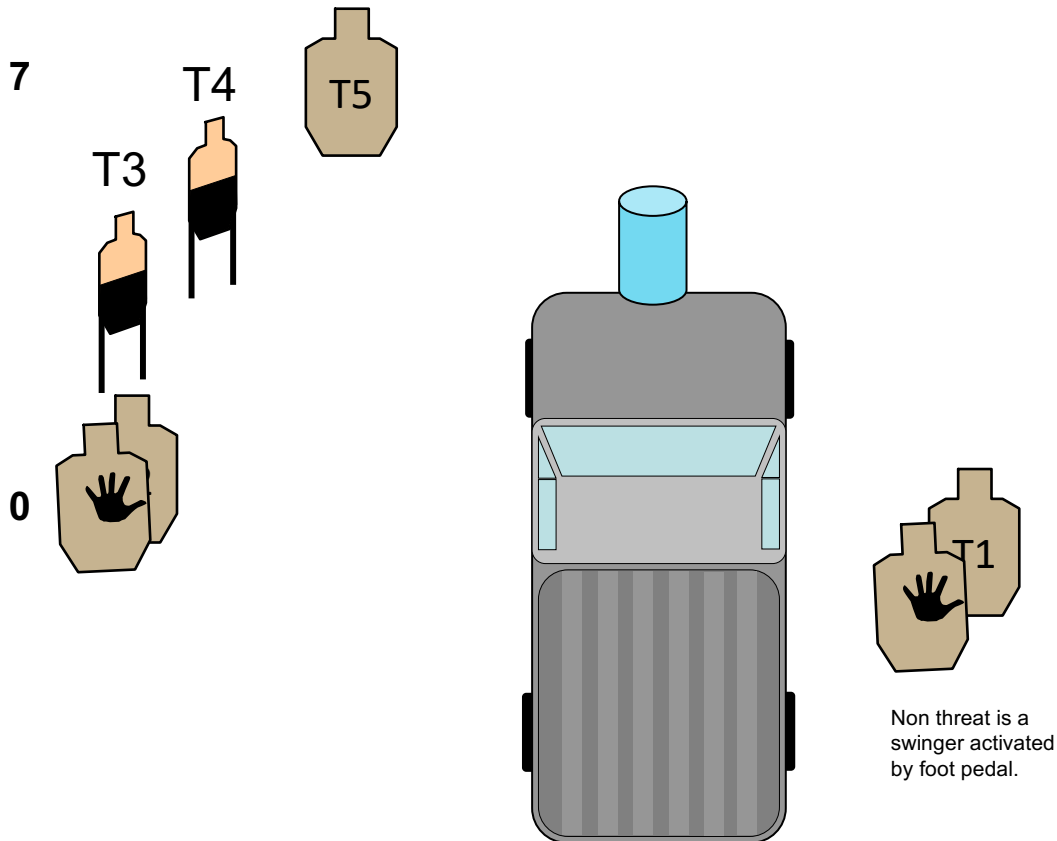
Scott Boas

SCENARIO: You are driving home when a mob surrounds you and starts attacking. You hit the gas but your car gets stuck on a blue barrel.

START POSITION: Seated in the driver seat with pistol sitting next to you.

STAGE PROCEDURE: At the signal press the gas pedal then grab your pistol and engage T1-T 5 in tactical priority with 3 rounds each. It is a DQ to hit any part of the car.

STRINGS: 1
SCORING: Unlimited, 15 rounds
START SIGNAL: Audible
STOP: Last shot
TARGETS: 5 threat
SCORED HITS: 3 per paper target
MUZZLE SAFE POINT 180 degrees
CONCEALMENT: Required



Sanner's Lake Sportsmen's Club – IDPA

Stage 8

Standards

Course Designer: Scott Boas

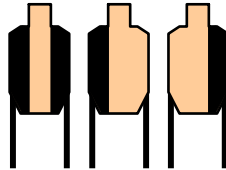
SCENARIO:

START POSITION: Standing at P1, Handgun loaded with 6 rounds and holstered spare ammo on your belt. All magazines downloaded to 6 rounds each.

STAGE PROCEDURE: At the signal draw and engage T1 –T3 with 6 rounds each. One target must be engaged with your right hand only, one target must be engaged with your left hand only. One target may be engaged freestyle.

STRINGS: 1
SCORING: 18 rounds min, limited
TARGETS: 3 threat
SCORED HITS: Best 6 per paper
MUZZLE SAFE POINT: 180 degrees
START-STOP: Audible - Last shot
COVER GARMENT: Required

7



Sanner's Lake Sportsmen's Club – IDPA

Stage 9

Wolf Pack

Course Designer: Korey Smith

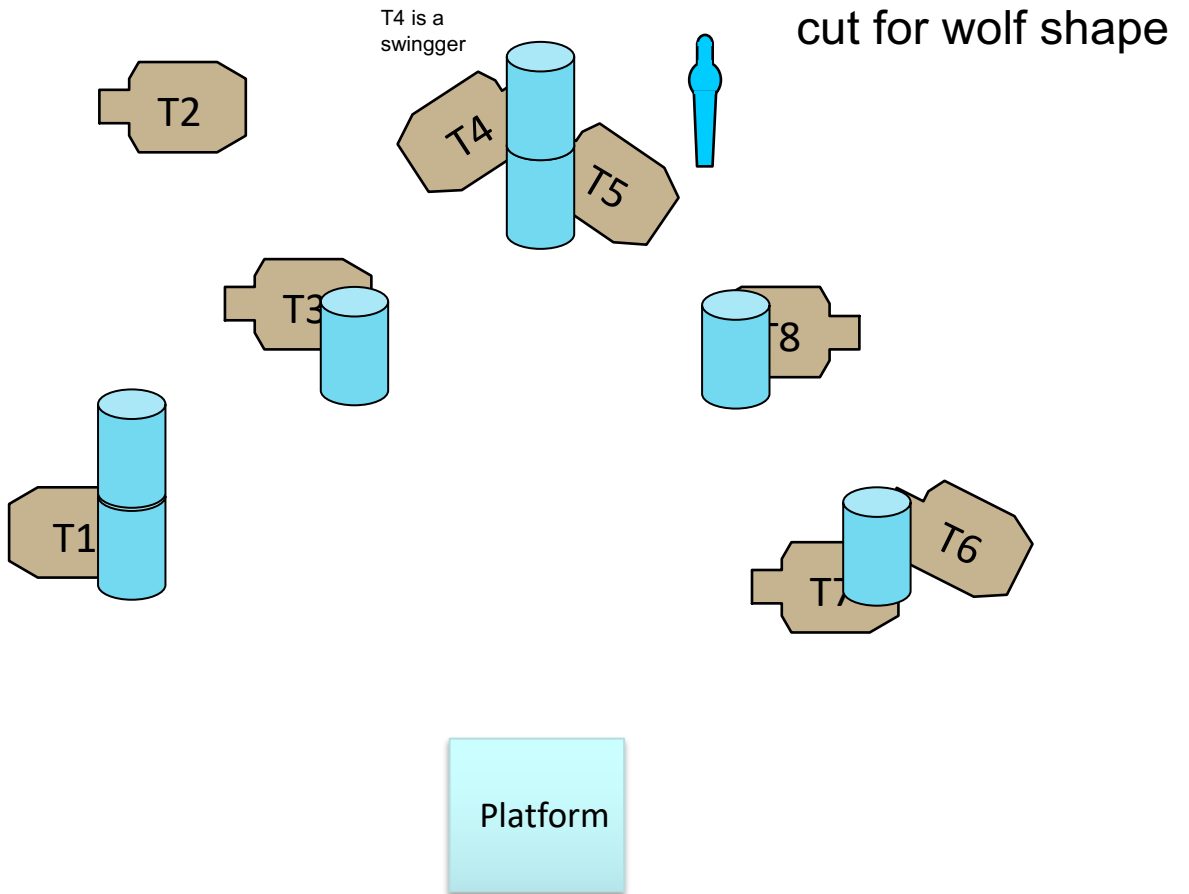
SCENARIO: You are studying a wolf pack when they decide that you will make a nice meal. Jump onto your observation platform and keep yourself from becoming kibble.

START POSITION: Standing at P1 Loaded and Holstered. All reloads will be on your belt

STRINGS: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 8 threat, 1 Steel
SCORED HITS: Best 2 per target, steel must fall
MUZZLE SAFE POINT: 180 degrees
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: Standing on the platform with your feet on the marks, Draw and engage T1-T8 with 2 rounds each and steel until it falls.

10



YDS

Sanner's Lake Sportsmen's Club – IDPA

Stage 10

Office Attack

SCENARIO: You sit down at your meeting right as a gang storms the office. Retrieve your pistol from the box and save the day.

START POSITION: Standing at P1 with firearm loaded in the IDPA box. Spare ammo on the table.

STAGE PROCEDURE: At the signal sit down and engage the targets in tactical priority with 2 rounds each, steel until it falls, you must remain seated the entire time.

STRINGS: 1
SCORING: Unlimited, 16 rounds
START SIGNAL: Audible
STOP: Last shot
SCORED HITS: 2 per paper target, steel must fall
MUZZLE SAFE POINT: 180 degrees
CONCEALMENT: Not Required

25

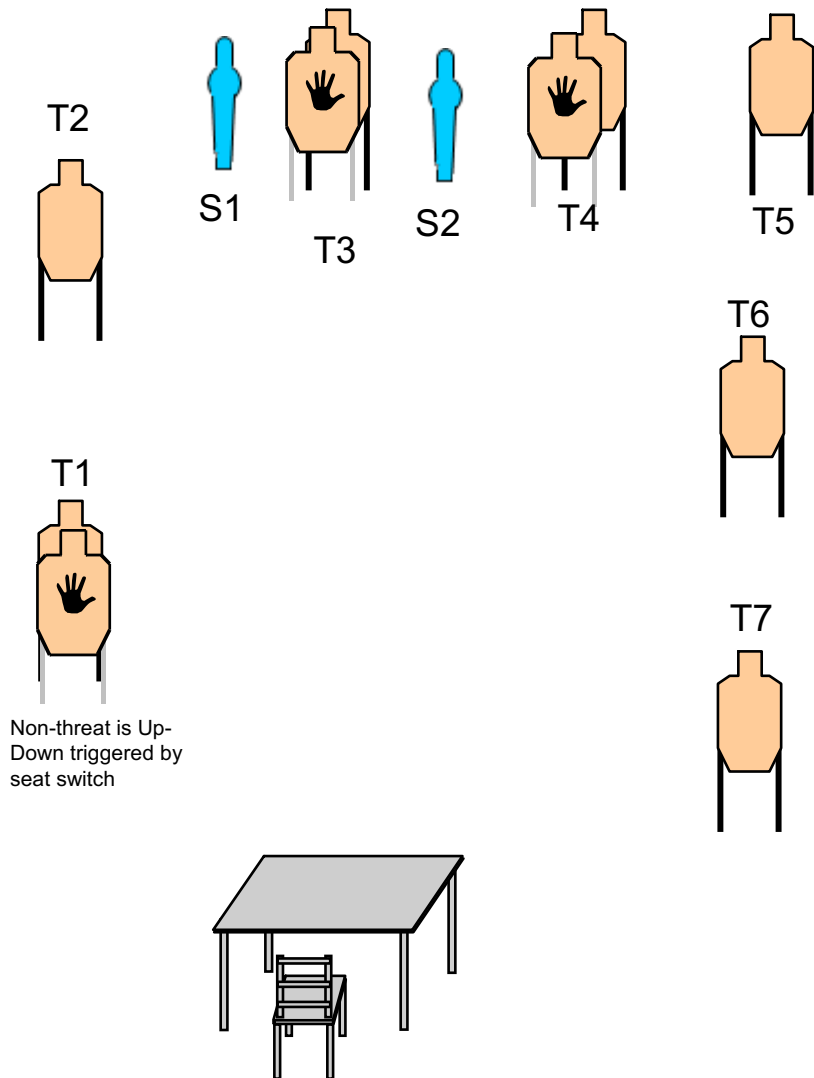
15

12

9

5

0
YDS



P1