



Writers Block

Stage: 1 Bay: 1



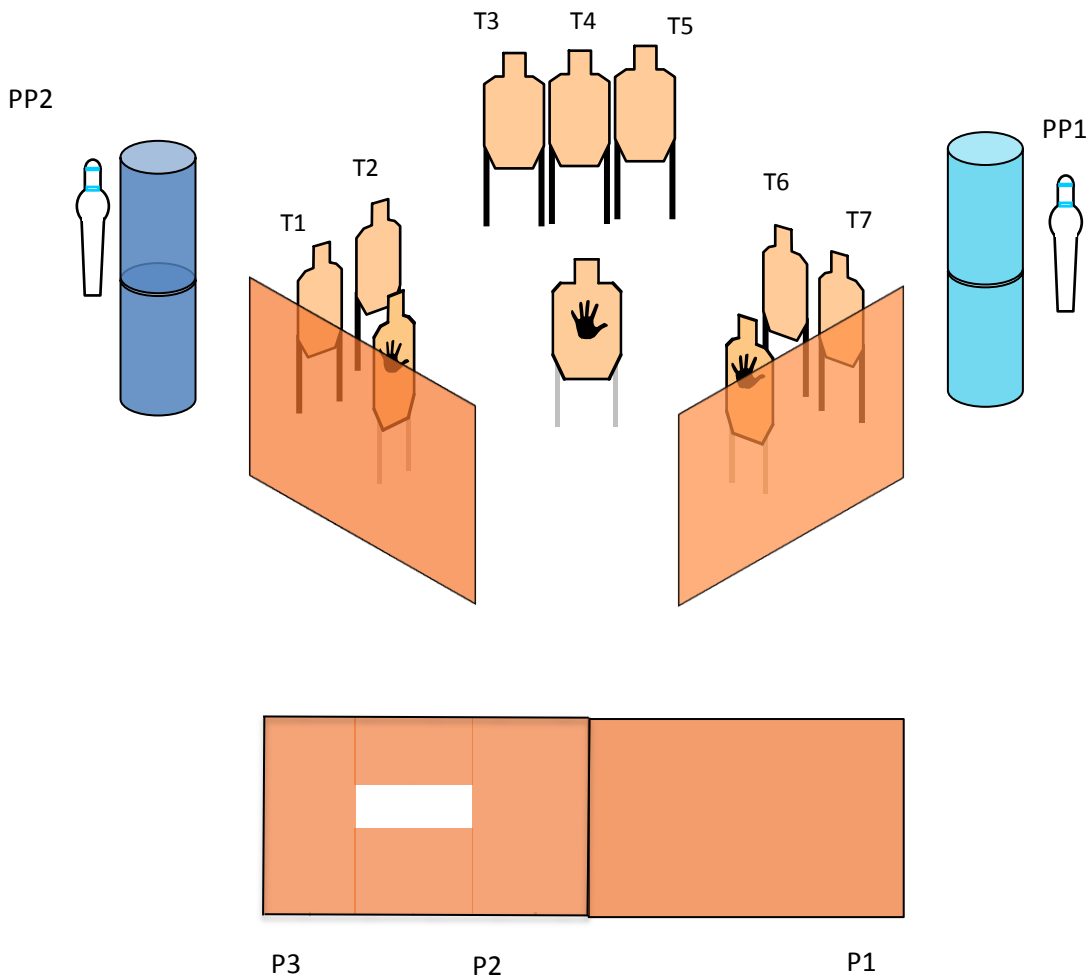
Designed by: John R. Finkle

SCENARIO: You have been trying to come up with something clever to write at work all day. Now it is dark and you are headed home with writers block. Maybe this will help. "It was a dark and stormy night. Then, suddenly, a shot(or 16)rang out."

START POSITION: P – 1, weapon holstered and loaded to division capacity. Hands relaxed at sides.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 7 Threat, 3 Non-Threat, 2 Steel
SCORED HITS: Best 2 per paper, steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: At the signal draw your weapon and engage PP1 and T1 – 2 from P1. Move to P2 and engage T3 – 5. Move to P3 and engage PP2 and T6–7. Any legal IDPA reload is available.





Stealing Ideas

Stage:2 Bay:2

Designed by: John R. Finkle

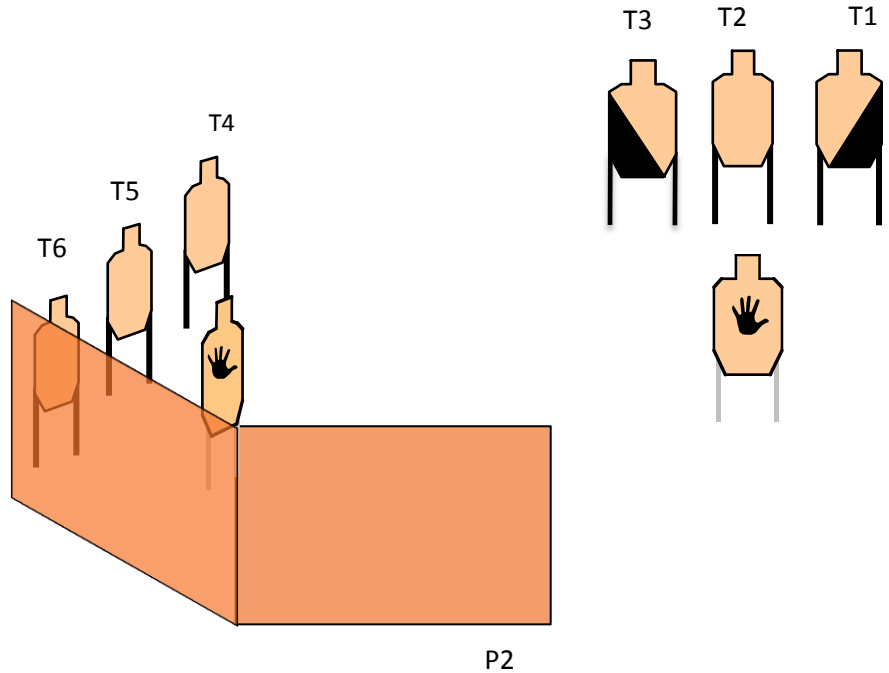


SCENARIO: You have cleared your writers block the old fashioned way, stealing. Stealing is an ugly word. You have "borrowed" from a colleague and have taken some creative liberties.

START POSITION: P – 1, weapon holstered and loaded to division capacity. Hands relaxed at sides.

STAGE PROCEDURE: At the signal draw your weapon and engage targets T1 – 3 on the move to P2. At P2 you may finish or make up shots on T1 – 3. At P2 engaging remaining targets T4 – 6. Any legal IDPA reload is available.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 Threat, 2 Non-Threat
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





Robert's Revenge

Stage:3 Bay:3

Designed by: John R. Finkle



SCENARIO: Seems like a lot of people have been having trouble with hard cover. Have fun!!

START POSITION:

Str. 1-- P – 1, weapon holstered and loaded to division capacity.

Str. 2 – P2 or P3 weapon holstered and loaded to division capacity.

STAGE PROCEDURE:

Str. 1-- At the signal draw your weapon and engage targets strong hand only with two rounds each.

Str. 2 – At the signal draw your weapon and engage targets while moving to opposite side with two rounds each.

STRINGS: 2

SCORING: 24 rounds min, Limited Vickers

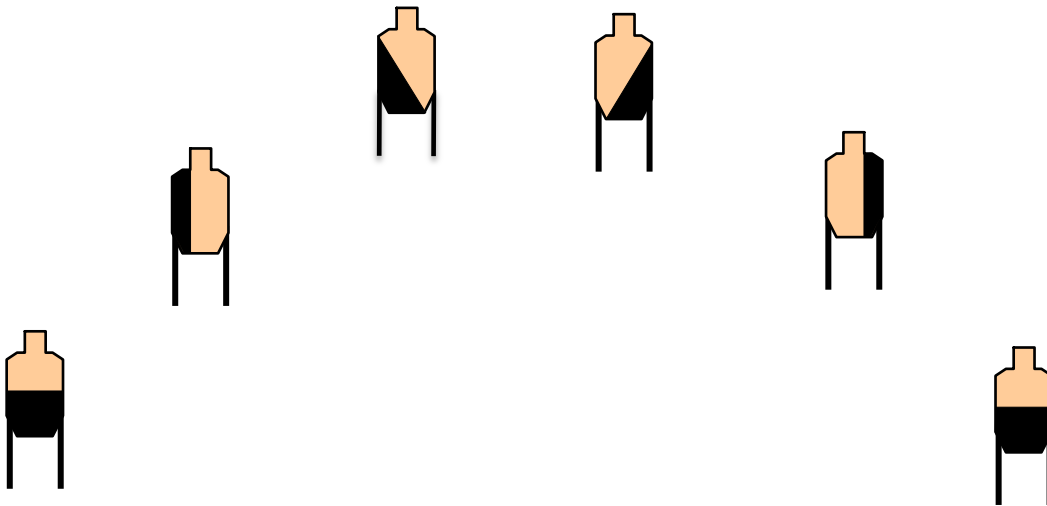
TARGETS: 6 Threat

SCORED HITS: Best 4 per paper

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required



P2

P1

P3



Inspiration

Stage:4 Bay:4

Designed by: John R. Finkle

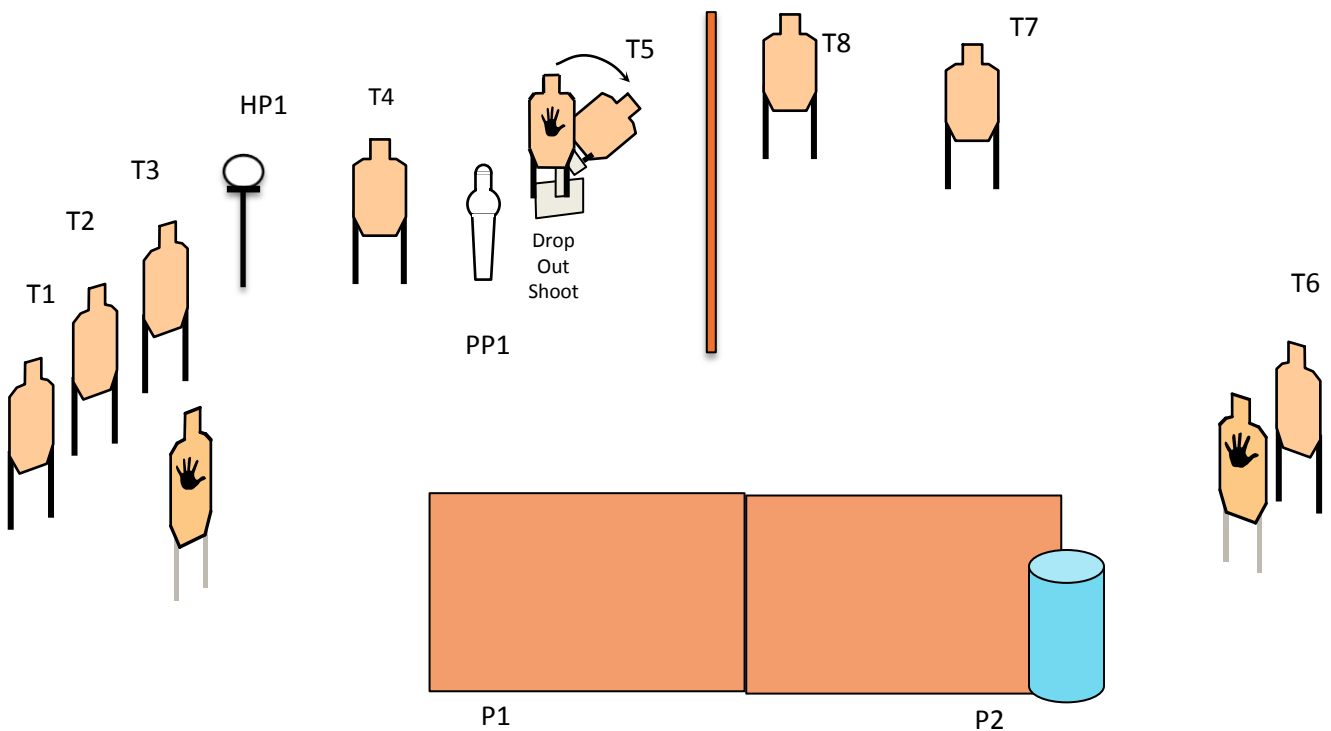


SCENARIO: Van Gogh lopped off his ear for inspiration. You have resorted to stealing(borrowing). Now someone is trying to sabotage your work. You are not known as a workplace diplomat. The best diplomat you know is a fully loaded gun. Be careful on your counting.

START POSITION: P – 1, weapon holstered and loaded to division capacity. Hands relaxed at sides.

STAGE PROCEDURE: At the signal draw your weapon and engage targets T1 – 5, HP1 and PP1 from P1. Move to P2 and engage T6 – 8 from low cover. Any legal IDPA reload is available.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 8 Threat, 3 Non-Threat, 2 Steel
SCORED HITS: Best 2 per paper, Steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





Finally

Stage: 5 Bay: 7

Designed by: John R. Finkle

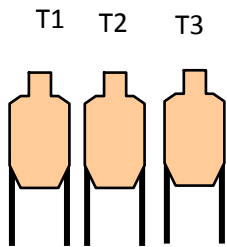


SCENARIO: Shots ring out like a symphony in your head. Finally the finish comes into focus. You know the big finish to your work. To bad people had to die but that is the cost of inspiration sometimes.

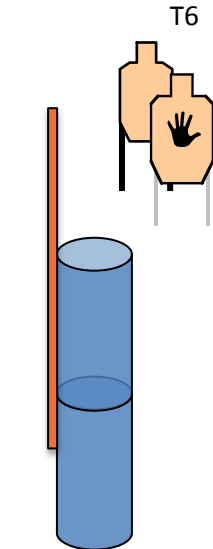
START POSITION: P – 1, weapon holstered and loaded to 6 rounds only. Hands at surrender.

STAGE PROCEDURE: At the signal draw your weapon and engage targets T1 – 3 in tactical sequence with the first three shots from retention while moving to P2. At P2 engage T4 – 6 before moving to P3. At P3 finish with targets T7 – 8. Any legal IDPA reload is available.

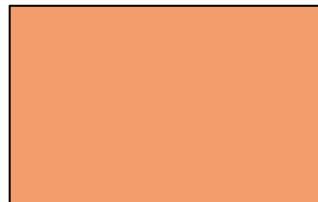
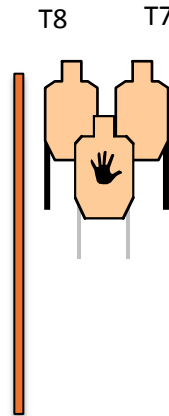
STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 8 Threat, 3 Non-Threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required



P1



P2



P3

