

2010 FLORIDA



Stage
Designs

(Subject to Change)

Stage Summary

1	Bad Deal	Scenario	Vickers	17
2	Wine Shop Madness	Scenario	Vickers	12
3	Wine Shop Parking Lot	Scenario	Vickers	6
4	Midnight Watchman	Scenario/ DARK	Vickers	16
5	Back and Slide Left	Scenario	Vickers	17
6	Rushed	Scenario	Vickers	18
7	Apparel Discomfort	Scenario	Vickers	12
8	Fell Asleep	Scenario	Vickers	16
9	Storm Damage	Scenario	Vickers	12
10	Clean-Up, Aisle Two	Scenario	Vickers	14
11	Get a Grip III	Standard Exercise	Limited Vickers	12
12	Box/Chrono/Scale/ Safety	Equipment Check	N/A	5
			Total	157

Stage/Bays Layout

Action Bays

Stage # 1 Bad Deal	Stage # 2 Wineshop Madness Stage # 3 Parking Lot	Stage # 4 Midnight Watchman	Stage # 5 Back and Slide Left	Stage # 6 Rushed	Stage # 7 Apparel Discomfort	Stage # 8 Fell Asleep
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Multipurpose Range

Stage # 9
Storm Damage

Bulls Eye Range

Stage # 12
Gear Check

Jack Jones Range

Stage # 10
Clean-up

Stage # 11
Get a Grip III

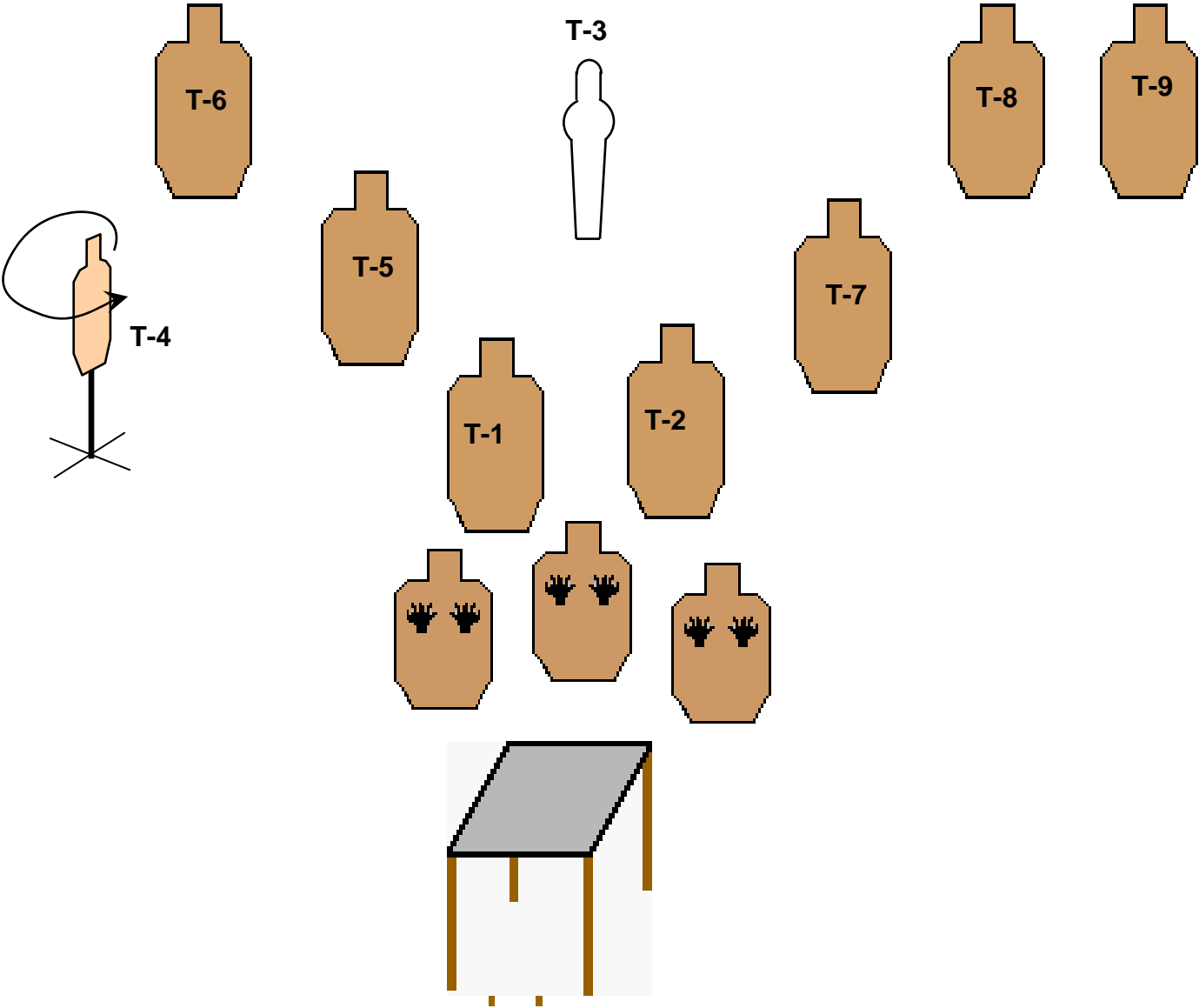
Florida State Championship 2010
Stage # 1 (Bay 1)
Bad Deal
 Course Designer: Mark Brannan, Wyoming Antelope Club

SCENARIO: You are playing cards at the Hard Knocks Café when unwanted players decide to get in the game

START POSITION: Start seated, cards held above table in both hands, gun loaded and holstered, with concealment.

SCORING: Vickers Count
TARGETS: 8 of IDPA Paper, 1 Popper
SCORED HITS: Best two per target.
START-STOP: Audible – Last Shot
RULES: IDPA – Latest Edition
Round Count: 17
Scoring Note: T-4 is a disappearing target: with no FTN penalty

STAGE PROCEDURE: Upon start signal engage targets with two rounds each, Targets T-1 and T-2 must be engaged before others. All shots must be fired while seated in chair.



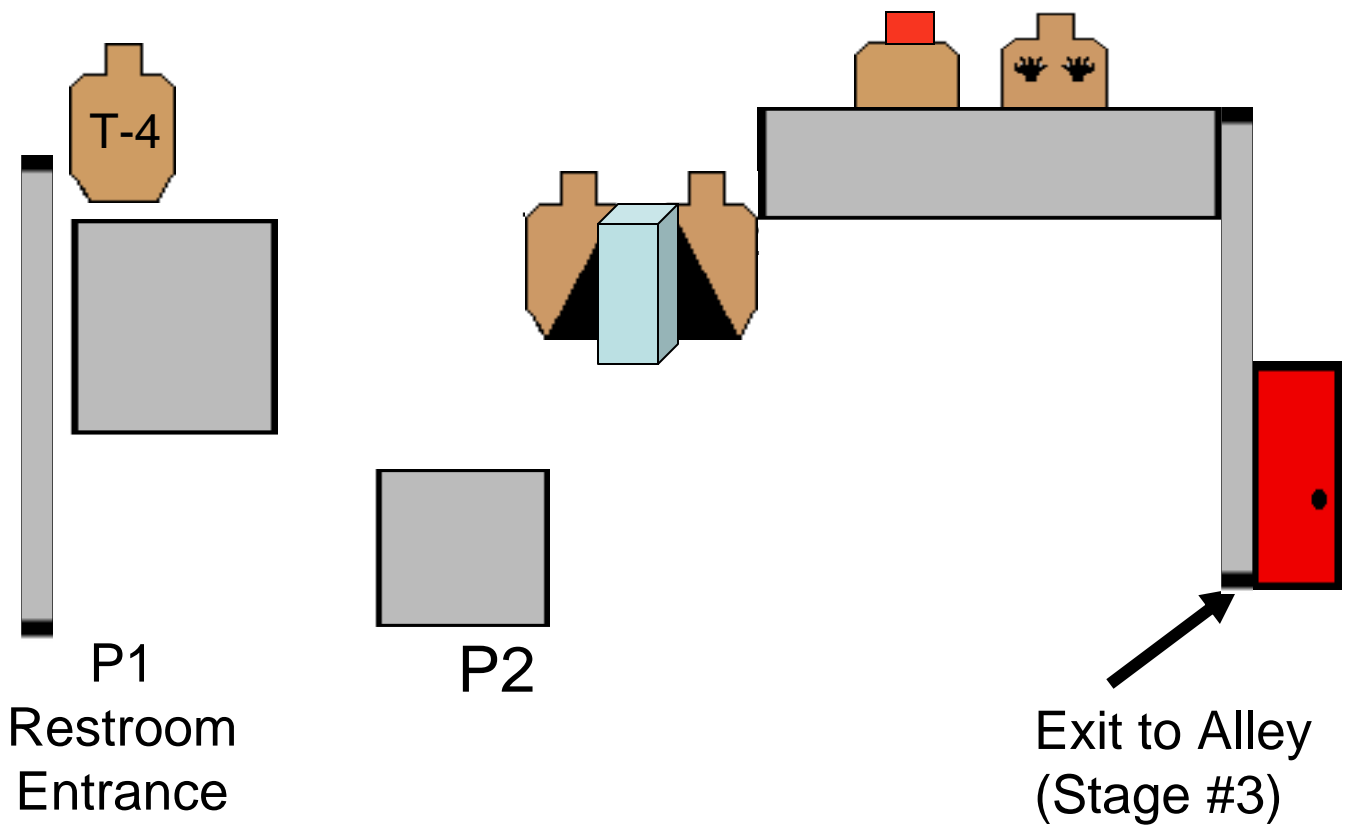
Florida State Championship 2010
Stage # 2 (Bay 2)
Stage Name: Wine Shop Madness
Course Designer: Dave Chandler & John Grubb : The Gun Shop & Range Leesburg Fl. & Ocala Sportsmen's Association (OSA)

SCENARIO: You stop into Morty's Wine shop and while there use his rest room. You are returning from the back of the store to check out, when a shot rings out. Four punks have decided to abscond with your friend and shop owner (Mortimer's) hard earned \$, and one has already fired a shot and has just pulled the hammer back on a .44 and he won't miss this time. You must dispose of T-1 and then his accomplices, check on Morty, then get ready to get help.

START POSITION: Starting at P1 facing up range, gun loaded to division capacity and holstered with concealment garment etc.

SCORING: Vickers Count
TARGETS: 4 IDPA Cardboard, 1 Non threat
SCORED HITS: Best three per target., T-1 may be neutralized with 1 head shot.
START-STOP: Audible – Last Shot
RULES: IDPA – Latest Edition
Round Count: 12

STAGE PROCEDURE: Upon start signal @ P1 Turn then draw move immediately to cover at P2, T-1 must be engaged 1st, then engage remaining targets in tactical priority, No targets may be re-engaged after leaving cover.



Florida State Championship 2010

Stage # 3 (Bay 2, again)

Wine Shop Alley

Course Designer: John Grubb "The Gun Shop" Leesburg

SCENARIO: You are leaving the wine shop to await the police and EMT's for Morty and are accosted by BG's Coming to aid their Bud's dragging an innocent w/ them as cover...

START POSITION: Start at P1 loaded to division capacity – dominant hand on doorknob

SCORING: Vickers Count

TARGETS: # of IDPA Cardboard

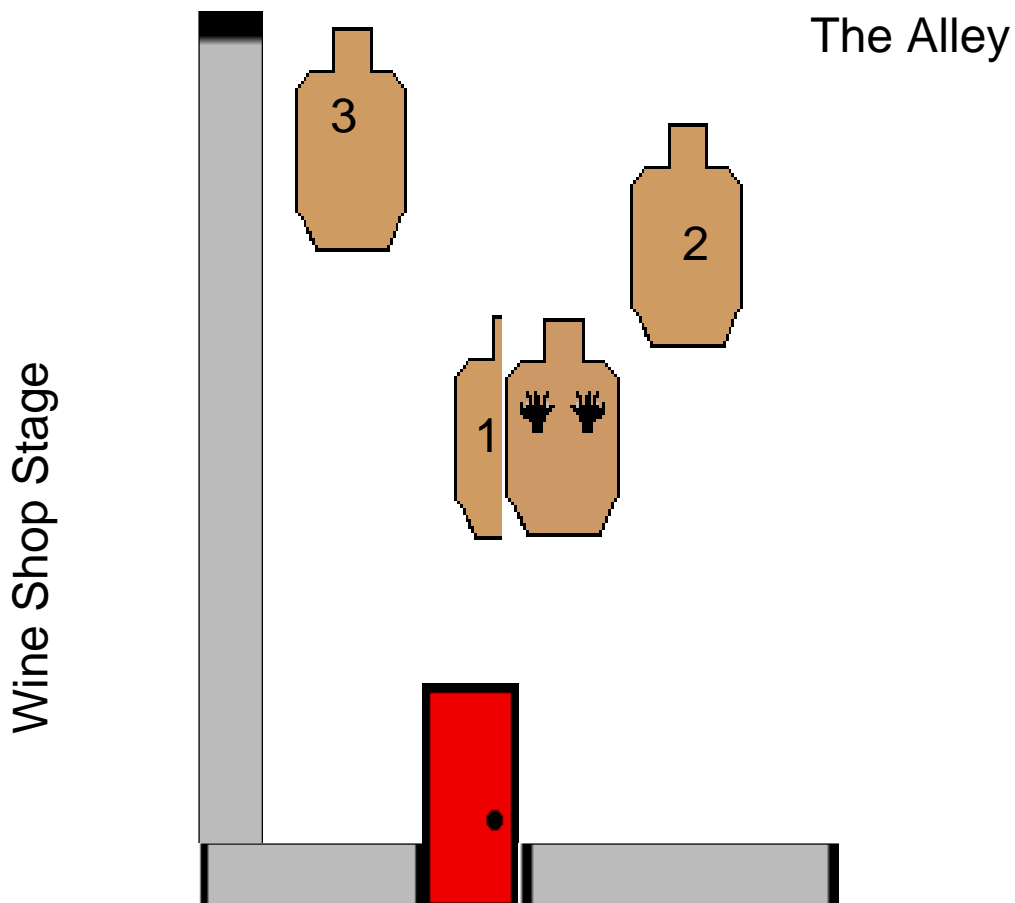
SCORED HITS: Best two per target.

START-STOP: Audible – Last Shot

RULES: IDPA – Latest Edition

Round Count: 6

STAGE PROCEDURE: Upon start signal open door and engage threats in tactical priority with 2 rounds to each target...



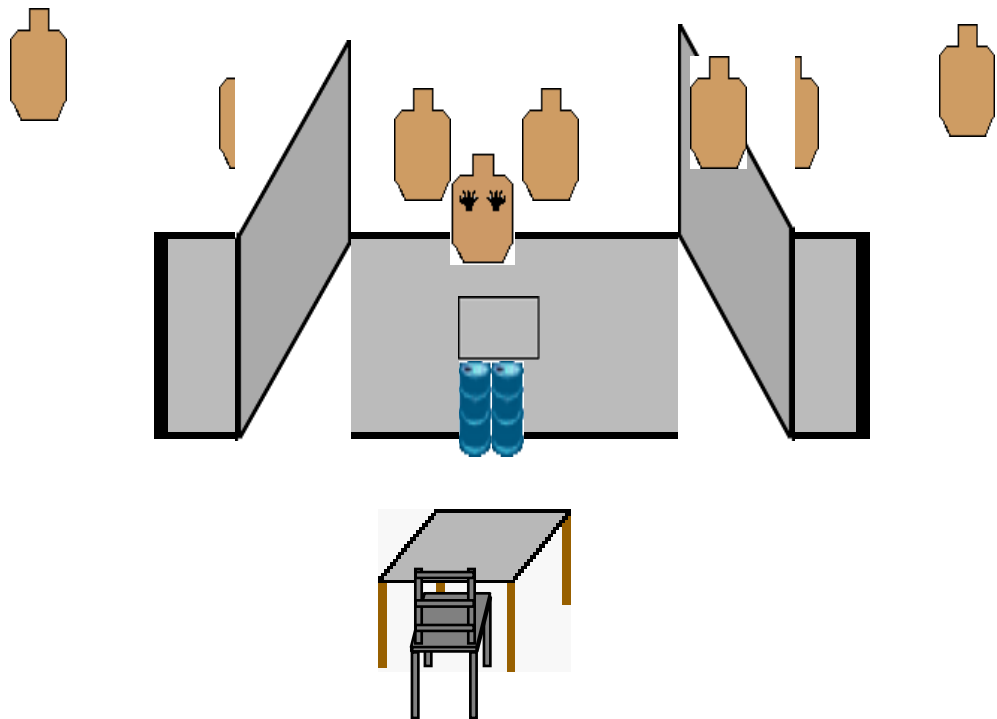
Florida State Championship 2010
Stage # 4 (DARK) (Bay 3)
Midnight Watchman
Course Designer: Joel Wilkins, Wyoming Antelope Club

SCENARIO: You are the night watchman at a warehouse. While drinking your coffee you hear noises in the warehouse. You investigate to find several armed intruders

START POSITION: Starting seated at table, gun loaded in holster, with coffee cup in strong hand, weak hand palm fully touching table.

SCORING: Vickers Count
TARGETS: 8 IDPA Paper
SCORED HITS: Best two per target.
START-STOP: Audible – Last Shot
RULES: IDPA – Latest Edition
Round Count: 16

STAGE PROCEDURE: Upon start signal engage targets with two rounds each.



Florida State Championship 2010
Stage # 5 (Bay 4)
Back and Slide to the Left

Course Designer: Frank Akey, TSSA

SCENARIO: While hanging up a payphone you find yourself mobbed. Even though you try to retreat, they keep on coming...

START POSITION: At P1 facing wall, strong hand firmly on telephone receive

STAGE PROCEDURE:

On signal, retreat to cover and engage Poppers 1 and 2 and T1-T2 as you see them. Go to end of wall and engage remaining threats as you see them. Do not go past P2.

SCORING: Vickers Count

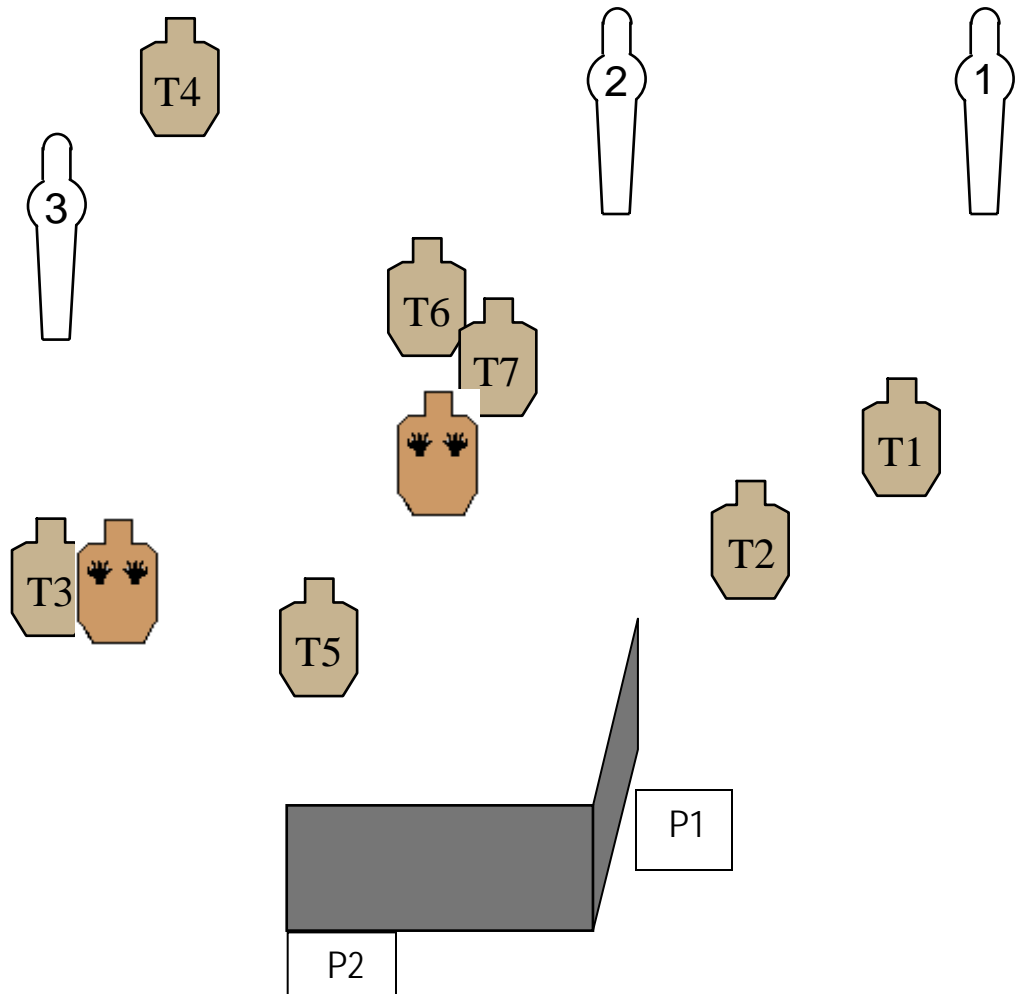
TARGETS: 7 IDPA Paper, 3 steel

SCORED HITS: Best two per target.

START-STOP: Audible – Last Shot

RULES: IDPA – Latest Edition

Round Count: 17



Florida State Championship 2010
Stage # 6 (Bay 5)
Rushed
Course Designer: Alan Mullenax and Toni Dandreamatteo,
TSSA

SCENARIO: You are trapped in your Suitcase City motel room by a drug crazed gang intent on forcing their way in to get you.

START POSITION: standing behind any port on the wall with cover garment, weapon loaded to division capacity

SCORING: Vickers Count

TARGETS: 9 IDPA Paper

SCORED HITS: Best two per target.

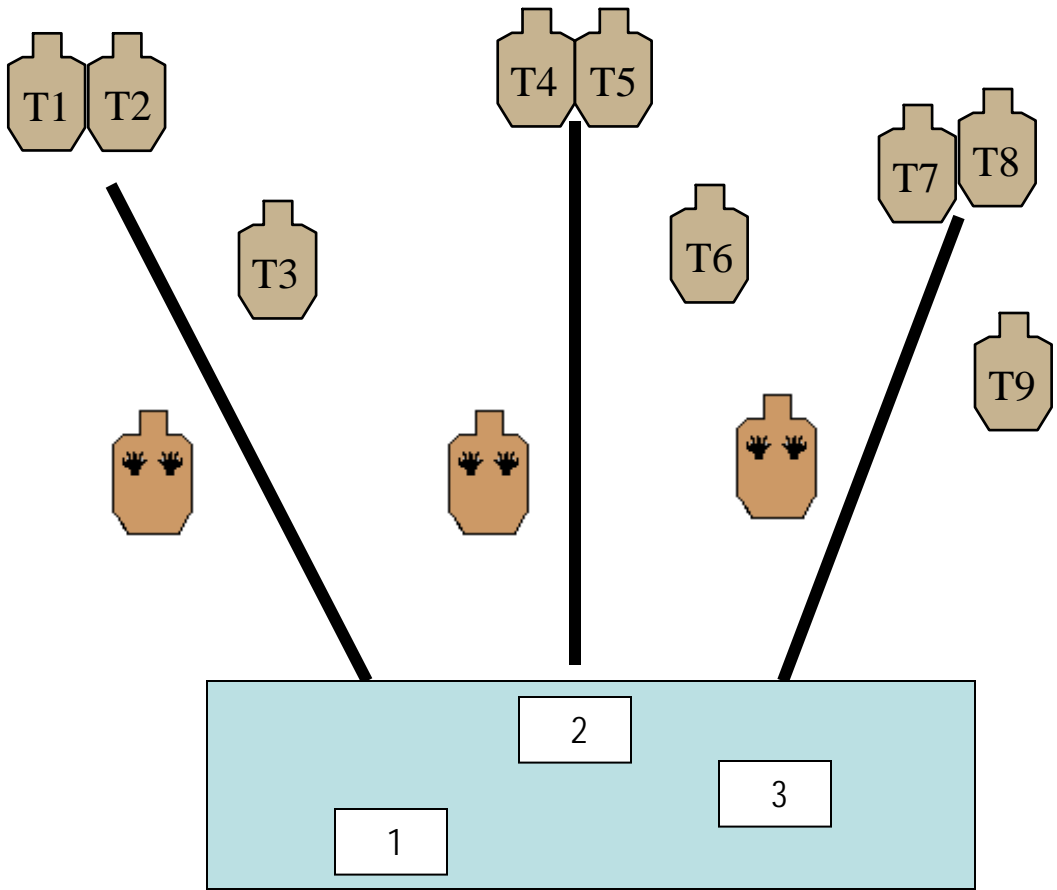
START-STOP: Audible – Last Shot

RULES: IDPA – Latest Edition

Round Count: 18

STAGE PROCEDURE: At the signal, open each port in any sequence to activate the targets behind it.

Note: Disappearing targets will not incur FTN penalty



Florida State Championship 2010

Stage # 7 (Bay 6)

Apparel Discomfort

Course Designer: Steve Naas, Hernando Sportsman's Club

SCENARIO: You have spent the day fishing in a B.A.S.S. tournament. In your haste to get to the awards area you have left your gear on including your PFD (life vest). You just won \$50,000 in the tournament and are taking your winnings back to your boat. On the way you are accosted by four dudes who want your winnings.

START POSITION: Gun loaded to IDPA, holstered, then put the PFD on over your cover garment. Both hands start on the large check which is held in front of the shooter.

SCORING: Vickers Count

TARGETS: 4 of IDPA Paper

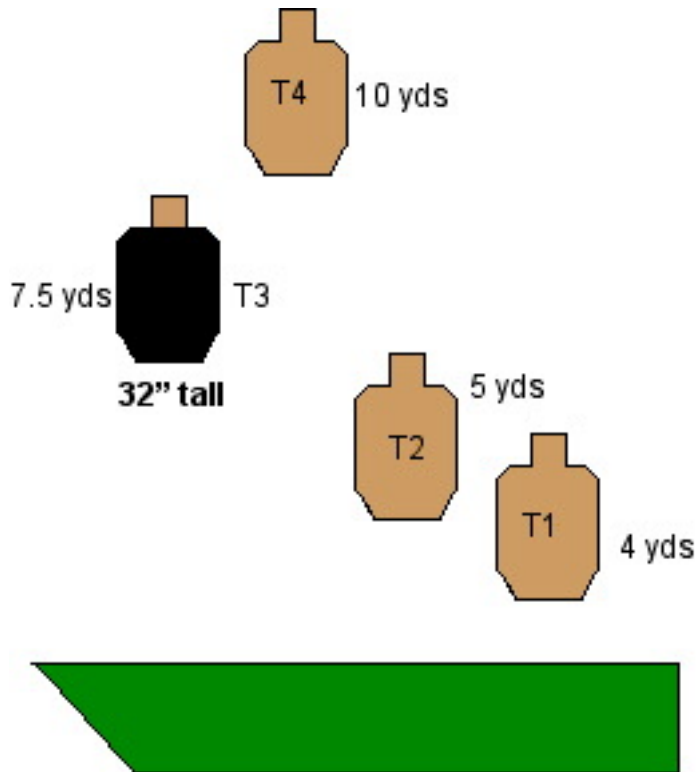
SCORED HITS: Best three per target.

START-STOP: Audible – Last Shot

RULES: IDPA – Latest Edition

Round Count: 12

STAGE PROCEDURE: On signal drop the check and engage all four targets with three (3) rounds each in tactical priority from behind the cover of the boat. One knee must touch the ground.



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Florida State Championship 2010

Stage # 8 (Bay 7)

Fell Asleep

Course Designer: Don Wakefield, Hernando Sportsman's Club

SCENARIO: You have to clean your weapon, but the events of the day have exhausted you. You fall asleep at the table before completing the process. You are startled by a crashing noise as some bad guys are breaking. Two family members are in the house.

START POSITION: Gun –empty- laying on table along with 1 magazine or clip with 5 rounds. Shooter sitting on chair with head lying on top arms and hands/arms on top of table (not touching gun or magazine).

STAGE PROCEDURE: Upon signal shooter loads his gun (w/ mag from table) and engages two targets thru window port utilizing cover. Shooter then opens the door (activates swinger) and enters the house to engage remaining targets

SCORING: Vickers Count

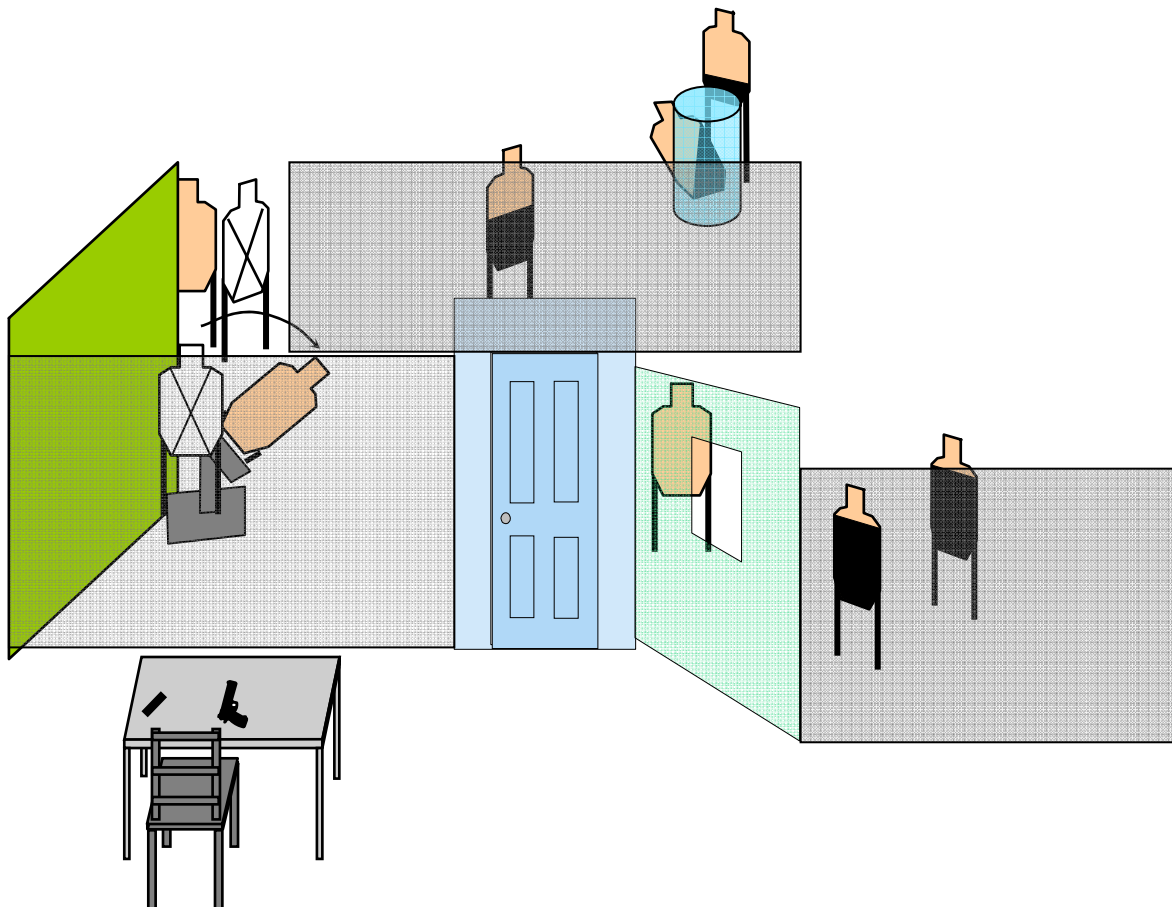
TARGETS: 8 IDPA Paper

SCORED HITS: Best two per target.

START-STOP: Audible – Last Shot

RULES: IDPA – Latest Edition

Round Count: 16



Florida State Championship 2010
Stage # 9 (Multi Purpose Range)
Storm Damage
Course Designer: Shannon Smith

SCENARIO: You survive a Florida Hurricane and arm yourself and set out to help your neighbors. As you approach their house, you see a car pull up and hear shots and screams and are simultaneously attacked by armed looters. You need to save yourself, then get to your neighbor's place to protect them from the looters. And then your long gun fails you...

START POSITION: Facing downrange, aiming rifle (held in both hands, stock against shoulder) at two nearest targets. Pistol loaded, holstered.

STAGE PROCEDURE: Upon start signal, transition from rifle to pistol and engage targets T-1, 2 & 3 with two rounds. Proceed to rubble pile and take PRONE cover. The bad guys using the car for cover must be shot in the (steel) legs to force them out in the open. No concealment required, the only cover available to you is the rubble pile.

SCORING: Vickers Count

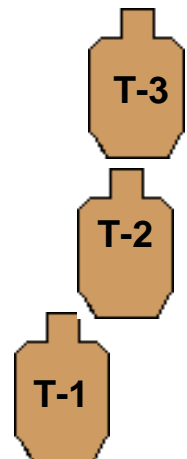
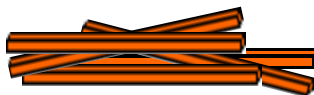
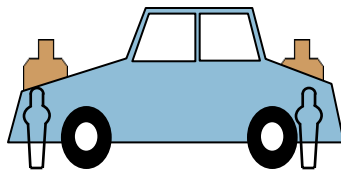
TARGETS: 5 IDPA Paper, 2 Steel

SCORED HITS: Best two per target, steel must fall.

START-STOP: Audible – Last Shot

RULES: IDPA – Latest Edition

Round Count: 12



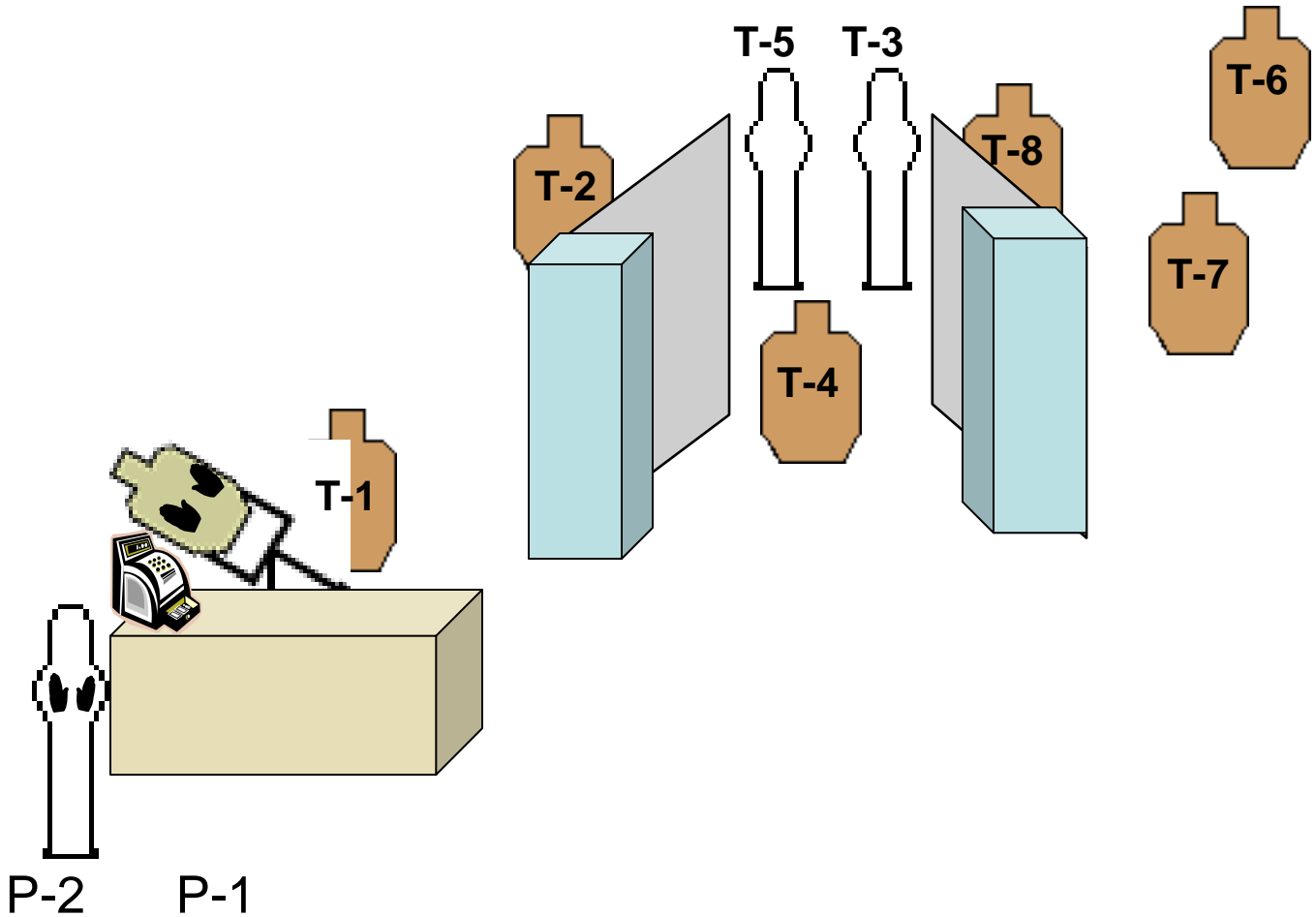
Florida State Championship 2010
Stage # 10 (Jack Jones Left)
Stage Name: "Clean Up on Aisle 2"
Course Designer: Larry Gilbert, Wyoming Antelope Club

SCENARIO: You enter a quick mart with a buddy to pick up a couple items on the way home. You notice several thugs entering the store as you move to the checkout. As you put your items on the checkout belt, one of the thugs approaches the cashier and pulls a gun. You push your buddy to safety and take action.

START POSITION: Starting at position 1 with quick mart item in hand, facing position 2, gun loaded to division capacity and holstered. Concealment required.

STAGE PROCEDURE: On start signal, push large popper down (push unarmed friend to cover) which will engage swinger. Then engage targets with a minimum of 2 rounds each as you "clear" each aisle. T2 must be engaged at least once while moving to cover.

SCORING: Vickers Count
TARGETS: 6 IDPA Paper; 2 Steel
SCORED HITS: Best two per target; steel must fall to score
START-STOP: Audible – Last Shot
RULES: IDPA – Latest Edition
Round Count: 14



Florida State Championship 2010
Stage # 11 (Jack Jones Right)

Get A Grip III

Course Designer: Pat Elmore, Titusville Rifle and Pistol Club

SCENARIO: Standards Stage

START POSITION Gun loaded to division capacity & holstered. Start with hands relaxed at sides, facing down range, toes at "S"

STAGE PROCEDURE: Upon start signal engage each target with one round, Strong Hand Only (SHO). Transfer gun to weak hand and engage each target with one round, Weak Hand Only (WHO).

SCORING: *Limited* Vickers Count

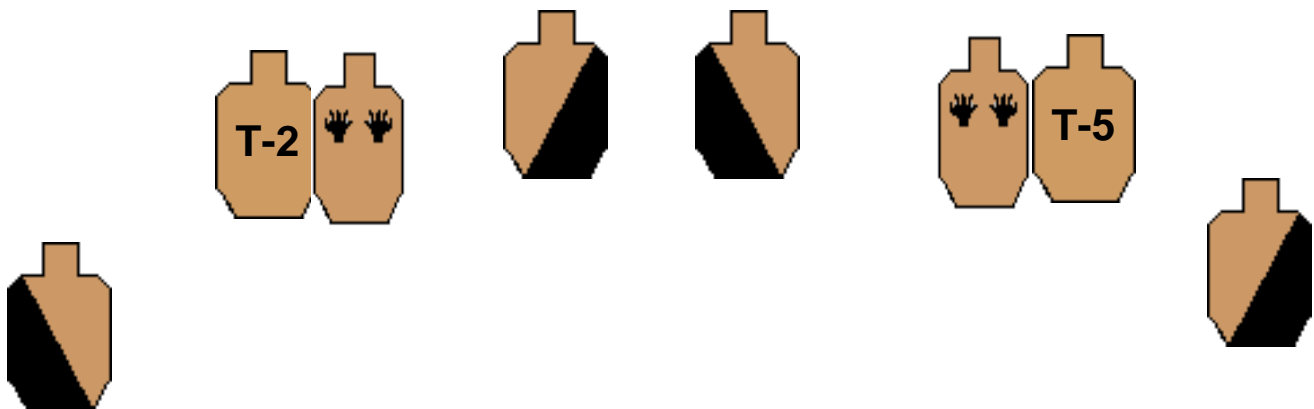
TARGETS: 6 of IDPA Paper

SCORED HITS: Best two per target.

START-STOP: Audible – Last Shot

RULES: IDPA – Latest Edition

Round Count: 12



Caution: Be careful not to drop gun or ND while transferring gun between hands

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Florida State Championship 2010
Stage # 12 (Bull's Eye Range)

Gear Check

Course Designer:

SCENARIO: Equipment Check

START POSITION: N/A

Stage Procedure:

Three of shooter's rounds will be fired from shooter's gun, one round will be pulled and bullet weighed. Gun will be weighed, fitted in the IDPA box, and externally examined for IDPA compliance

SCORING:

Chrono: Gun/Ammo meet Division Minimum

Scales/Gun Weight: Gun meets Division weight

IDPA Box: Gun with magazine inserted fits in IDPA Box

IDPA Division: Gun meets IDPA requirements for Division

Gun Safety: All safety devices functional

Other Equipment: Meet IDPA rules

Selected IDPA Equipment Rules:

Power Floor 125,000

SSP, ESP, & SSR

Power Floor 165,000

CDP & ESR

(Note: 2 out of 3 rounds must exceed power floor)

SSP – Max. unloaded weight of 39 oz.

ESP – Max. unloaded weight of 43 oz.

CDP - Max. unloaded weight of 41 oz.

ESR – Max. unloaded weight of 50 oz.

SSR – Max. unloaded weight of 42 oz.

Ensure grip safeties are functioning and ALL other IDPA equipment rules are followed

Please Note: If you are Disqualified because your equipment fails to meet IDPA standards, the Match Director may allow you to continue to shoot the match ...for no score.