



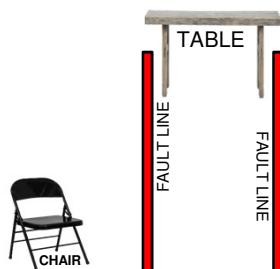
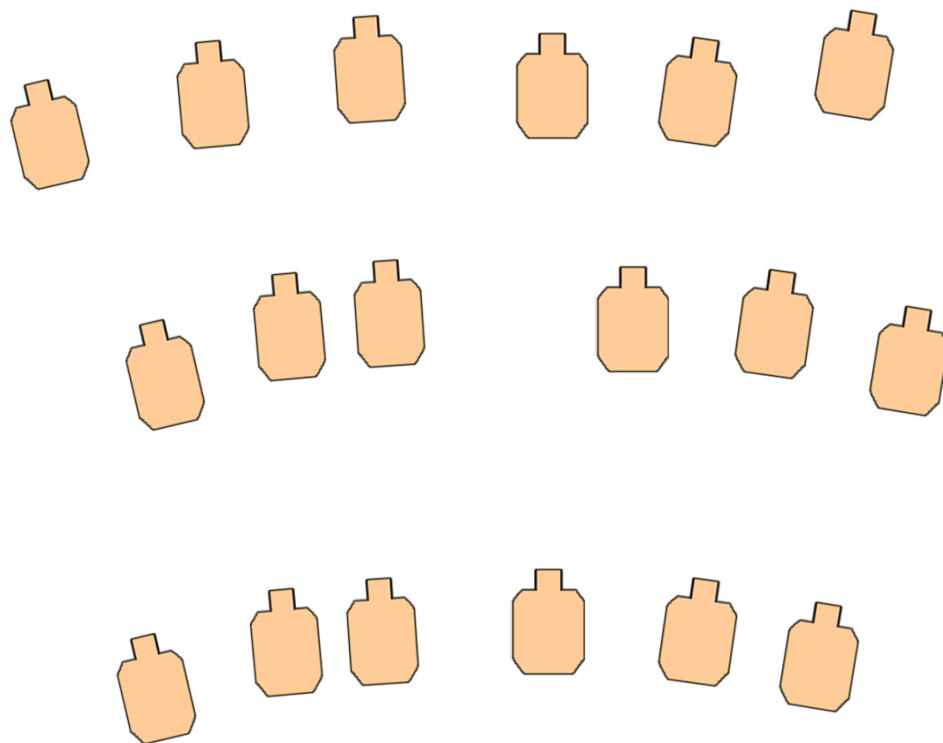
# Little River Sportsman's Association IDPA

## Stage 1 – Zombie Horde

Stage Designer: Dead Zero IDPA



<b>Scenario:</b> You are sitting on your patio when the zombies invade your yard. Put an end to the apocalypse.		
<b>Start Position:</b> Seated in chair, fully against the back of the chair.		
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC on lap pointing generally downrange.		
<b>Procedure:</b> At the signal, engage all threats with at least 1 round each.		
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.		
<b>Muzzle Safe Points:</b> Floating 180 degree rule		
<b>Scored Hits:</b> 18	<b>Scoring:</b> Unlimited	<b>Only head shots will score.</b>
<b>SO Notes:</b> Bay 1 Targets: 18 IDPA		





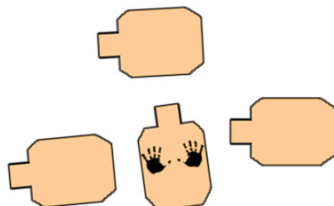
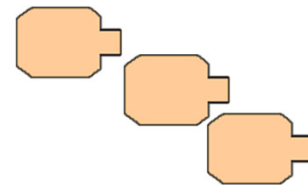
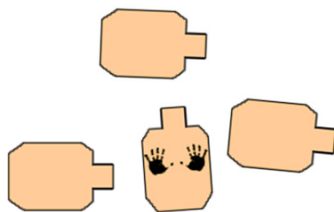
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## Stage 2 – Bear Attack

Stage Designer: Chris Jamieson



<b>Scenario:</b> You notice a sleuth of bears has gotten in your backyard and is about to attack your kids.
<b>Start Position:</b> Standing in the center shelter opening.
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC shouldered at low ready (45 degrees down), safety on, finger outside the trigger guard.
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each from within the opening. You cannot advance.
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.
<b>Muzzle Safe Points:</b> Floating 180 degree rule
<b>Scored Hits:</b> 18 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 2 Targets: 9 IDPA, 3 Non-threats.





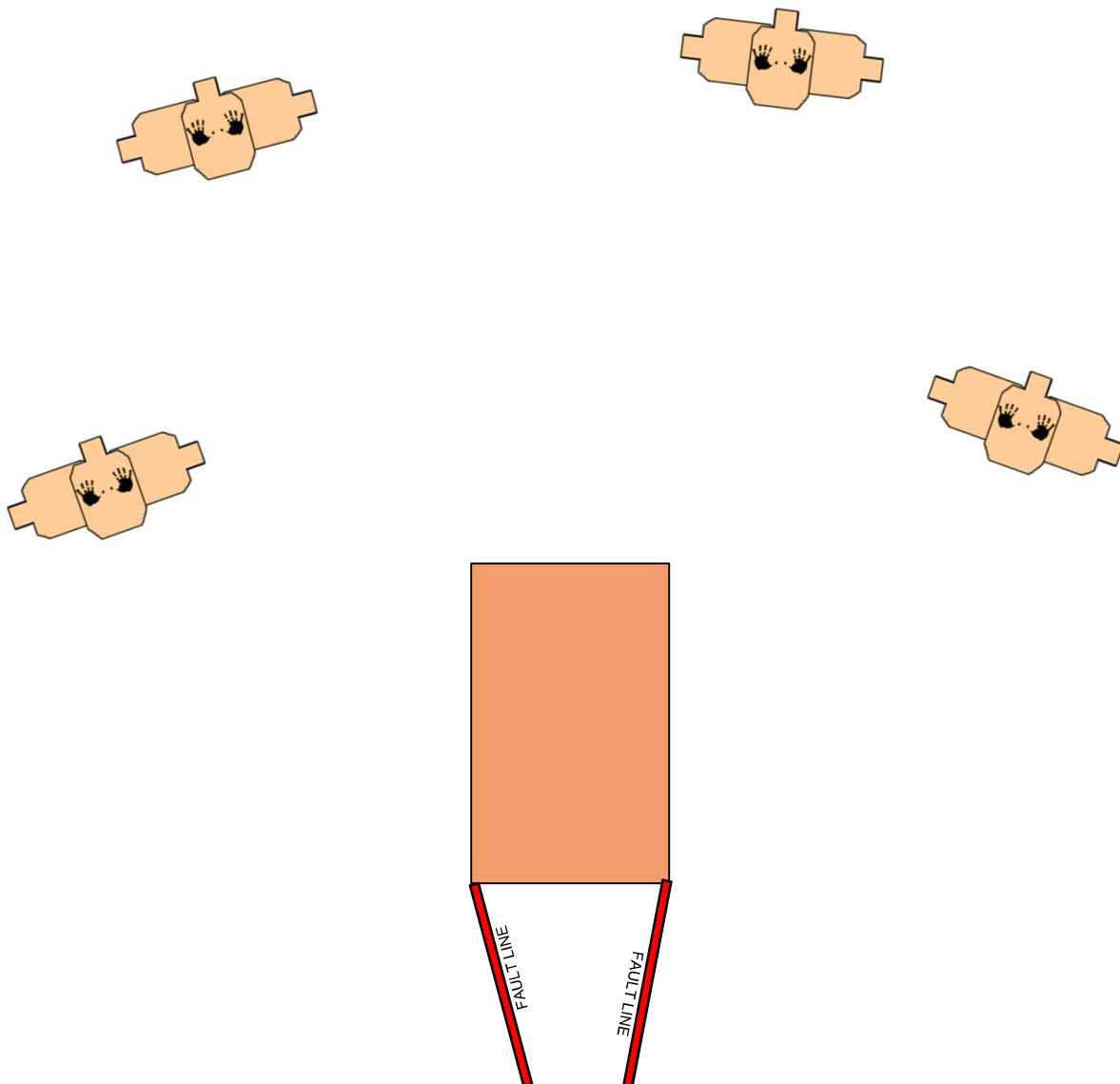
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## Stage 3 – Hide and Seek

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> Cowards have grabbed "human shields." The fate of humanity depends on your accuracy.
<b>Start Position:</b> Standing at P1 hands on wall. (PCC hands on gun)
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC shouldered at low ready (45 degrees down), safety on, finger outside the trigger guard.
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each.
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.
<b>Muzzle Safe Points:</b> Floating 180 degree rule
<b>Scored Hits:</b> 16 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 3 Targets: 8 IDPA, 4 Non-threats





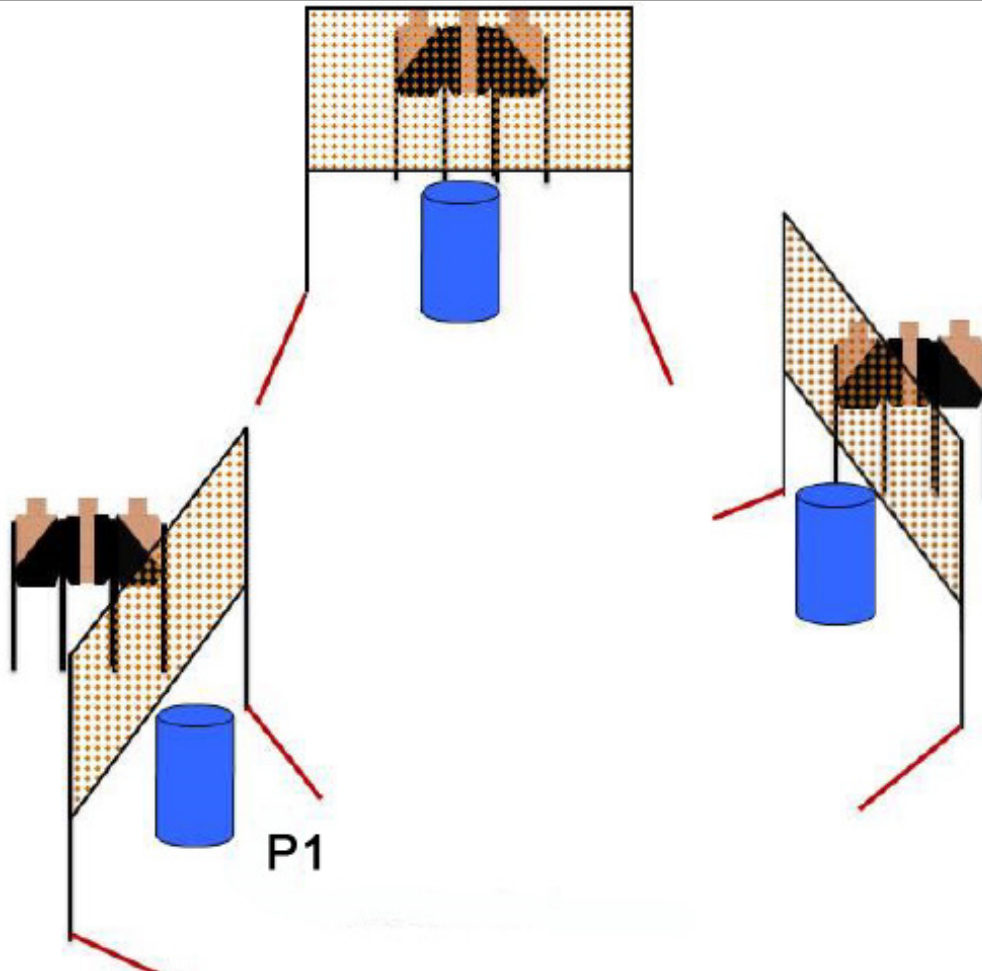
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## Stage 4 – All Around The House

Stage Designer: Tennessee State



<b>Scenario:</b> You are just getting home and unloaded your EDC firearm when the bad guys come calling. Problem is that the kids have moved your ammunition feeding devices.
<b>Start Position:</b> Standing at P1 palms touching the barrel.
<b>Firearm Condition:</b> Unloaded firearm on the barrel pointing generally downrange. One ammunition feeding device on each barrel loaded with 8 rounds only.
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each.
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.
<b>Muzzle Safe Points:</b> Floating 180 degree rule
<b>Scored Hits:</b> 18 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 4 Targets: 9 IDPA





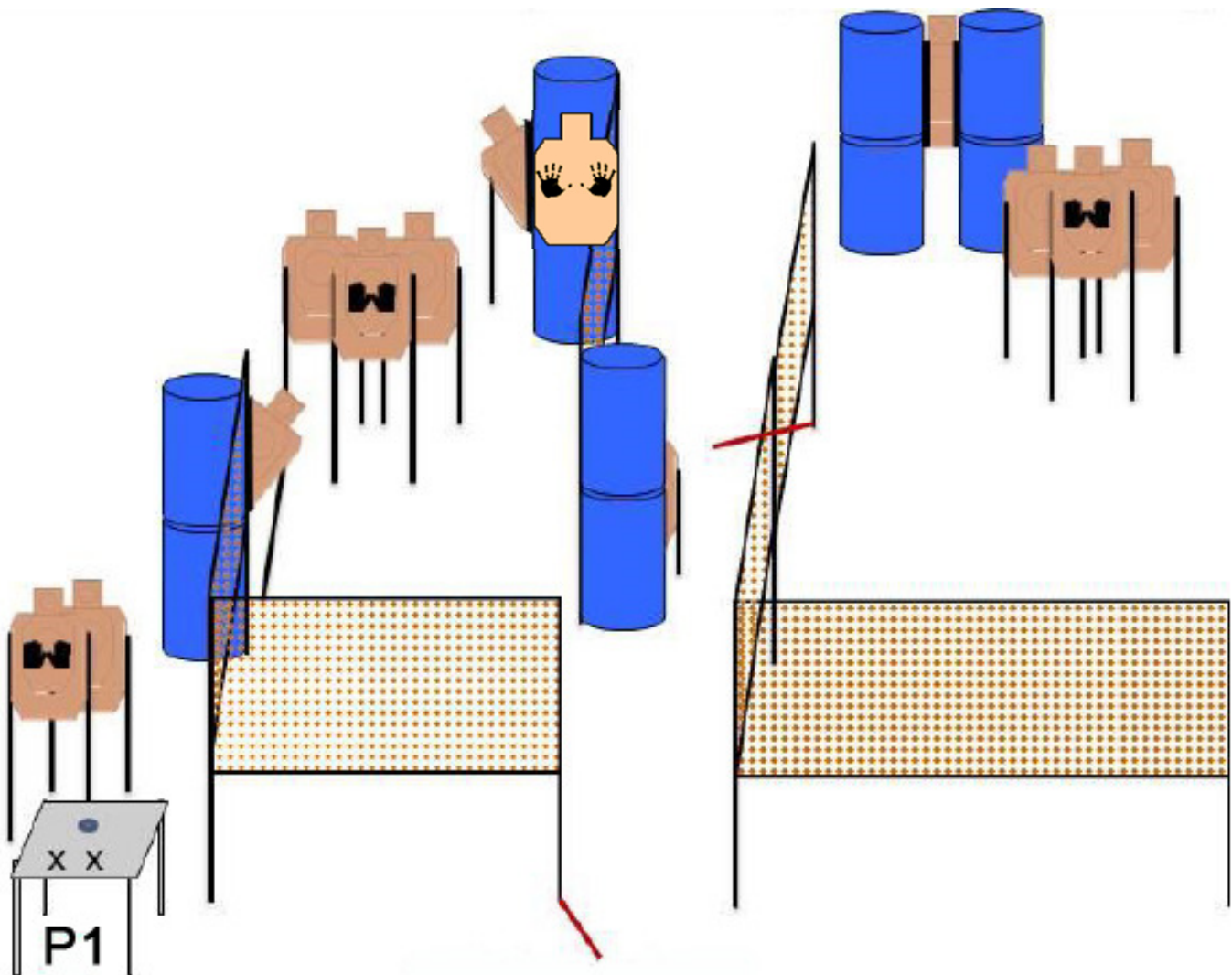
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## Stage 5 – Not Today!

Stage Designer: Tennessee State

<b>Scenario:</b> You are showing a customer a new purchase when they decide they want to rob you instead of paying for it. They brought a crew to do the job.
<b>Start Position:</b> Standing in front of the table, palms on the Xs
<b>Firearm Condition:</b> . Firearm on the table with the slide/bolt locked to the rear, ammunition feeding devices between the Xs, loaded to division capacity. Trigger on the dot.
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each. There is 1 surprise target.
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.
<b>Muzzle Safe Points:</b> Floating 180 degree rule
<b>Scored Hits:</b> 18 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 5 Targets: 9 IDPA, 4 Non-threats cut down 0 out of surprise target.





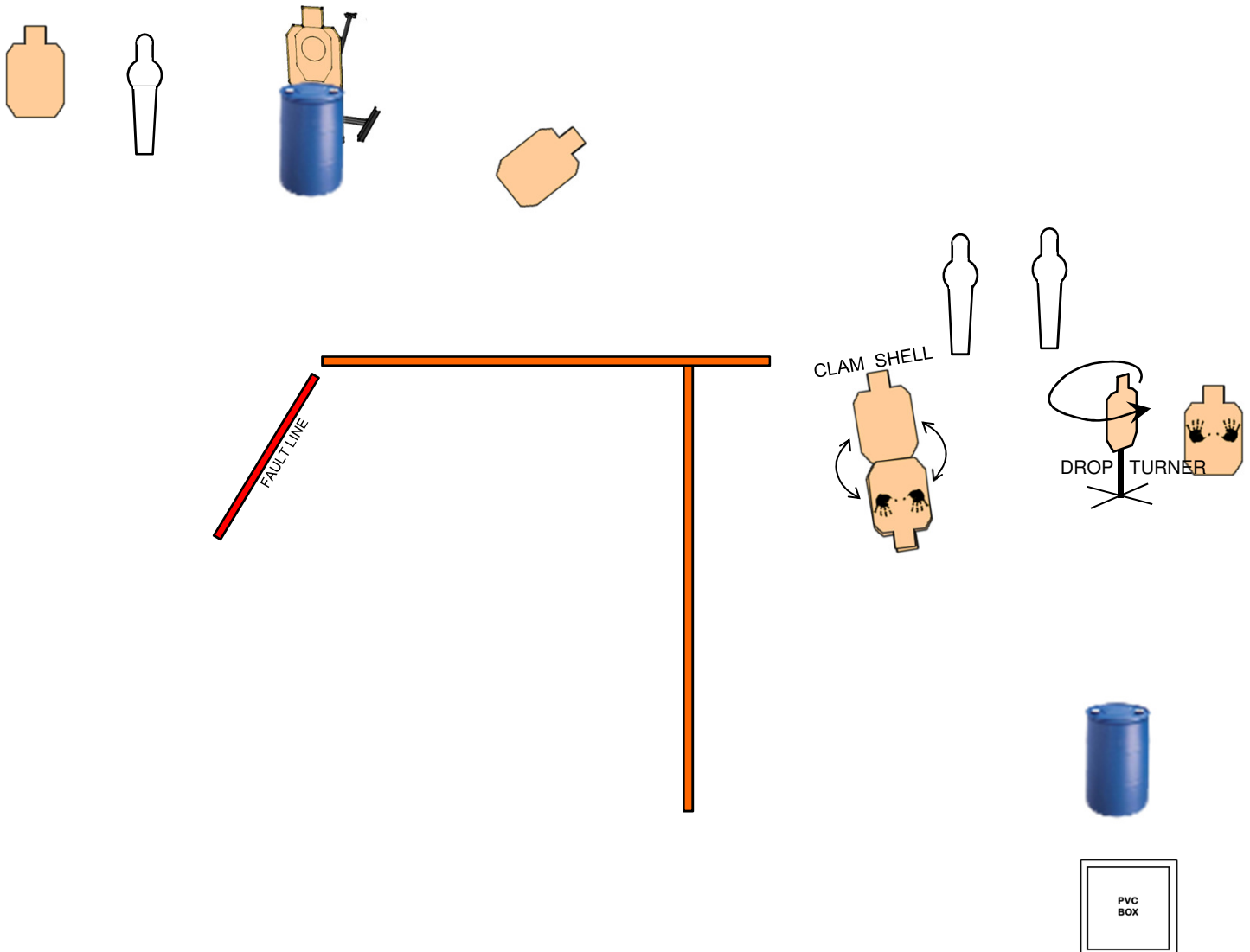
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## Stage 6 – Everybody's Moving

Stage Designer: Chris Jameison



<b>Scenario:</b> You walk up to a playground and thugs are grabbing all the kids. Save them.	
<b>Start Position:</b> Standing in the PVC box.	
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC shouldered, safety on, finger outside the trigger guard, muzzle touching top of barrel.	
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each. Steel must fall to score.	
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.	
<b>Muzzle Safe Points:</b> Floating 180 degree rule	
<b>Scored Hits:</b> 13	<b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 6 Targets: 5 IDPA, 2 Non-threats, 3 Poppers	





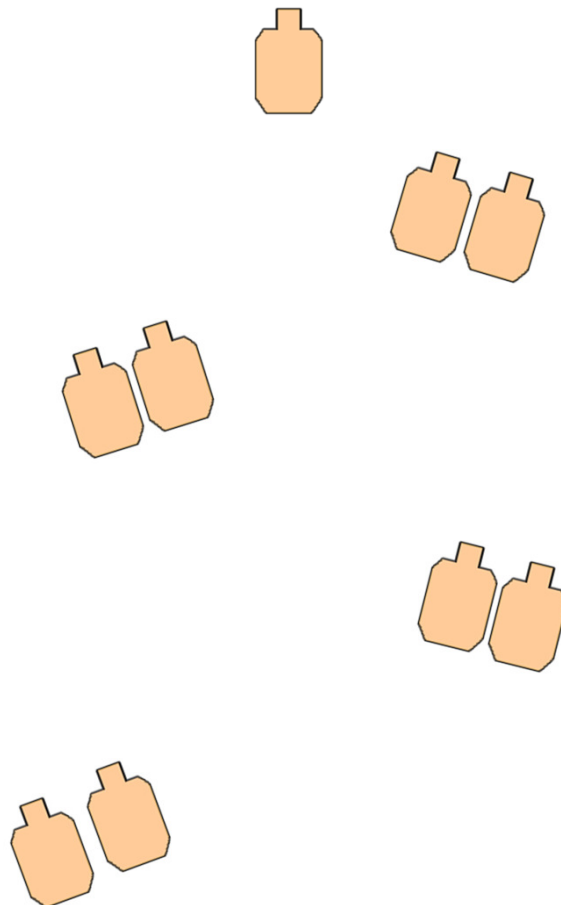
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## Stage 7 – Can You Slow Down?

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> Standards
<b>Start Position:</b> Standing at P1 (straddling PVC pipe).
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC shouldered at low ready (45 degrees down), safety on, finger outside the trigger guard.
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each.
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.
<b>Muzzle Safe Points:</b> Floating 180 degree rule
<b>Scored Hits:</b> 18 <b>Scoring:</b> Limited
<b>SO Notes:</b> Bay 7 Targets: 9 IDPA 5 levels of priority, Targets at 3, 5, 10, 15 and 20 yards.



PVC  
PIPE



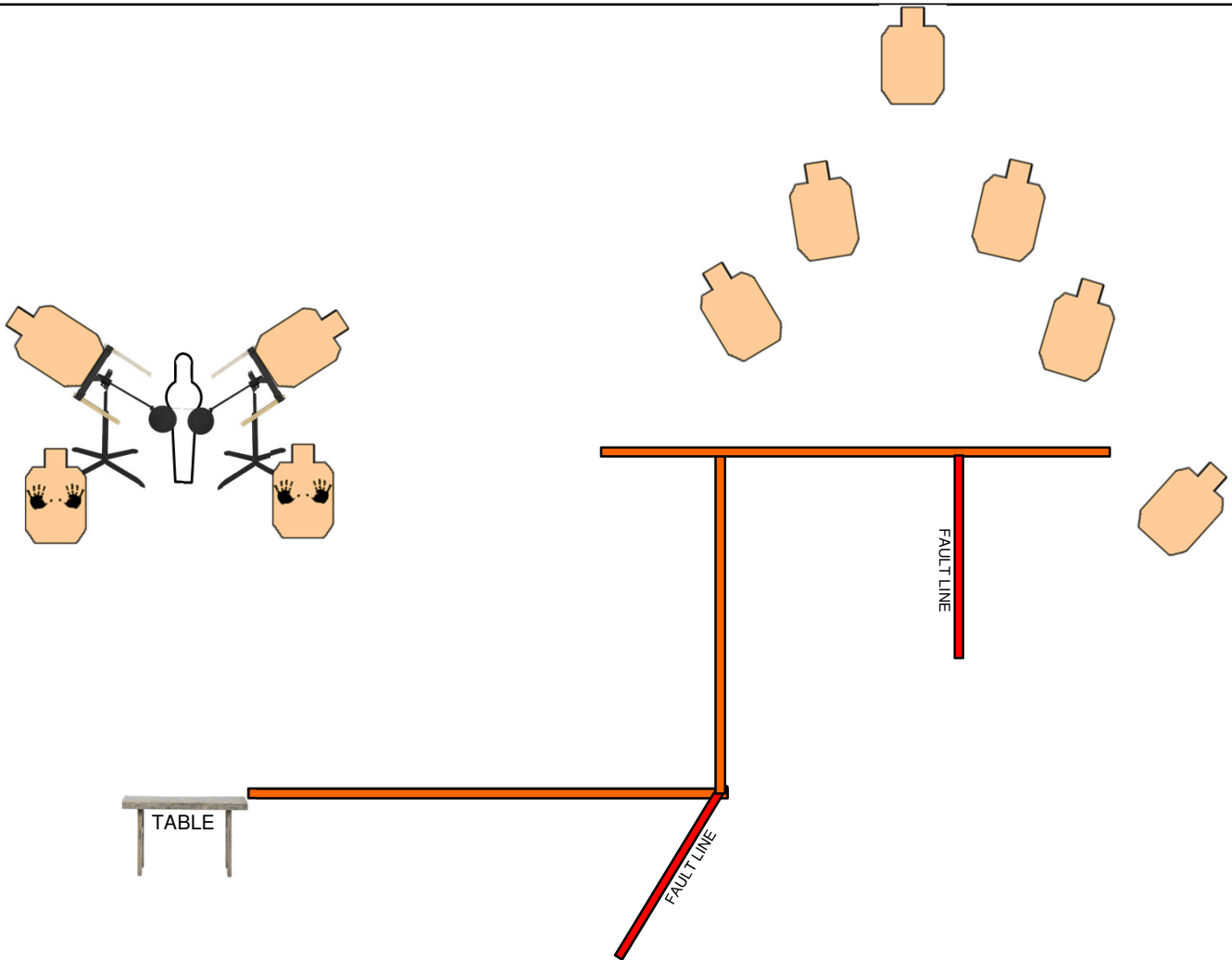
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## Stage 8 – Buyer Beware

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> You are in the process of selling a gun when several thugs bust into the store bent on robbery.
<b>Start Position:</b> Standing at P1, behind the table, weak hand palm down on the table, First magazine in your strong hand.
<b>Firearm Condition:</b> IDPA pistol and PCC unloaded on the table, trigger on "X" slide forward/bolt closed. Remaining magazines stowed in an IDPA legal location.
<b>Procedure:</b> At the signal, retrieve and load your firearm and then engage all threats with at least 2 rounds each. Steel must be <b>activated from the appropriate shooting position</b> before ANY paper targets can be engaged.
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.
<b>Muzzle Safe Points:</b> Floating 180 degree rule
<b>Scored Hits:</b> 16 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 8 Targets: 8 IDPA, 2 Non-threats, 1 Popper ACTIVATED not ENGAGED









Little River Sportsman's Association IDPA  
**Stage 10 – Construction Zone**  
 Stage Designer: Lee "TR" Turner



<b>Scenario:</b> You are passing a construction zone and hear screams from behind the fencing.	
<b>Start Position:</b> Standing at P1 (straddling either PVC pipe).	
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC shouldered at low ready (45 degrees down), safety on, finger outside the trigger guard.	
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each. Steel must fall to score.	
<b>Identify points of cover (PoC) and fault lines:</b> Refer to diagram below and identified in the walkthrough.	
<b>Muzzle Safe Points:</b> Floating 180 degree rule	
<b>Scored Hits:</b> 18	<b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 10 Targets: 8 IDPA, 2 Non-threats, 2 Poppers	

