



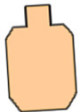
# Little River Sportsman's Association IDPA



## Stage 1 – Standards

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 with 5 rounds only, holstered, and concealed. PCC, unloaded (magazines at division capacity), shouldered at low ready (45 degrees down), safety on, finger outside the trigger guard.
<b>Procedure:</b> At the signal, engage all threats with 5 rounds only.
<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> 15 <b>Scoring:</b> Limited
<b>SO Notes:</b> Bay 1 Targets: 3 IDPA All targets are equidistant.



PVC  
PIPE



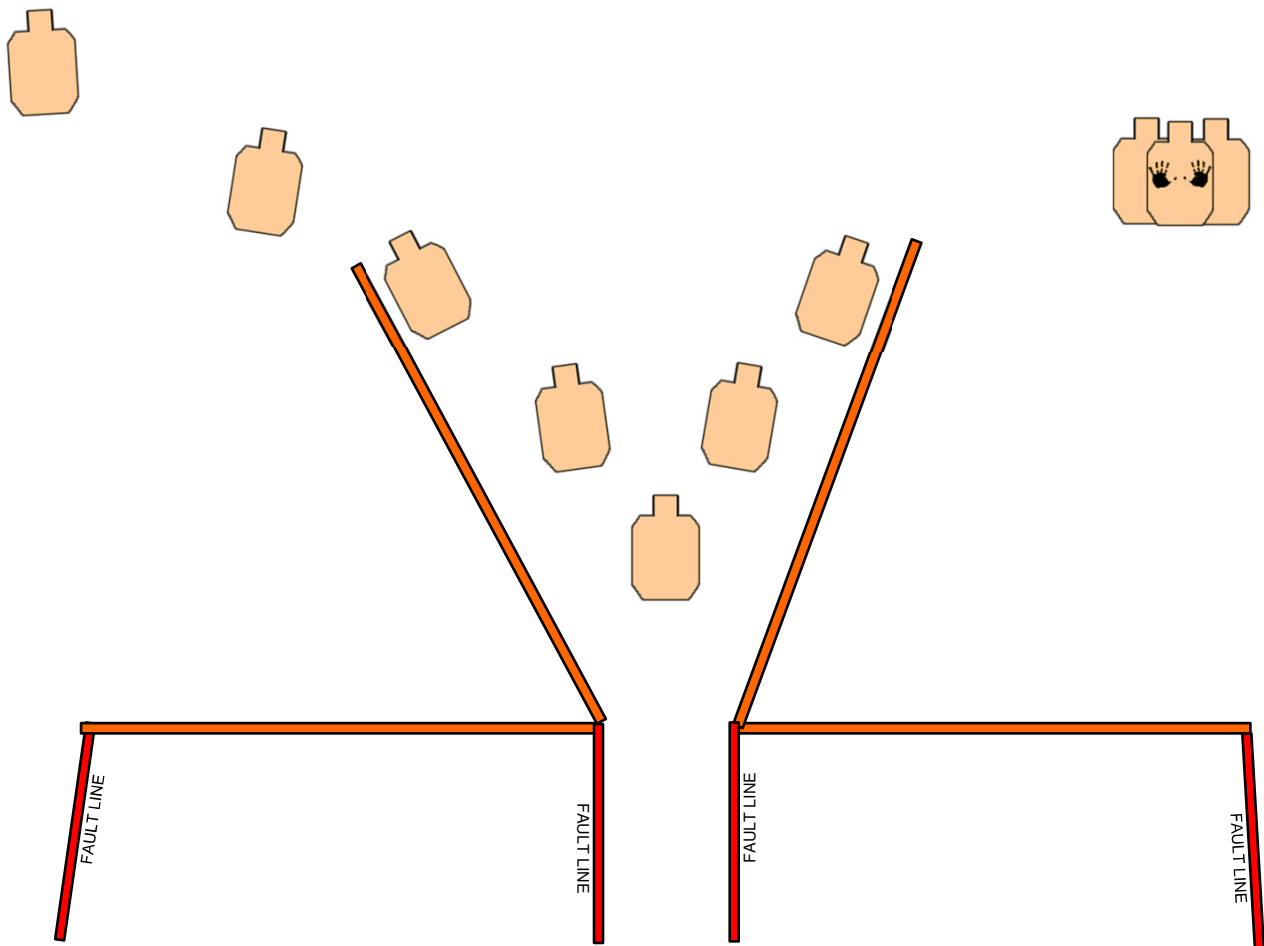
# Little River Sportsman's Association IDPA

## Stage 2 – 3 Way

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> Bad guys are attacking from 3 different points. Pick your battle.
<b>Start Position:</b> Standing at either 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> Unlimited
<b>SO Notes:</b> Bay 2 Targets: 9 IDPA, 1 Non-threats



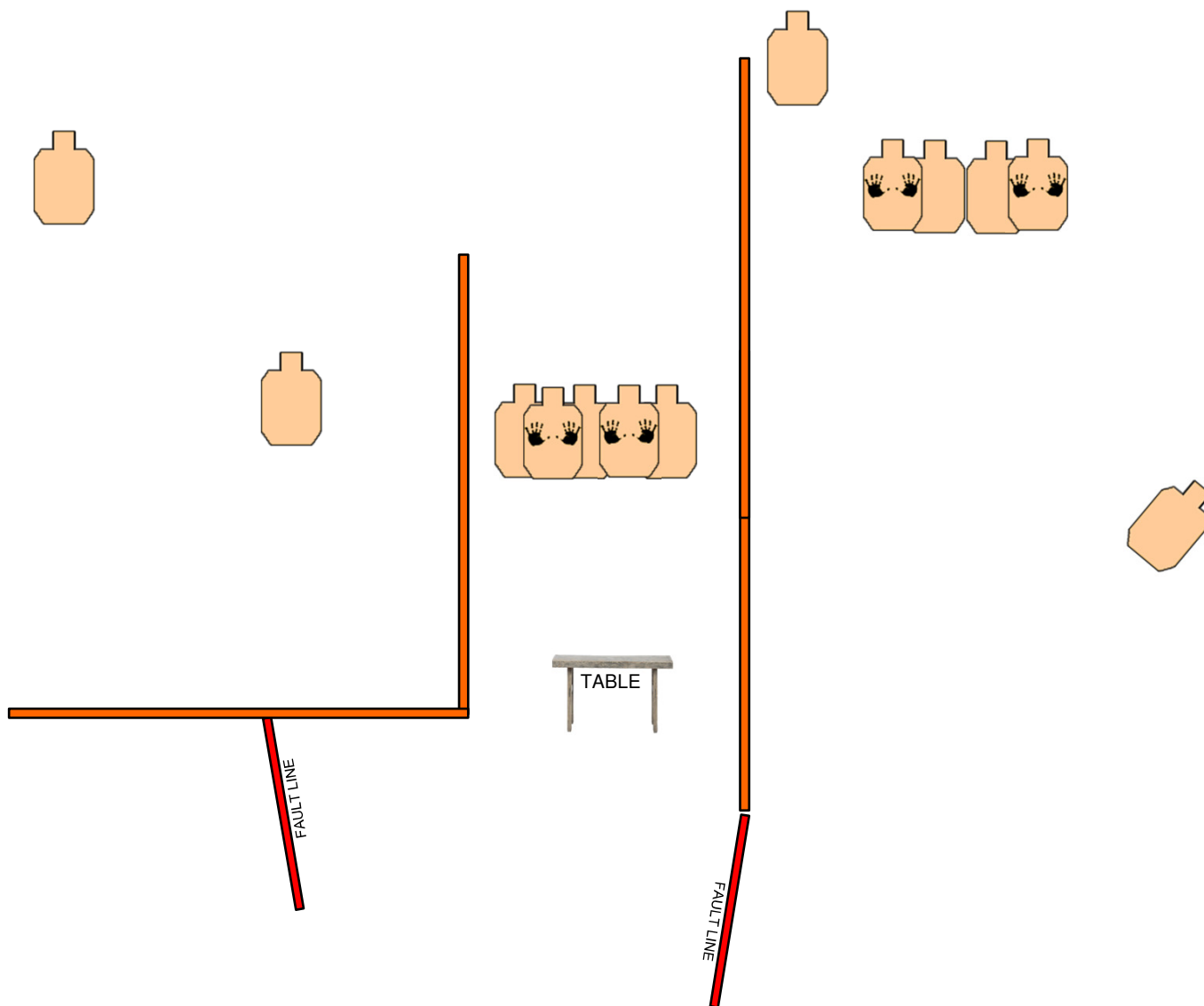


# Little River Sportsman's Association IDPA Stage 3 – Valdosta-Lowndes Game



Stage Designer: Lee "TR" Turner

<b>Scenario:</b> You are in line at the concession stand of the Lowndes-Valdosta game when robbers attack.
<b>Start Position:</b> Standing at table
<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> Unlimited
<b>SO Notes:</b> Bay 3 Targets: 9 IDPA, 4 Non-threats





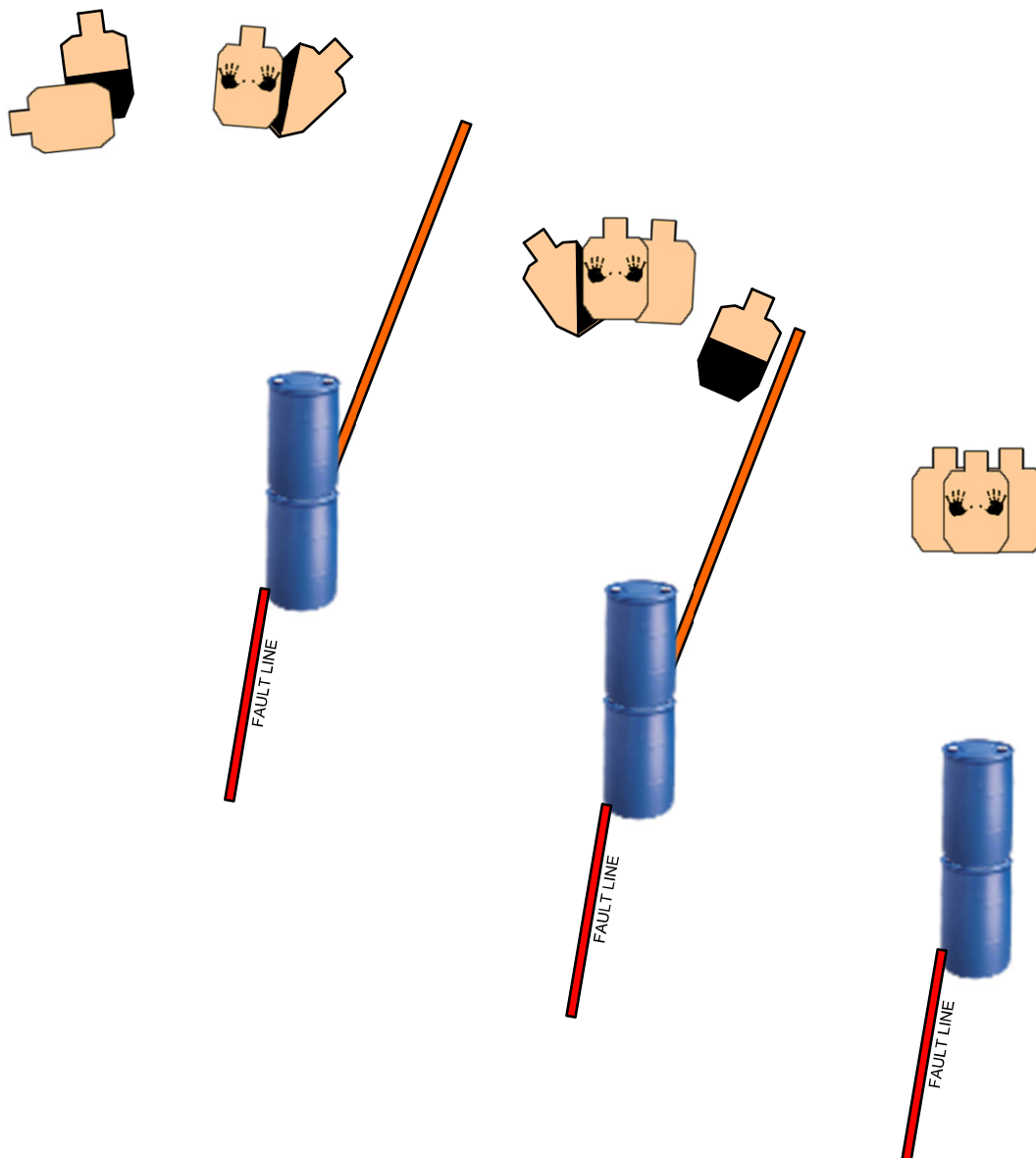
# Little River Sportsman's Association IDPA

## Stage 4 – Keep Em Guessing

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> While at the mall, gang bangers charge in. Moving to your wife while navigating cover from columns. Shooting from both sides of cover to keep 'em guessing where you'll pop out next.
<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 from cover 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 4 Targets: 8 IDPA, 2 Non-threats





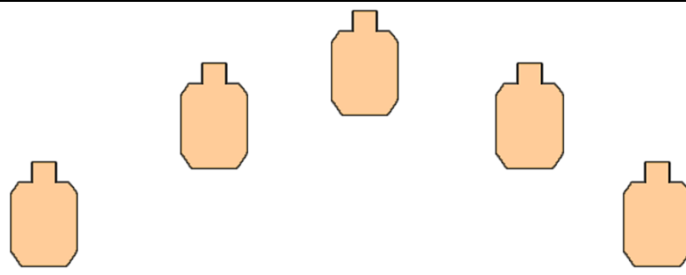
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## Stage 5 – Decisions, Decisions

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> Take your best shots.
<b>Start Position:</b> Standing centered on A fault line.
<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> Pick a fault line based on target engagement rules as follows: Targets from 7 yard fault line are engaged <b>Weak Hand Only</b> Targets from 10 yard fault line are engaged <b>Strong Hand Only</b> Targets from the 20 yard fault line are engaged <b>freestyle</b> . At the signal, engage all threats with at least 3 rounds each.
<b>Identify points of cover (PoC) and fault lines:</b> Fault lines are to limit forward movement only. All targets are in the open and equal threat.
<b>Muzzle Safe Points:</b> Floating 180 degree rule
<b>Scored Hits:</b> 15 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 5 Targets: 5 IDPA



7 Yards



FAULT LINE

10 Yards



FAULT LINE

20 Yards



FAULT LINE



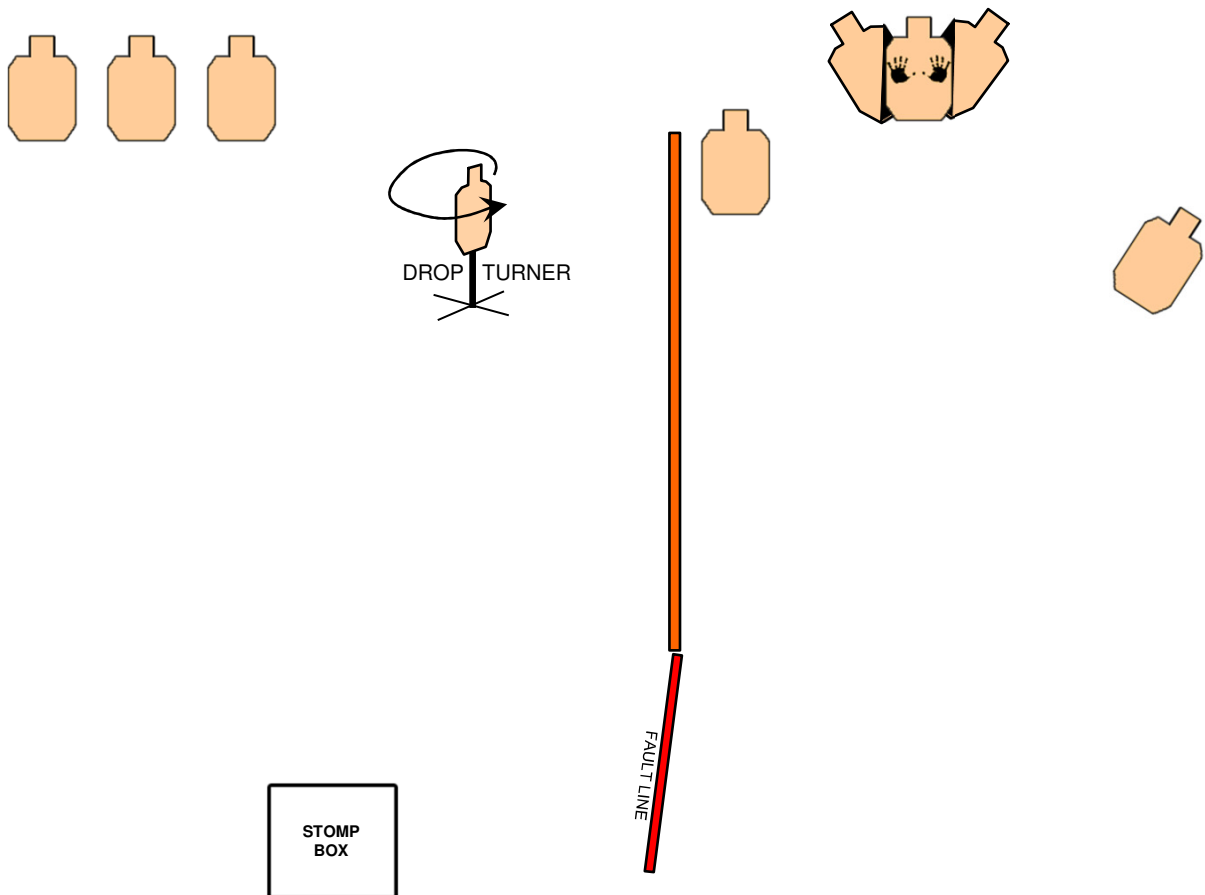
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## Stage 6 – Stopping at the Mini Mart

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> You walk into the local Mini-Mart to find it over run with thugs. Eliminate them.
<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> 16 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 6 Targets: 8 IDPA, 1 Non-threats



PVC  
PIPE



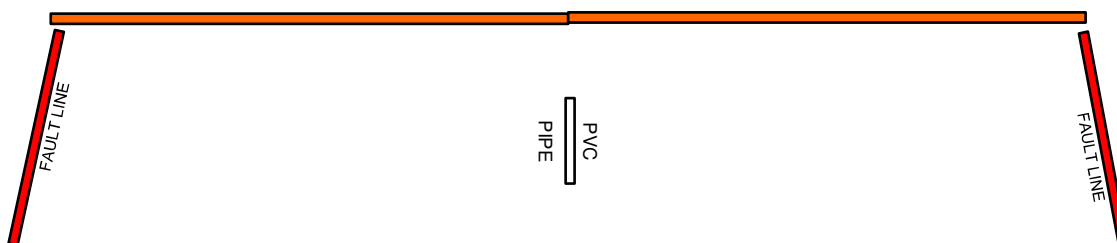
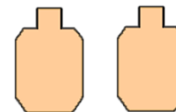
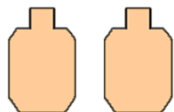
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## Stage 7 – Lots of Long Shots

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> Thugs have taken hostages in two different corridors of the local mall and are trying to get out. Show them the way out.
<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> 16 <b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 7 Targets: 8 IDPA, 8 Non-threats





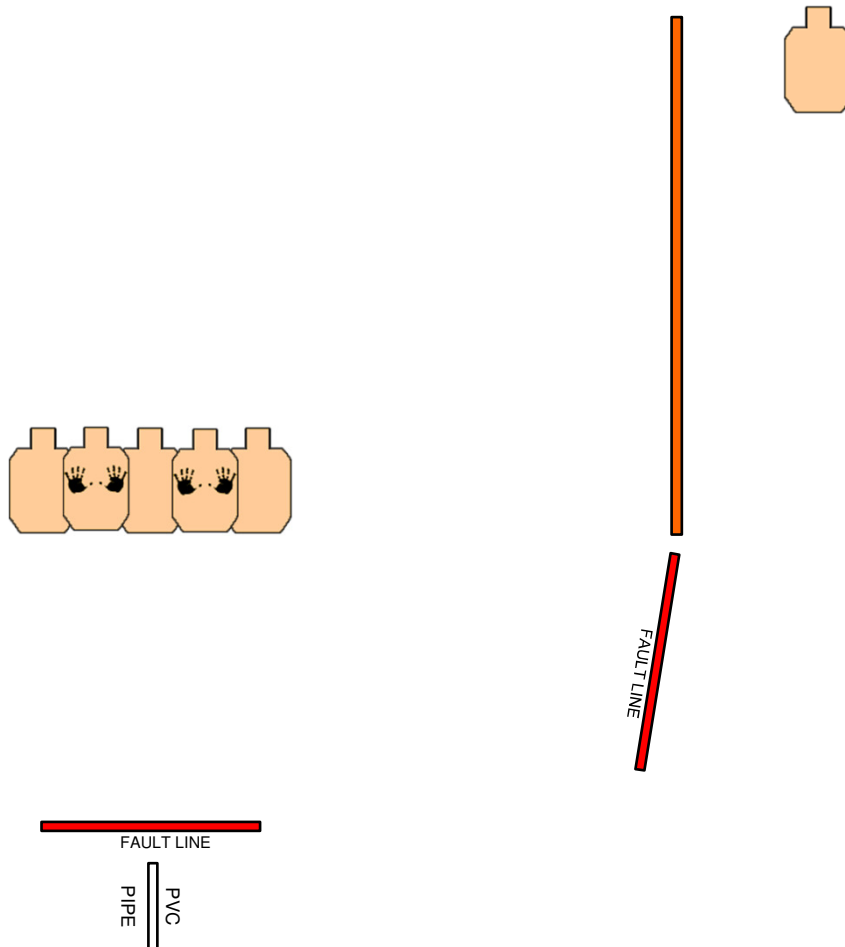
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## Stage 8 – President Bill Drill v6

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> Bad Guys, Bad Guys, yada, yada, yada.
<b>Start Position:</b> Standing at P1 (straddling PVC pipe).
<b>Firearm Condition:</b> IDPA pistol loaded with 6 rounds only, holstered, and concealed. PCC loaded with 6 rounds only, shouldered at low ready (45 degrees down), safety on, finger outside the trigger guard.
<b>Procedure:</b> At the signal, engage visible targets with 2 rounds each from P1. Re-engage visible targets with 2 rounds each. Engage remaining target from cover with at least 6 rounds.
<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 8 Targets: 4 IDPA, 2 Non-threats







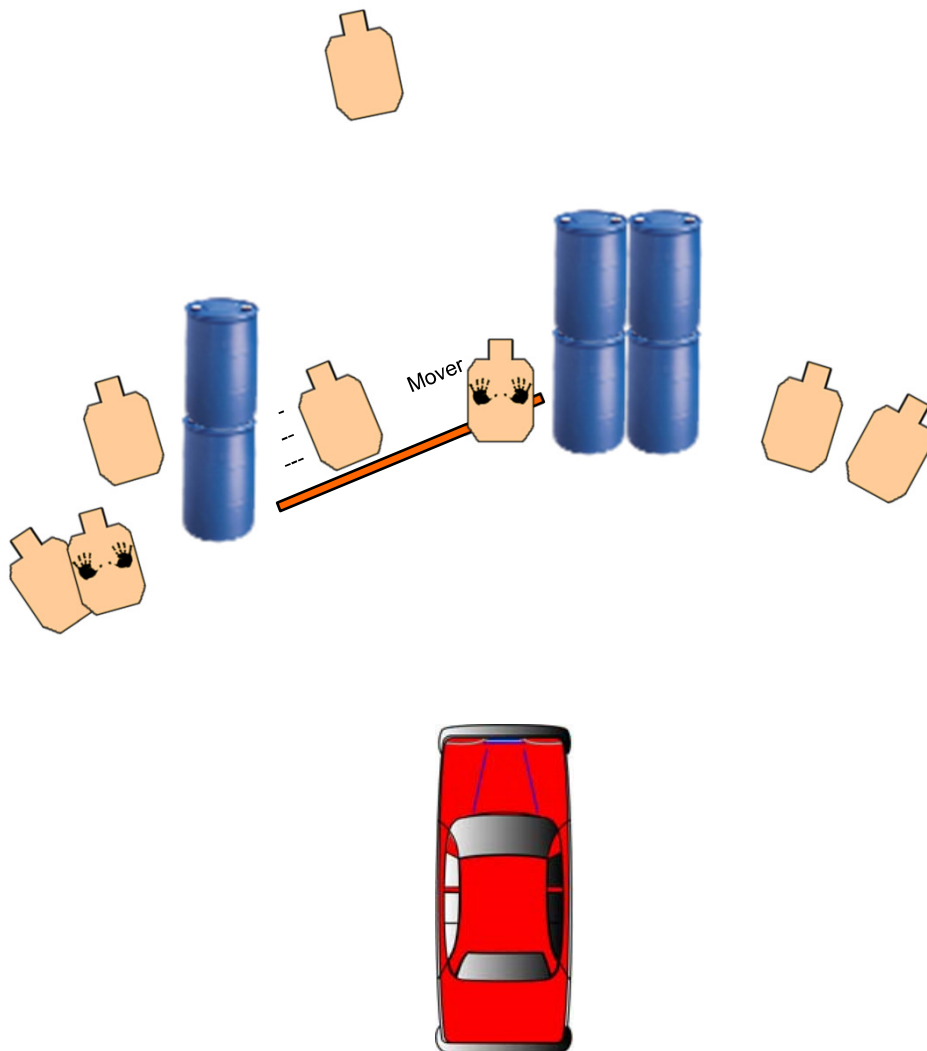
# Little River Sportsman's Association IDPA

## Stage 9 – 2-11 In Progress

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> You pull up to the bank to make a deposit when the alarm goes off and bad guys go everywhere.		
<b>Start Position:</b> Seated in the car, door open, both hands on steering wheel.		
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC leaning safely against the dash,		
<b>Procedure:</b> At the signal, engage all threats with at least 2 rounds each. Closing door activates the mover.		
<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>	12	<b>Scoring:</b> Unlimited
<b>SO Notes:</b> Bay 9 Targets: 6 IDPA, 2 Non-threats		





# Little River Sportsman's Association IDPA

## Stage 10 – The Rally

Stage Designer: Lee "TR" Turner



<b>Scenario:</b> You are at a rally giving the speech of a lifetime. The opposition does not believe in free speech.	
<b>Start Position:</b> Standing at P1 (straddling PVC pipe).	
<b>Firearm Condition:</b> IDPA pistol loaded to division capacity, holstered, and concealed. PCC laying on the table pointing generally downrange.	
<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>	<b>Scoring:</b> Unlimited Limited
<b>SO Notes:</b> Bay 10 Targets: 7 IDPA, 3 Non-threats There are 3 levels of priority.	

