



Airfield Shooting Club – Defensive Pistol Stage 1: Honey Do List Interruption (a.k.a Home Invasion)



Course Designer: Earl The Dummy

SCENARIO: You just wanted to complete the Honey Do List ... but NOooo! Bad guys (and gals) attack forcing you to drop your paint brush and defend the house and loved ones.

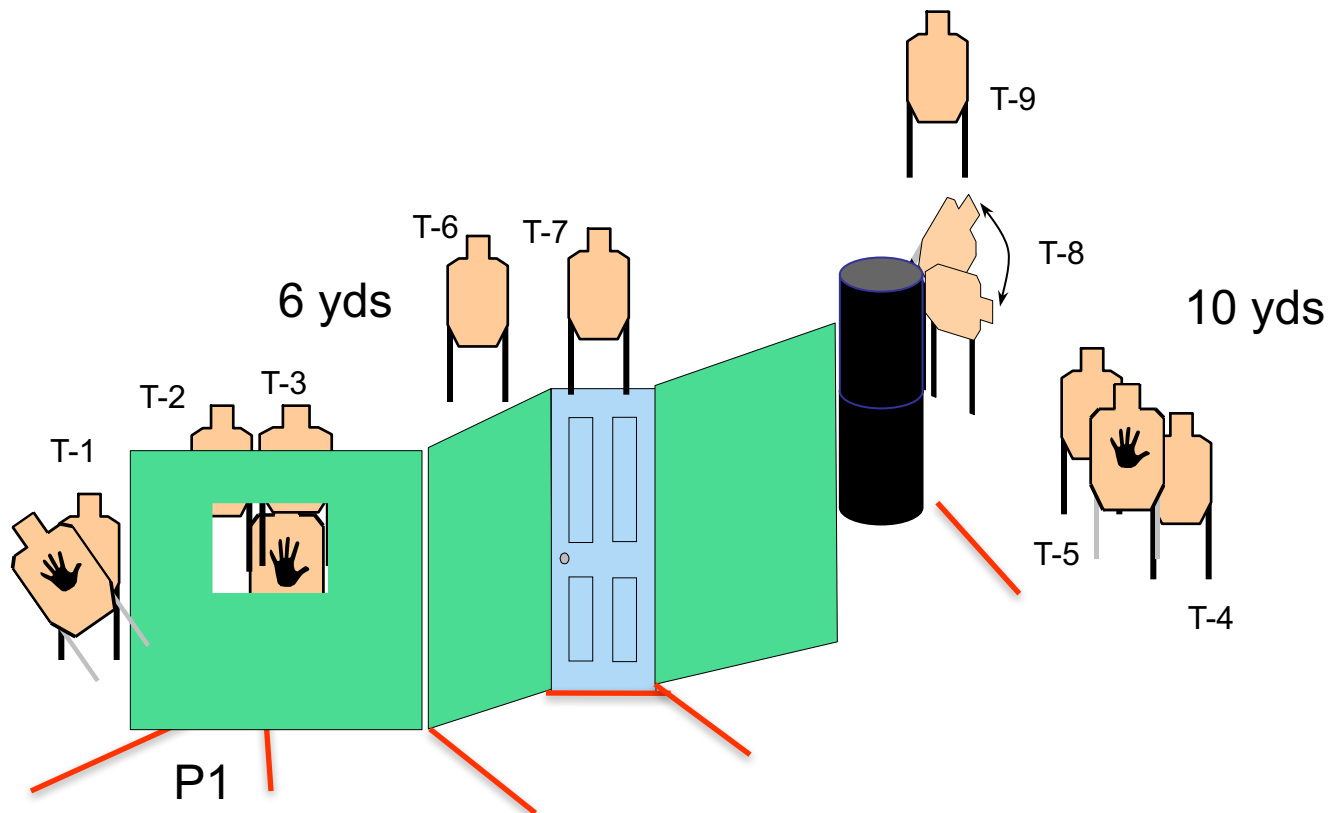
START: Facing the wall at P1 with paint brush in strong hand. Brush touching the “start” lines on the wall.

STRINGS: 1
SCORING: 18 rounds min, Not limited
TARGETS: 9 threat, 3 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
COVER GARMENT: Required

STAGE PROCEDURE:

Engage all targets with two rounds each. Door must be knocked over to reveal Targets 6 and 7, and to activate the Peak-a-Boo Target 8.

Target 8 may only be engaged from the door way fault line.





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Stage 2: Gang on the Move

Course Designer: Peg Leg



SCENARIO: In the theater parking lot, you are almost back to your car when you hear trouble behind you. Six bad guys, hiding behind cars, attack. Defend yourself!

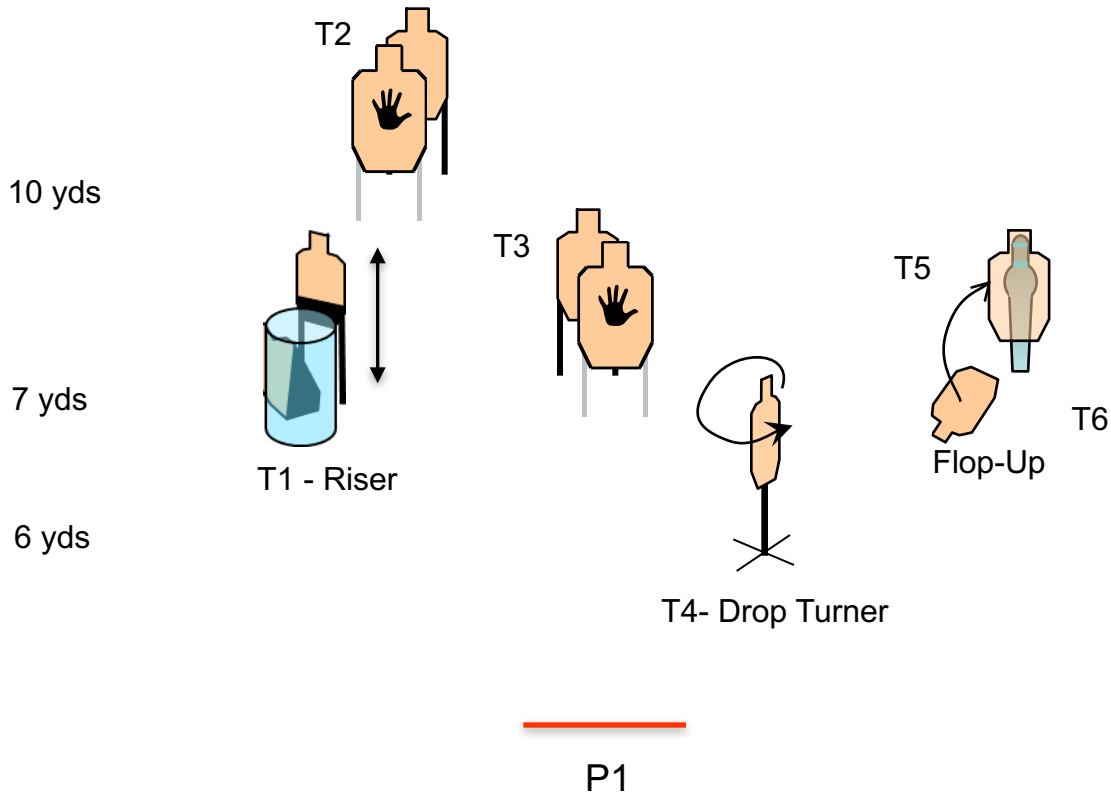
START: Standing at P1 facing up range for pistol shooters. Carbine shooters start at P1 facing downrange with firearm held in support/weak hand only.

STAGE PROCEDURE: At the Start signal:
Pistol shooters turn and engage all targets with two rounds each.

Carbine shooters mount firearm and engage at targets with two rounds each.

T-5 must be hit at the chest down zero (hidden steel popper) to activate T-1 and T-4 and to expose T-6.

STRINGS: 1
SCORING: 12 rounds min, Non-Limited
TARGETS: Six threat, 2 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
CONCEALMENT: Required





Airfield Shooting Club – Defensive Pistol Stage 3: Surrounded – Almost! Course Designer: Iron Man

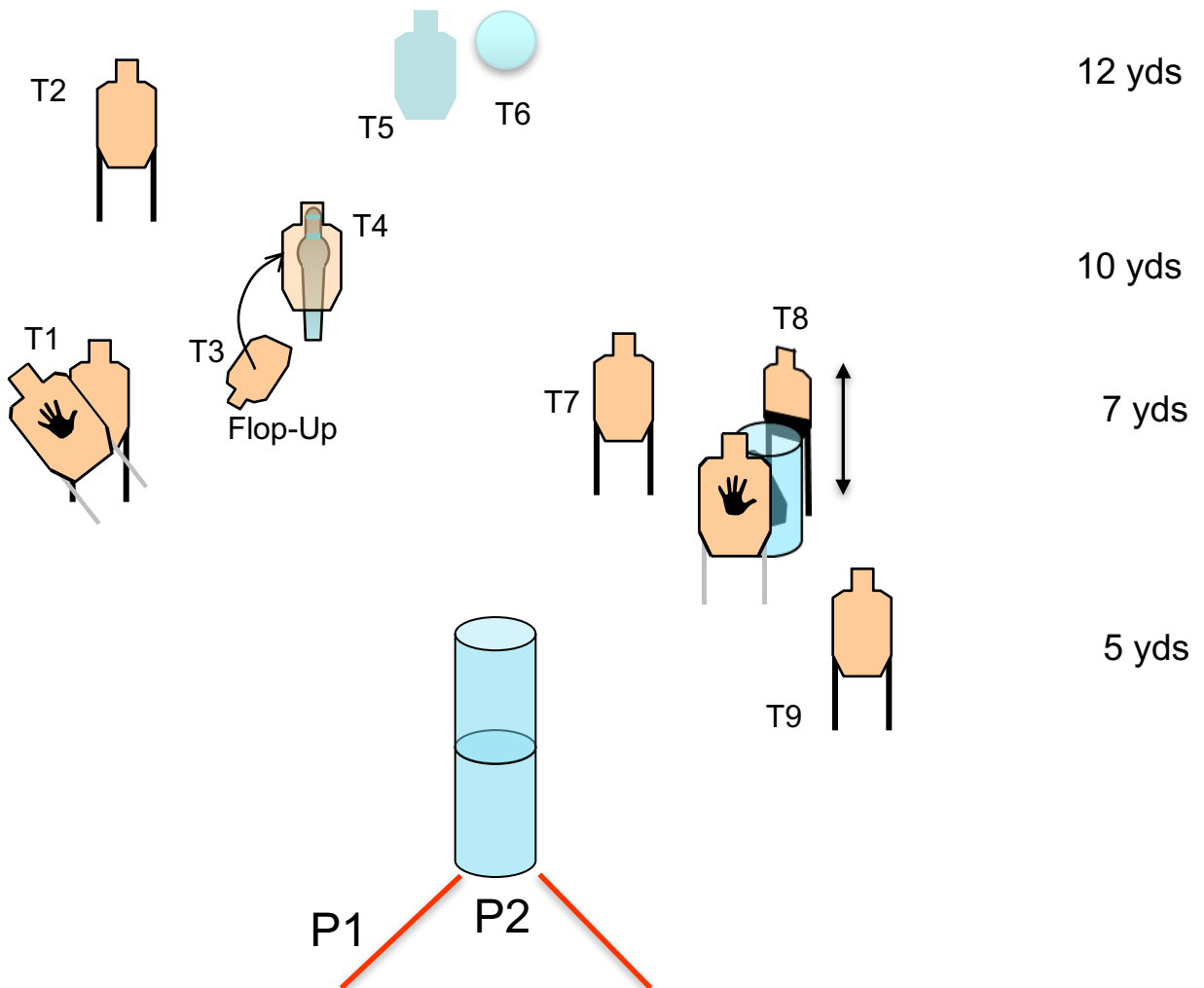


SCENARIO: On your evening walk a Gang of Bad Folks tries to surround you and threatens to do you serious harm. Take cover behind the fat old Oak tree and defend yourself.

START: Standing at P1 facing down range..

STRINGS: 1
SCORING: 16 rounds min, Non-Limited
TARGETS: 7 threat, 2 non threat, 2 steel
SCORED HITS: Best 2 per paper, 1 per steel
START-STOP: Audible - Last shot
COVER GARMENT: Required

STAGE PROCEDURE: On the buzzer, move to cover at P2 and engage all threats from P2 using cover. T4 must be hit in the body down zero zone to activate T8 and to expose T3.





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Stage 4: Tough Call

Course Designer: Wonder Woman

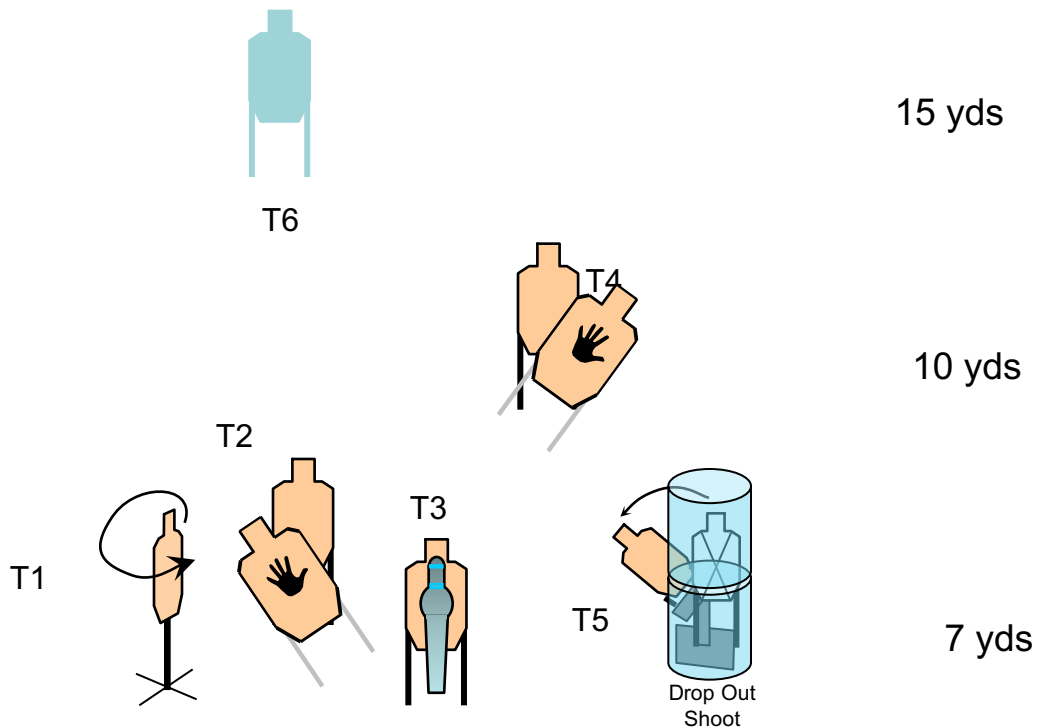


SCENARIO: Your day is almost over when (you guessed it) the bad ones rush you. How ya gonna get 'em all? Tough call ... check your ammo.

START: Standing at P1 facing downrange with hands relaxed at side.

STRINGS: 1
SCORING: 11 rounds min, Non-Limited
TARGETS: 5 threat, 2 non threat, 1 steels
SCORED HITS: Best 2 per paper, 1 steel
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook.
COVER GARMENT: Required

STAGE PROCEDURE: Engage all targets with two rounds each. Reload as needed.



P1