

# 2011 FLORIDA



Stage  
Designs

(As of 26 Feb 2011)

# Stage Summary

#	NAME	TYPE	SCORING	# ROUNDS
1	Mother in Law	Scenario	Vickers	18
2	Dinner Interrupted	Scenario	Vickers	11
3	Bad MIB	Scenario/DARK	Vickers	12
4	Waffle House	Scenario	Vickers	10
5	Bad Dogs II	Scenario	Vickers	12
6	Minding the Store	Scenario	Vickers	12
7	Shotgun!	Scenario	Vickers	12
8	Pirates!	Scenario	Vickers	18
9	Gear Check	N/A	N/A	6
10	Hide-n-seek Fast	Scenario	Vickers	5
11	Sickos @ the IHOP	Scenario	Vickers	18
12	Long El Prez	Standard Exercise	Limited Vickers	12
				146

# Stage/Bays Layout

## Action Bays

<b>Stage # 1</b> <b>Mother In Law</b>	<b>Stage # 2</b> <b>Dinner Interrupted</b>	<b>Stage # 3</b> <b>Bad MIB</b>	<b>Stage # 4</b> <b>Waffle House</b>	<b>Stage # 5</b> <b>Bad Dogs II</b>	<b>Stage # 6</b> <b>Minding the Store</b>	<b>Stage # 7</b> <b>Shotgun!</b>
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**.22 Arcade**

Side Match

**Multipurpose Range**

Stage # 8

Pirates!

**Rimfire Range**

Stage # 9

Gear Check

**Jack Jones Range**

Stage # 10

Hide N Seek

Stage # 11

Sickos @ IHOP

**Club House**

**Bulls Eye Range**

Stage # 12

Long Standards

Florida State IDPA Championship 2011

Stage 1

My Mother-In-Law is in Trouble

Course Designer: Joe Hanlon

Port Malabar Rifle & Pistol Club

**SCENARIO:** You wake up during the night by screams from your guest room. You look into the living room to discover intruders.

**START POSITION:** Laying on back in bed with head next to wall and hands clasped in front of you. Gun loaded to division capacity, laying flat on either nightstand/table, muzzle pointed down range. All extra mags/ammo for stage on table next to gun.

**STAGE PROCEDURE:** At signal, retrieve gun and clear room using tactical priority. Advance through room to P2 to rescue your mother-in-law.

**SCORING:**

Vickers Count

**TARGETS:**

6 Paper

**SCORED HITS:**

Best **THREE** per target

**START-STOP:**

Audible - Last shot

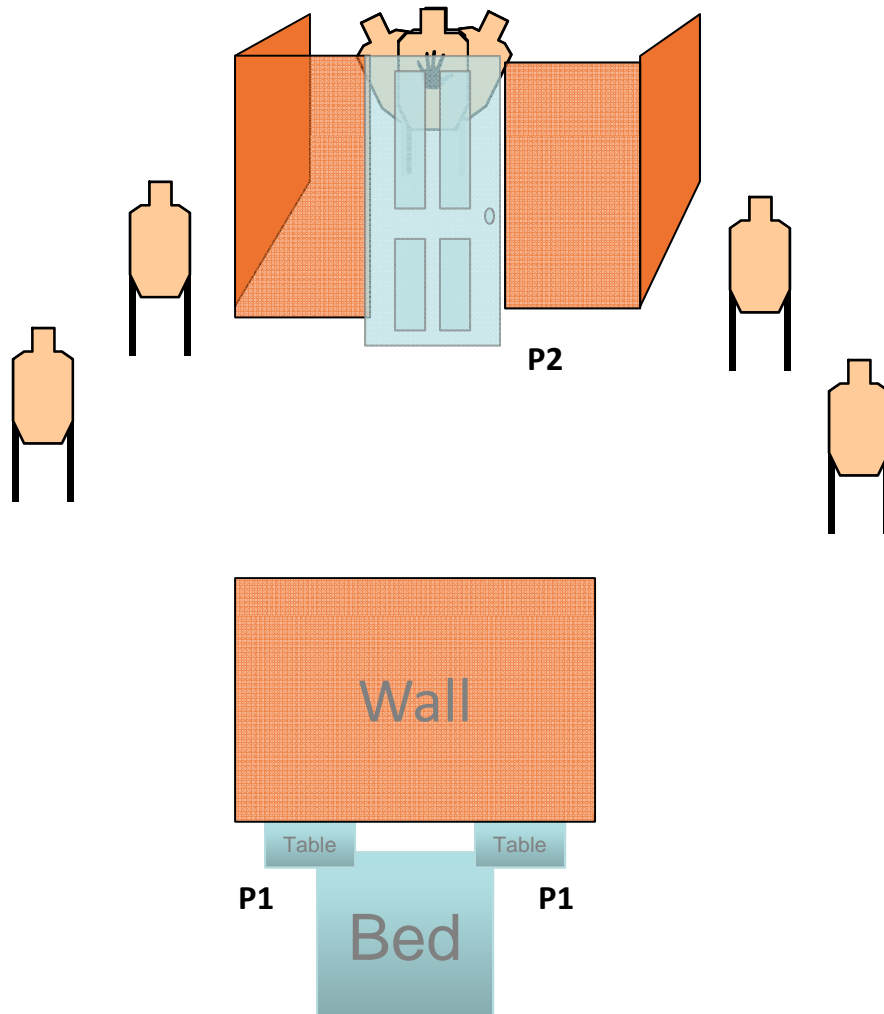
**RULES:**

Current IDPA Rulebook

**COVER GARMENT:** NOT Required

**ROUND COUNT:**

18



Florida State Championship 2011

Stage 2

Dinner Interrupted

Course Designer: James Collier

Port Malabar Rifle & Pistol Club-IDPA

**SCENARIO:** You're seated in a restaurant when bad men enter. One guarding the door, one robbing the cashier and the others robbing the patrons.

**START POSITION:** Gun loaded to division capacity and holstered, seated at table holding menu with both hands.

**STAGE PROCEDURE:** At signal draw and engage T1 – T6 in tactical priority. (4 targets in back same distance from P1: no difference in their priority/sequence). Swinging target **does not disappear**, drop turner **does** (no FTN)

**SCORING:**

Vickers Count

**TARGETS:**

5 paper, 1 Steel

**SCORED HITS:**

Best **TWO** per paper

**START-STOP:**

Audible - Last shot

**RULES:**

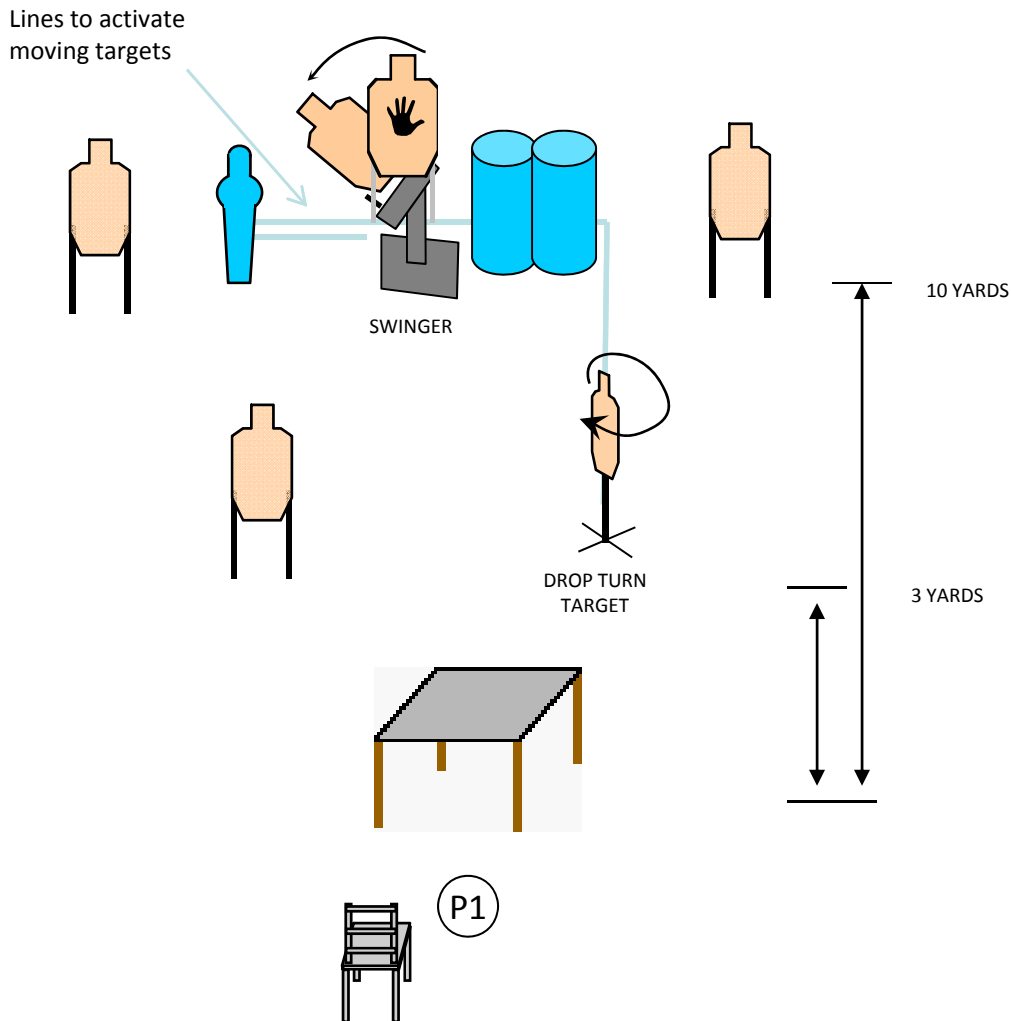
Current IDPA Rulebook

**COVER GARMENT:**

Required

**ROUND COUNT:**

11



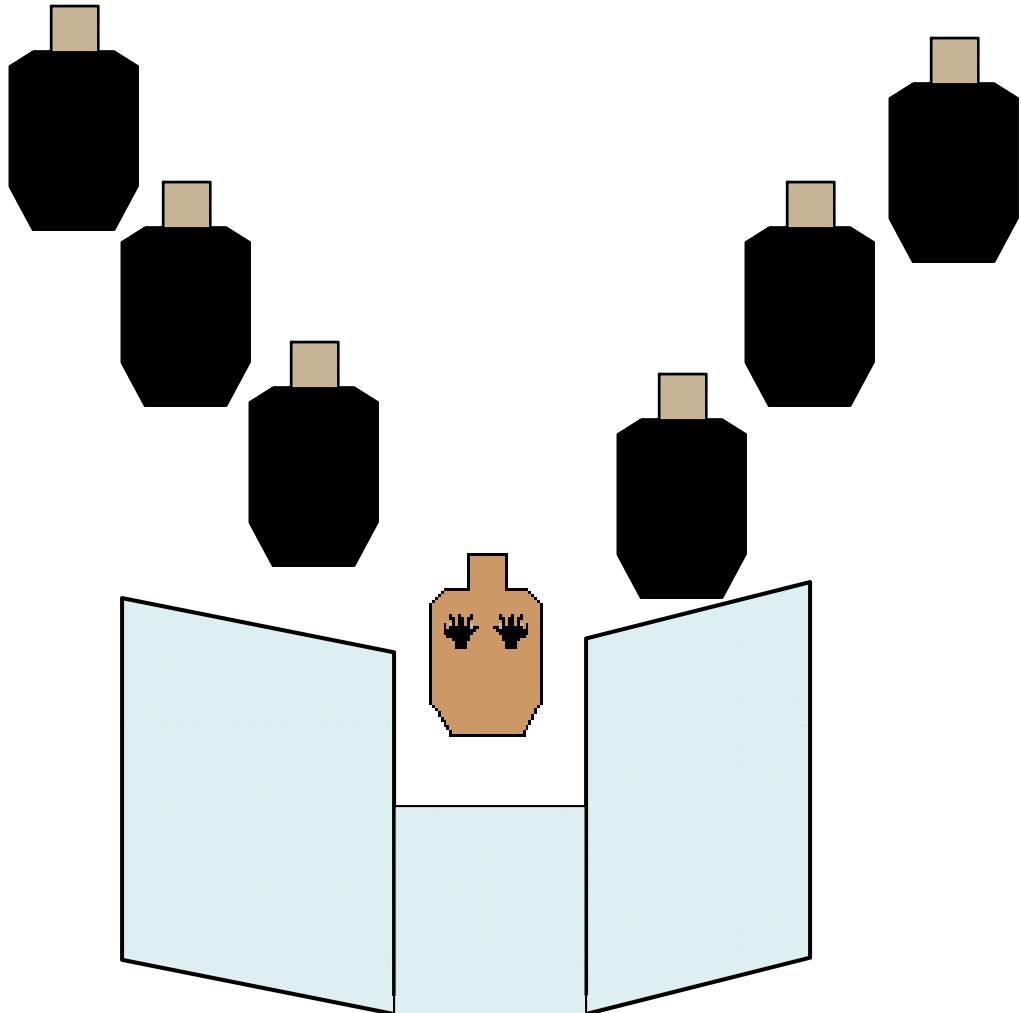
Florida State Championship 2011  
Stage 3 (Dark Stage)  
Bad Men In Black  
Course Designer: Dan Bernard  
Wyoming Antelope Club (WAC)

**Scenario:** While calling from a pay phone, you are attacked by a gang in black shirts

**START POSITION:** Gun loaded/holstered, facing downrange, standing behind cover at P1, hands relaxed, light (turned off) in weak hand

**SCORING:** Vickers Count  
**TARGETS:** 6 IDPA Paper  
**SCORED HITS:** Best **TWO** per target.  
**START-STOP:** Audible – Last Shot  
**RULES:** IDPA – Latest Edition  
**COVER GARMENT:** Required  
**ROUND COUNT:** 12

**STAGE PROCEDURE:** Upon start signal engage targets with two rounds each in tactical priority using available cover. Black shirts are not hard cover.



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Stage # 4

Waffle House

Course Designer: Shannon Smith (from Single Stack Nationals)

Wyoming Antelope Club (WAC)

**SCENARIO:** You are on your way to breakfast and realize that bad things are happening behind the waffle house

**START POSITION:** Starting at P-1, facing down range, gun loaded, holstered and concealed

**STAGE PROCEDURE:** Upon start signal engage targets using cover. Do not advance forward of the wall. The steel targets activate two disappearing drop turners (no FTN penalty on the paper targets), which must be engaged with 4 rounds each.

**SCORING:** Vickers Count

**TARGETS:** 2 of IDPA Paper, 2 US Poppers

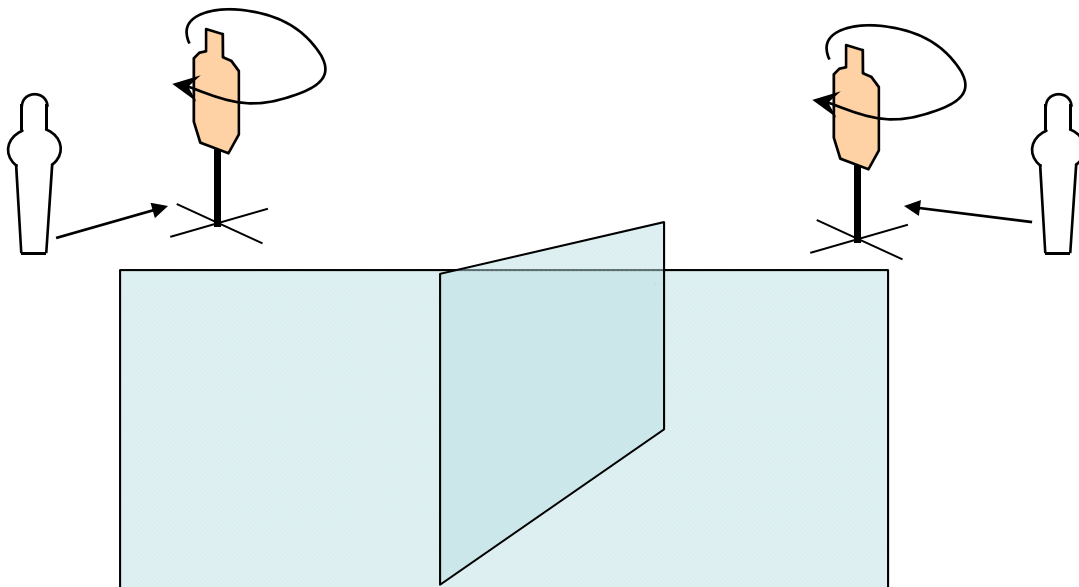
**SCORED HITS:** Best **FOUR** per paper target.

**START-STOP:** Audible – Last Shot

**RULES:** IDPA – Latest Edition

**COVER GARMENT:** Required

**ROUND COUNT:** 10



P1

Florida State Championship 2011

Stage # 5

Bad Dog II

Course Designer: Dave Jenkins (variation)

Hansen IDPA

**SCENARIO:** While walking with your significant other and your "leashed" pet, you are attacked by a pack of dogs and their armed owner

**START POSITION:** Starting at P-1, facing down range, gun loaded, holstered and concealed, weak hand holding leash, strong hand relaxed at side.

**STAGE PROCEDURE:** Upon start signal engage T-1 (gunman) using STRONG HAND ONLY with three rounds, then engage T-2, 3 & 4 in TACTICAL SEQUENCE with three rounds each using STRONG HAND ONLY.

Leash must be held in weak hand while shooting (must be recovered if dropped)

**SCORING:** Vickers Count

**TARGETS:** 4 of IDPA Paper

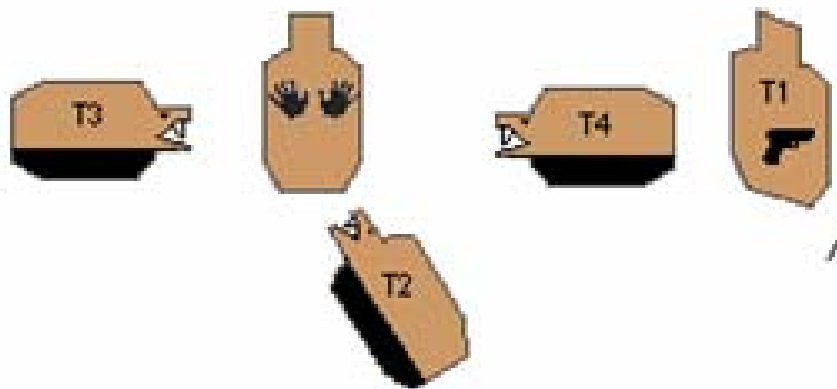
**SCORED HITS:** Best THREE per target.

**START-STOP:** Audible – Last Shot

**RULES:** IDPA – Latest Edition

**COVER GARMENT:** Required

**ROUND COUNT:** 12



P1



Florida State Championship 2011

Stage # 6

Minding the Store

Course Designer: Hansen IDPA

**SCENARIO:** While minding the store, you are assaulted by six armed miscreants intent on robbing you. When they see your gun, the nearest three dive behind the front of your counter for cover.

**START POSITION:** Loaded gun and all magazines on the table. Shooter standing at P1 with hands on table.

**STAGE PROCEDURE:** Upon start signal engage far targets (T1-2-3 with two rounds, then move to low cover and engage T4-5-6 in tactical priority shooting around side(s), not over top of cover.

**SCORING:** Vickers Count

**TARGETS:** 6 of IDPA Paper

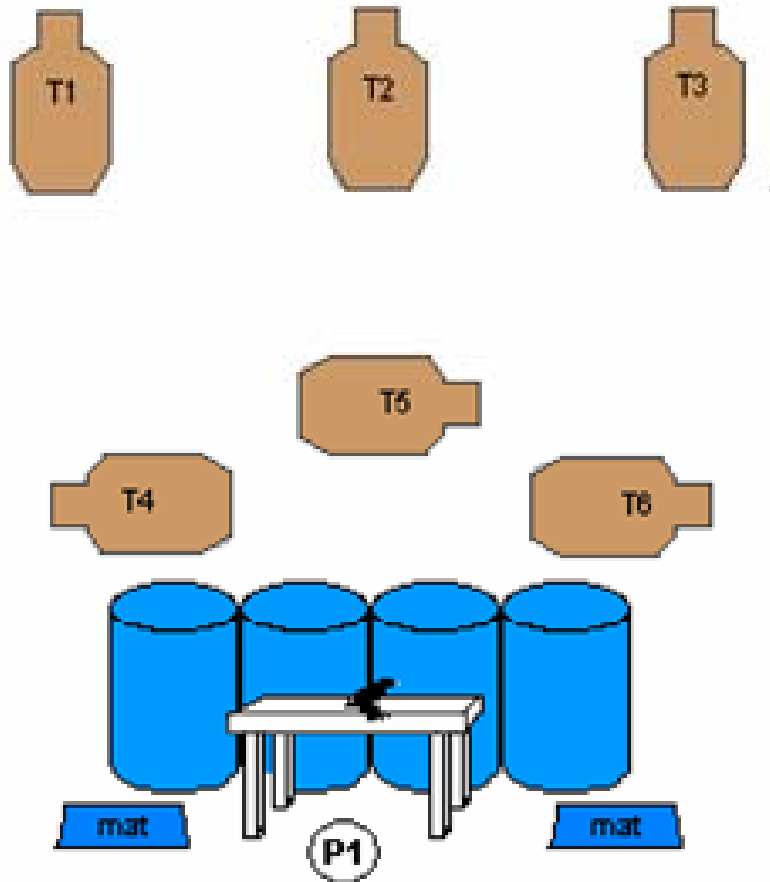
**SCORED HITS:** Best **TWO** per target.

**START-STOP:** Audible – Last Shot

**RULES:** IDPA – Latest Edition

**COVER GARMENT:** Required

**ROUND COUNT:** 12



Florida State Championship 2011

Stage 7

Shotgun!

Course Designer: Allan Mullenax,

TSSA

**Scenario:** While you and a friend are walking in a strange Florida neighborhood, he gets shot and you get confronted by three bad guys, one armed with a shotgun. You must defend yourself and treat your friend's wound.

**START POSITION:** Gun loaded/holstered, facing downrange.

**STAGE PROCEDURE:** Upon start signal deflect shotgun and engage targets T1, T2 and T3 while retreating to P-2. At P-2, place handgun on counter, remove chest bandage from first aid pack and using both hands, apply to down comrade (direct pressure stops bleeding and activates remaining targets) retrieve handgun and engage T4, T5 and T6. These three are charging targets. P2 is low cover (one or both knees on ground).

**SCORING:** Vickers Count

**TARGETS:** 6 IDPA Paper

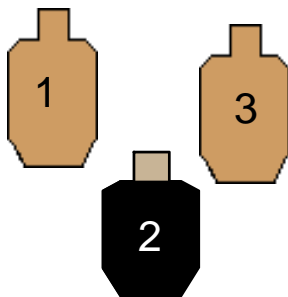
**SCORED HITS:** Best **TWO** per target.

**START-STOP:** Audible – Last Shot

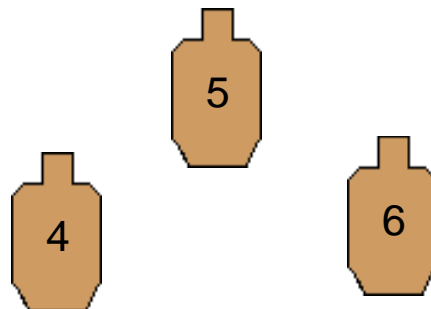
**RULES:** IDPA – Latest Edition

**COVER GARMENT:** Required

**ROUND COUNT:** 12



P1



P2



Florida State Championship 2011  
Stage # 8 (Multi Purpose Bay)  
Pirates!

Course Designer: Shannon Smith (modified)  
Wyoming Antelope Club (WAC)

**SCENARIO:** When your Florida fishing trip goes badly and you find yourself stranded on a small island, things only get worse when you find that the Zodiac boats approaching aren't rescuers, but are modern day pirates (argh).

**START POSITION:** Standing on the island, facing down range, gun loaded placed inside the survival kit .Extra ammunition on belt.

**STAGE PROCEDURE:** Upon start signal engage targets with three rounds. (Targets 1-2 are stationary , Popper behind T-2 activates targets 3-6, which are disappearing (No FTN penalty). No cover is available.

**SCORING:** Vickers Count

**TARGETS:** 6 IDPA Paper. 1 Pepper Popper

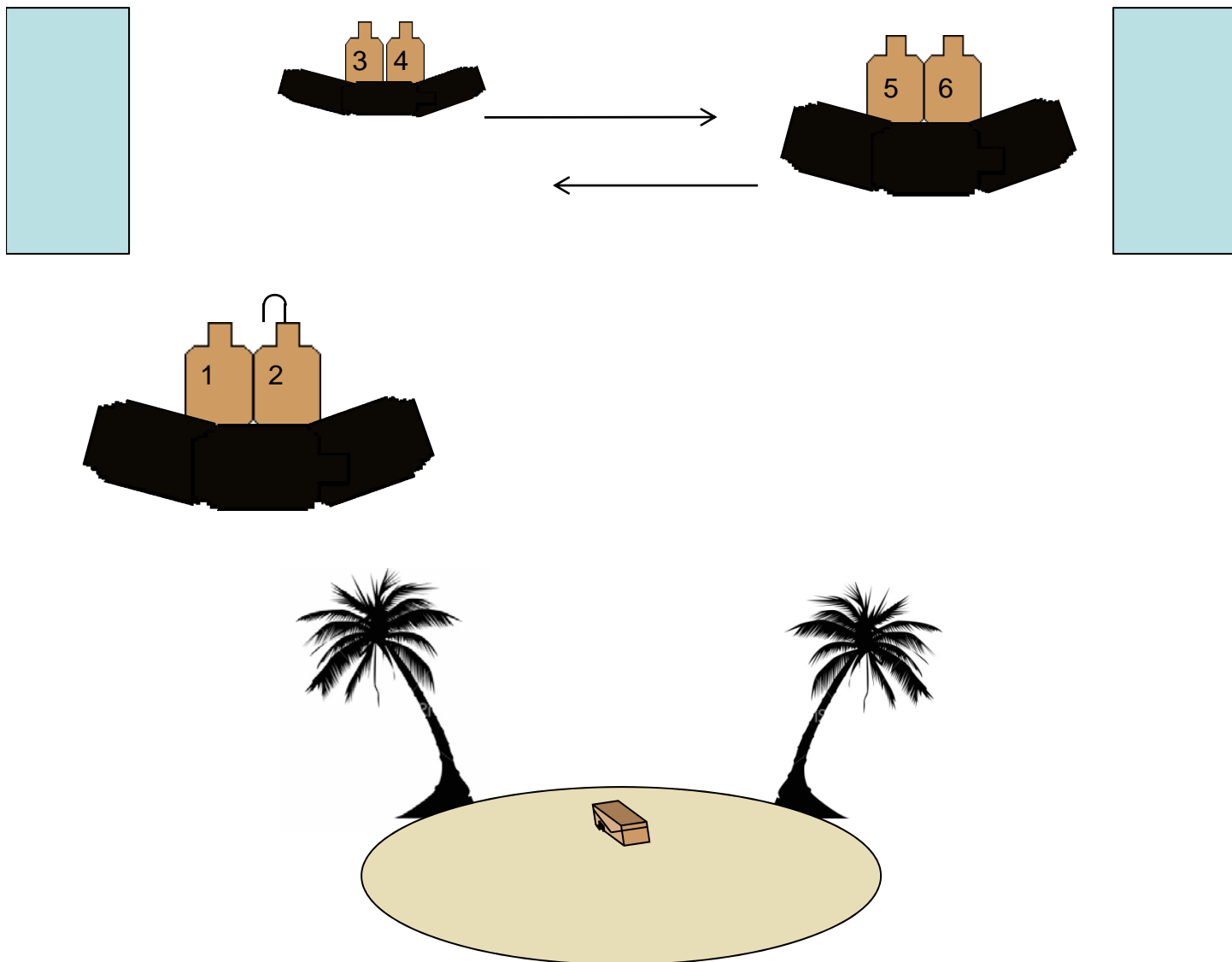
**SCORED HITS:** Best **THREE** per target.

**START-STOP:** Audible – Last Shot

**RULES:** IDPA – Latest Edition

**COVER GARMENT:** Required

**ROUND COUNT:** 18



Florida State Championship 2010  
Stage # 9 (Rimfire Range)

**Gear Check**

Course Designer: N/A

**SCENARIO: Equipment Check**

**START POSITION: N/A**

**Stage Procedure:**

Three of shooter's rounds will be fired from shooters 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 105,000

SSR

Power Floor 125,000

SSP&ESP

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 42 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.

**Florida State Championship 2011**  
**Stage 7 (Jack Jones Left)**  
**Hide-n-Seek FAST**  
**Course Designer: Larry Gilbert,**  
**Wyoming Antelope Club (WAC)**

**SCENARIO:** You are walking along a trail in a national park when three thugs, accompanied by an unarmed female approach behind you. You notice they pull firearms and you respond – as you engage the one in the middle, the others dive for cover. (If you can not hit them before they reach cover, you must run for cover yourself before further engagement.)

**START POSITION:** Start at position P1 facing up range, gun loaded and holstered

**SCORING:** Vickers Count

**TARGETS:** 2 of IDPA Paper, 1 Popper

**SCORED HITS:** Best **TWO** per target.

**START-STOP:** Audible – Last Shot

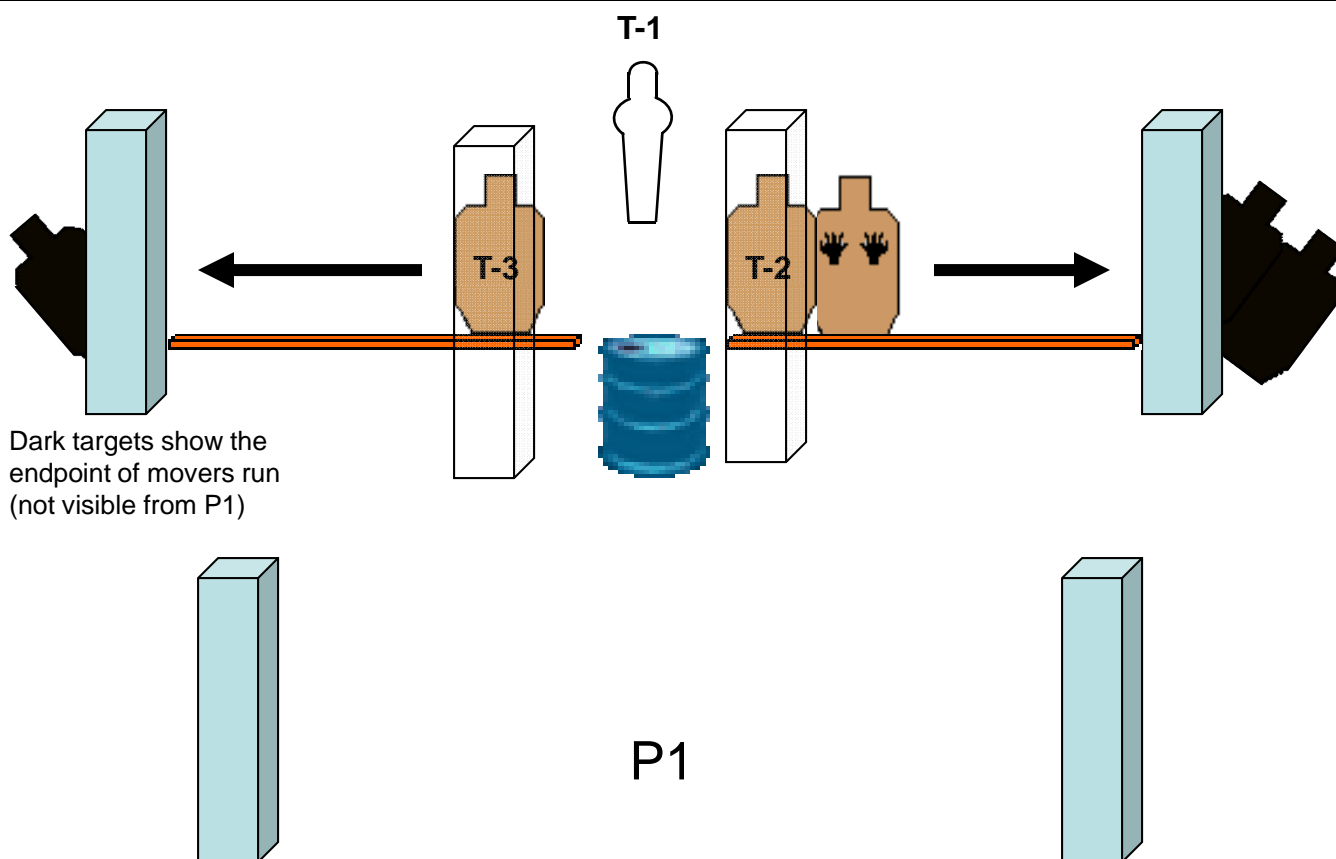
**RULES:** IDPA – Latest Edition

**COVER GARMENT:** Required

**ROUND COUNT:** 5

**STAGE PROCEDURE:** Upon start signal engage target T-1. When it falls, it will actuate movers for T-2 and T-3 (which are not visible until activated). Engage T-2 and T-3 with two rounds each **AFTER** activated by T-1. Target T-1 must be engaged before others.

**Scoring Note:** T-2 and T-3 are **NOT** disappearing targets – at the end of their run they “peek” out from behind cover (see dark targets below). FTN penalty applies



Florida State Championship 2011  
Stage # 11 (Jack Jones Right)

Sickos @ the IHOP

Course Designer: John Grubb  
The Gun Shop & Range, Leesburg

**SCENARIO:** You have entered your favorite eggs & biscuit joint when you come across the Breakfast Bandits robbing and torturing the staff and customers. You take out old faithful and save the day.

**START POSITION:** Gun loaded to division capacity, facing wall with hands at your side.

**STAGE PROCEDURE:** At the Beep, turn downrange draw and engage all paper targets w/2 rounds ea. In tactical priority from cover.

**SCORING:** Vickers Count

**TARGETS:** 9 of IDPA Paper,

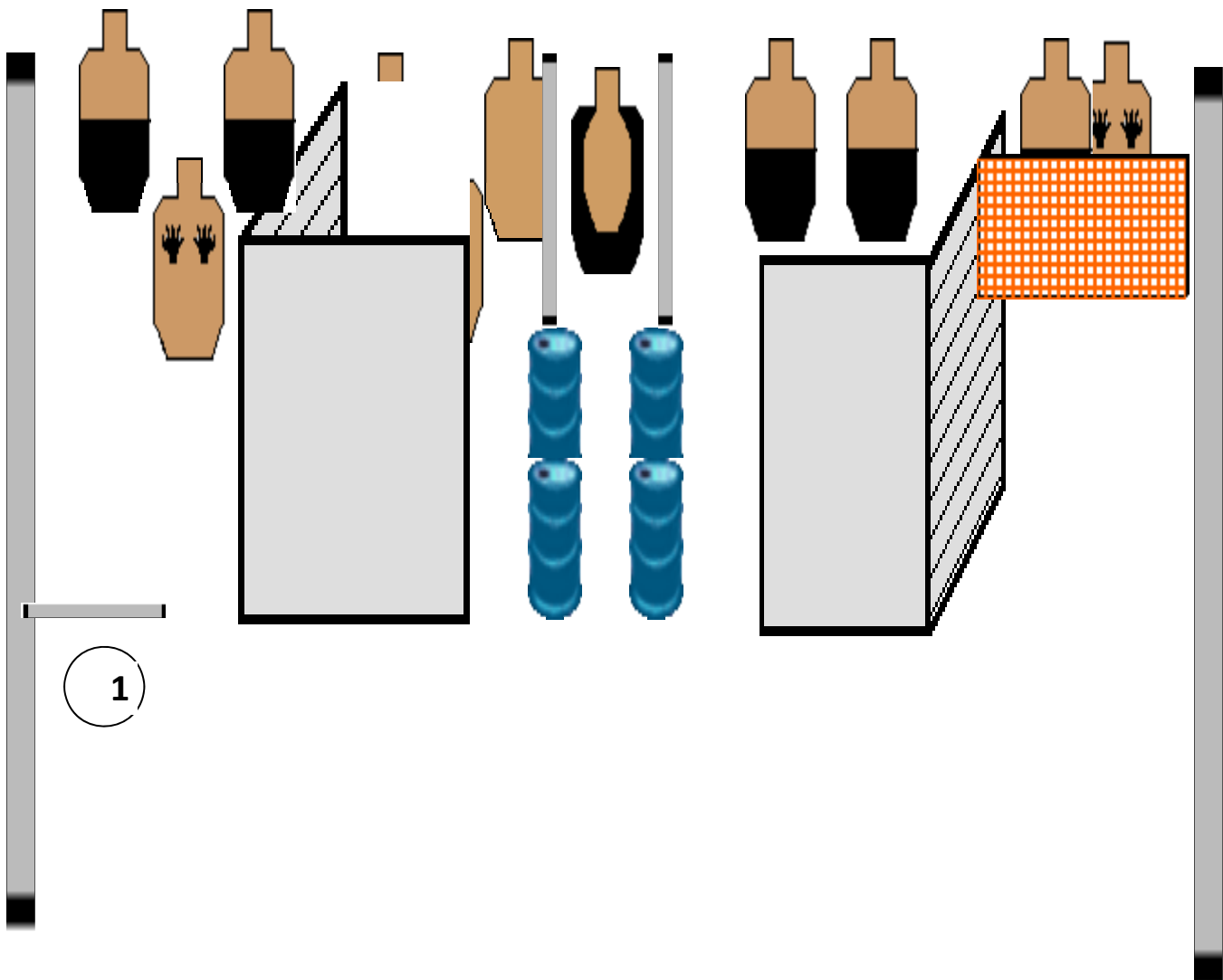
**SCORED HITS:** Best TWO per target.

**START-STOP:** Audible – Last Shot

**RULES:** IDPA – Latest Edition

**COVER GARMENT:** Required

**ROUND COUNT:** 18



IDPA FLORIDA STATE MATCH 2011

Stage 12

Long, Staggered El Prez

Course Designer: Charles Kibert

Wyoming Antelope Club (WAC)

Standard Exercise

**START POSITION:** Facing down range. gun in holster, loaded with only six rounds

**STAGE PROCEDURE:** Upon the start signal, engage each target with two rounds each from P1, reload and re-engage each target with two rounds each

**SCORING:** Limited Vickers Count

**TARGETS:** 3 IDPA Paper

**SCORED HITS:** FOUR hits per target.

**START-STOP:** Audible – Last Shot

**RULES:** IDPA – Latest Edition

**COVER GARMENT:** NOT Required

**ROUND COUNT:** 12

