

2026



**ADAPTIVE DEFENSIVE
SHOOTING SUMMIT**

MATCH BOOK

SIG SAUER ACADEMY • EPPING, NH



2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

SUMMIT SCHEDULE

THURSDAY, SEPT 10, 2026

07:30-0800	Registration ALL PARTICIPANTS
0800-0830	Welcome / Safety Brief
0830-1200	Morning Training Activities
1200-1330	LUNCH
1330-1700	Afternoon Training Activities

FRIDAY, SEPT 11, 2026

0800-0830	Welcome / Safety Brief
0830-1200	Morning Training Activities
1200-1330	LUNCH
1330-1700	Afternoon Training Activities
1730	All Participants - Dinner served at the tent
1730	Demo Bay Located at SEC Bay 1(Optional)

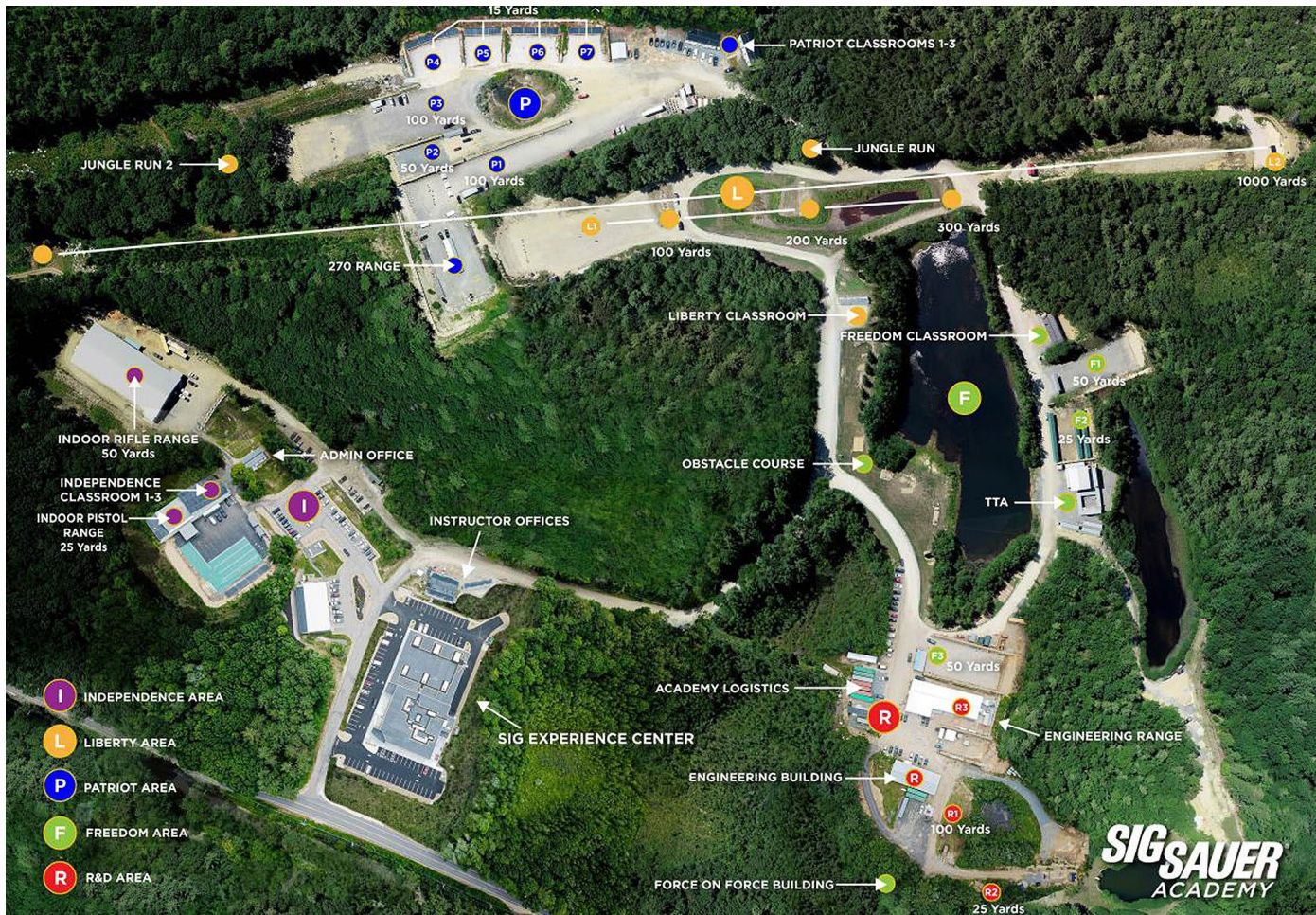
SATURDAY, SEPT. 12, 2026

0800- 0830	Equipment Check and Safety Briefing.
0830 -1200	First shots of the match
1200-1330	Hard stop for Lunch / Prizes
1330	Match / Awards



2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

CAMPUS MAP





2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

A MESSAGE FROM TREVOR BAUCOM

Welcome to the 2026 Adaptive Defensive Shooting Summit!

The ADSS is about more than one match. It's an opportunity for adaptive shooters to train, compete, build confidence, and become part of a community that will keep them involved long after this weekend.

This year's training includes a Stop the Bleed-style class and instruction in competition and defensive-pistol skills. Take what you learn here back to your local range. Shoot matches, meet other shooters, and try different disciplines—you never know what you're gonna love until you try it. Don't let a lack of equipment stop you. The firearms community is full of people willing to loan gear and help someone get started.

This event would not be possible without our sponsors and volunteers. Please thank them, use the cards provided to write a personal note, and remember their support when purchasing firearms, equipment, or supplies.

Above everything else, make safety your first priority. One careless act or negligent discharge could bring this event—and the opportunities it creates—to an end. Follow the basic firearm-safety rules, listen to your instructors and safety officers, and speak up if something doesn't look or feel right.

Learn, challenge yourself, meet some great people, and have a hell of a good time. If something needs attention, bring it to me or any member of our staff or volunteer team.

Be safe and enjoy the Summit!

-Trevor



2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

A MESSAGE FROM THE MATCH DIRECTORS

Welcome to the 2026 Adaptive Defensive Shooting Summit Match!

Throughout this week, we've watched each of you learn, adapt, and build your skills—and we've been incredibly impressed by your effort, determination, and willingness to take on new challenges.

Today's match is an opportunity to put those skills into practice. The stages are designed to be fun and accessible while still presenting some technical challenges. You will also be asked to apply other skills developed during the week, including the proper use of a tourniquet.

This event is about more than a score. It's about testing yourself, solving problems, and demonstrating what you've learned in a safe and supportive environment. Take your time, listen to the safety officers, and enjoy the experience.

Thank you to SIG SAUER Academy, our sponsors, instructors, volunteers, and everyone who helped make this event possible.

We're proud of what you've accomplished and look forward to seeing you on the range. Stay safe, have fun, and enjoy the match!

Jason Beam & Dan Horowitz



2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

RANGE SAFETY

FOLLOW THE FOUR

Know and remember the four rules of gun safety. It could save your life or someone else's.



1. Treat all firearms
as if they are loaded



2. Never point the
muzzle at anything
you are not willing to
destroy



3. Keep your finger
off the trigger until
your sights are on the
target and you are
ready to fire



4. Be sure of your
target and what's
beyond it

ADSS IS A COLD RANGE MATCH

SAFETY IS EVERYONE'S RESPONSIBILITY



2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

SPECIAL THANKS

A very special thank-you to SIG Sauer Academy. Their generous sponsorship provides access to world-class facilities and highly skilled instructors who make this event possible.

The Academy's staff has been instrumental in making the 2026 Adaptive Defensive Shooting Summit a safe, educational, and enjoyable experience for everyone involved.

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2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

COMPETITION RULES

GENERAL

- Hearing and eye protection is required to be worn at all times by everyone.
- Cold Range- Firearms will be cleared and holstered between stages. Competitors will only handle firearms under the direction of a safety officer.
- Safe Tables are not available, only handle firearms under the direction of a safety officer.
- Muzzle safe points, unless marked, are the limits of the backstop and vary range to range.
- Additional safety rules will be governed by the specific range/bay requirements, each stage will have a walk-through brief addressing any safety concerns and the course of fire.
- IDPA Range commands will be used.
- Concealment is not required; however, it is encouraged.
- Reloads – May be required on some stages. All magazines may be loaded to capacity unless directed lower by the stage brief.
- Shooting unauthorized targets will result in a match disqualification.
- Unsafe gun handling will result in a match disqualification.
- Match Director will verify all disqualifications, will lead the arbitration team and will make final rulings on all challenges.

TARGETS & SCORING

- Reactive steel must fall or swing out of competitor's view, remaining steel is a miss.
- USPSA cardboard targets will be scored using hit-factor scoring.
- Hits on Non-Threats = 10 points deducted from shooter's points before dividing by time. Maximum of two penalties per no-shoot.
- Miss = 5 seconds added to the raw time 10 point penalty.



2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

RANGE SAFETY

EQUIPMENT

- Any IDPA or USPSA production legal firearm may be used.
- Calibers allowed: 9mm, .40S&W, 357SIG, .45ACP. (limited to available frangible ammunitions) Ammunition, No minimum power factor requirements, no steel or solid copper core. Frangible ammunition will be issued for use on the Academy indoor pistol range.
- Iron, laser and carry optic sights may be used.
- Holsters, IDPA or USPSA production legal with the following exceptions that are strictly prohibited: Shoulder/chest, Cross-Draw, Appendix, Small of the Back, Inside the Waistband, Fanny-Pack, Soft sided holders and holsters that do not fully cover the trigger guard. MD has final approval.
- Mags/Mag Holder, any type, minimum of three magazines are required for the event.

ADDITIONAL ITEMS

- This is a lost brass match.
- Alcohol and drugs are prohibited on the property. This includes prescribed narcotics (i.e., Percocet, Vicodin type drugs,) and marijuana regardless of its legality in the state.
- Participants must not be under the influence of any substances, including drugs or alcohol, that could impair their judgment, physical abilities, or performance during the event. Any participant found to be impaired will be immediately disqualified for safety reasons. This rule ensures the safety and fairness of the competition for all involved.



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Warm-up

Course Designer: Beam

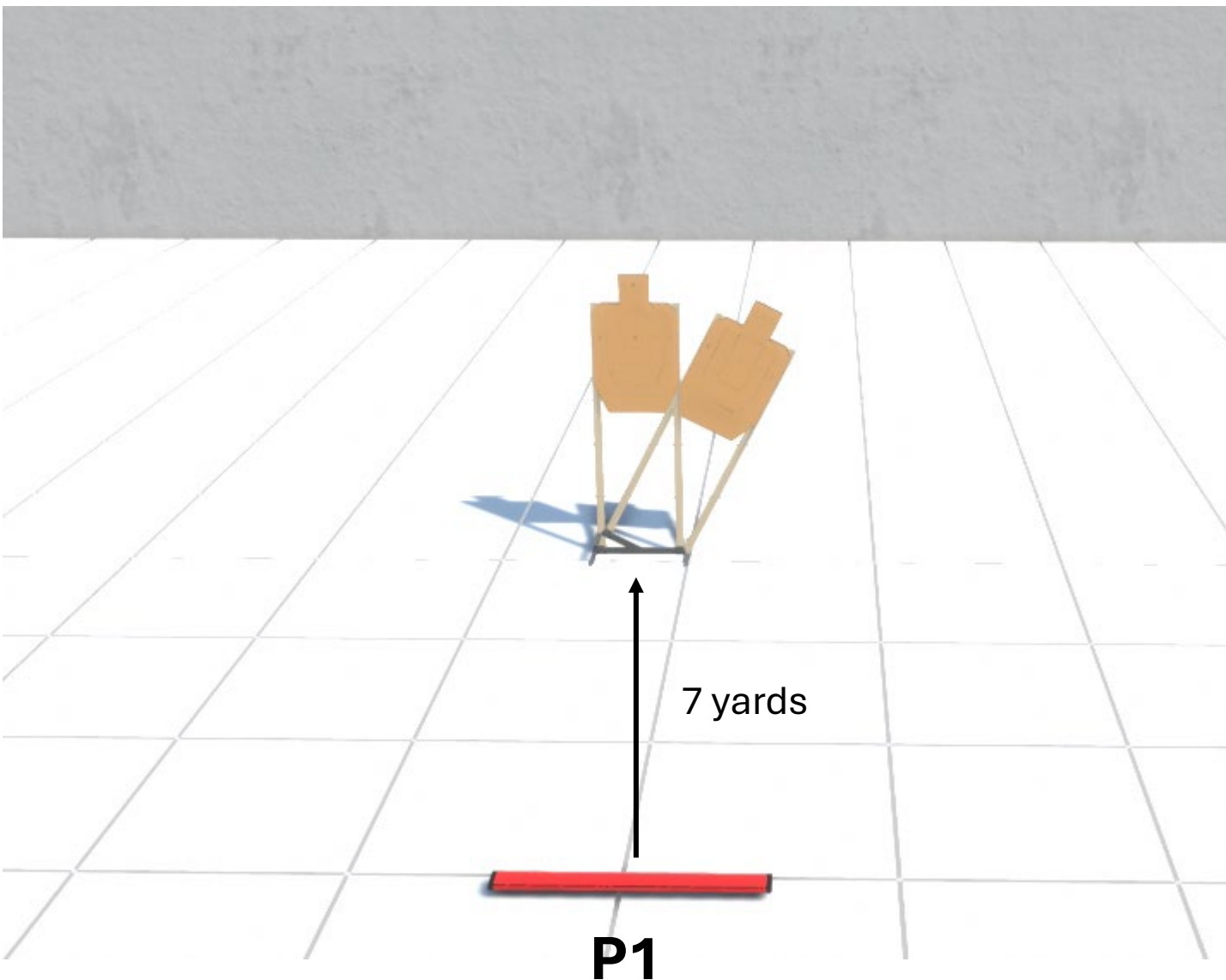
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SCENARIO: None

START CONDITION: Firearm loaded with exactly 10 rounds, holstered, hands at sides. Spare ammunition carriers on body.

STAGE PRCEEDURE: Located at P1, engage all paper targets with 3 hots to the body and 2 to the head.

STRINGS:	1
SCORING:	10 rounds, limited
TARGETS:	2 threat, 0 non-threat
SCOREED HITS:	Best 5 on paper
START-STOP:	Audible tone, last shot
RULES:	Current ADSS rules
CONCEALMENT:	NA
MUZZLE SAFE PTS:	180





King Pin Lite

Course Designer: Beam/Weilbrenner

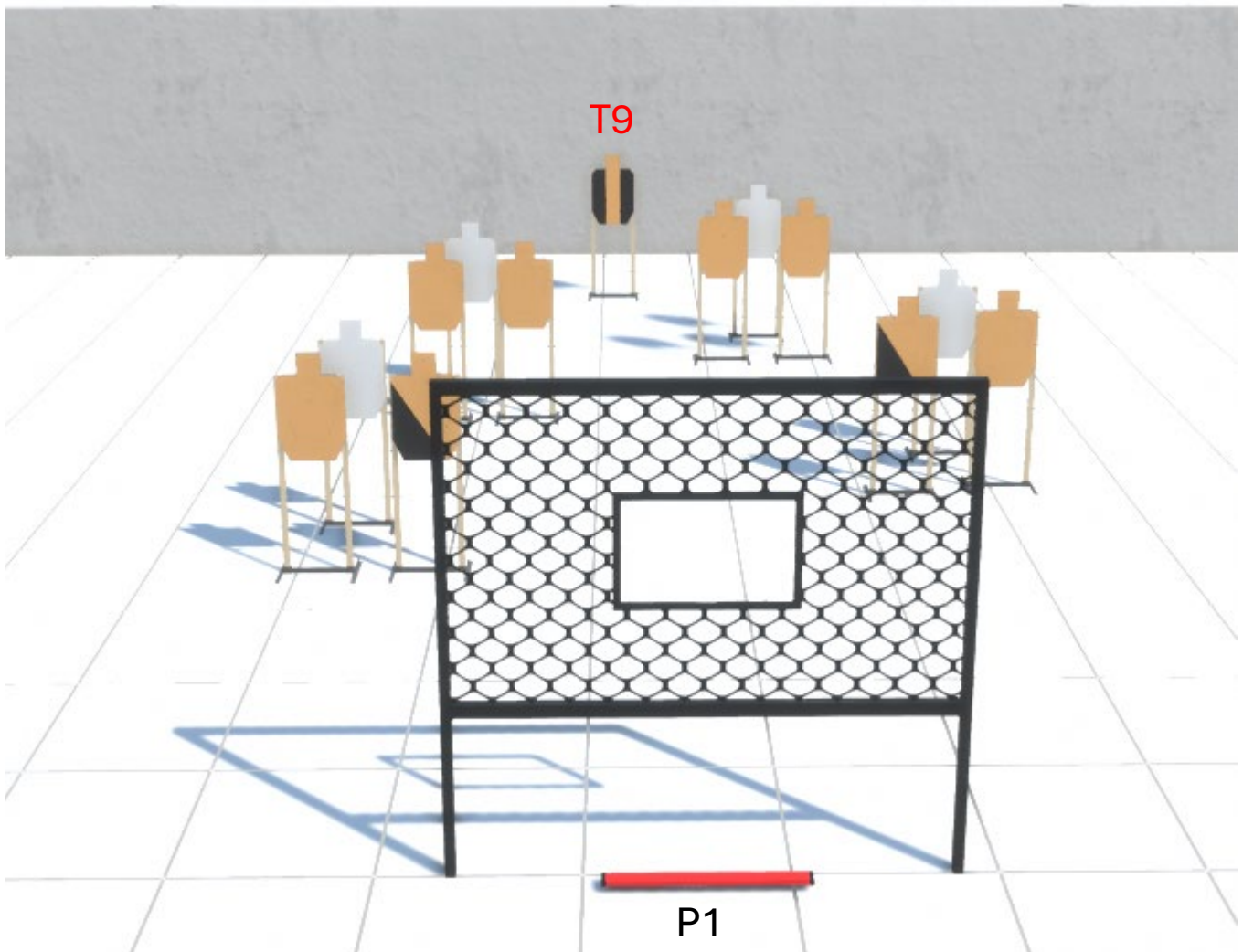
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SCENARIO: It's getting late, and you've got a long way to go. You decide to take a shortcut through an alley when you realize that you've just walked into the middle of a bad situation: gang members and hostages. Save yourself and the hostages.

START CONDITION: Firearm loaded to capacity and holstered. Ammunition carriers on body, located at P1, hands relaxed at sides.

STAGE PROCEDURE: At the start signal, engage T1-T8 with 1 round each, and T9 with 2 rounds, in any order.

STRINGS:	1
SCORING:	10 rounds limited
TARGETS:	9 threat, 4 non-threat
SCORED HITS:	1 hit T1-T8, 2 hits T9
START-STOP:	Audible tone, last shot
RULES:	Current ADSS rules
CONCEALMENT:	NA
MUZZLE SAFE PTS:	180



NOTES: Full threat targets wearing tee shirts



The Gang

Course Designer: Draper

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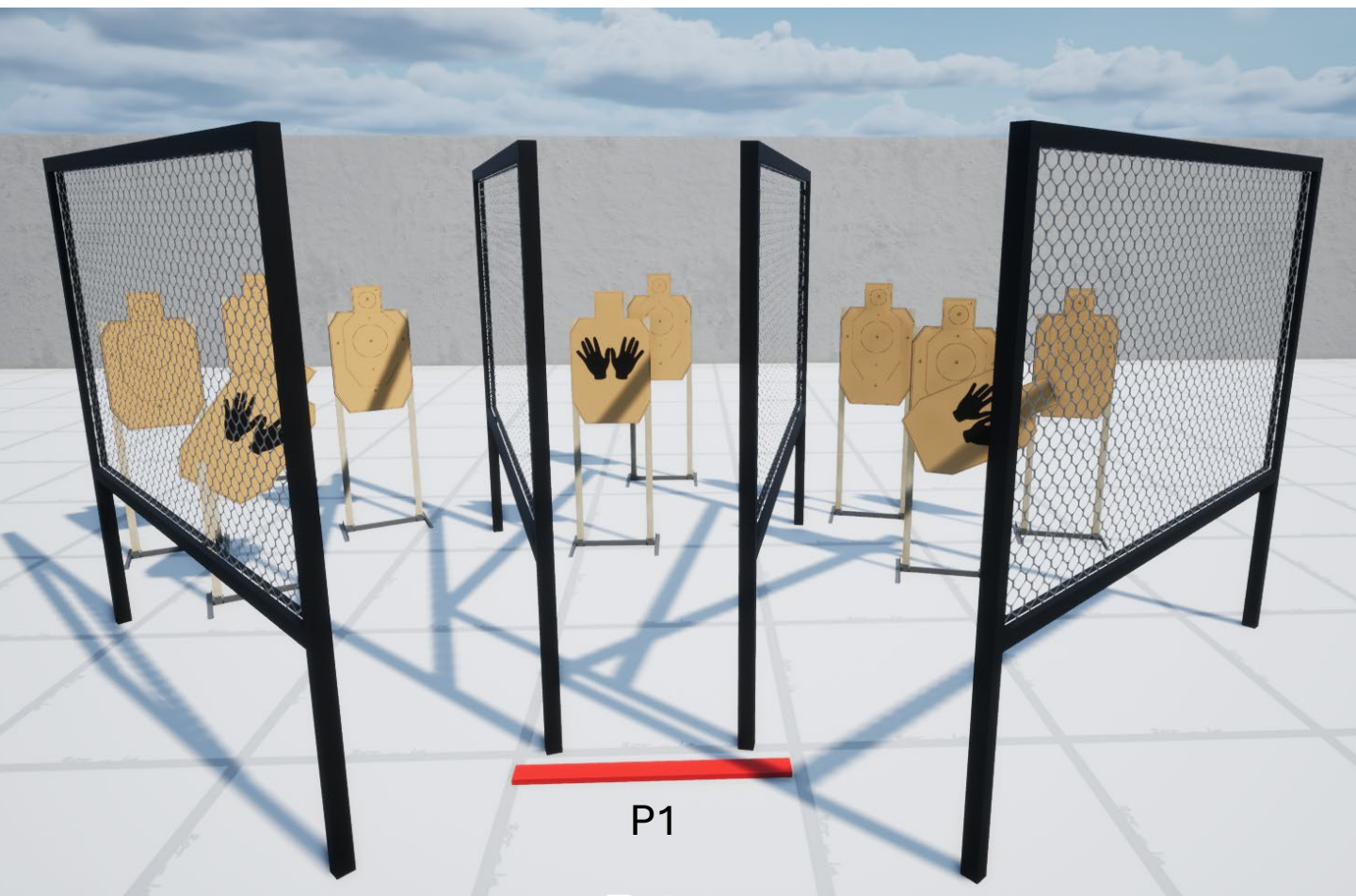
SCENARIO: None

START CONDITION: Located at P1 firearm loaded to capacity.
Ammo carriers stowed on body.

STAGE PRCEEDURE:

On the signal, engage all threats from P1 in any order.

STRINGS:	1
SCORING:	7 rounds unlimited
TARGETS:	7 threat, 3 non-threat
SCOREED HITS:	Best 1
START-STOP:	Audible tone, last shot
RULES:	Current ADSS rules
CONCEALMENT:	NA
MUZZLE SAFE	NA
PTS:	180



NOTES:



Dead Man's Hand

Course Designer: Tarbox

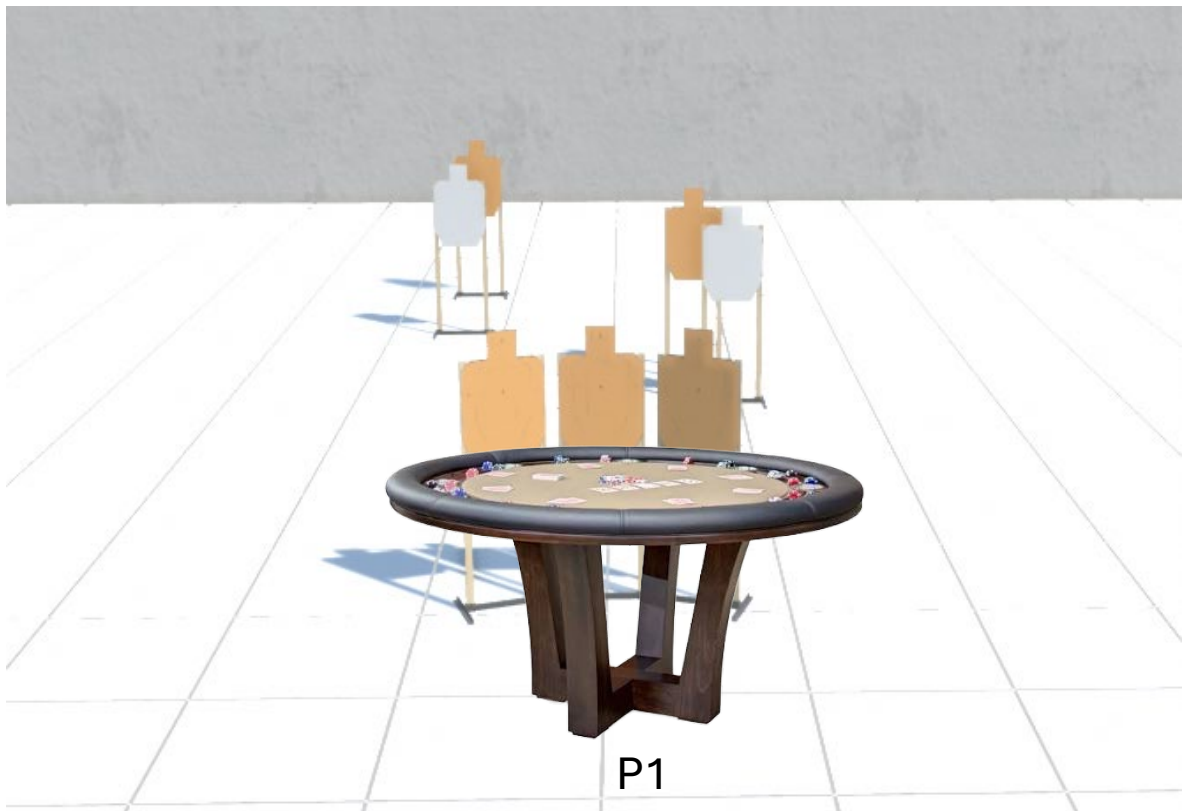
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SCENARIO: You've been having tremendous luck in a high-stakes game of five-card stud with a number of questionable looking characters. Suddenly, the hair on the back of your neck stands up as you realize that you have just been dealt the "Dead Man's Hand". ...and it was no accident. Defend yourself as the situation turns ugly.

START CONDITION: Firearm UNLOADED and placed on table facing down range, trigger guard over the "X", while seated at P1 holding your cards in both hands

STAGE PRCEUDURE: At the start signal, load your pistol and engage all threats with 2 rounds each in any order..

STRINGS:	1
SCORING:	10 rounds limited
TARGETS:	5 threat, 2 non-threat
SCOREED HITS:	Best 2 on paper
START-STOP:	Audible -last shot
RULES:	Current ADSS rules
CONCEALMENT:	None
MUZZLE SAFE PTS:	180



NOTES: S.O. may modify starting position to start from holster if participant cannot physically use stage start position



5-10-15

Course Designer: Beam/Dunham

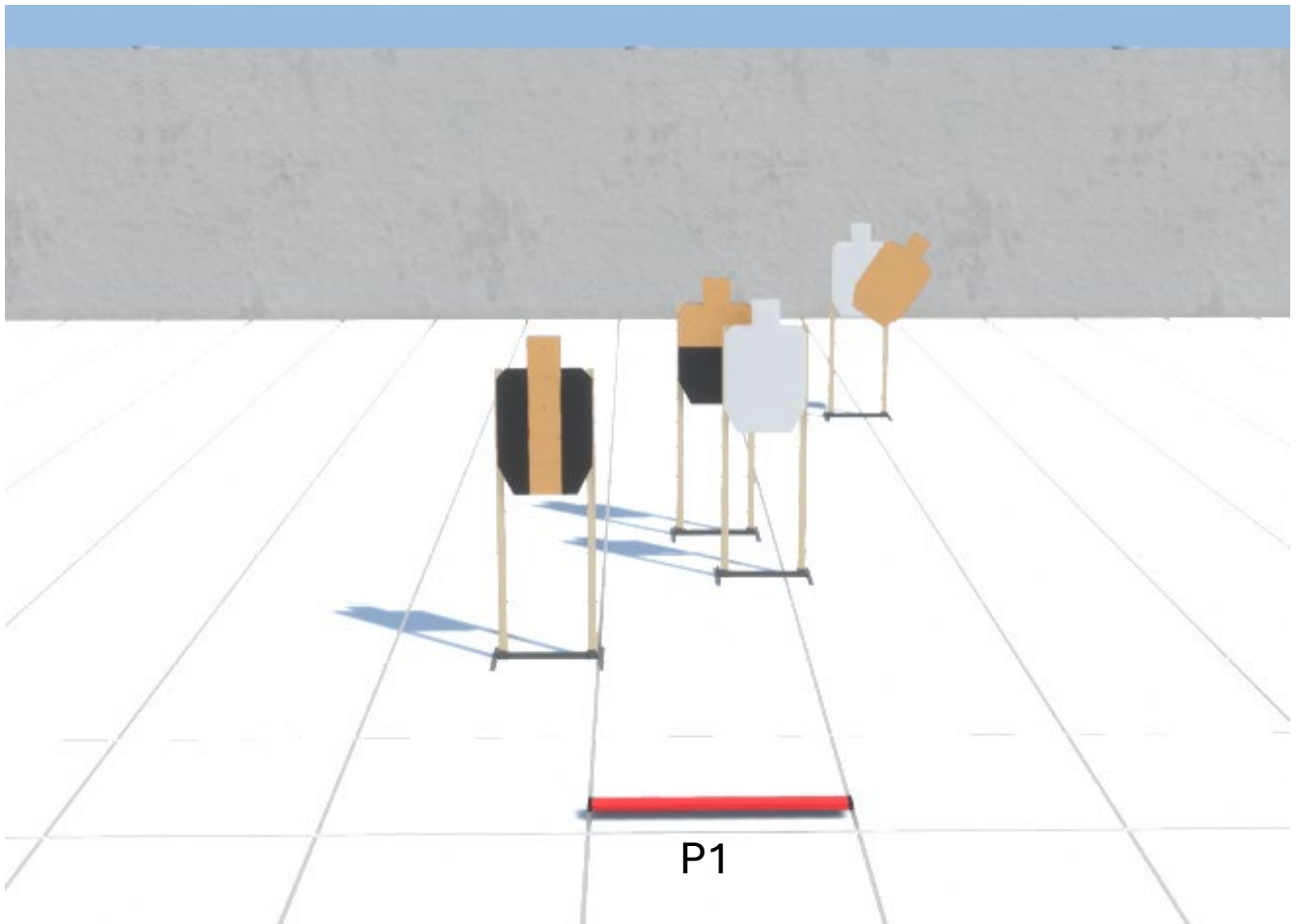
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SCENARIO: Standards

START CONDITION: Firearm loaded to capacity and holstered. Ammunition carriers on body, located at P1, hands relaxed at sides.

STAGE PRCEEDURE: On the signal, engage all threats with 3 rounds each in tactical priority.

STRINGS:	1
SCORING:	9 rounds minimum
TARGETS:	3 threat, 2 non-threat
SCOREED HITS:	Best 3 on paper
START-STOP:	Audible tone, last shot
RULES:	Current ADSS rules
CONCEALMENT:	NA
MUZZLE SAFE PTS:	180



NOTES: Threat targets set at 5, 10, and 15 yards



Not a Steel Stage

Course Designer: Beam/Witz

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SCENARIO: When your outdoor steel-only stage gets moved indoors at the last minute, changes need to be made ...and fast.

START CONDITION: Firearm loaded to capacity and holstered. Ammunition carriers on body, located at P1, hands relaxed at sides.

STAGE PRCEUDURE: On the signal, engage all threats with 1 round each.

STRINGS:

1

SCORING:

9 rounds minimum

TARGETS:

9 threat, 2 non-threat

SCOREED HITS:

Best 1 on paper

START-STOP:

Audible tone, last shot

RULES:

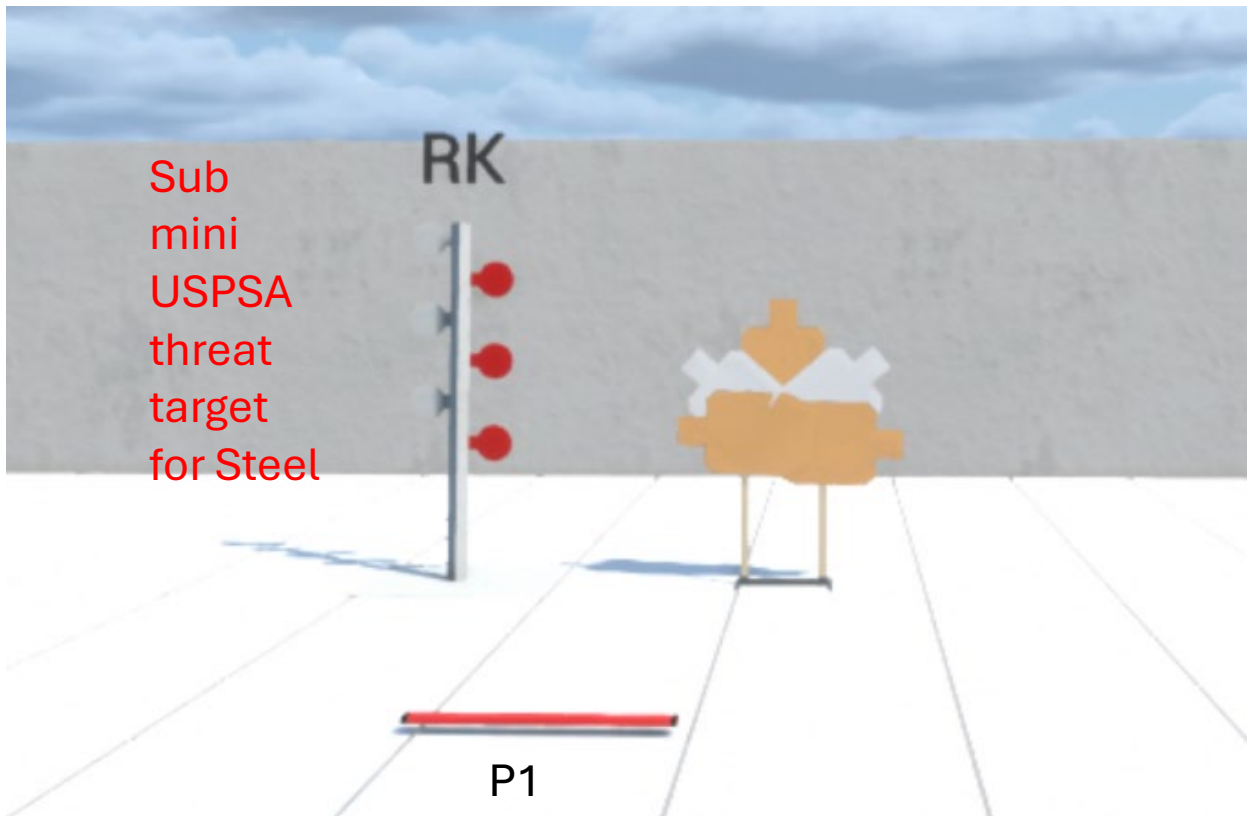
Current ADSS rules

CONCEALMENT:

NA

MUZZLE SAFE PTS:

180



NOTES: Threat targets set at 5, 10, and 15 yards



Hung Out to Dry

Course Designer: Beam

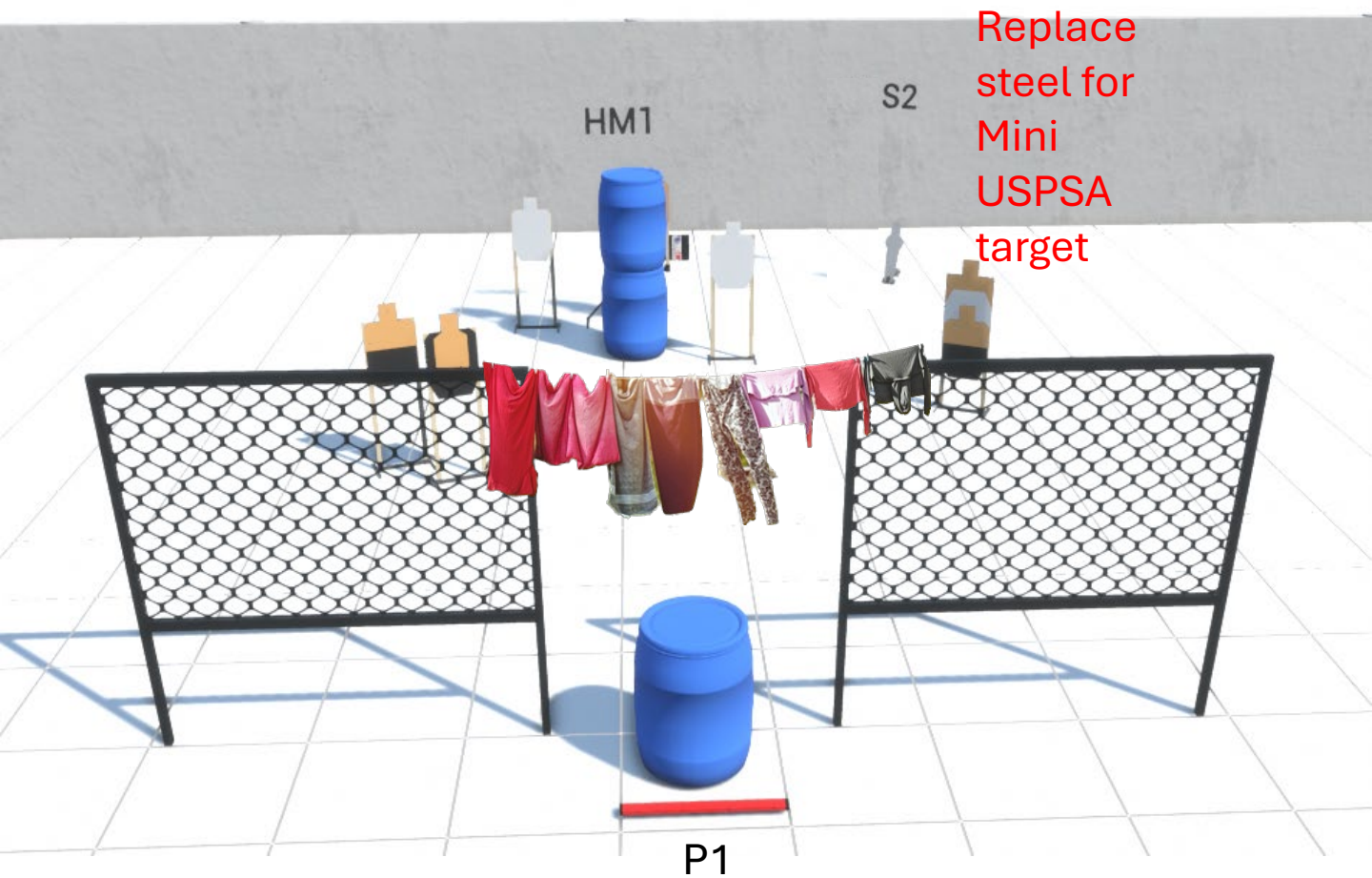
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SCENARIO: While hanging your laundry out on the clothesline in your back yard, listening to your kids playing, you suddenly become aware that something isn't right. You look up to see armed strangers trying to grab your kids. Save your family!

START CONDITION: Firearm loaded to capacity, holstered. Ammunition carriers on body. Located at P1.

STAGE PRCEUDURE: On the signal, you instinctively push your youngest child to the ground to protect them and then engage all threats in any order. You may not touch the clothes hanging on the line.

STRINGS:	1
SCORING:	12 rounds, unlimited
TARGETS:	6 threat, 3 non-threat
SCOREED HITS:	Best 2 on paper
START-STOP:	Audible tone, last shot
RULES:	Current ADSS rules
CONCEALMENT:	NA
MUZZLE SAFE PTS:	180



NOTES: Shooter manually activates holy monkey HM1



Motors & Marauders

Course Designer: Beam/Dunham

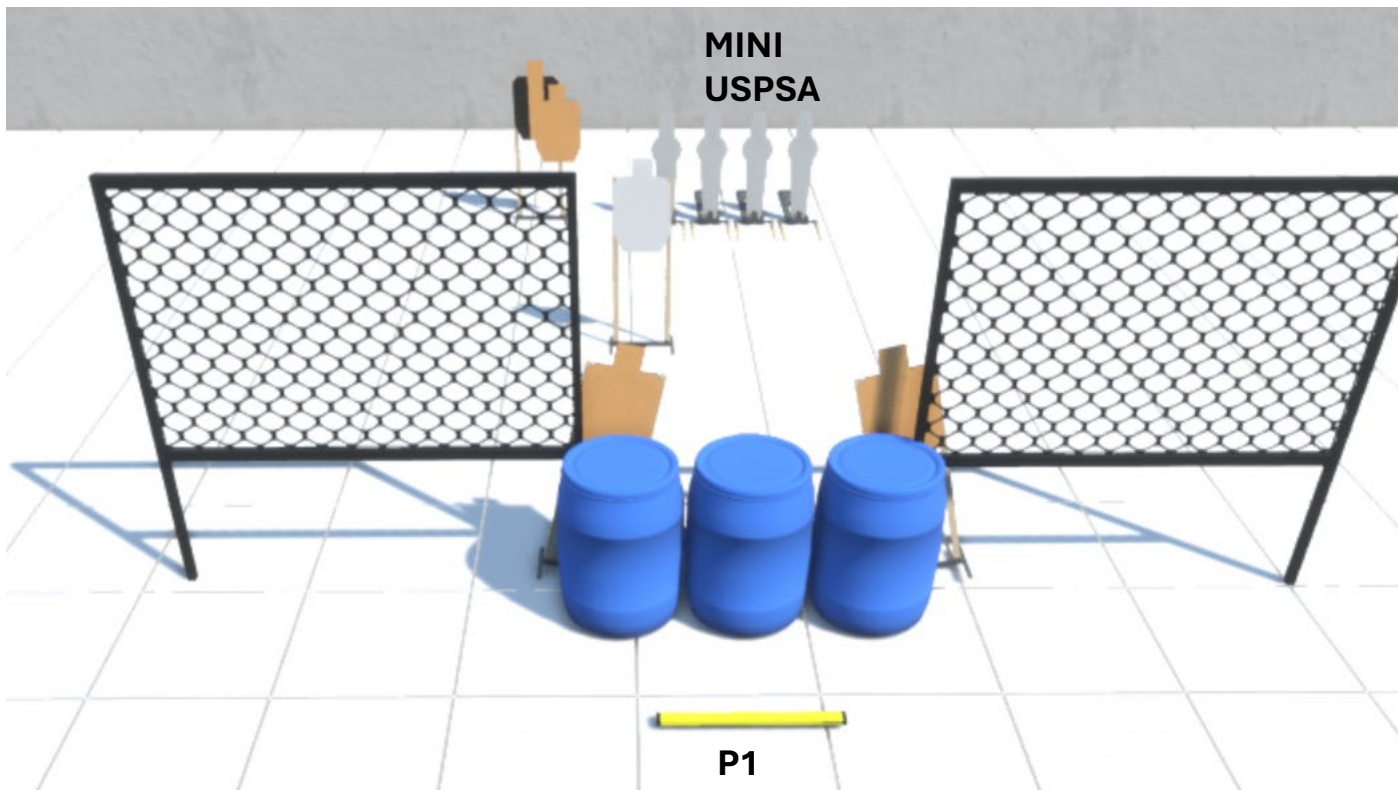
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SCENARIO: Trying desperately to reach that last spark plug on your 1957 Corvette but become worried when you hear a gruff voice say “Gimmie the keys and live!”. Reacting quickly to the situation, you draw your CCW and defend yourself and your property.

START CONDITION: Firearm loaded to division capacity and holstered. Ammunition carriers on body. located at P1, touching barrels.

STAGE PRCEEDURE: On the signal, engage all threats in tactical priority (near to far) with 2 rounds each.

STRINGS:	1
SCORING:	16 rounds, unlimited
TARGETS:	8 threat, 1 non-threat
SCOREED HITS:	Best 2 on paper
START-STOP:	Audible tone, last shot
RULES:	Current ADSS rules
CONCEALMENT:	NA
MUZZLE SAFE	180
PTS:	



NOTES:



2026 ADAPTIVE DEFENSIVE SHOOTING SUMMIT

MATCH STAFF

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