

# Duck Duck Goose

1

**RULES:** IDPA Rules

**Created By:** Ed S.

**START POSITION:**

Standing at P1 gun loaded to division capacity, rounds on belt, holstered and concealed.

**SCENARIO:**

Play the game of duck duck goose.

**PROCEDURE:**

At start signal from either side of barricade or both draw and engage all paper targets in tactical priority with 1 round to the head and 2 rounds to the body. Steel till down. Use cover from either side

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 04

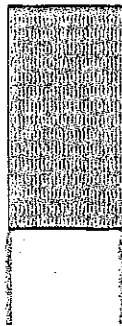
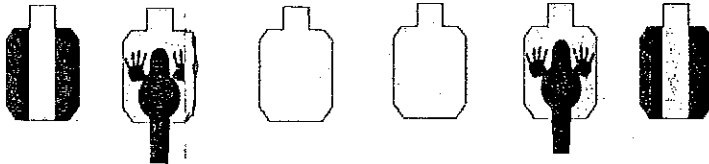
**DISTANCE:**

**SCORED HITS:** Best 2 hits on body and 1 on head, steel until down

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



## STAGE: Walmart Ammo Madness Bay 2

**RULES:** IDPA Note concealment garment required. Gun loaded to division capacity

**Course Designer:** Reuben Yau  
<http://idpashooting.wordpress.com>

**STARTING POSITION:** Standing at P1, hands at side, arms length from T1

**SCENARIO:** Word is out that the local Walmart has recently received a batch of ammo, so you head there late at night to stock up. As you approach the sporting goods counter you are confronted by a thug who is intent on taking the ammo and robbing you. Take him out and his accomplices, but be careful of the Walmart greeters.

**STAGE PROCEDURE:** At the start signal, engage T1 with three shots from retention. Retreat to P2 and engage T2-T4 with two shots each in tactical priority. Retreat to P3 and engage T5-T7 with two shots each in tactical priority.

**SCORING:** Vickers Count

**ROUND COUNT:** 15

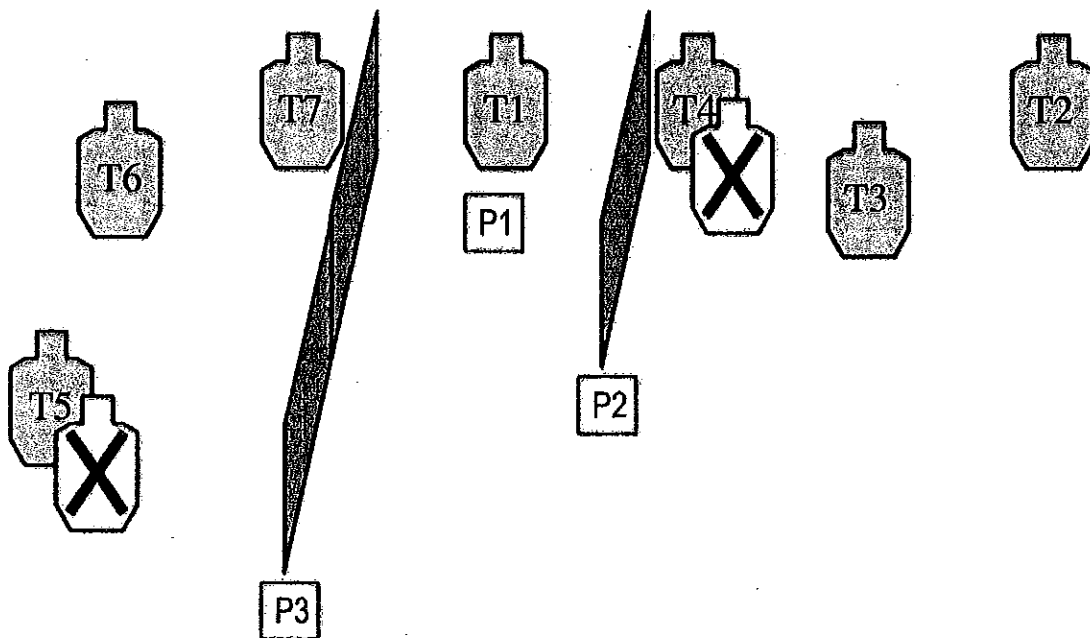
**TARGET DISTANCE:** 1-10yards

**SCORED HITS:** Best three shots on T1, best two on T2-T7

**RELOADS:** Any IDPA Legal

**START-STOP:** Audible & Last shot

**SAFETY ISSUES:** Be cautious of muzzle direction



### STAGE 3

## "BADS GUYS IN THE HOOD"

**Scenario:** You're out for a jog in a bad part of town and stop to stretch. You hear screaming and move to investigate. You find bad guys beating up some tourists and move to intervene. Using the wall for cover, take out the bad guys and save the innocent.

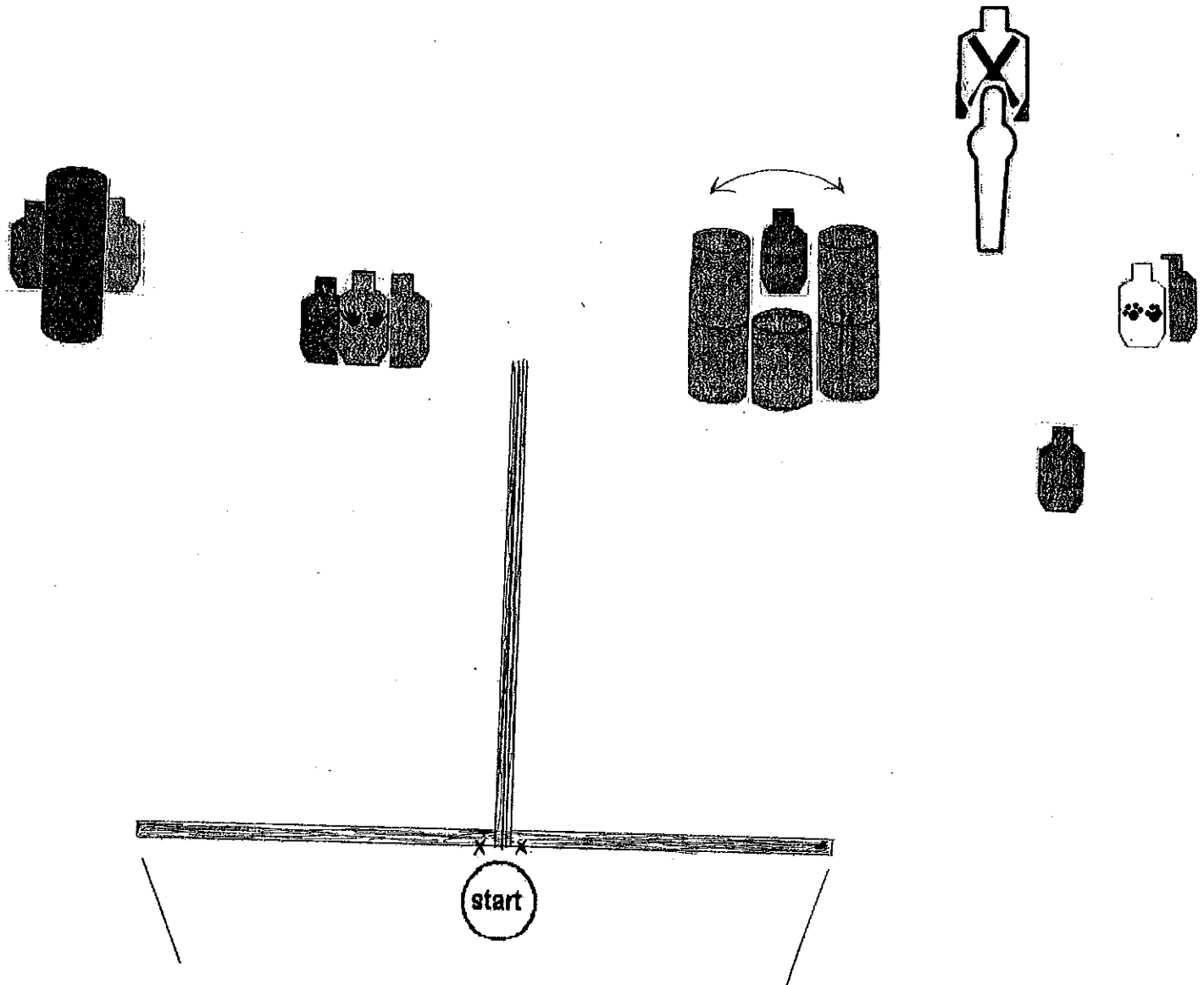
**Rules:** Concealment is required. Gun loaded to division capacity, reloads on belt.

**Start Position:** Starting at the center of the wall with hands touching the X's

**Procedure:** At the signal move right or left to engage the targets in tactical priority. Don't kill the innocent.

Scoring is unlimited, best 2 per cardboard, and steel must fall.

**Round count:** 15 minium.



## STAGE: Time to Check Out Bay 4

**RULES:** IDPA concealment garment required

**Course Designer:** Reuben Yau  
<http://idpashooting.wordpress.com>

**STARTING POSITION:** Standing at P1 facing left berm, gun loaded to division capacity, both hands on barrel (simulating unloading shopping cart)

**SCENARIO:** While scanning groceries at the checkout, a band of armed thugs enter the store and attempt a robbery. You are forced to take immediate action.

**STAGE PROCEDURE:** At the start signal, turn and engage T1 with two shots to the body and one to the head and T2 with two shots while moving around the barrel to P2. At P2 engage T3 to T7 with two shots in tactical priority using available cover. Steel must be engaged in tactical priority and knocked down.

**SCORING:** Vickers Count

**ROUND COUNT:** 17 rounds

**TARGET DISTANCE:** Up to 10 yards

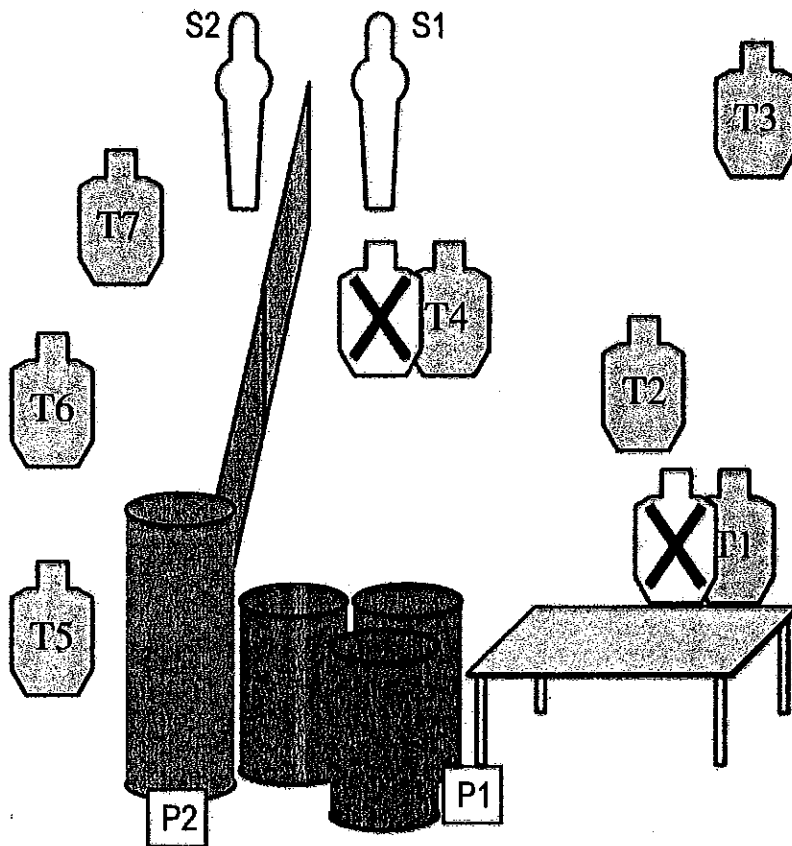
**SCORED HITS:** Best two shots to the body and one headshot on T1; Best two shots on T2-T7. Steel must be knocked down.

**RELOADS:** Any IDPA: Legal

**START-STOP:** Audible & Last shot

**SPECIAL NOTES:** T5-T7 and Steel 2 are only visible from left side of cover at P2

**SAFETY ISSUES:** Watch muzzle when shooter retreats around barrel to P2. Be cautious of target angles in relation to berm, especially on T1 and T2.



## STAGE 5

### "ZOMBIE ATTACK"

(ok, Zombies aren't real so we can't have them in an IDPA match, so)

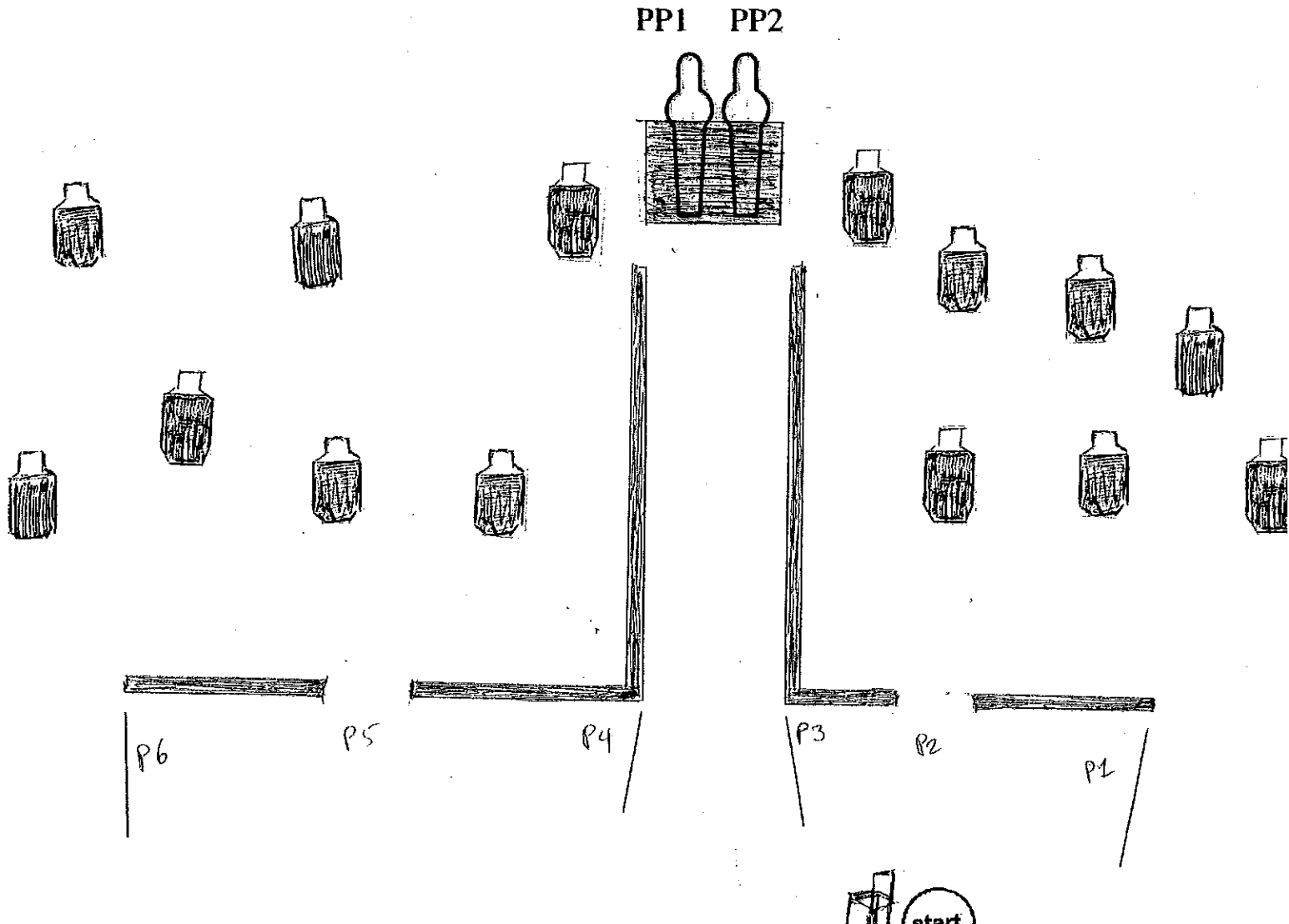
**Scenario:** You're sitting in your house watching a horror movie when you hear some noises outside. You get up to investigate and see some slow moving "zombie like" people, wearing body armor, moving towards your home. Because of the body armor they can only be stopped with a head shot. Protect your castle.

**Rules:** Concealment is not required. Gun loaded to division capacity, reloads on belt.

**Start Position:** Starting seated in the chair, at the signal stand and defend your home. Use the fault lines at the corners, however, the windows are open and the bad guys don't seem to be shooting back so you can stand and deliver at the windows.

Scoring is unlimited, best 1 per cardboard, and steel must fall.

**Round count:** 18 minium.



## STAGE: Failed Car Jacking Bay: 6

**RULES:** IDPA Note concealment garment is required

**Course Designer:** Reuben Yau  
<http://idpashooting.wordpress.com>

**STARTING POSITION:** Sitting at P1 with hands on table

**SCENARIO:** While on the way to Walmart to find more ammo, a detour takes you into a bad part of town. An SUV cuts you off and forces you to pull over. Three guys get out, approach your car from both sides and draw weapons. As the firefight ensues, the driver and his accomplice also draw weapons. You will not let this be another car jacking.

**STAGE PROCEDURE:** Sitting at P1, hands on table. At the start signal draw and engage T1 and T2 with two shots to the body and one to the head. Engage T3 with two shots, then knock down the poppers before engaging T4 and T5 with one headshot each.

**SCORING:** Vickers Count

**ROUND COUNT:** Minimum 12

**TARGET DISTANCE:** 2-10 yards

**SCORED HITS:** Best three shots on T1, T2. Best two shots on T3. Scored headshot on T4 and T5. Steel must be knocked down.

**RELOADS:** Any IDPA *Legal*

**START-STOP:** Audible & Last shot

**SPECIAL NOTES:** Full zero down circle must be available on T1 and T2. T4 and T5 head height should be approximately level with shooter's head when sitting at P1.

**SAFETY ISSUES:** Be mindful of T1 and T2 position relative to berm/backstop.

