

STAGE 1

I'VE SEEN TARGETS FROM BOTH SIDES NOW

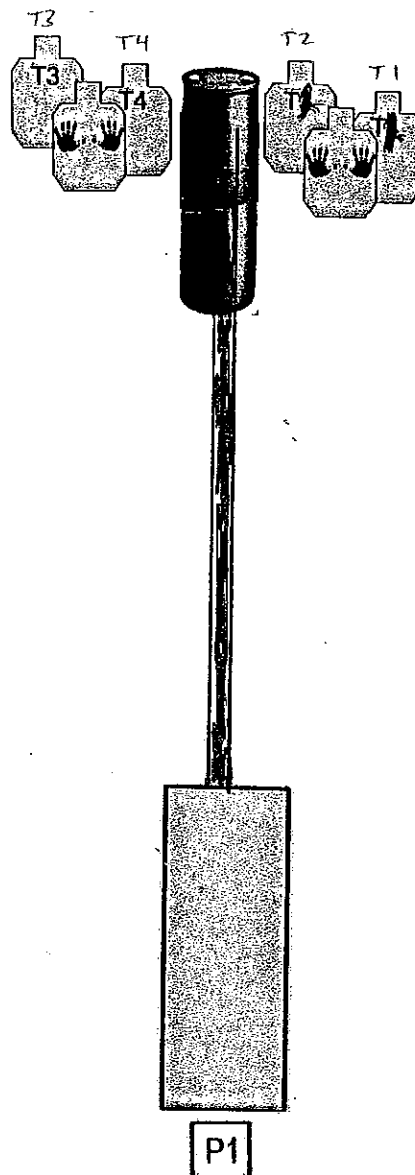
"STANDARDS"

START POSITION: STANDING AT P1 LOADED TO DIVISION CAPACITY. CONCEALMENT IS **NOT** REQUIRED.

PROCEDURE: AT THE START SIGNAL, ENGAGE THE TARGETS FROM EITHER SIDE OF THE BARRICADE IN TACTICAL PRIORITY WITH 2 ROUNDS TO THE BODY AND ONE ROUND TO EACH HEAD. THEN PROCEED TO THE OTHER SIDE OF THE BARRICADE AND ENGAGE EACH TARGET IN TACTICAL PRIORITY WITH TWO ROUNDS TO THE BODY AND ONE ROUND TO EACH HEAD.

MINIUM ROUND COUNT = 12

SCORING IS UNLIMITED AND BEST 3 PER TARGET



STAGE 2

Down The Hall

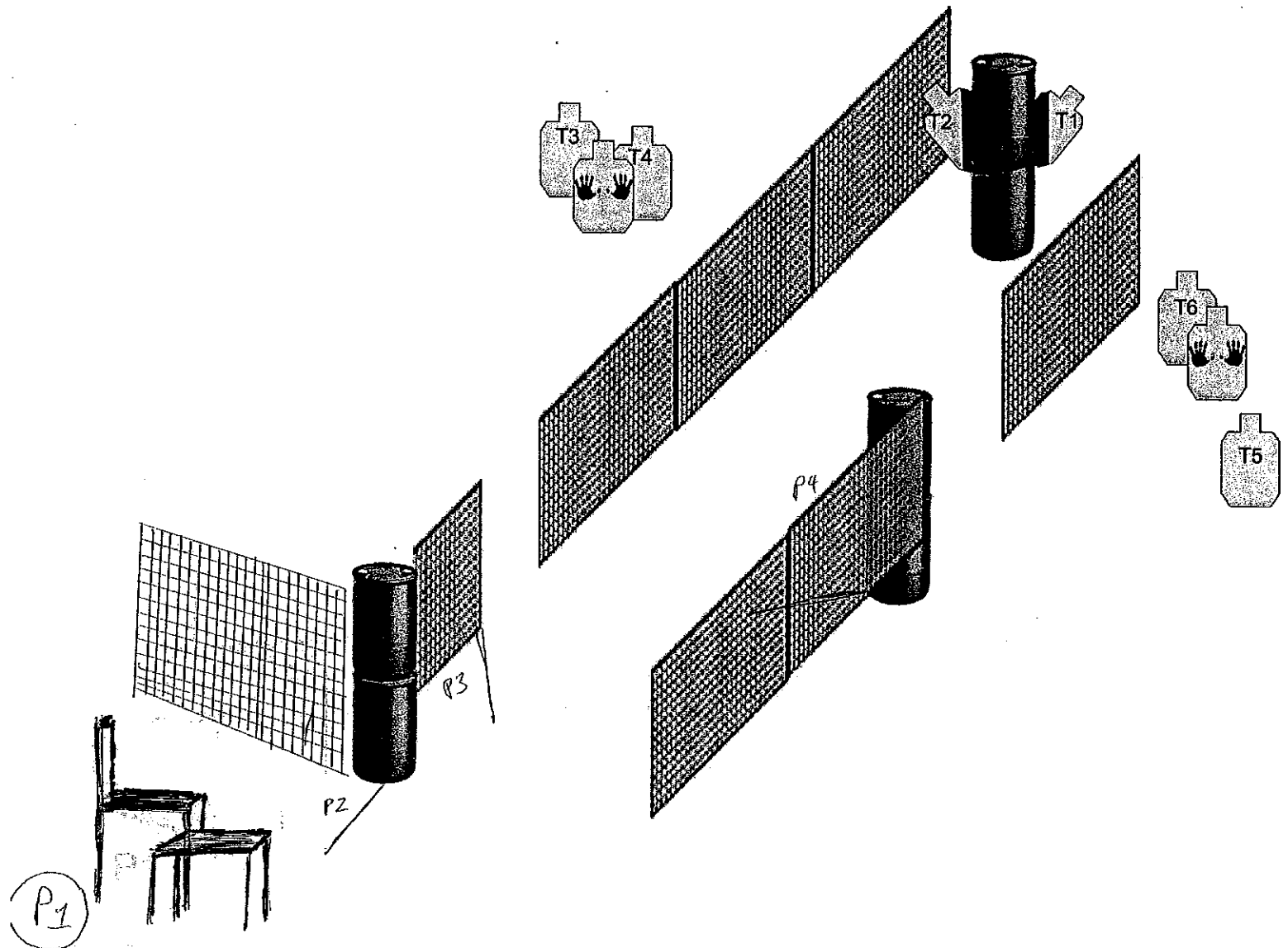
Course Designer: R. Mark Moore / modified
by JAMES MEOLA

SCENARIO: You hear the "bump" in the night and get up to investigate the noise.

START POSITION: Seated in chair at P1, handgun loaded to division capacity is laying on table along with spare ammo and flashlight.

STAGE PROCEDURE: On signal, retrieve firearm, ammo and flashlight and engage targets T1 – T6 in tactical priority.

SCORING: 2 rounds min
TARGETS: 6 threat, 2 non-threat
Target Distance: 7 to 13 yards
SCORED HITS: 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Optional
Round Count: 12



STAGE: Drive By Madness Bay 3

RULES: IDPA Note concealment garment not required.

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

STARTING POSITION: Standing at P1 facing downrange with sign in strong hand.

SCENARIO: It's the end of the day and you're just about to lock up the store when a pick-up truck pulls up with five armed thugs. They let two snarling dog off the back of the truck and open up on you. Retrieve the counter gun and defend yourself, but try to avoid the pedestrians behind the truck.

STAGE PROCEDURE: At the audible start signal drop the sign, retreat to P2 and retrieve gun from table. Engage T1 and T2 with three shots each in tactical priority while moving to P3. Engage T3 and T4 in tactical priority with two shots each. Move to P4 and engage T5-T7 in tactical priority with two headshots each.

SCORING: Vickers Count

ROUND COUNT: 16 rounds

TARGET DISTANCE: Up to 10 yds

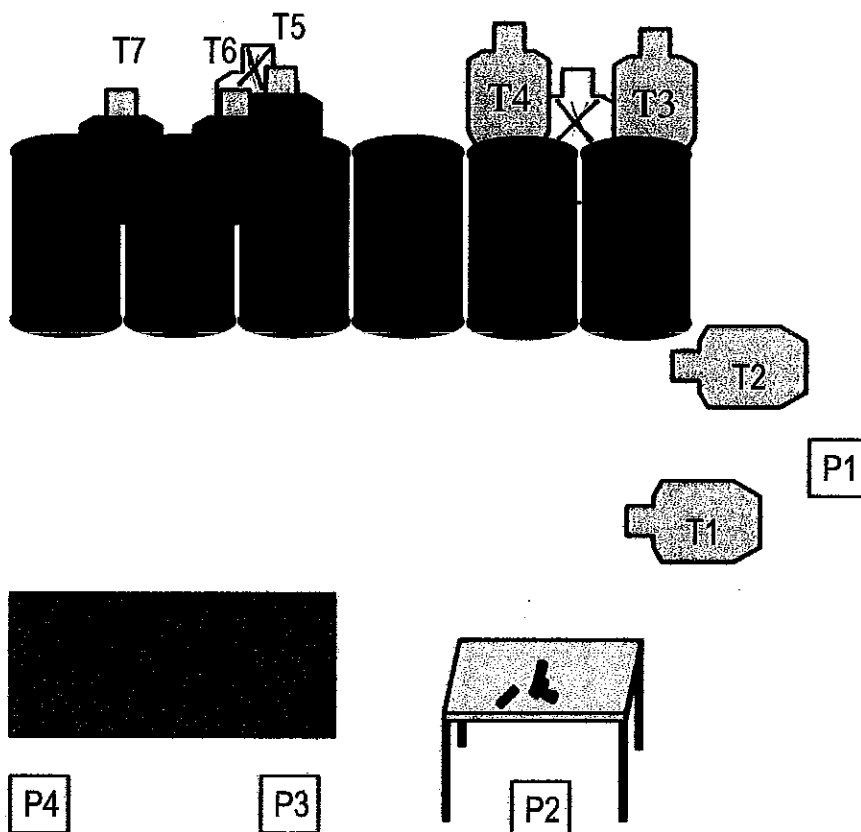
SCORED HITS: Best three shots on T1, best two shots on T2 and T3. One headshot each on T4-T6.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot

SPECIAL NOTES: Gun unloaded with one magazine on table, other magazines on belt. Only headshots allowed on T5-T7. Barrels are considered hardcover and impenetrable. Tactical sequence not required.

SAFETY ISSUES: Ensure shooter arrives at P2 and faces downrange before picking up pistol.



STAGE 4

NIGHT FIGHT IN THE WEAREHOUSE

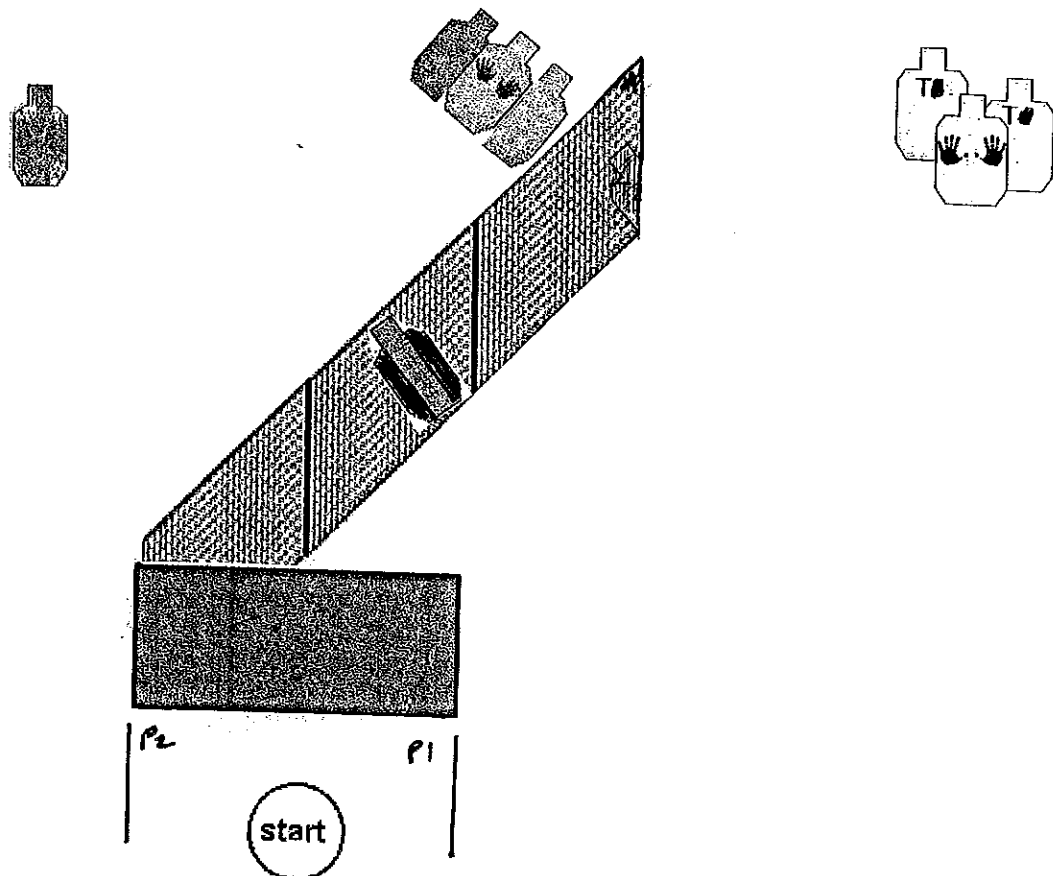
SCENARIO: YOU ARE GUARDING THE WHAREHOUSE WHEN YOU HEAR BAD GUYS ATTEMPTING TO ROB THE PLACE. THE BAD GUYS SPOT YOU AND START SHOOTING. DEFEND YOURSELF AND STOP THE BAD GUYS.

START POSITION: STANDING AT THE CENTER OF THE WALL, LOADED TO DIVISION CAPACITY, RELOADS ON BELT. CONCEALMENT IS REQUIRED.

PROCEDURE: AT THE START SIGNAL, MOVE TO EITHER END OF THE WALL AND ENGAGE THE TARGETS IN TACTICAL PRIORITY WITH 2 ROUNDS TO EACH BODY. THEN PROCEED TO THE OTHER END OF THE WALL AND ENGAGE EACH TARGET IN TACTICAL PRIORITY WITH TWO ROUNDS TO THE BODY.

MINIUM ROUND COUNT = 12

SCORING IS UNLIMITED AND BEST 3 PER TARGET



STAGE 5

BAD GUYS AT EVERY TURN

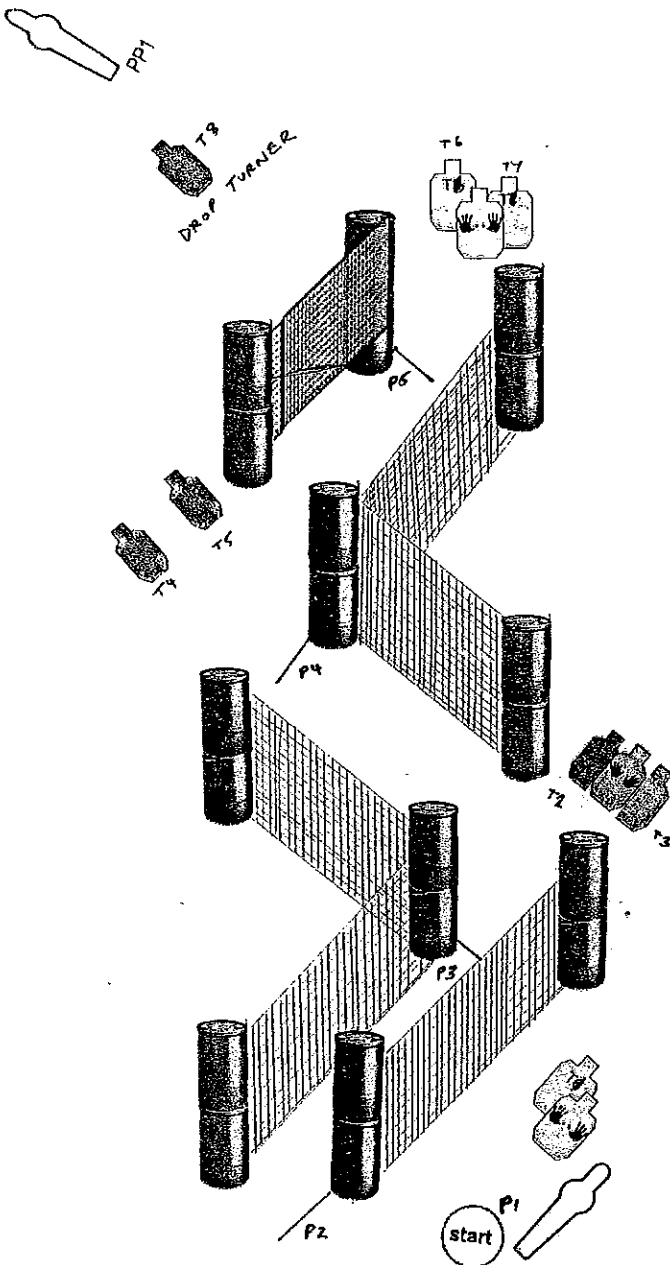
SCENARIO: YOU'RE STANDING OUTSIDE A COMMERCIAL BUILDING WHEN YOU ARE ACOSTED BY A BAD GUY. YOU FIGHT HIM OFF AND RUN INSIDE WHERE YOU FIND MULTIPLE BAD GUYS TRYING TO KILL YOU. FIND YOUR WAY OUT THE BACK AND TAKE OUT THE BAD GUYS YOU MEET ALONG THE WAY.

START POSITION: STANDING IN FRONT OF THE LARGE POPPER, LOADED TO DIVISION CAPACITY, RELOADS ON BELT. CONCEALMENT IS REQUIRED.

PROCEDURE: AT THE START SIGNAL, PUSH POPPER OVER WITH YOUR DOMINANT HAND, THEN DRAW AND ENGAGE T-1 WITH 2 ROUNDS TO THE BODY. THEN PROCEED THRU THE MAZE AND ENGAGE REMAINING TARGETS WITH 2 ROUNDS TO THE BODY AND STEEL TILL DOWN.

MINIUM ROUND COUNT = 17

SCORING IS UNLIMITED



STAGE 6

BILL DRILL AND THEN SOME

SCENARIO: YOU ARE OUT FOR A STROL WHEN A GUY IN FRONT OF YOU YELLS "DRAW". YOU DO AND DRILL HIM WITH 6 ROUNDS, THEN YOU MUST MOVE TO COVER TO HANDEL THE REST.

START POSITION: STANDING AT P-1 WITH GUN LOADED TO DIVISION CAPACITY, RELOADS ON BELT.
CONCEALMENT IS REQUIRED.

PROCEDURE: AT THE START SIGNAL, DRAW AND ENGAGE T-1 WITH ONLY 6 ROUNDS TO THE BODY. THEN MOVE TO COVER AT P-2 AND ENGAGE REMAINING TARGETS IN TACTICAL PRIARTY FROM BEHIND COVER WITH 2 ROUNDS.

MINIUM ROUND COUNT = 12

SCORING IS UNLIMITED

