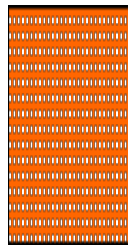
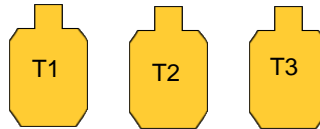


Classifier stage 3 Sting 1 Strong Weak ----- Bay 1

RULES: IDPA RULES	COURSE DESIGNER: William Cooke
START POSITION: Behind barricade, hands at sides concealment optional, loaded to division capacity.	
SCENARIO: Classifier stage 3 String 1	SCORING: Limited Vickers
PROCEDURE: At beep, draw and engage T1-T3 with 2 shots in tactical priority from one side of barricade strong hand only. Perform a LCR and engage T1-T3 with 2 shots in tactical priority from the other side of barricade weak hand only.	ROUND COUNT: 12
	TARGETS: 03
	DISTANCE: 7 yds.
	SCORED HITS: Limited vickers 4 hits per target
	START/STOP:
	PENALTIES: Limited vickers scoring
	CONCEALMENT: Yes
	NOTES: Revolvers are a regular reload.



P1

Bad Hand ---- Bay 2

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Gun loaded to division capacity, placed on table with grip facing strong hand. Seated with strong hand on knife prop stuck in the table.

SCENARIO: Playing in a seedy poker game, one of the other players accuses you of cheating and stabs your strong hand, pinning it to the table. Everyone has their guns on the table(including you) so you grab you gun with your weak hand and engage the threats.

PROCEDURE: On signal retrieve handgun from the table with weak hand only, and engage targets in tactical sequence with 2 shots each. Strong hand must remain on the knife prop.

SCORING: Vickers

ROUND COUNT: 08

TARGETS: 04

DISTANCE: 2 yds

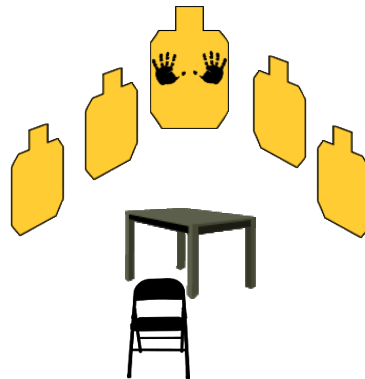
SCORED HITS: Best 2 hits on target.

START/STOP:

PENALTIES:

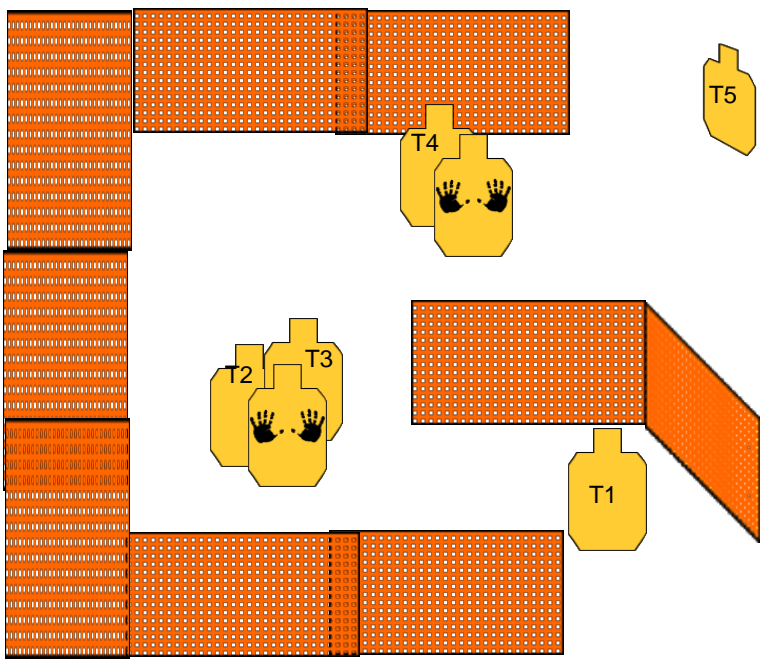
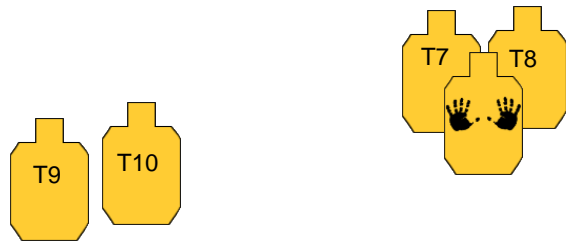
CONCEALMENT: Yes

NOTES: If shooter reloads, strong hand must be gripping knife before they can shot again.
Scorekeeper will move NT hands for each shooter.



Children in the corn --- Bay 3

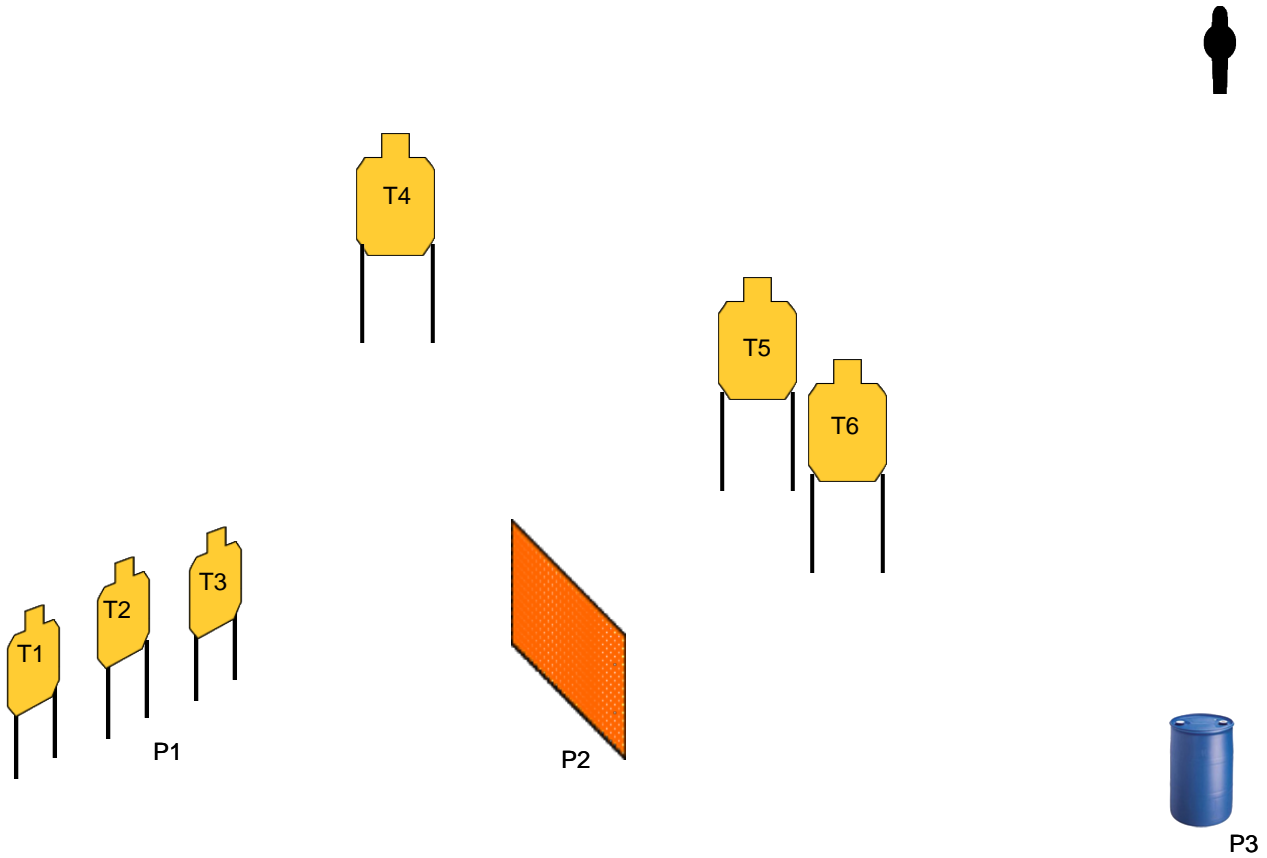
RULES: IDPA RULES	COURSE DESIGNER: William Cooke
START POSITION: Standing at P1, gun loaded to division capacity, holstered and both hands holding pumpkin.	
SCENARIO: You have taken your kids to a pumpkin patch and corn maze. The kids enter the maze ahead of you and encounter terror within. Rescue them!	SCORING: Vickers
PROCEDURE: On signal drop the pumpkin, draw and engage T1-T4 with 1 head shot each, engage T5-T10 with 2 shots each, all while moving through the maze.	ROUND COUNT: 16
	TARGETS: 10
	DISTANCE: 2 yds to 18 yds
	SCORED HITS: Best head shot and 2 best body.
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



P1

Prone Shot ----- Bay 4

RULES: IDPA RULES	COURSE DESIGNER: William Cooke
START POSITION: Standing at P1, loaded to division capacity, gun holstered and facing T1-T3 with hands behind head.	
SCENARIO: Prone	SCORING: Vickers
PROCEDURE: On signal draw and engage T1-T3 in tactical sequence with 2 shots to the body, then engage T4 with 2 rounds. Move to P2 and engage T5 & T6 with 2 rounds each. Move to P3 and engage Steel while prone, steel must fall.	ROUND COUNT: 13
	TARGETS: 07
	DISTANCE: 1 yd to 20 yds
	SCORED HITS: best 2 on paper and steel until it falls.
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: T4 must be engaged before reaching P2.



Pick at P2 ----- Bay 5

RULES: IDPA RULES	COURSE DESIGNER: William Cooke
START POSITION: P1 With hands centered on wall, gun loaded to division capacity and holstered.	
SCENARIO: Pick your path at P2!	SCORING: Vickers
PROCEDURE: Shooter starts at P1 hands centered on wall. At buzzer engage T1 & T2 from right side of wall at T3 & T4 from the left side with 3 shots each. Stomp plate must be activated before leaving P1. Move to either P2 position and engage T5-T6 with 3 shots each.	ROUND COUNT: 18
	TARGETS: 07
	DISTANCE: 10 yds to 15 yds
	SCORED HITS: Best 3 hits on target.
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:

