

Left Right Move ---- Bay 1

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Standing centered behind wall, gun loaded to capacity and holstered. Hands at shooters sides.

SCENARIO:

This is a Standards Drill.

PROCEDURE:

At the signal, draw and move to one side of the wall, engage T1 - T6 with 1 round to the body each. Then preform a loaded chamber reload and then engage T1 - T6 from the other side of the wall with 1 rounds to the body each. Then the shooter will preform a loaded chamber reload and then advance to P2 and using the barrel as cover, engaged T1 - T6 with 1 round to the head each. This is limited, so no make-up shots!!!

SCORING: Limited

ROUND COUNT: 18

TARGETS: 06

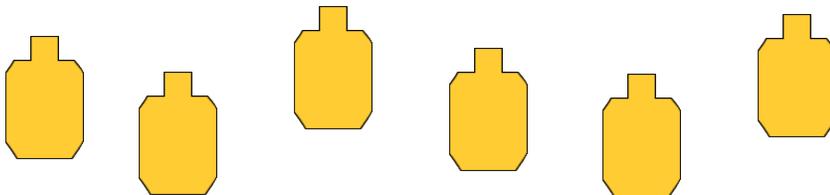
DISTANCE: 10 to 20 yards

SCORED HITS: 3 hits on paper only

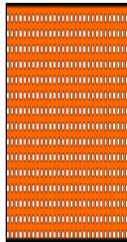
PENALTIES: Per IDPA Rule book.

CONCEALMENT: No

NOTES: This is a limited stage, no make-up shots.



P2



P1

Safety line

You Should Have Just Gone Home ---- Bay 2

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Shooter will be kneeling at P1 with hands behind head and fingers interlaced. Gun will be loaded to division capacity and holsted,

SCENARIO:

On your way home after work, you stop at the local convenience store to get something to drink. With the day being hot it seemed like a good idea at the time. When you walk in you realize the place is being robbed and you are forced to your knees.

PROCEDURE:

At the signal, draw and engage T1 - T4 with three rounds each, in Tactical Priority.

When done, shooter can clear and holster their gun while kneeling or they can hand the gun to the SO and stand then clear and holster gun.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 04

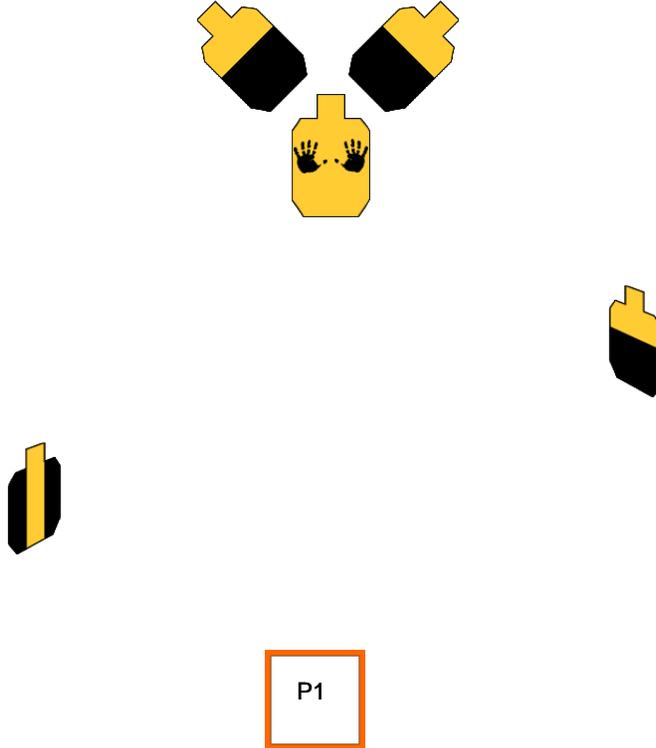
DISTANCE: 5 to 15 yards

SCORED HITS: Best 3 hits on paper.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

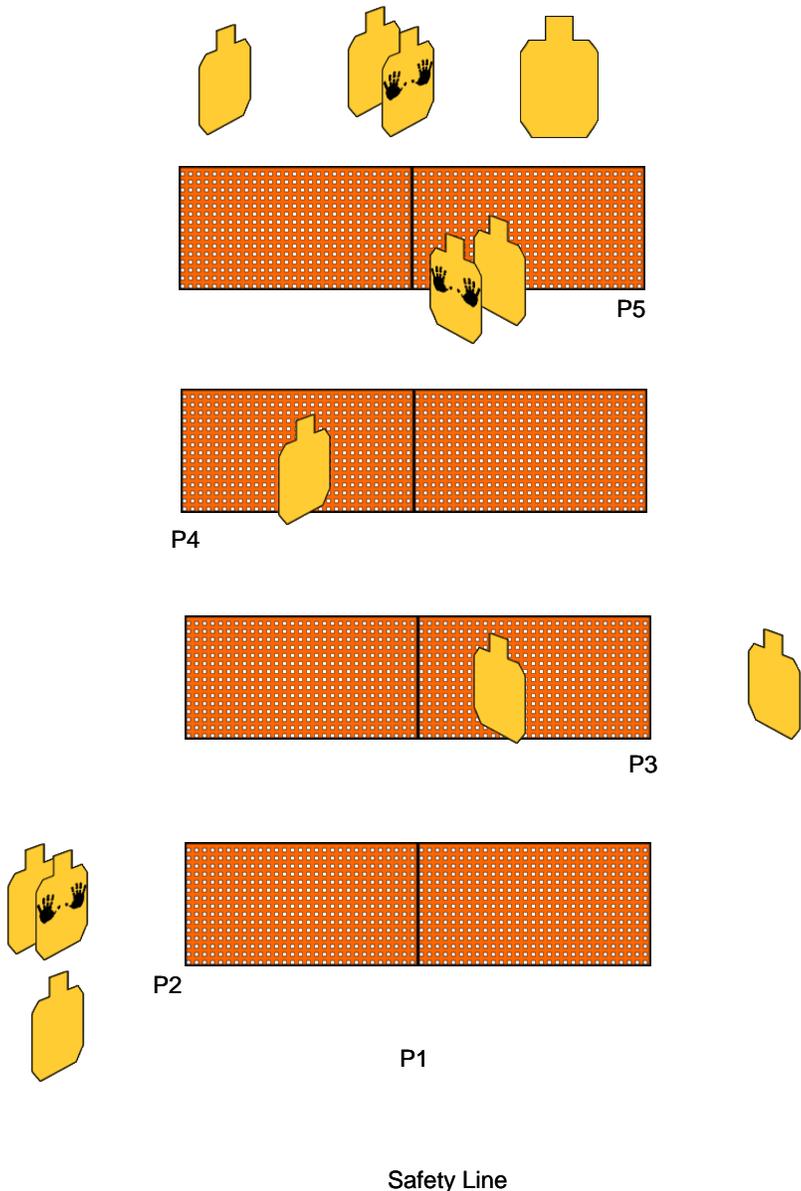
NOTES:



Safety Line

Market Escape ---- Bay 3

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Standing at P1, gun loaded to division capacity and holstered. Hands at shooters side.	
SCENARIO: You are at the back of HEB, stocking up, when you hear the noise of a riot that has broken out in the street outside. You hear screams and turn to see the market being overrun with armed rioters. You must fight your way out.	SCORING: Unlimited
PROCEDURE: At the signal draw and engage T1 - T2 with 2 rounds each. Then move to P2 and engage T3 with 2 rounds. Move to P3 and engage T4 - T5 with 2 rounds each. Move to P4 and engage T6 with 2 rounds. Finally, move to P5 and engage T7 - T9 with 2 rounds each. Remember to not leave a position of cover with an empty gun!	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 5 to 10 yards
	SCORED HITS: Best 2 hits on paper.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: Watch shooters finger when moving and reload locations.



Car Wreck ---- Bay 4

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Standing at P1, facing up range. gun loaded to division capacity and holstered. Shooters hands at their sides.

SCENARIO:

You and a friend have stopped to offer help to the victims of a one car accident on a lonely country road. You decide to leave after they become belligerent and you see that no one is seriously injured. As you are walking back to your car, these crime spree youths that have just eluded the police, open fire on you all. It seems that they don't need any witnesses, but do need your car for escape.

PROCEDURE:

On the signal, turn and engage T1 with 3 rounds, either from P1 or while moving to P2. From P2, engage T2 with 3 rounds while using cover. Then move to P3 and engage T3 with 3 rounds over the hood of the truck. This will activate T4 (an up-down), engage it with 3 rounds.

Remember to not leave a position with an empty gun!

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 04

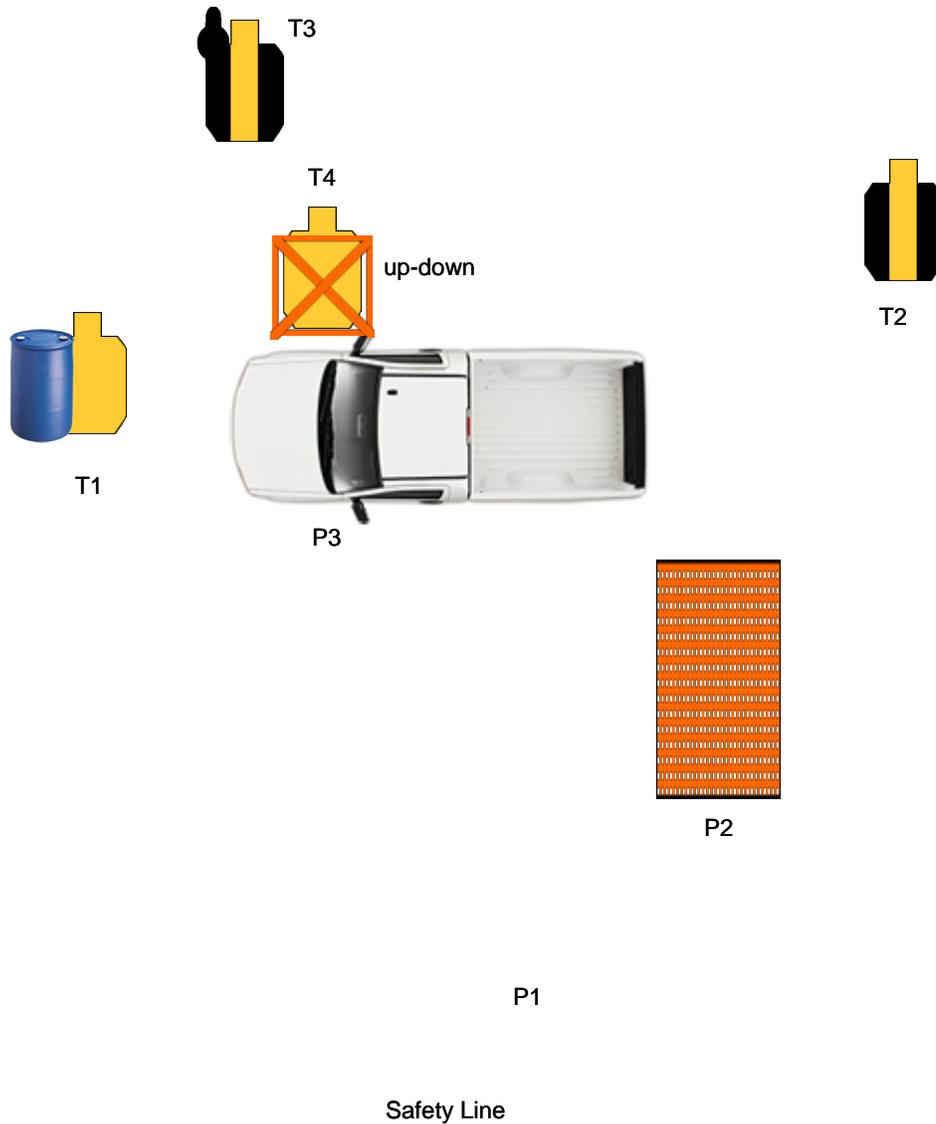
DISTANCE: 3 to 15 yards

SCORED HITS: Best 3 hits on paper.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

NOTES: Watch shooters finger when moving and reload locations.



Reloading Home Invasion ---- Bay 5

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Sitting at P1, with strong hand on relader, gun loaded to division capacity and sitting on table, along with all spare ammom mags/speed loaders.

SCENARIO:

Since you can no longer find ammo, you have taken-up relading at home. A group of thugs find out about this and invade your home looking for some free ammo. Bad idea.....

PROCEDURE:

At the signal, retrieve the gun and ammo from the table, stow the extra ammo in an IDPA legal manner and then move to P2. At P2, engage T1 -T2 with 2 rounds each. Then move to P3, and from here engage T3 - T4 with 2 rounds each and then engage S1 till it falls. Then move to P4 and engage T5 - T6 with 2 rounds each.

SCORING: Unlimited

ROUND COUNT: 13

TARGETS: 06

DISTANCE: 3 - 15 yards

SCORED HITS: Best 2 hits on paper.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

NOTES: Watch shooters finger when moving and reload locations.

