

# Stage 1 --- Which Side

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Shooter will be standing at P1 facing up range, hands at side. Gun will be loaded to division capacity and holstered.

**SCENARIO:**

You hear a noise from behind you, you turn to find the Cardboard gang has arrived. Time to deal with them.

**PROCEDURE:**

At the buzzer, the shooter will turn into their gun side and engage T1 with 2 rounds. Then the shooter will retreat to either P2 and engage targets as they see them while using cover. Then move to the other P2 and engage targets as they see them while using cover.

All paper targets get 2 rounds.

Steel target must fall.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 07

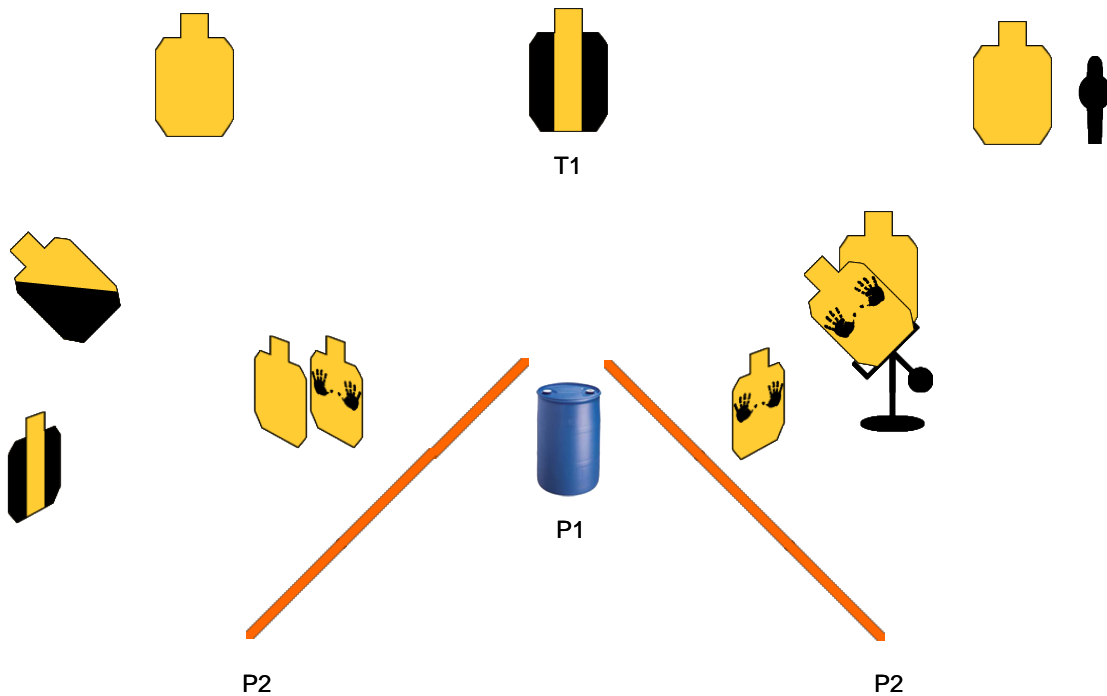
**DISTANCE:** 3 yds to 15 yds

**SCORED HITS:** Best 2 hits on paper and steel must fall.

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

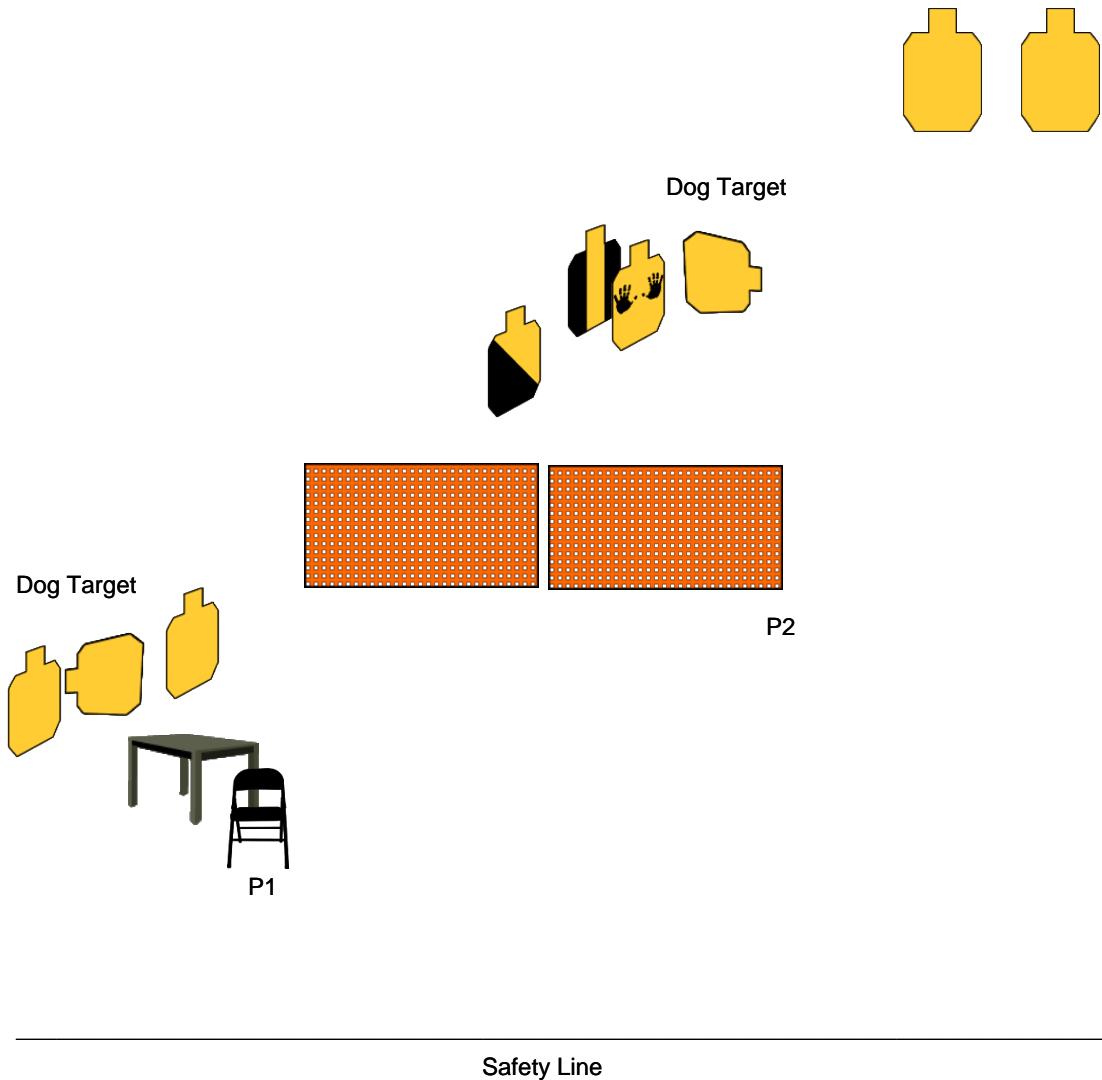
**NOTES:** Watch shooters finger while moving back and moving from P2's.



Safety Line

# Stage 2 --- Time the BUG

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| <b>RULES:</b> IDPA Rules  | <b>COURSE DESIGNER:</b> WilliamCooke                                |
| <b>START POSITION:</b><br>Shooter sitting at P1 hands on knees. Primary gun will be loaded to division capacity and holstered. BUG Gun will be loaded with 6 rounds and inside IDPA Box on table.   |   |
| <b>SCENARIO:</b><br>You are sitting in your yard enjoying your day when trouble shows up, and they brought their dogs.  | <b>SCORING:</b> Unlimited   |
|   | <b>ROUND COUNT:</b> 21  |
| <b>PROCEDURE:</b><br>At the buzzer, the shooter will take the BUG gun out of the box and engage T1 - T3 with 2 rounds each. Then the shooter will make the BUG gun safe. The shooter may engage these targets seated or standing and may re-engage any of these targets with their primary gun if they wish, but only after they have made the BUG gun safe.<br>The shooter will then move to P2 and engage T4 - T8 with 3 rounds each. | <b>TARGETS:</b> 08  |
|   | <b>DISTANCE:</b> 1 - 15 yards                                       |
|   | <b>SCORED HITS:</b> Best 2 hits on T1 - T3, best 3 hits on T4 - T8. |
|   | <b>PENALTIES:</b> Per IDPA Rule book.                               |
|   | <b>CONCEALMENT:</b> Yes   |
| <b>NOTES:</b> Be sure BUG gun is made safe before shooter leaves P1.  |   |



# Stage 3 --- Sleep interrupted

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Shooter will be lying on their back, hands on chest. Gun will be loaded to division capacity and in the drawer with all extra ammo shooter wants for the stage.

**SCENARIO:**

You are at home when you realize there are intruders in the house ready to harm your loved ones. Time to get up and stop this!

**PROCEDURE:**

At the buzzer, the shooter is to get up and retrieve their gun and ammo from the drawer.

Then engage T1 - T4 with 2 rounds each. Then move toward P2, engaging T5 and T6 as they come into view.

Remember, if you run out of ammo, you must reload behind available cover.

Once at P2, open the door, careful not to sweep your hand or arm, then engage S1 - S2 and T7 and T8.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 08

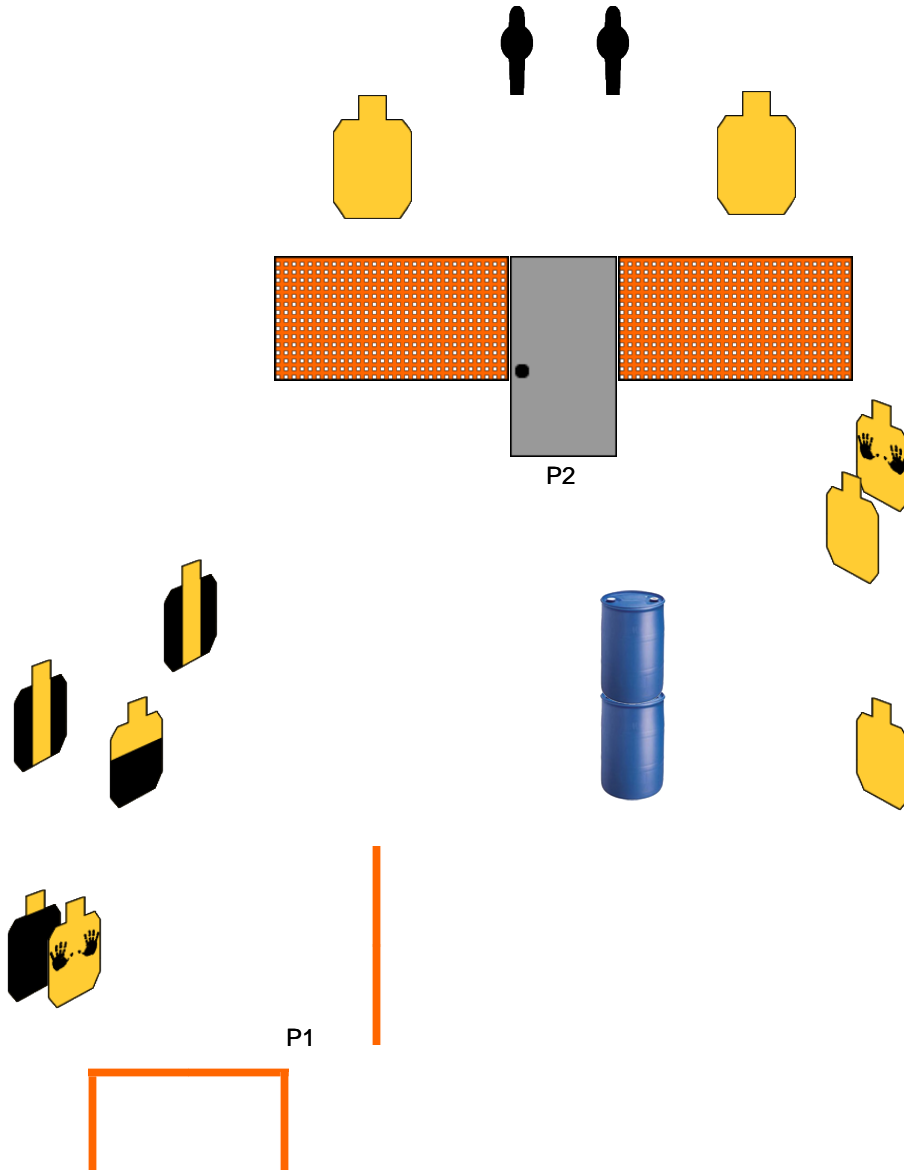
**DISTANCE:** 3 yds to 20 yds

**SCORED HITS:** Best 2 hits on paper and steel must fall.

**PENALTIES:** Per IDPA Rule book.

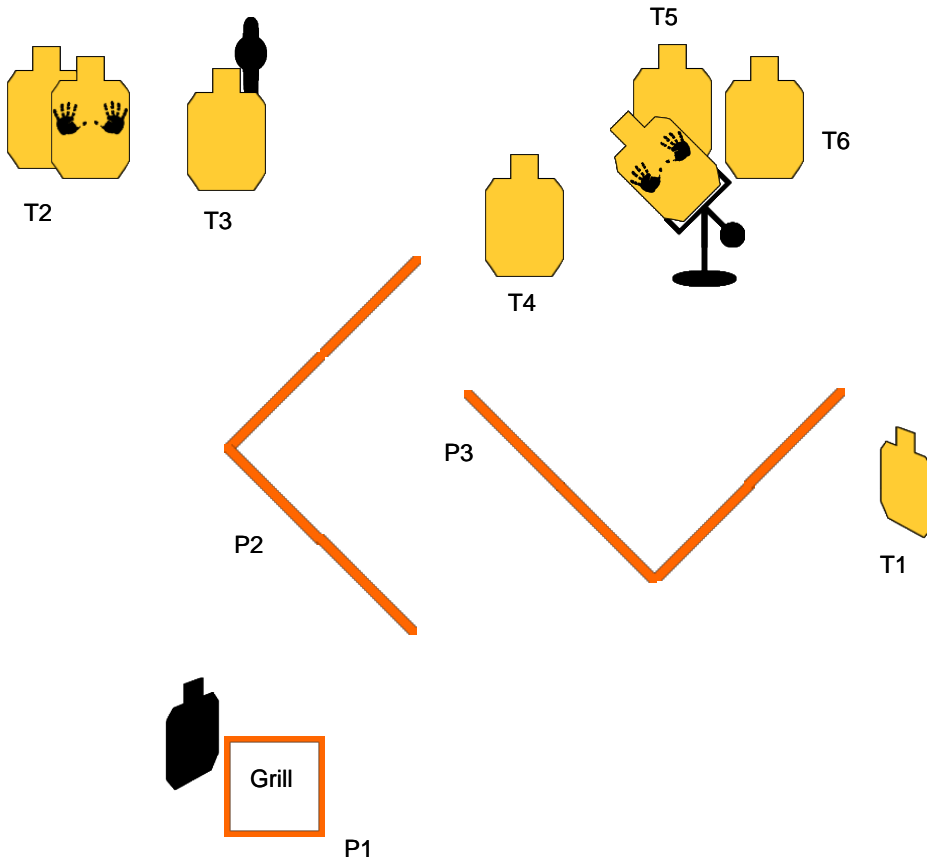
**CONCEALMENT:** No

**NOTES:** Watch shooter finger when moving, reloads must be done and completed behind available cover.



# Stage 4 --- BBQ Gone Bad

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| <b>RULES:</b> IDPA Rules   | <b>COURSE DESIGNER:</b> WilliamCooke                             |
| <b>START POSITION:</b><br>Shooter will be standing at P1 with the Grilling Fork in Strong hand, weak hand on grill. Gun loaded to division capacity and holstered.   |  |
| <b>SCENARIO:</b><br>You and your friends are grilling at home, then some bad guys from the wrong side of town, show up to beat you with pipes and take your stuff. Time to show them what the cost of interrupting your grilling is.   | <b>SCORING:</b> Unlimited  |
| <b>PROCEDURE:</b><br>At the buzzer, the shooter will stab the target with the grilling fork. Then turn into their gun side and engage T1 with 3 rounds. Then move to P2 and engage T2 and T3 with 3 rounds each. T3 requires a zero zone hit to activate the swinger. Then move to P3 and engage T4 - T6 with 3 rounds each using cover. | <b>ROUND COUNT:</b> 18   |
|  | <b>TARGETS:</b> 06   |
|  | <b>DISTANCE:</b> 3 yds to 20 yds                                 |
|  | <b>SCORED HITS:</b> Best 3 hits on paper.                        |
|  | <b>PENALTIES:</b> Per IDPA Rule book.                            |
|  | <b>CONCEALMENT:</b> Yes  |
|  | <b>NOTES:</b> Watch shooters finger while moving and the muzzle. |



Safety Line

# Stage 5 --- Ghost Town Trouble

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Shooter will be standing at P1 holding the camera up taking a "picture". Gun will be loaded to division capacity and holstered.

**SCENARIO:**

While out exploring and photographing an old west ghost town, you blunder into a remote meth operation. These folks are armed and don't want any witnesses.

**PROCEDURE:**

At the buzzer, shooter will drop the camera, but the camera must stay hanging around the shooter for the whole stage., and while moving to P2, engage T1 - T2 with 2 rounds each. At P2 engage T3 - T5. T4 must have a hit in the zero zone to activate T5.

Then move to P3, shooter can make up shots on T1 - T2 as they go by them, but they must not break 180-degree rule.

At P3 engage T6 - T8 with 2 rounds each. T6 must have a zero zone hit to activate T7.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

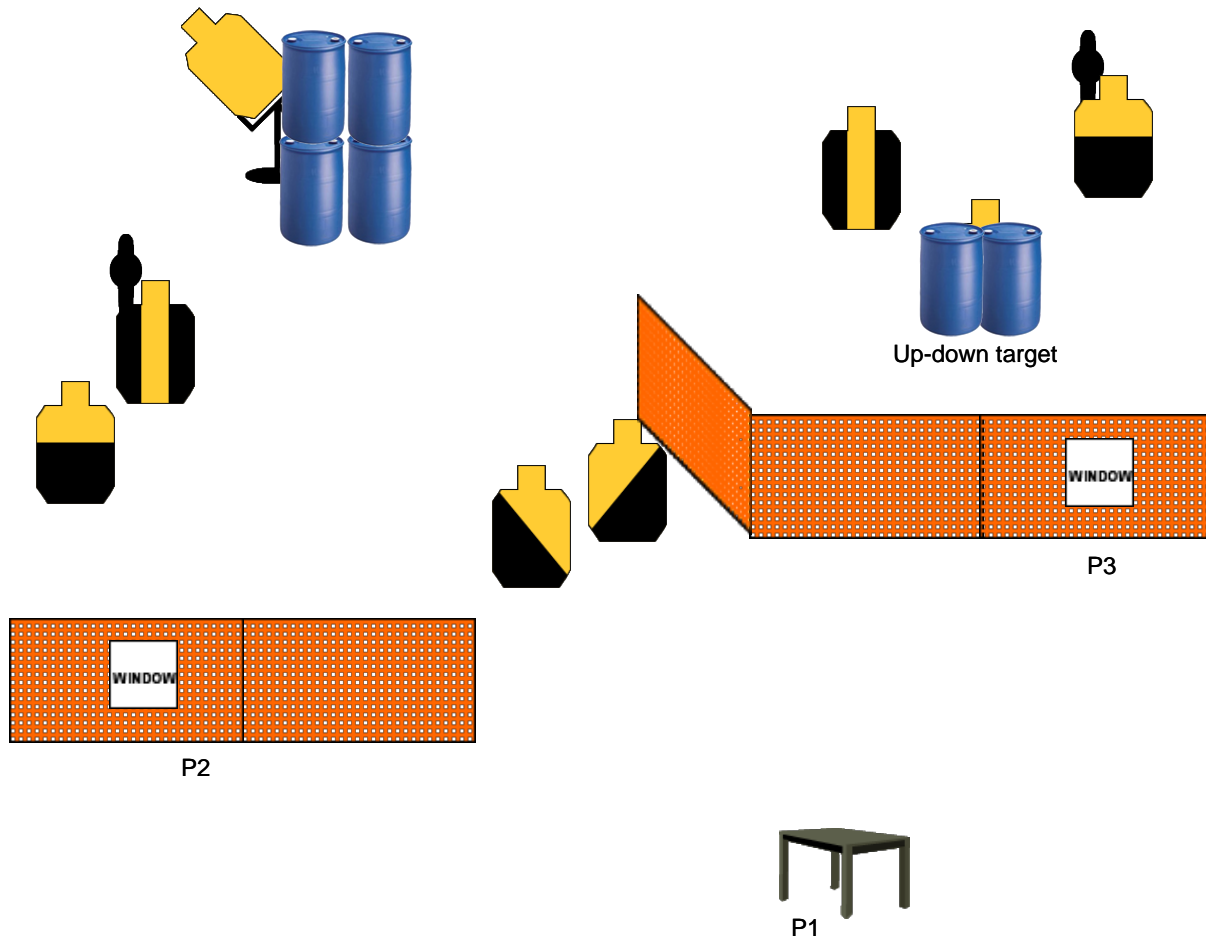
**DISTANCE:** 3 yds to 15 yds

**SCORED HITS:** Best 2 hits on paper.

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

**NOTES:** Watch shooters finger while moving and the muzzle.



Safety Line