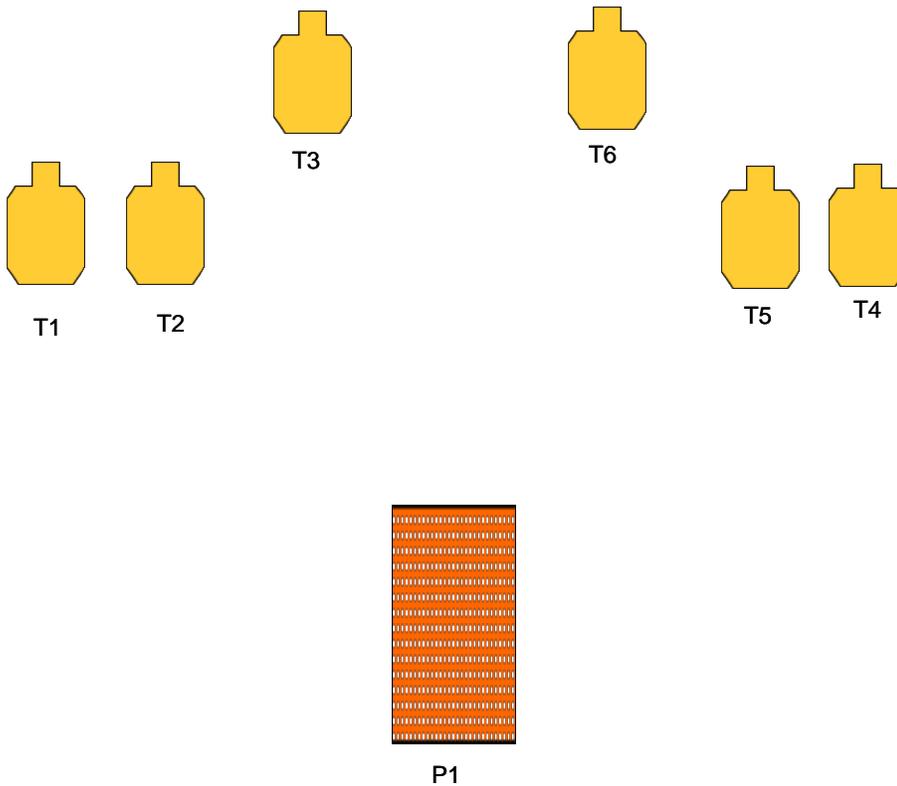


# Stage 1 ---- Reload Drill

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter will be standing behind cover at P1 hands-on wall, gun loaded to division capacity.	
<b>SCENARIO:</b> This is a standards drill.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the buzzer, shooter will draw and engage T1 - T3 with 2 rounds each in <b>tactical priority</b> to the body from the left side of the barricade. Shooter will then perform a loaded chamber reload (tactical reload) using cover, then engage T4 - T6 with 2 rounds each in <b>tactical priority</b> to the body from the right side of the barricade. Shooter will then perform a loaded chamber reload (tactical reload) using cover, and re-engaged all targets with 1 round to the head from either side of the barricade, again in <b>tactical priority</b> . Shooter can make-up body shots when making the head shots.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 5 yds to 10 yds
	<b>SCORED HITS:</b> Best 2 hits on body and hit on head.
	<b>PENALTIES:</b> Per IDPA Rule book.
	<b>CONCEALMENT:</b> No
	<b>NOTES:</b> Watch shooters finger while reloading and the muzzle. Watch cover usage, hand out procedural if not done correctly!



# Stage 2 ---- Glad to have my BUG

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

Shooter will be standing at P1, hands at side, gun loaded to division capacity.

**SCENARIO:**

As an armed security guard at the Port, life is usually boring. That is, until today! Walking along Dock 1, you see your partner go down to gun fire. You move to his aid and come under fire from drug runners, and they are using innocent drivers as hostages. Time for you to put an end to this and save your and your partners lives. However, Murphys Law comes up and your primary gun fails. So you have to go to your BUG to finish off the bad guys.

**PROCEDURE:**

At the signal, the shooter will move to P2 and then draw and engage T1 - T2 with 2 rounds each while using cover. Then advance to P3 and engage T3 - T4 from the left side and T5 - T6 from the right side, with 2 rounds each and using cover. Then advance to P4, at P4 clear and make safe your primary gun. This means mag out, slide locked open or cylinder open and empty. Once that is done, shooter can pick up the BUG gun and engage T7 - T9 with 2 rounds each while using cover. When done shooting, the SO and shooter will make both guns safe. Shooter will reholster their gun and the SO will put the BUG in a case before range can be called safe.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

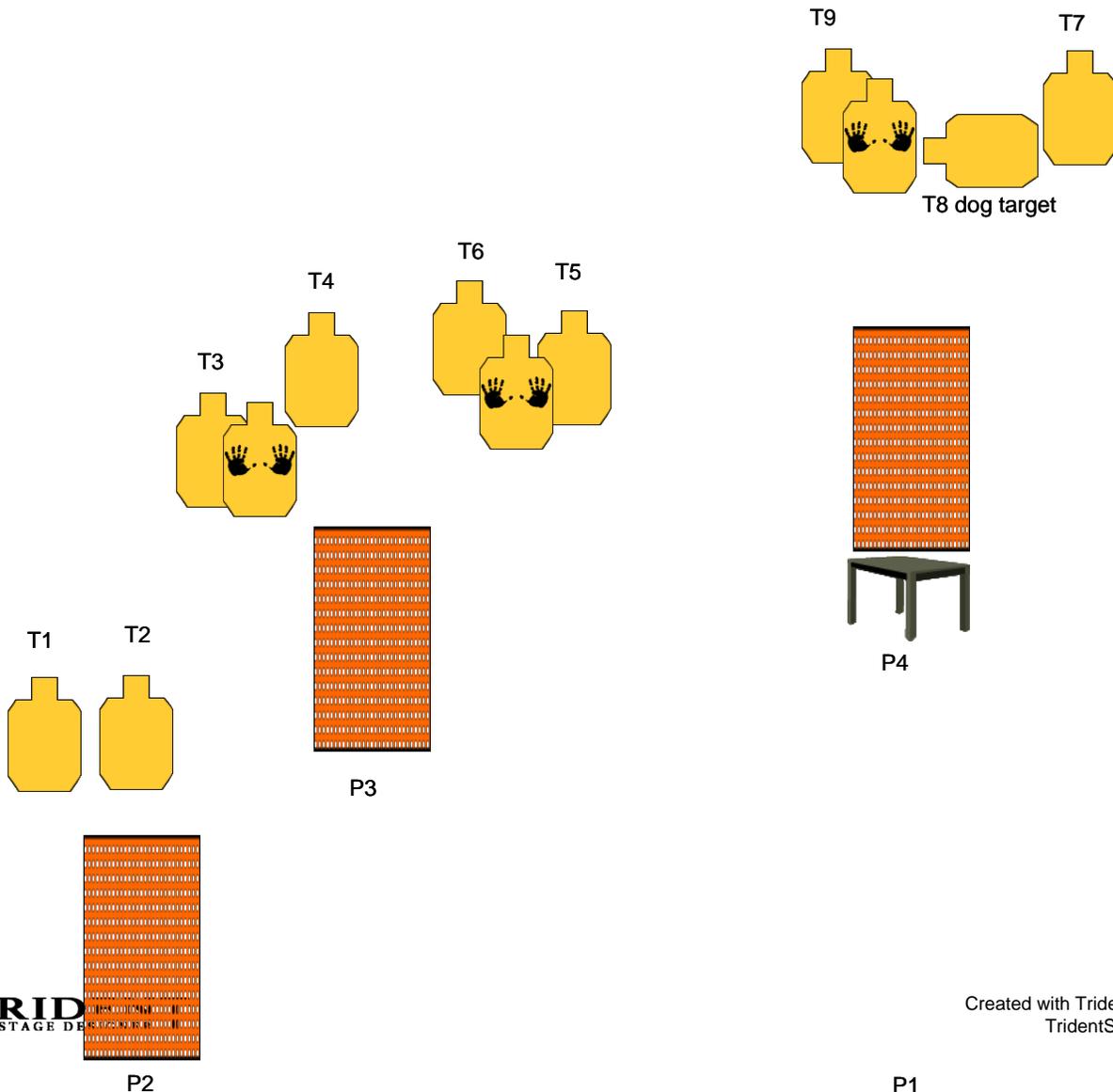
**DISTANCE:** 5 yds to 10 yds

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

**PENALTIES:** Per IDPA Rule book.

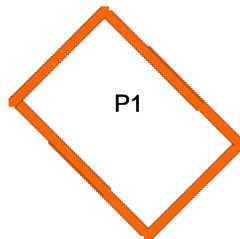
**CONCEALMENT:** Yes

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



# Stage 3 ---- Pirates of Lake Amistad

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter will be standing on the "boat", fishing pole in hands. Gun will be loaded to division capacity.	
<b>SCENARIO:</b> While fishing at the lake, the cardboard gang decided to take your boat and life.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the buzzer, shooter will drop the fishing pole and engage T1 - T6 with 2 rounds each. T4 will activate T5 - T6, which are up-down targets.	<b>ROUND COUNT:</b> 12
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 5 yds to 10 yds
	<b>SCORED HITS:</b> Best 2 hits on paper.
	<b>PENALTIES:</b> Per IDPA Rule book.
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Help shooter on and off boat.



Safety Line

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# Stage 4 ---- Side to Side

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

Shooter will be standing at P1, hands on the wall. Gun Loaded to division capacity.

**SCENARIO:**

Cardboard gang has come to your work and it is up to you to fight your way out.

**PROCEDURE:**

At the buzzer, shooter will engage the targets T1 - T2 with 2 rounds each. Then move to position P2 and again engage the targets T3 - T4 with 2 rounds each. Then will move to P3 and engage targets T5 - T6, move down the wall, push open the door at P4 (this activates the runner) and engage T7 (a runner) with 2 rounds. Then move to P5 and engage the targets T8 - T9 with 2 rounds each. Remember to not leave a cover position with an empty gun or while reloading!

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

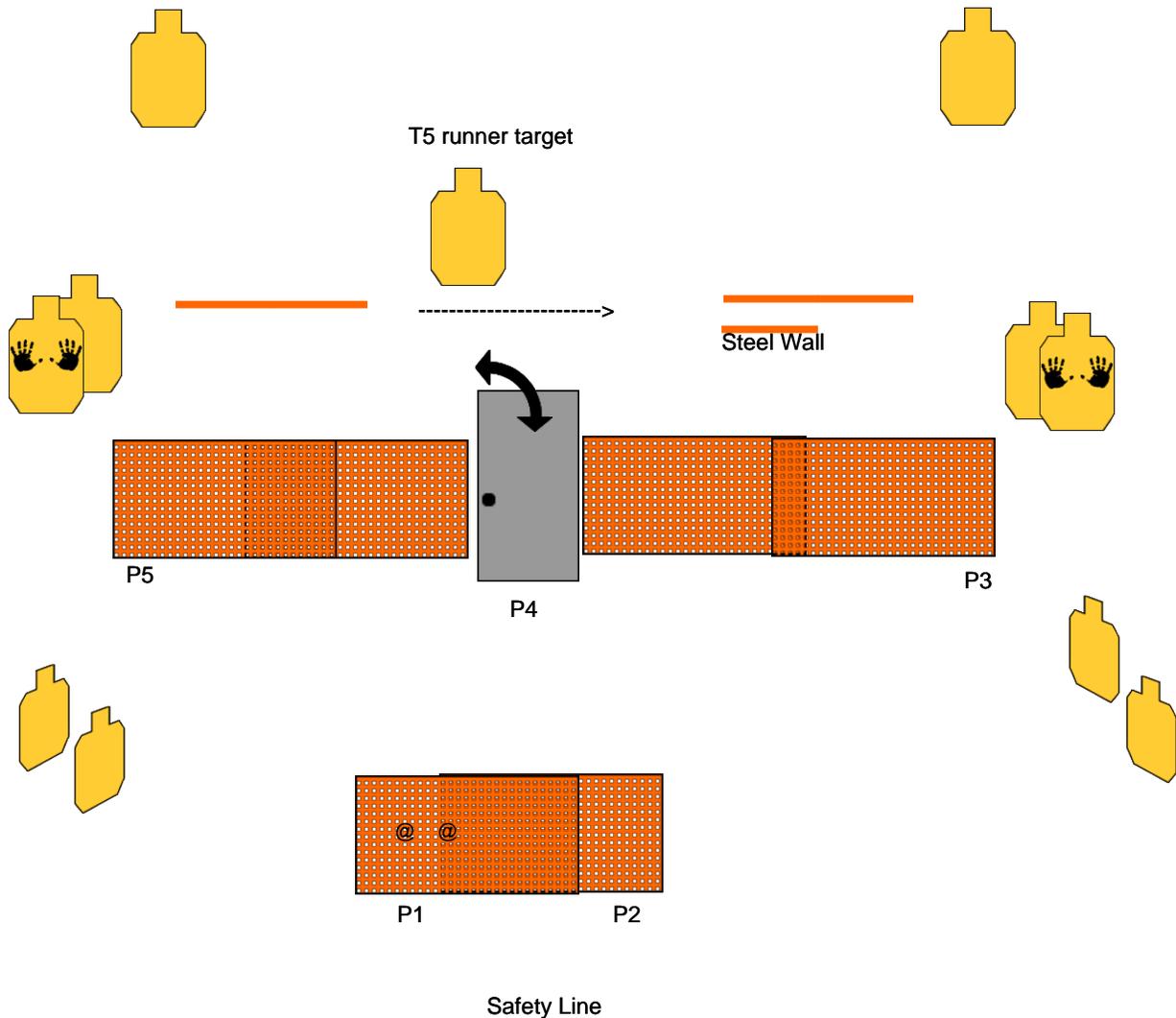
**DISTANCE:** 3 yds to 15 yds

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

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

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



# Stage 5 ---- Caught with your pants down

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter will start seated, bungee cord around ankles. Gun will be loaded with six rounds and sitting on table next to the shooter.	
<b>SCENARIO:</b> You are at a restaurant for dinner, and you have to go use the restroom. While in there taking care of your business, the Carboard gang shown up to rob the place. You get surprised in the restroom and have to fight your way to safety.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the buzzer, shooter will pick-up their gun and engage T1-T2 with 3 rounds each in <b>Tactical Sequence</b> while seated. Then they will set the gun down, undo the bungee cord then they will stand, reload the gun and then move to P2. At P2, engage T3 with 3 rounds, this will activate the swinger for T4. Engage T4 with 3 rounds. Then move to P3 and through the window engage T5 - T6 with 3 rounds each.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 3 yds to 15 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 reloading and the muzzle. Watch cover usage, hand out procedural if not done correctly!

