

Stage 1---- Distance drill

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at P1 with hands at your side. Pistol loaded to division capacity and holstered.

SCENARIO:

This is a skill drill.

PROCEDURE:

At the buzzer shooter will draw and engage T1 - T3 in Tactical Priority with 2 rounds each. Then they will perform a Loaded Chamber Reload, and engage T4 - T6 in Tactical Priority with 2 rounds each from the other side of the wall.

Shooter can start on either side.

THIS IS A LIMITED STAGE!!!

SCORING: Limited

ROUND COUNT: 12

TARGETS: 06

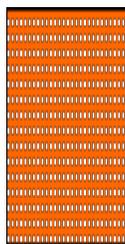
DISTANCE: 7 yds to 25 yds

SCORED HITS: 2 hits on target

PENALTIES: Per IDPA Rule book

CONCEALMENT: No

NOTES: Watch shooter, make sure they are using cover and it is a LIMITED stage.

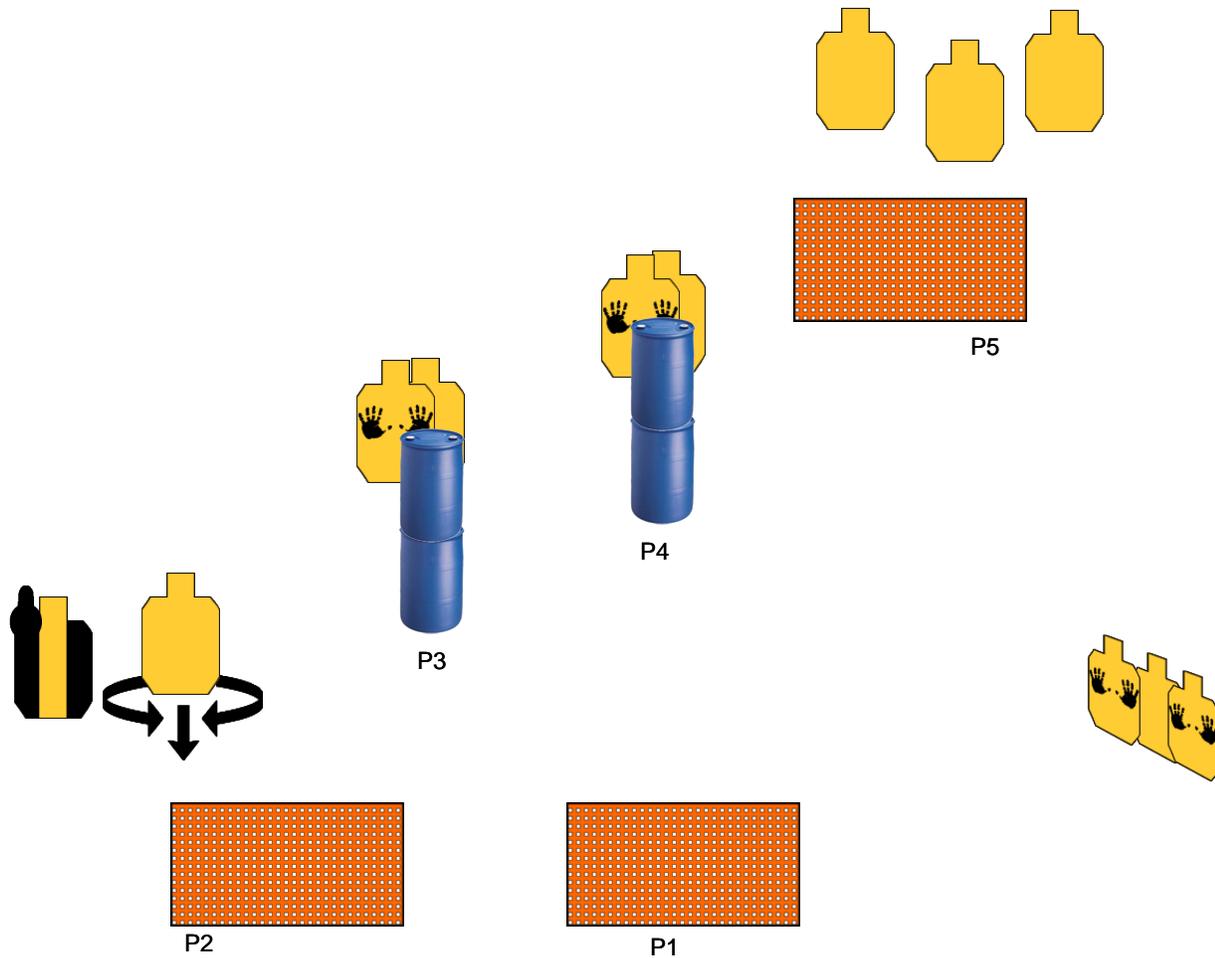


P1

Safety Line

Stage 2 ---- Move to live

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Standing at P1 hands at side. Gun loaded to division capacity.	
SCENARIO: You show up to your buddy's place and hear screams. You don't have time to wait, take action now!	SCORING: Unlimited
PROCEDURE: At the buzzer, shooter is to draw and engage T1 from cover. Then move to P2 and engage T2, this will activate T3, a drop turner. Both of these are to be shot from cover. Then advance toward P3, T4 can be engaged on the move or from P3, but it can not be engaged once you have passed P3. Then advance to P4 and again, T5 can be engaged on the move to P4 or when you are at P4 but not once you leave P4. Finally, move to P5 and engage T6 - T8 in Tactical Priority. All targets get 2 rounds and all reloaded must be completed behind cover.	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 3 yds to 10 yds
	SCORED HITS: Best 2 hits on the paper, steel must fall.
	PENALTIES: Per IDPA Rule book
	CONCEALMENT: Yes
	NOTES: Make sure reloads are done behind cover.



Safety Line

Stage 3 ---- Dirty Harry Style

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Shooter will be standing at P1, hands at sides. Gun will be loaded with only 6 rounds and be in the IDPA box on the table lid closed. All mags will be loaded to only 6 rounds!!

SCENARIO:

You are out working in your shop when there is a scream from outside and you grab a "revolver" and take off to see what is wrong.

PROCEDURE:

At the buzzer, retrieve your gun from the IDPA box and move to P2, engaged T1 - T2. Then move to P3 and engage T3 - T5. Finally, move to P4 and engage T6.

All targets get 2 rounds each.

Remember to watch your muzzle and finger and reload behind cover.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

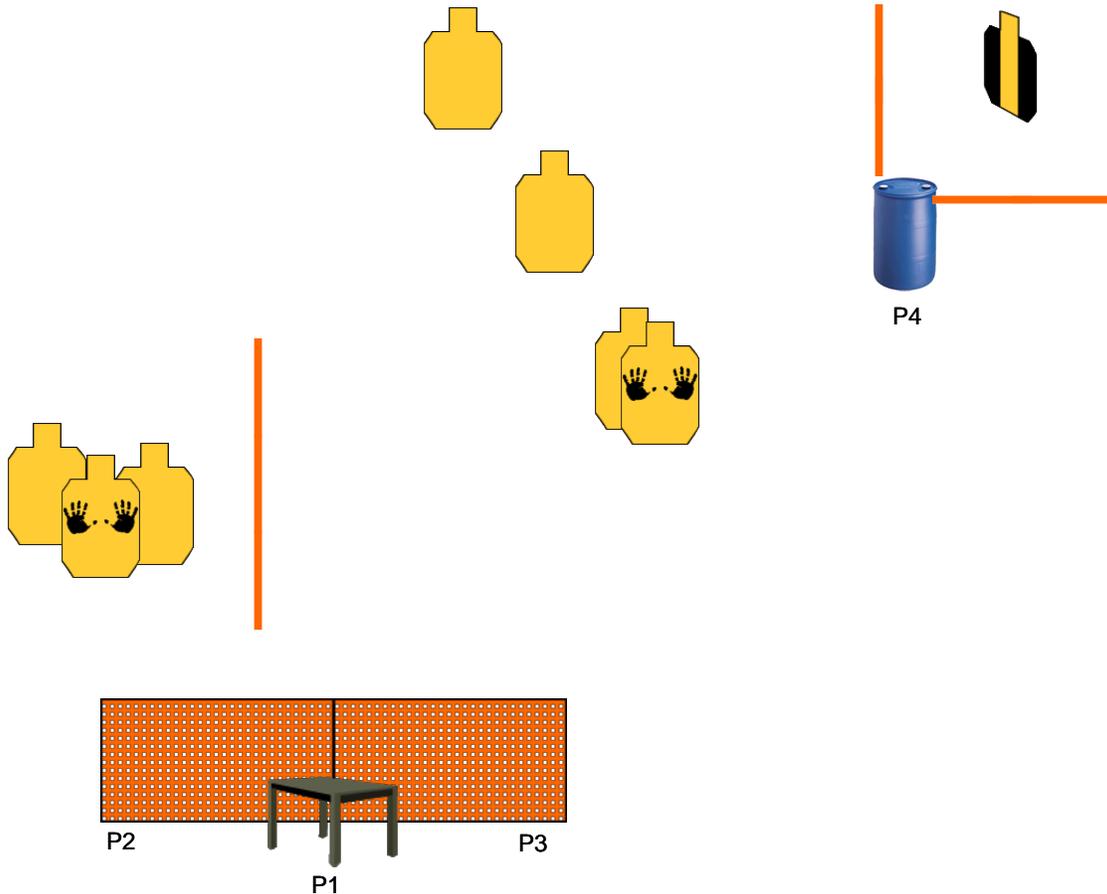
DISTANCE: 1 yd to 15 yds

SCORED HITS: Best 2 hits on the paper.

PENALTIES: Per IDPA Rule book

CONCEALMENT: Yes

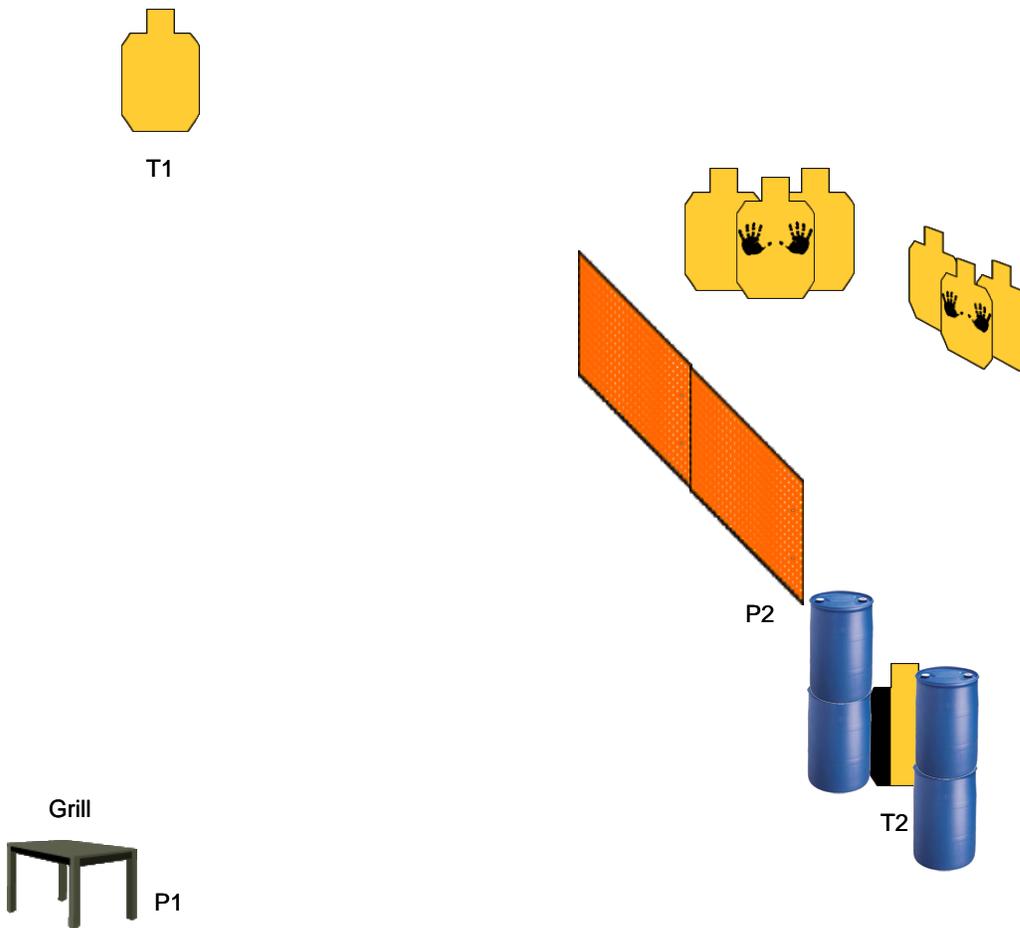
NOTES: Be sure mags are only loaded to 6 rounds.



Safety Line

Stage 4 ---- Smokey and the Bandits

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Standing at P1, facing side berm, strong hand holding the "grilling fork" and the weak hand on the "grill handle". Gun is loaded to division capacity and holstered.	
SCENARIO: You are out back grilling when several thugs move into your area and start to cause trouble. One jumps the fence and comes at you in a rage. At the same time, you hear screams from next door and realize more of them are attacking your neighbor's kids.	SCORING: Unlimited
PROCEDURE: At the buzzer, drop the "fork" and turn and engage T1, while staying at P1. Then as you move toward P2, engage T2. Once at P2, engage T3 - T6. All targets get 3 rounds each. Watch your muzzle while moving from P1 to P2.	ROUND COUNT: 18
	TARGETS: 06
	DISTANCE: 3 yds to 20 yd
	SCORED HITS: Best 3 hits on target.
	PENALTIES: Per IDPA Rule book
	CONCEALMENT: Yes
	NOTES: Watch shooters muzzle while moving.



Stage 5 ---- Unfortunate Break-Down

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at the Trucks tailgate, both hands inside the tool bag. Gun loaded to division capacity and holstered.

SCENARIO:

You are on your way home and decide to take a short-cut through a bad neighborhood to get home faster. But as Murphy's law would have it, your truck breaks down in the neighborhood. As you are getting some tools out of the back of your truck, some of the neighborhood thugs start to yell at you, then a shot goes zipping by you. Time to deal with them and get home safe.

PROCEDURE:

At the buzzer, move to P2 and engage T1 - T3. Then move to P3 and engage T4, which will activate T5, an in-out popper. T4 and T5 must be engaged from P3. Then move to P4 and through the window, engage T6 - T8. All targets get 2 rounds each.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

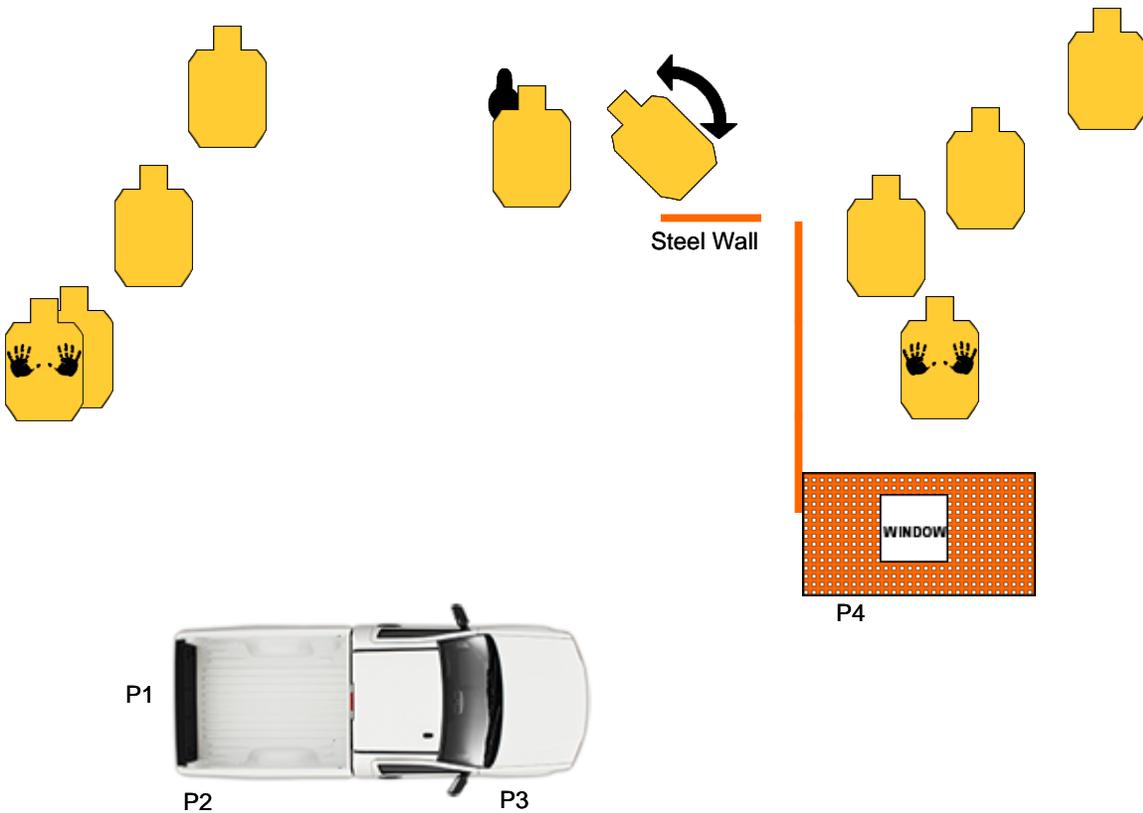
DISTANCE: 7 yds to 12 yds

SCORED HITS: Best 2 hits on the paper.

PENALTIES: Per IDPA Rule book

CONCEALMENT: Yes

NOTES: Watch muzzle and finger while moving.



Safety Line