

# Stage 1 ---- Toy Time

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will have both hands touching the barrels at shoulder height at P1. Gun will be loaded to division capacity.

**SCENARIO:**

Your stage designers felt like being evil, so use cover to stop targets that drop-turn or pop-out-and-in. Watch your ammo count, don't run out!!

**PROCEDURE:**

Standing at P1, at the signal, draw and use cover to engage T1 & T2, T1 will activate T2. Then move to P2 and Engage T3 & T4, T3 will activate T4. Then move toward P3, engage T5 & T6 as they become available. All targets 3 rounds.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

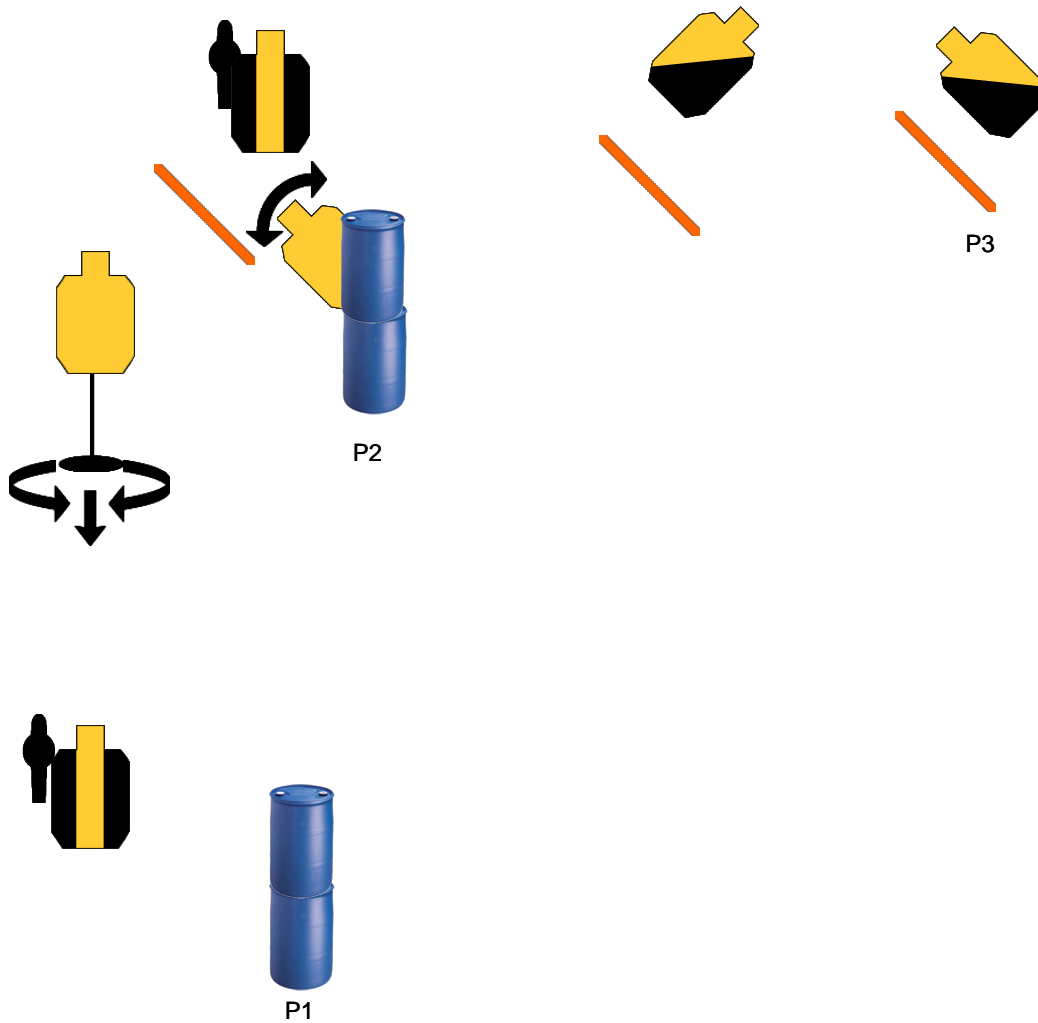
**DISTANCE:** 3 yds to 10 yds

**SCORED HITS:** Best 3 hits on target.

**PENALTIES:** Per IDPA Rule book

**CONCEALMENT:** Yes

**NOTES:** Make sure reloads are done behind cover.



Safety Line

# Stage 2 ---- Playground Problems

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will be standing at P1, with both hands on the steel target. Gun loaded to division capacity.

**SCENARIO:**

You are at the playground one evening with your little one when the Cardboard gang shows up to cause problems. Protect the little one and stop the gang.

**PROCEDURE:**

Standing at P1, at the buzzer, push the steel target down, this will activate the bear trap which will be T1. Then move to P2 and engage T2 - T4 through the tube. Finally, move to P3 use low cover and engage T5 and T6.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

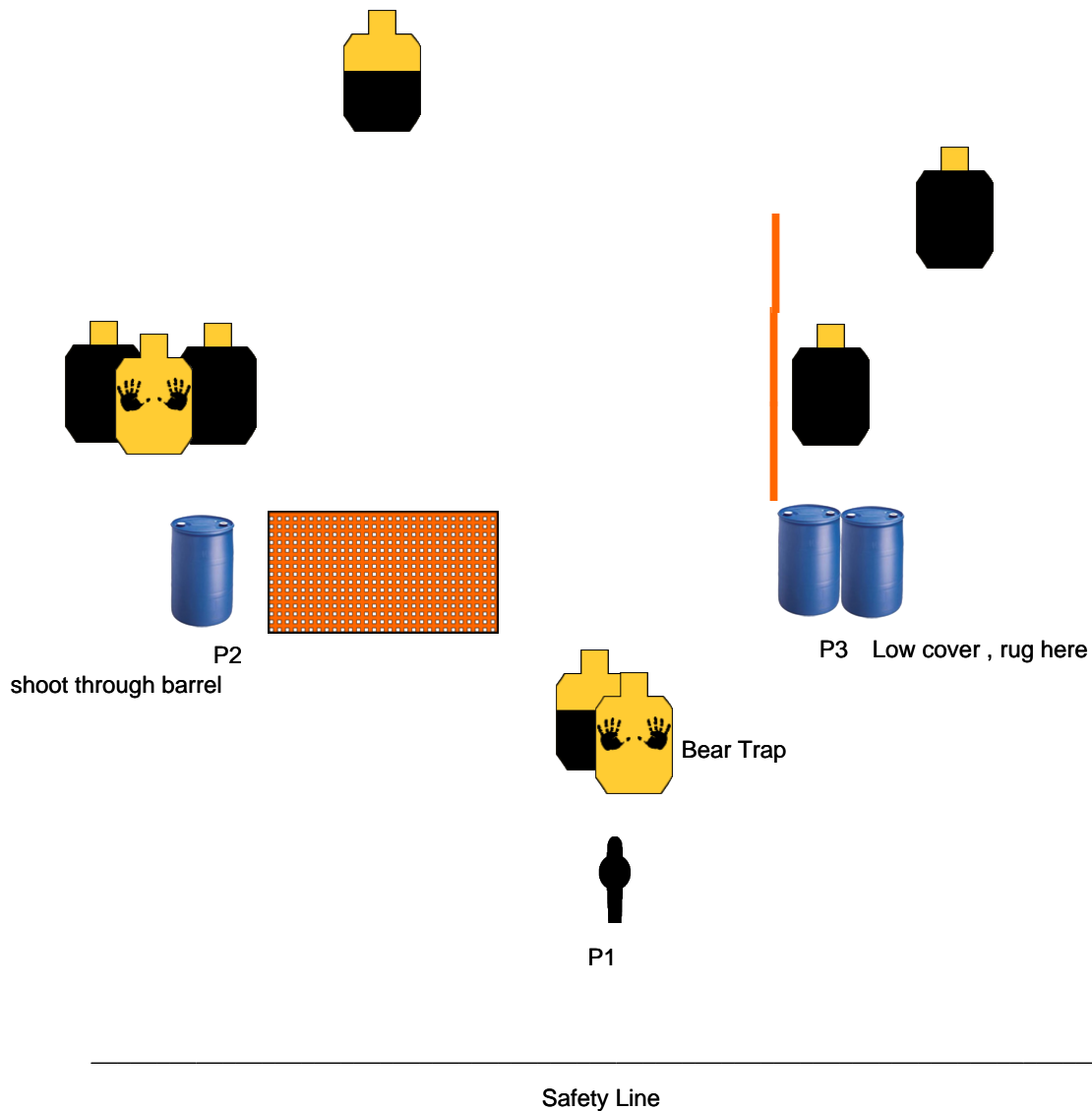
**DISTANCE:** 3 yds to 20 yd

**SCORED HITS:** Best 3 hits on target.

**PENALTIES:** Per IDPA Rule book

**CONCEALMENT:** Yes

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



# Stage 3 - Walk the Line

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will be standing at P1 with hands at side. Gun will be loaded to division capacity.

**SCENARIO:**

Time to see how well you can shoot on the move. All targets are to be engaged on the move. Load behind cover as needed.

**PROCEDURE:**

Standing at P1, at the buzzer, start moving toward P2, while on the move, engage T1 - T3. From P2 move toward P3, while on the move, engage T4 - T6. From P3 move toward P4, while on the move engage T7 - T9 while on the move. Targets must be finished being engaged before reaching P4. All targets get 2 rounds.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

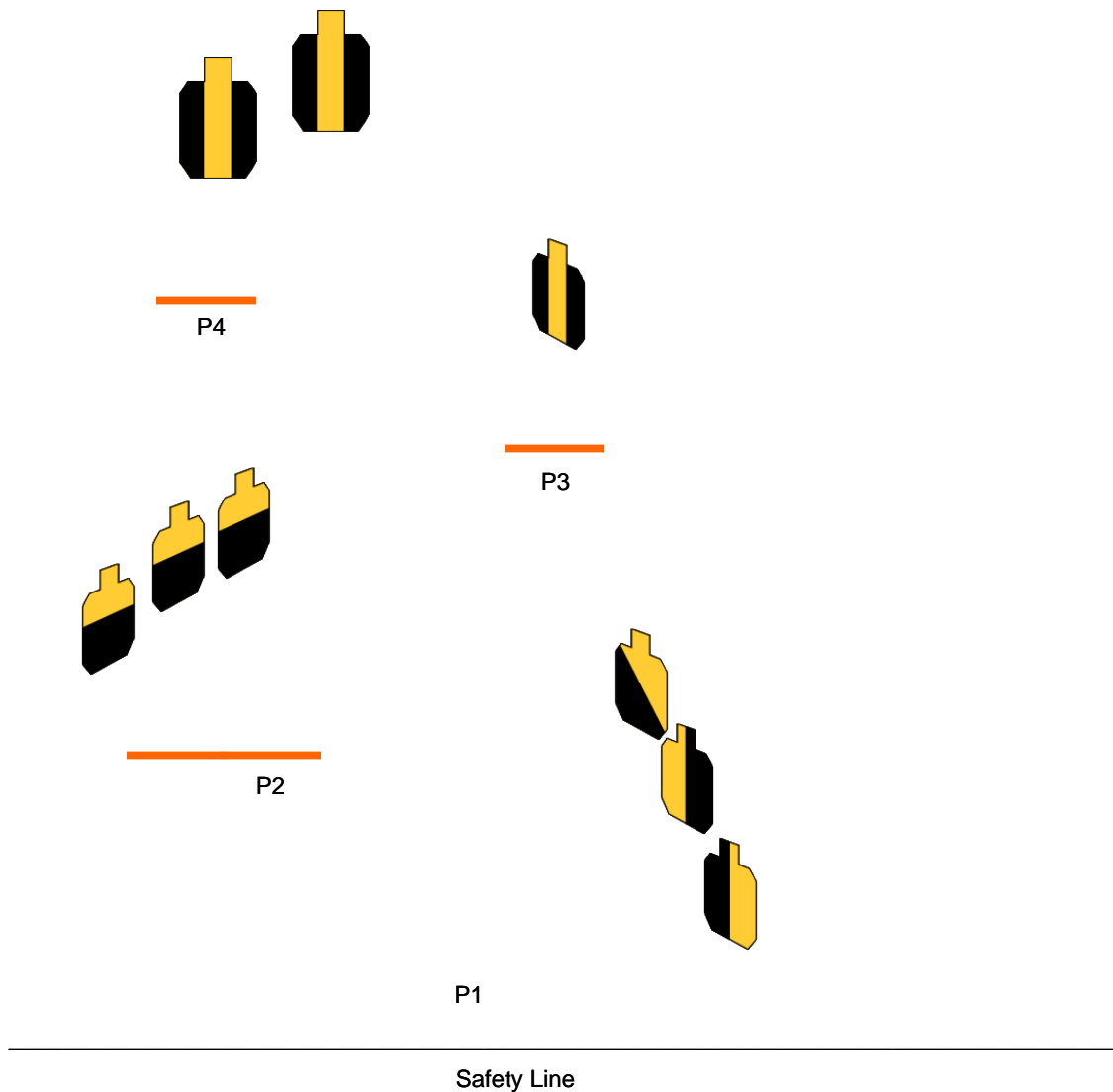
**DISTANCE:** 3 yds to 10 yds

**SCORED HITS:** 2 hits on target

**PENALTIES:** Per IDPA Rule book

**CONCEALMENT:** Yes

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



# Stage 4 ---- Pumping Gas

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will be standing at the side of the van with their hand on the gas pump handle. Gun loaded to division capacity.

**SCENARIO:**

You and your significant other are stopped in Odessa to get some fuel. While you are pumping fuel, the Cardboard gang decide to rob you and the store. Time to protect yourself and your significant other.

**PROCEDURE:**

Standing at P1, st the buzzer, draw and begin to back up toward P2 at the front of the van. While you are retreating, engage T1 - T3. Once at P2, use the van as cover and engage T4 -T6. Then advance down the van to P3 and engage T7 - T8.

All targets get 2 rounds.

If shooter hits the Gas pumps (barrels) they get a Procedural and a Hit on non-threat, total of 8 seconds added to the time.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

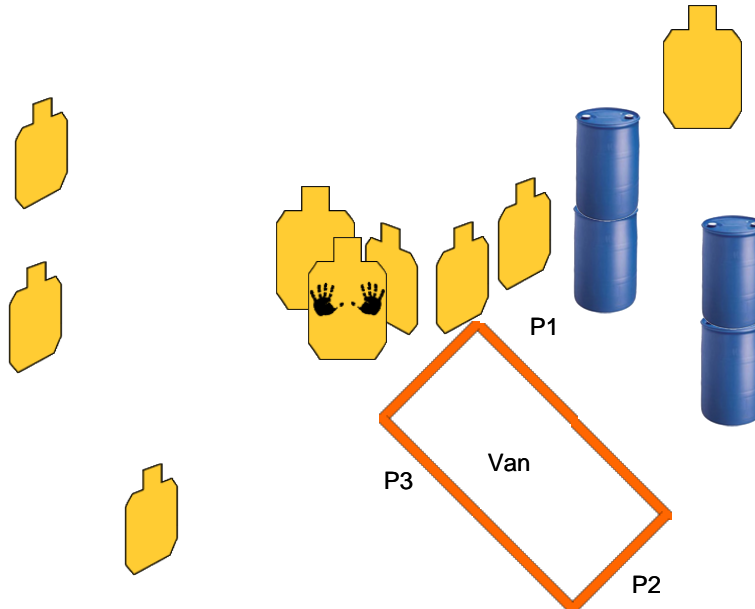
**DISTANCE:** 1 yd to 15 yds

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

**PENALTIES:** Per IDPA Rule book

**CONCEALMENT:** Yes

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



Safety Line

# Stage 5 ---- Out of gas

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will be sitting in the Jeep, hands on steering wheel. Gun unloaded with the slide locked back or cylinder open, on the seat next to them.

**SCENARIO:**

Well, since you didn't finish filling up on the last stage, you run out of fuel on this one. And look who is here to help you, the Cardboard gang.

**PROCEDURE:**

Sitting at P1, at the buzzer, pick up the gun, load it from your belt device and engage T1 - T2 out the driver window. Then exit the Jeep, and engage T3 - T5 while using the door for cover. Then move to the driver side front of the Jeep and engage T6 - T8.

All targets get 2 rounds.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

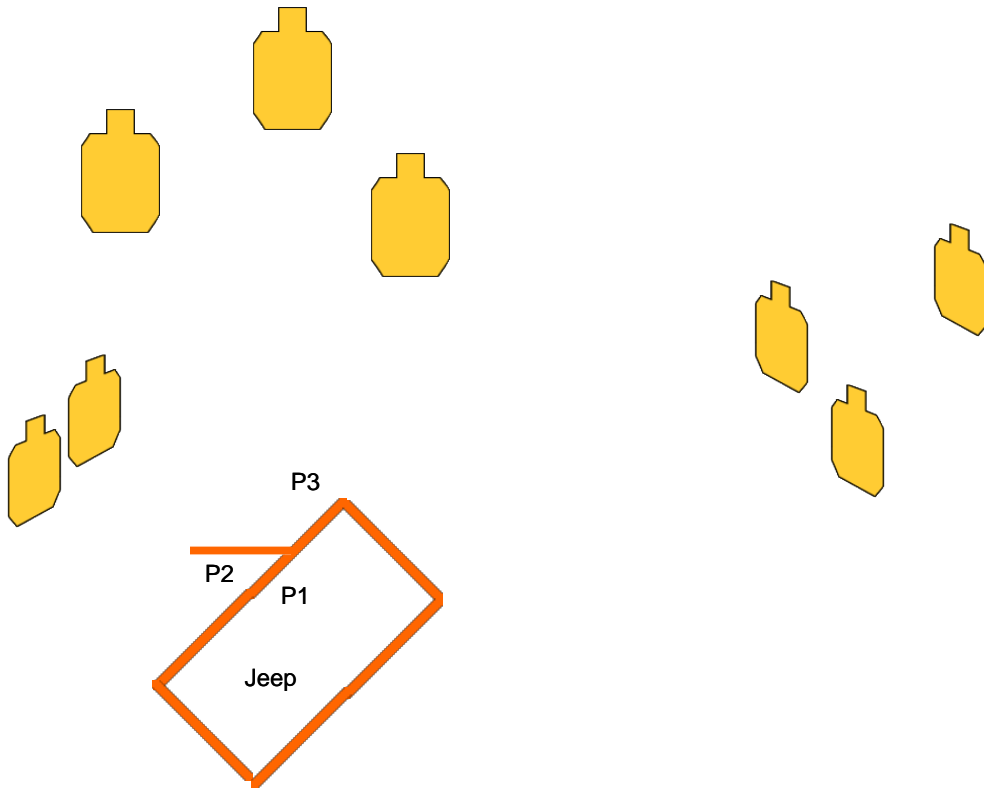
**DISTANCE:** 1 yd to 15 yds

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

**PENALTIES:** Per IDPA Rule book

**CONCEALMENT:** No

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



Safety Line