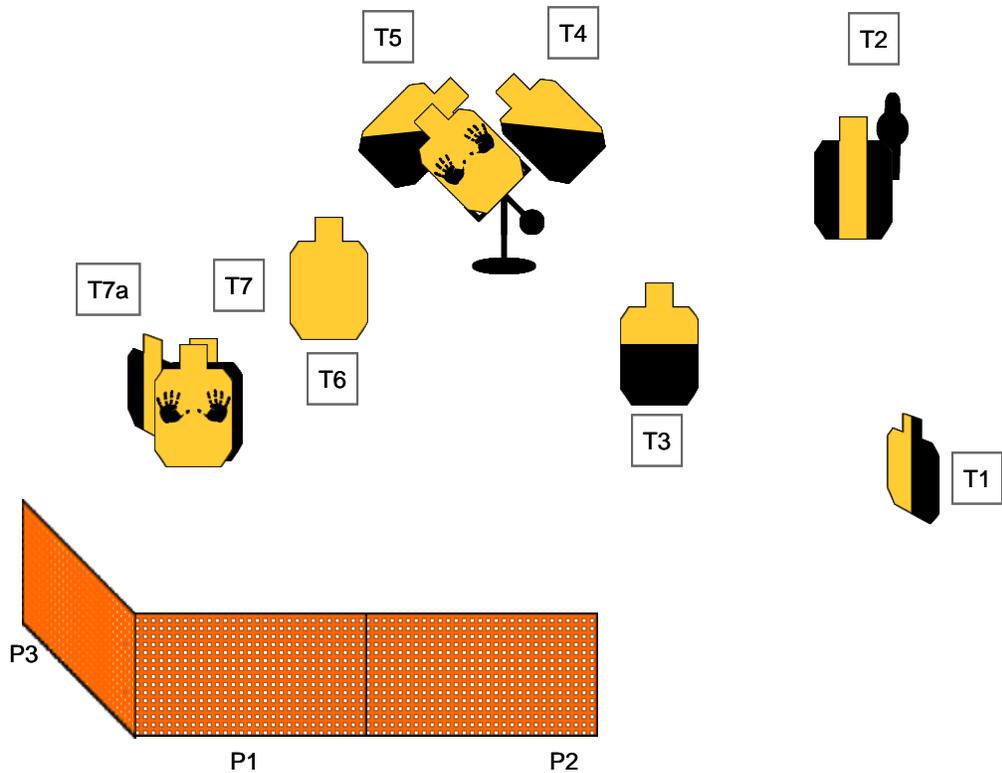


Stage 1 ---- Do you have a shot

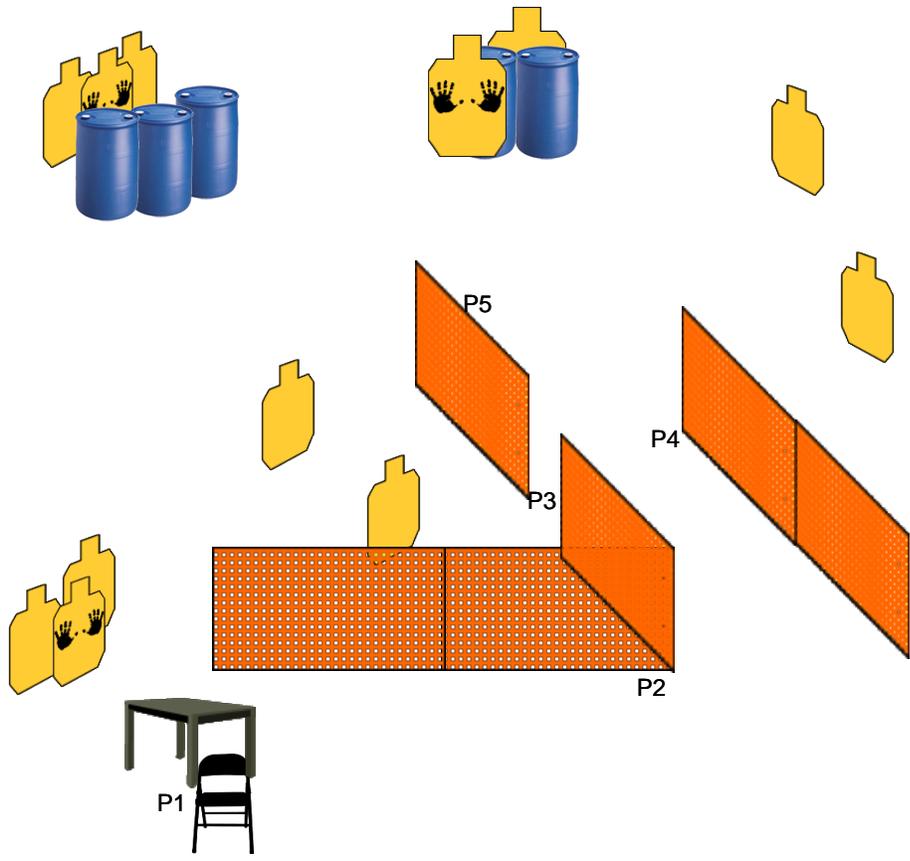
RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Shooter standing at P1, hands on wall marks, gun loaded to division capacity.	
SCENARIO: Walking to your local coffee shop you see that it has been over run by gang members. The cops are nowhere to be seen. The gang leader has taken a hostage. You may be able to get a better shot from the side door. Get busy.	SCORING: Unlimited
PROCEDURE: Start at P1. Move to P2 and engage targets in tactical priority. Steel target behind T2 will fall on a -0 hit, activating the swinger. Engage T7 from P1 with one shot to the head or move to P3 and engage T7a with 2 shots.	ROUND COUNT: 13
	TARGETS: 07
	DISTANCE: 3 yds to 10 yds
	SCORED HITS: 2 hits on target
	PENALTIES: Per IDPA Rule book
	CONCEALMENT: Yes
	NOTES: Watch shooters finger when moving.



Safety Line

Stage 2 ---- Home Invasion

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Seated at P1 legs extend under table and ankles crossed. The hands-on back of head with fingers interlocked. Pistol on the table loaded to division capacity.	
SCENARIO: You are at home watching tv, the Cardboard gang invades your home, time to clear your house.	SCORING: Unlimited
PROCEDURE: On signal retrieve the firearm and engage T1 and T2 in tactical sequence while staying seated. Move to P2 and engage T3 from cover. Move to P3 and engage T4 and T5 from cover. Move to P4 and engage T6 and T7 from cover. Move to P5 and engage T8 and T9 from cover. Two shots to each target. T3 may not be re-engaged from any other location but P2.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE: 1 yd to 15 yds
	SCORED HITS: 2 hits on target
	PENALTIES: Per IDPA Rule book
	CONCEALMENT: No
	NOTES: Watch the reloads and finger on moving.



Safety Line

Stage 3 ---- Half Full-Half Empty

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Seated at the table at P1, hands on knees, weak hand holding swinger activation string. Your gun locked open on one corner and a mag with only 6 rounds on the opposite corner. The rest of your mags are loaded to division capacity for your gun and on the table at P2.

SCENARIO:

You're almost done cleaning your competition gun and you've almost finished checking and loading it when armed ill intenders break into your home. Don't shoot your dogs.

PROCEDURE:

At the signal pull activator and pick-up and load your gun then engage T1 - T3 with 2 rounds each while remaining seated, then proceed to P2 load your gun and re-engage T1 - T3 with one round to the head from low cover, then engage the remaining targets T4 - T6 with 3 rounds each from low cover.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 06

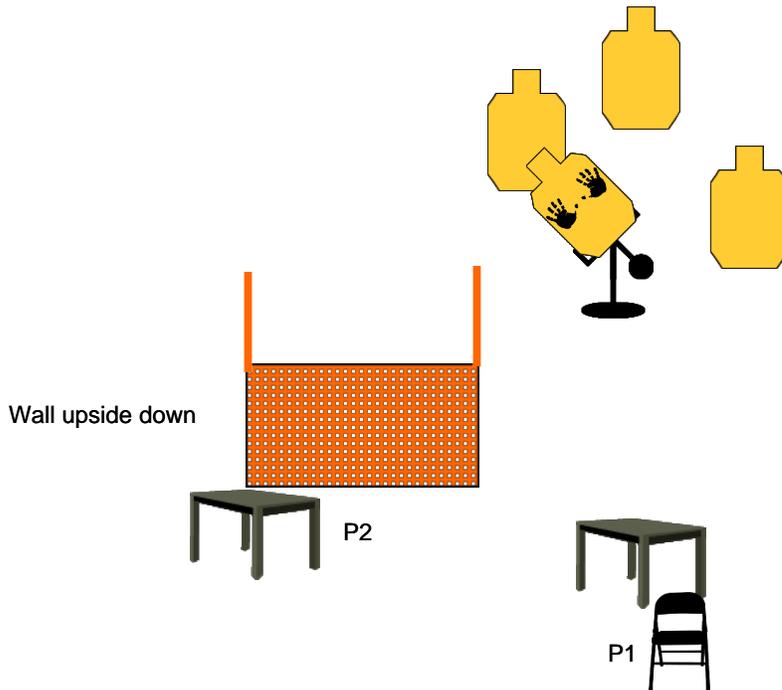
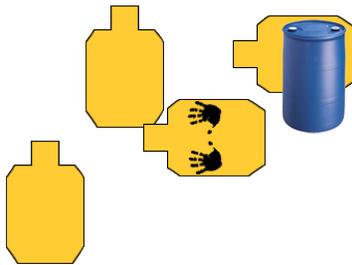
DISTANCE: 5 - 15 yds

SCORED HITS: Best 3 hits on target. T1 - T3 have 1 required head and 2 body shots.

PENALTIES: Per IDPA Rule book

CONCEALMENT: No

NOTES: Be sure shooter uses cover at P2.



Safety Line

Stage 4 ---- Taking out the Trash

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at P1 hands at 9 and 3 on the trash can "barrel". Gun will be loaded to division capacity.

SCENARIO:

You're caring the trash to the curb when a man approaches and demands your car keys with a knife, his friend pulls a pistol. As you move to cover you hear screams from the other side of the house.

PROCEDURE:

At the signal, engage T1 from retention "body index" with 3 rounds then engage T2 with 3 rounds while moving to cover at P2. From P2, engage T3 - T6 with 3 rounds each and S1 till it falls. S1 will activate T6 swinger.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 08

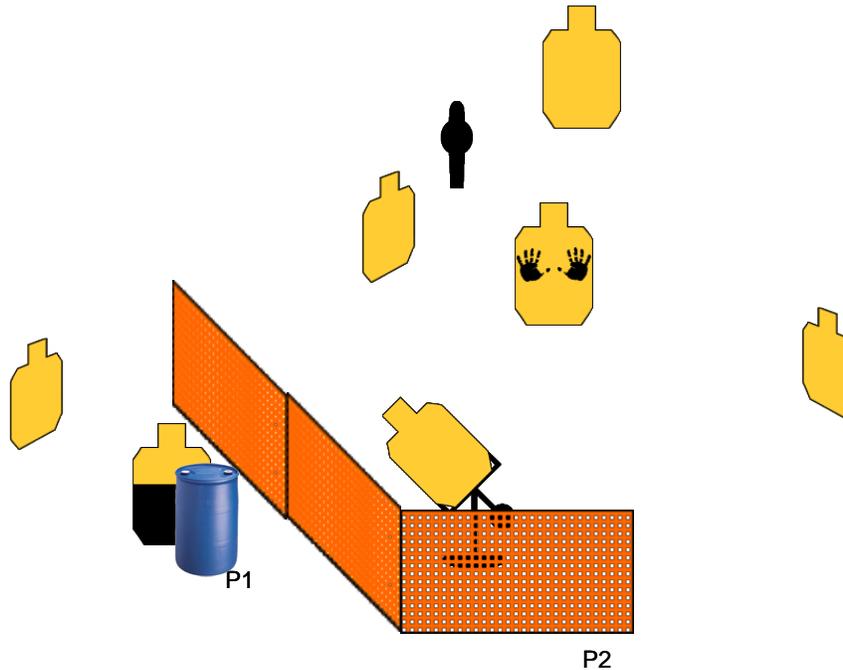
DISTANCE: 1 yd to 15 yds

SCORED HITS: Best 3 hits on target.

PENALTIES: Per IDPA Rule book

CONCEALMENT: Yes

NOTES: Watch the reloads and finger on moving.



Safety Line

Stage 5 ---- Spring Morel Mushroom Hunting

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at P1 with bags in both hands. Gun loaded to division capacity.

SCENARIO:

While out hunting mushrooms with a friend, you run into some Dope Heads getting ready for their spring planting. They sick two Dogs on you and Grab your friend. You have no choice but to defend yourself and your friend.

PROCEDURE:

At the signal, drop the bags and engage T1 and T2 with two shots each while retreating for cover at P2. At P2 engage S1 and S2 until they fall, then engage T3 with two shots being sure steel activator falls, this starts the swinger. Then engage T4 and T5 with two shots each being careful of your friend. Then move to P3 and engage T6 - T8 with 2 shots each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 10

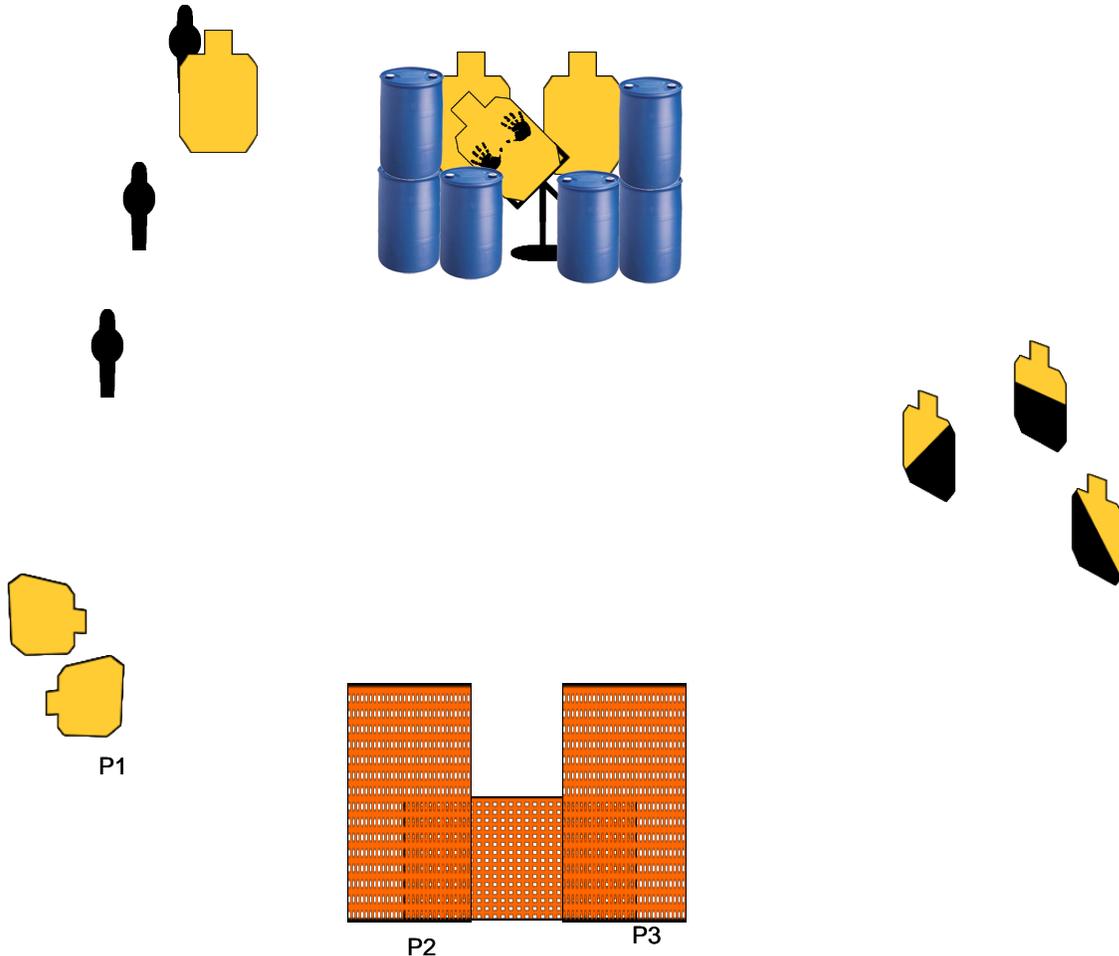
DISTANCE: 1 yd to 20 yds

SCORED HITS: 2 hits on target

PENALTIES: Per IDPA Rule book

CONCEALMENT: Yes

NOTES: Watch the reloads and finger on moving.



Safety Line