

# Stage 1 --- A Loaded Gun

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

Standing at P1, Shooter using both hands to aim dummy gun at T1. Shooters gun inside IDPA box, unloaded and slide or cylinder closed. All reloads are on the table.

**SCENARIO:**

You are in your garage with the door open and talking with your neighbors. You've just finished cleaning on of your guns when some "gentlemen" decide to appropriate your gun but you have ammo on hand for it! Instead, you have another gun that you were test fitting in the IDPA box and you do have the ammo for it! So now you need to defend yourself and the neighbors!

**PROCEDURE:**

At the signal, put the dummy gun on the table and retrieve your gun from the IDPA box, load it and go to low cover (which means at least 1 knee on the ground). Engage T1 - T6 with 3 rounds each in tactical priority while using the table as low cover. Targets can be engaged over or from either side of the table but shooter must stay behind the table in low cover.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

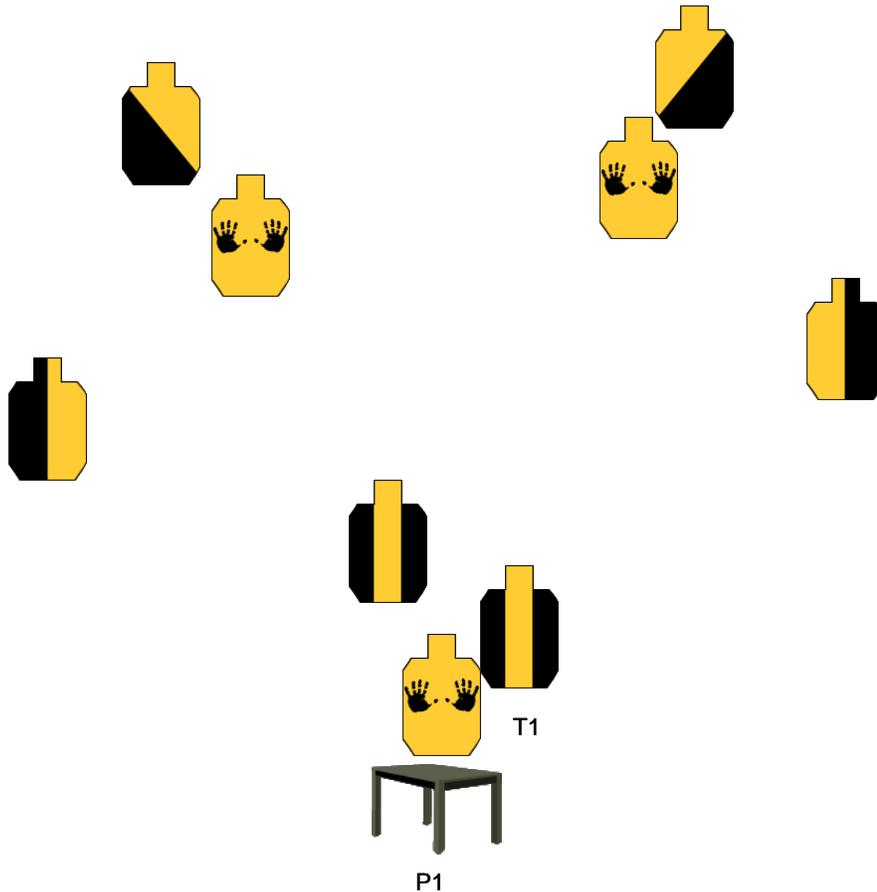
**DISTANCE:** 2 yds to 15 yds

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

**PENALTIES:** IDPA Rule Book

**CONCEALMENT:** Yes

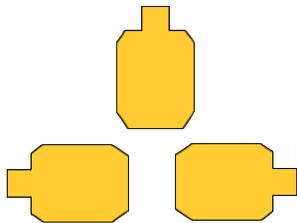
**NOTES:** Shooter needs to stay kneeling behind the table.



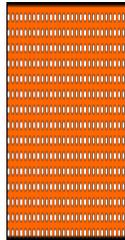
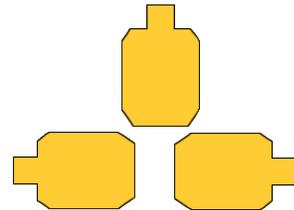
Safety Line

# Stage 2 ---- Dog Attack

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Standing at P1, hands at side, and your gun loaded to division capacity.	
<b>SCENARIO:</b> You are walking your dog when you confronted by 4 thugs with their vicious dogs. Watch out, they are setting their dogs loose! Stop the dogs and thugs but watch out for your dog!!	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 16
<b>PROCEDURE:</b> At the signal, pick up your dog, draw and shoot 2 attacking dogs and thug, T1 - T3, strong hand only in tac sequence while retreating to P2. At P2, drop your dog who lunges at the thugs T4 and T5. From behind cover shoot T4 and T5 from the left side. Then engage T6 and T8 from the right side. All targets get 2 rounds.	<b>TARGETS:</b> 08
	<b>DISTANCE:</b> 1 yd to 15 yds
	<b>SCORED HITS:</b> Best 2 hits on the paper.
	<b>PENALTIES:</b> Per IDPA Rule book
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



P1



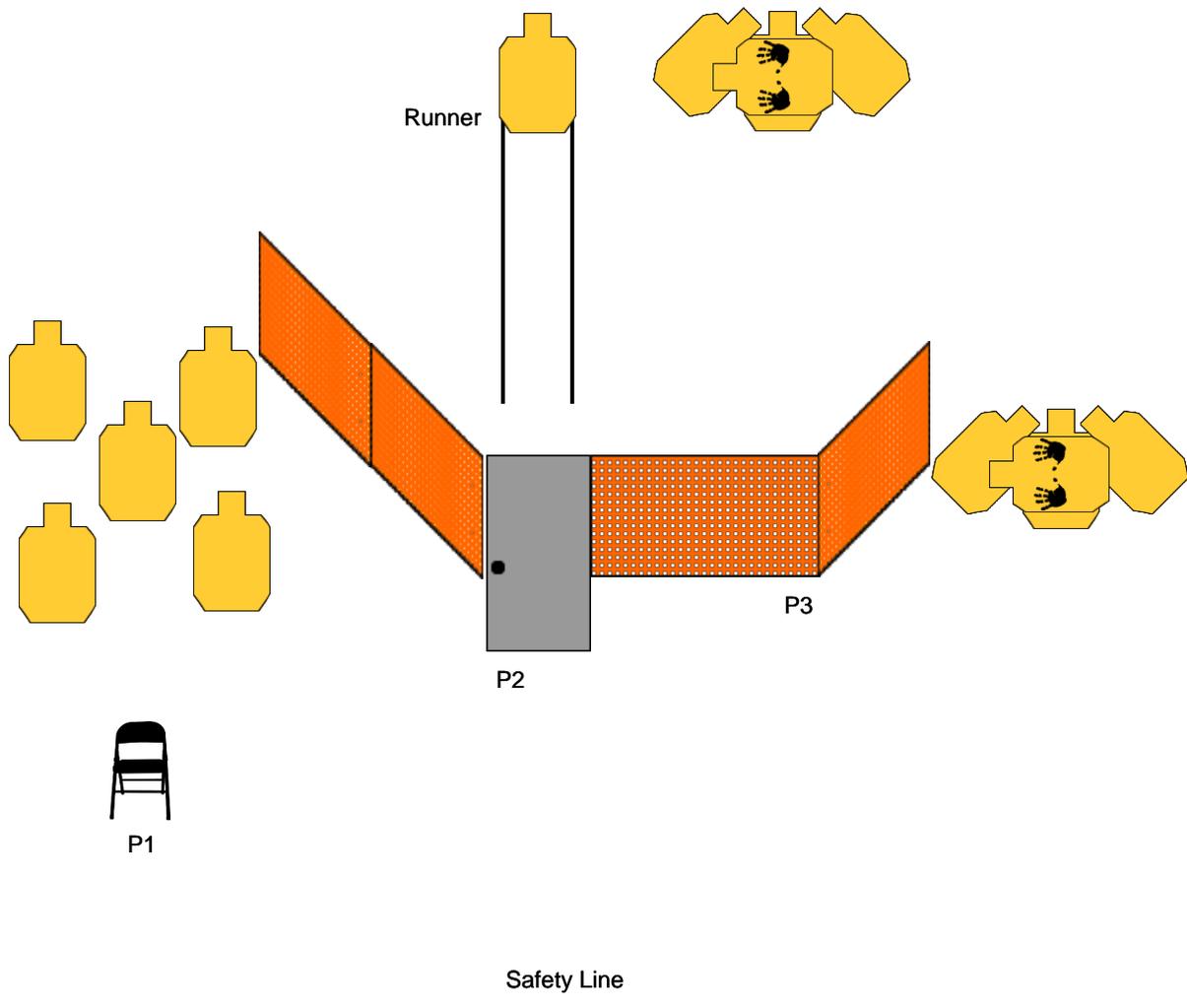
P2

Safety Line

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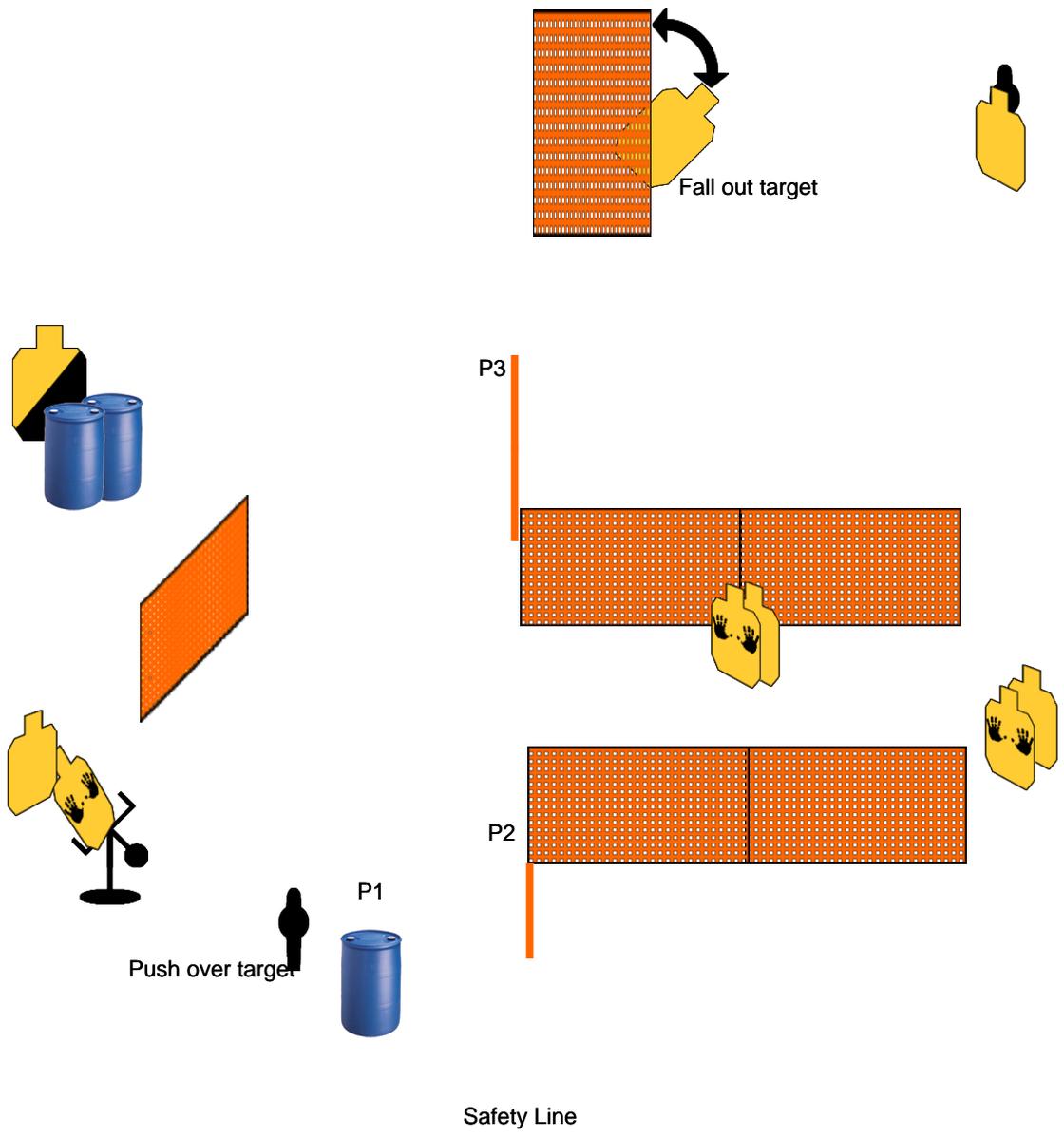
# Stage 3 ---- Zombie Attack

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Seated at P1, facing up range with the gun loaded to division capacity.	
<b>SCENARIO:</b> You are taking a nap at home when suddenly you hear noises behind you. You turn around and spot a hoard of zombies coming for you. You need to get out of here asap. But you also hear screams coming from the other rooms. Try and help these people also.	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 12
<b>PROCEDURE:</b> On the signal turn and engage all targets with a headshot. Move to the door at P2 and open it, this will activate the runner, stop it with a shot to the head before he gets you. Then clear the remaining zombies attacking others at P2 and P3. Only headshots count! You need one headshot per zombie.	<b>TARGETS:</b> 12
	<b>DISTANCE:</b> 1 yd to 10 yds
	<b>SCORED HITS:</b> 1 hit in the head
	<b>PENALTIES:</b> Penalties
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Head shots only count!



# Stage 4 ---- Stripes problem

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> Dean Dunning
<b>START POSITION:</b> The shooter will be at P1, facing up range at the "atm" getting money out. Gun loaded to division capacity.	
<b>SCENARIO:</b> You and a friend stop at a Stripes to pick up some cash. While you are getting the cash, a group of bad guys comes out of the back, and they are not looking to leave any witnesses.	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 18
<b>PROCEDURE:</b> At the signal, push over your friend, which will activate the swinger. Engage T1 with 3 rounds then move to P2 and engage T2 and T3 with 2 rounds each. Move toward P3, and when T4 comes into sight, engage it with 2 rounds. At P3, engage T5 with 2 rounds and when the steel falls it will activate T6. a fall out target, engage it with 2 rounds.	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 3 yds to 10 yds
	<b>SCORED HITS:</b> Best 3 hits on target.
	<b>PENALTIES:</b> Per IDPA Rule book
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Watch the reloads and finger on moving.



# Stage 5 ---- Hallway of Trouble

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter standing at P1 with their gun loaded to division capacity and holstered. Hands at shooters side.	
<b>SCENARIO:</b> Walking down a hallway looking out on the back of the building you see the cardboard gang moving in to take some things, and they are taking people hostage while doing it. Time to put them in their place.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the signal move down the hallway, at P2 engage T1 from the left side of the wall. The stomp plate will activate T2 an up-down target which will be engaged from P3 on the to P4. Then at P4 engage T3 from the right side of the wall. Once you leave the hallway, move to P5 and use it as cover to engage T4 - T6. Then move to P6. As the shooter moves to P6, they are to engage T7 - T9 on the move as they become available. Remember all targets get 2 rounds and T2 and T7 - T9 are to be engaged on the move.	<b>ROUND COUNT:</b> 02
	<b>TARGETS:</b> 09
	<b>DISTANCE:</b> 3 yds to 10 yds
	<b>SCORED HITS:</b> Best 2 hits on target.
	<b>PENALTIES:</b> IDPA Rule book
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Watch shooters finger when moving.

