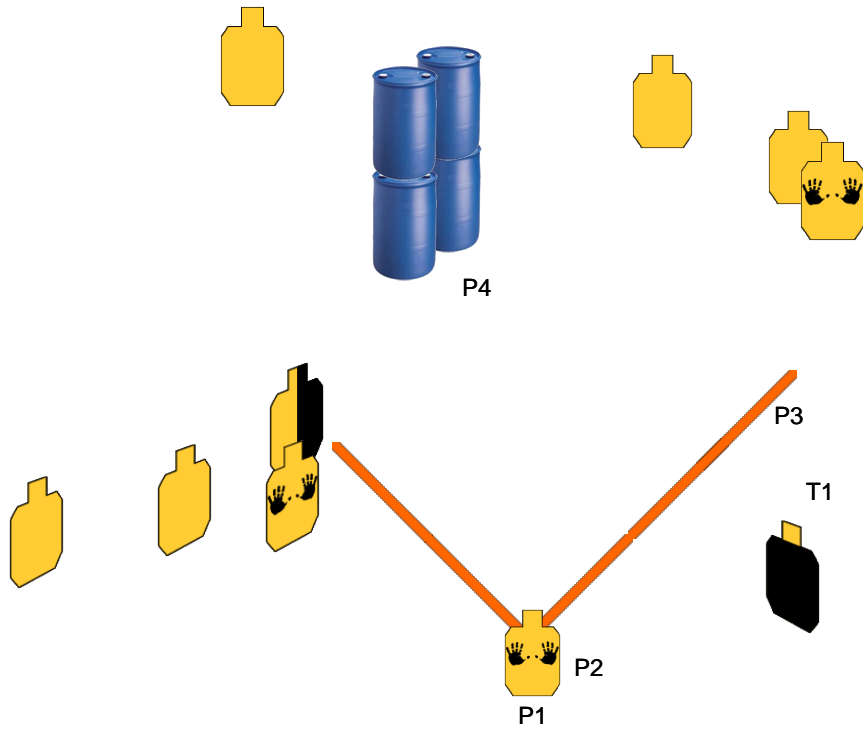


Stage 1 --- Crocodile Tears

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: The shooter will be standing at P1, gun loaded division capacity and holstered. Shooters hands will be on the shoulders of the NT at P1.	
SCENARIO: You stop off at the corner convenience store and as you walk in, you hear a woman crying in the corner of the building. You go over and as if she is okay and that is when she says, "Please help me" and as you look around, you see that it is an ambush and now you are in for a fight for your life.	SCORING: Unlimited
	ROUND COUNT: 14
PROCEDURE: At the signal, the shooter will step toward T1 and engage it. Then using the cover at P2, engage T2 - T4. Then move to P3 and Engage T5 - T6 and finally move to P4 and engage T7.	TARGETS: 07
	DISTANCE: 3 to 7 yards
	SCORED HITS: Best 2 hits on paper
	PENALTIES: Per IDPA Rule Book
	CONCEALMENT: Yes
	NOTES: Watch muzzle and finger as shooter moves.



Stage 2 --- Pirates of Lake Amistad

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The shooter will be standing on the boat, gun loaded to division capacity and holstered. The shooter will be holding a fishing pole in their hands.

SCENARIO:

While you are fishing at the lake, some drunk gang bangers think it would be fun to shoot at you.

PROCEDURE:

At the signal, the shooter will drop the fishing pole and engage targets T1 - T5 with 3 rounds each.

T1 - T3 will be head shots only.

T4 - T5 will be half hard covered targets.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 05

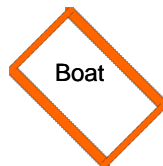
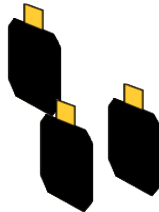
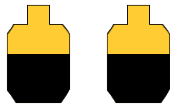
DISTANCE: 5 to 10 yards

SCORED HITS: Best 3 hits on target.

PENALTIES: Per IDPA Rule Book

CONCEALMENT: Yes

NOTES:



Stage 3 --- Shower interrupted

RULES: IDPA Rules

COURSE DESIGNER: Stefan Albert

START POSITION:

Gun loaded to division capacity and on the table along with extra mags. Shooter standing in the "shower" at P1 with hands on their head.

SCENARIO:

You are taking a shower when you hear screams from your family members and when you go to investigate you discover the cardboard gang has invaded your home.

PROCEDURE:

At the signal, the shooter will open the shower curtain and move to P2 to retrieve their gun and ammo. Then open the door at P2 and engage T1 and T2. Then move to P3, open the door, which will activate the swinger and engage T3 - T5. Then move down the hall to P4 and engage T6 - T7 and continue down the hall to P5 to engage T8 - T9.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

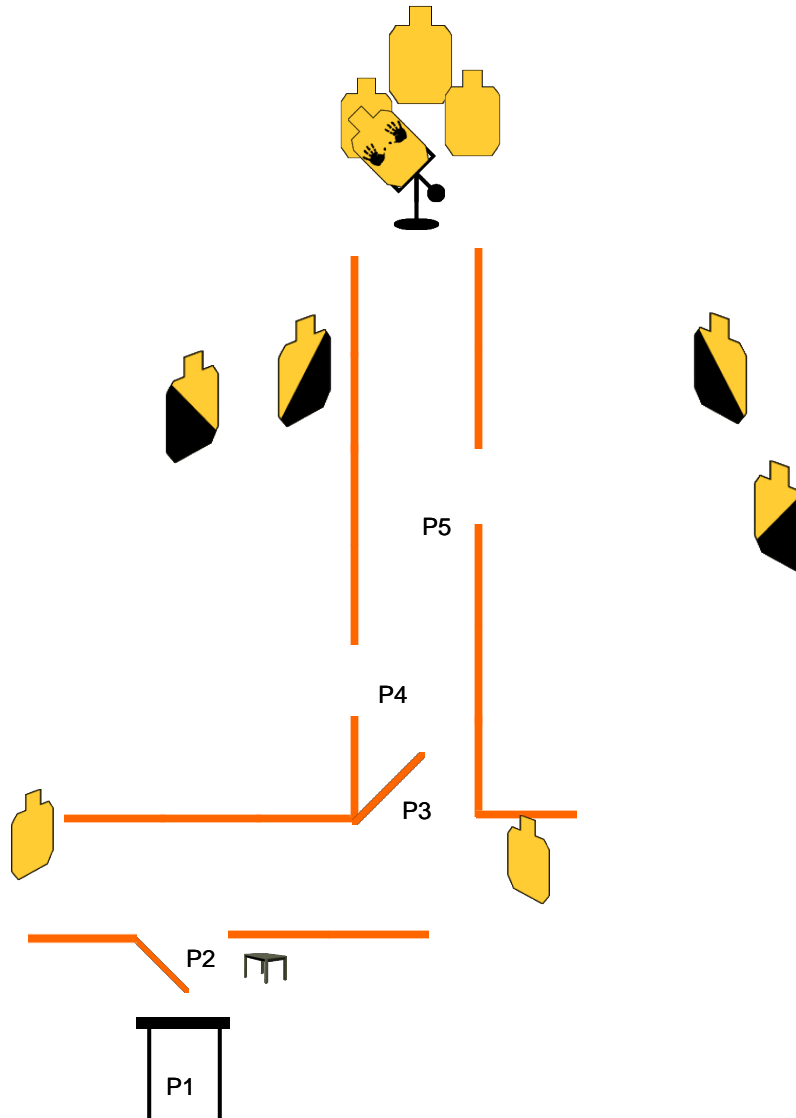
DISTANCE: 3 to 7 yards

SCORED HITS: Best 2 hits on target

PENALTIES: Per IDPA Rule Book

CONCEALMENT: No

NOTES: Watch muzzle and finger as shooter moves.



Stage 4 --- Yard cleanup turned bad

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The shooter will be standing at P1, and back up against the wall, gun loaded to division capacity and holstered.

SCENARIO:

You and your buddies are out in the yard cleaning it up. But out of nowhere bad guys show up and want your stuff.

PROCEDURE:

At the signal, the shooter will turn into their gun side and engage T1 - T4 from P1. Then move to P2, once there they are to push over their friend to protect them and then using cover at P2 engage T5 - T7.

The "friend" at P2 is a steal target that when pushed over will activate the 2 swingers.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

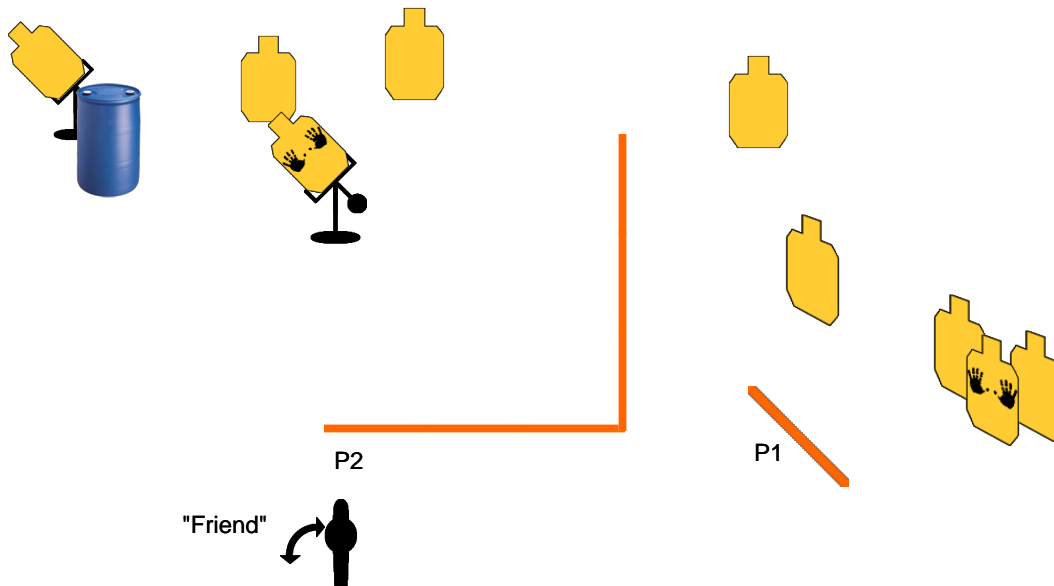
DISTANCE: 5 to 10 yards

SCORED HITS: Best 2 hits on paper.

PENALTIES: Per IDPA Rule Book

CONCEALMENT: Yes

NOTES: Watch muzzle and finger as shooter moves.



Stage 5 --- Officer Down

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: The shooter will be standing at P1 with the radio in their strong hand. Gun will be loaded to division capacity and holstered.	
SCENARIO: You come upon an officer who is down. You pick up their radio and call in about an officer is down. But, just as you do this, the thugs who shot him decide to come back and they are not looking to leave any live witnesses around.	SCORING: Unlimited
PROCEDURE: At the signal, the shooter will say "Officer is down", and drop the radio, they will then stomp on the plate at P1 to activate T1, a drop turner. Then they will move to P2 and engage T2 - T4. T2 will activate T3, an up-down target, which is a disappearing target. T3 will activate T4, another up-down target, but it will leave a head zone available once it goes back down. The shooter will then move to P3 and engage T5 - T8 from the cover of the vehicle door.	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 7 to 15 yards
	SCORED HITS: Best 2 hits on target.
	PENALTIES: Per IDPA Rule Book
	CONCEALMENT: Yes
	NOTES: Watch muzzle and finger as shooter moves.

