

Stage 1 --- A Dept in the Family

RULES: IDPA Rules

COURSE DESIGNER: Dean Dunning

START POSITION:

The shooter can pick either P1 to start at. They will start facing the targets, gun loaded to division capacity and holstered. Hands will be at the shooters side.

SCENARIO:

Your younger sibling has gotten into trouble with the local loan shark. You have decided to settle the debt for your sibling and have gone to the loan sharks place to pay off the debt. However, once you arrive there you discover the loan shark has other plans for you and your sibling. You will have to fight your way out to survive.

PROCEDURE:

At the signal, the shooter will engage the 2 targets facing them while retreating. Then use the cover of the window at P2 to engage the next 2 available targets. Then move to P3, the corner, and engage the next 2 targets and finally move to the other window and engage the final 2 targets.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

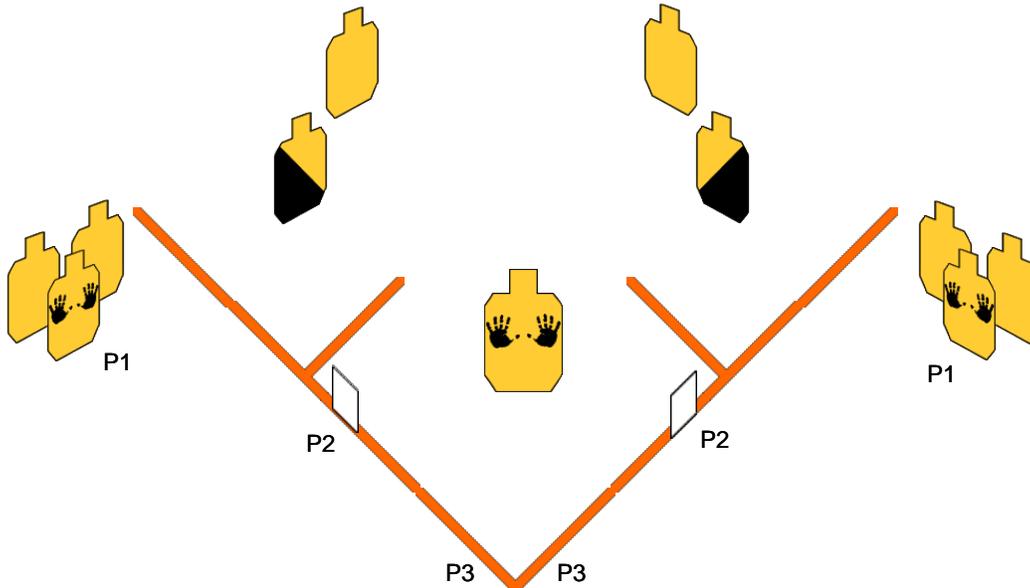
DISTANCE: 1 to 15 yards

SCORED HITS: Best 2 hits on target

PENALTIES: Per IDPA Rule Book

CONCEALMENT: Yes

NOTES: Watch muzzle and finger as shooter moves.



Stage 2 --- Relaxing Afternoon Ruined

RULES: IDPA Rules

COURSE DESIGNER: Dean Dunning

START POSITION:

The shooter will be sitting in a chair, feet up on the footrest, and hands interlocked behind their head. Gun will be loaded to division capacity and laying on the table on the shooters strong side.

SCENARIO:

Relaxing at home, when you hear a disturbance in your backyard. You get up from your chair, grab your gun and go to investigate the noise. You discover the Cardboard gang is coming to rob you, Time to defend your castle.

PROCEDURE:

At the Signal, the shooter will move to one of the windows, P1, and engage the 3 available targets while using the window as cover. Then move to the other window and engage the 3 available targets again while using the window as cover. Finally, move to the door, P2, open it and engage the final 2 targets. Opening the door will activate the final 2 swinger targets.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

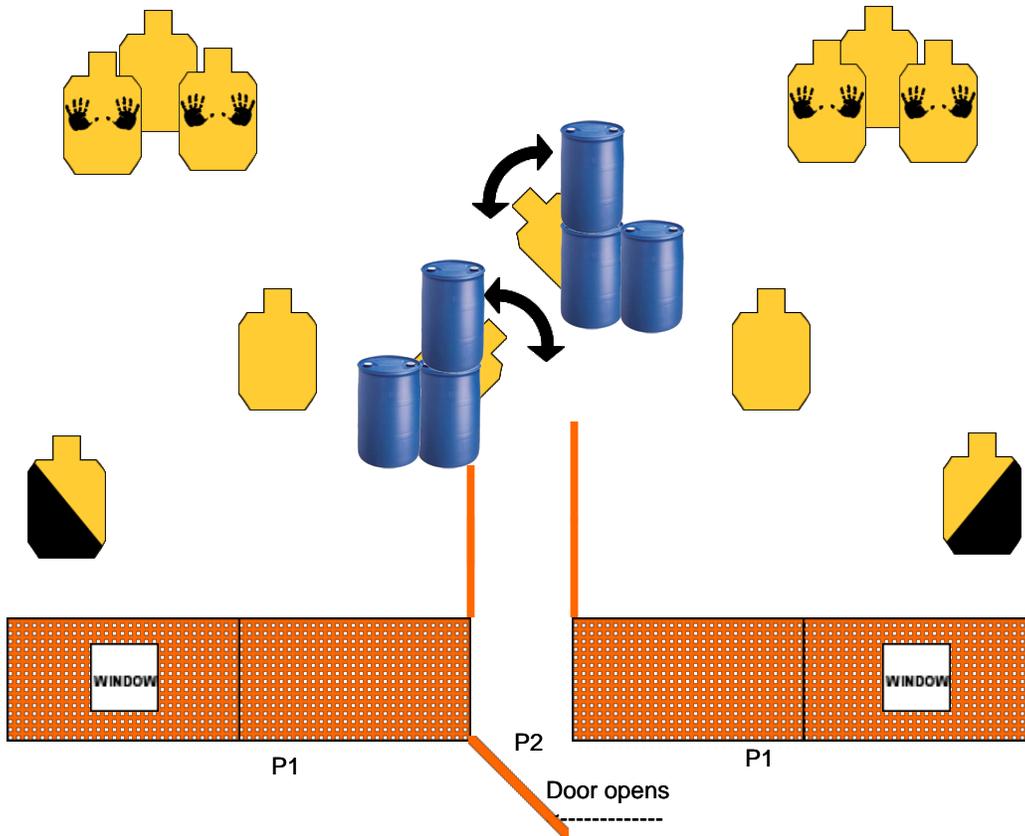
DISTANCE: 5 to 10 yards

SCORED HITS: Best 2 hits on the target

PENALTIES: Per IDPA Rule Book

CONCEALMENT: No

NOTES: Watch muzzle and finger as shooter moves.



Stage 3 --- Left or Right

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Standing at P1, Gun Loaded to division capacity and holstered. The shooter will be facing up range to start.

SCENARIO:

You are out walking and you hear a scream. As you go to investigate, 2 gang bangers attack you. You must defend yourself and then you hear more screams for help. You come around the corner and find the rest of the gang and their dogs attacking 2 more people.

PROCEDURE:

At the signal, the shooter will turn into their gun side and then engage T1 and T2 as they move to P2 of their choice. Once at P2, they will engage the rest of the targets.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

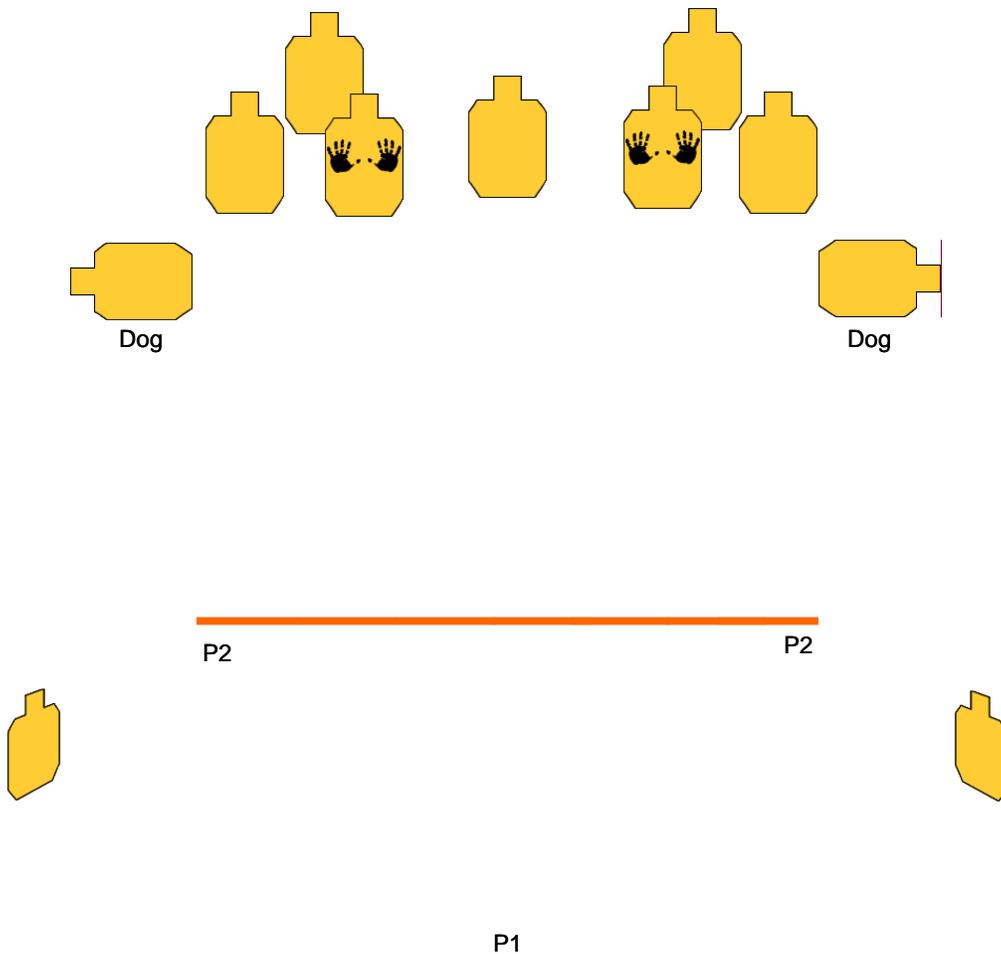
DISTANCE: 5 to 10 yards

SCORED HITS: Best 2 hits on target

PENALTIES: Per IDPA Rule Book

CONCEALMENT: Yes

NOTES: Watch muzzle and finger as shooter moves.



Stage 4 --- Office Trouble

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The shooter will be sitting at P1. gun loaded to division capacity. Gun and ammo will be staged inside the briefcase on the table. The shooters hands will be on the table.

SCENARIO:

Recent layoffs at the office have returned to get even with you and others who still have a job.

PROCEDURE:

At the signal, the shooter will retrieve their gun from the briefcase and use the Left hand only to engage T1 and Right hand only to engage T2. Both of these while seated, at P1. Then the shooter can move to either P2 and engage the available targets. Then move to the other P2 and engage targets from that position.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

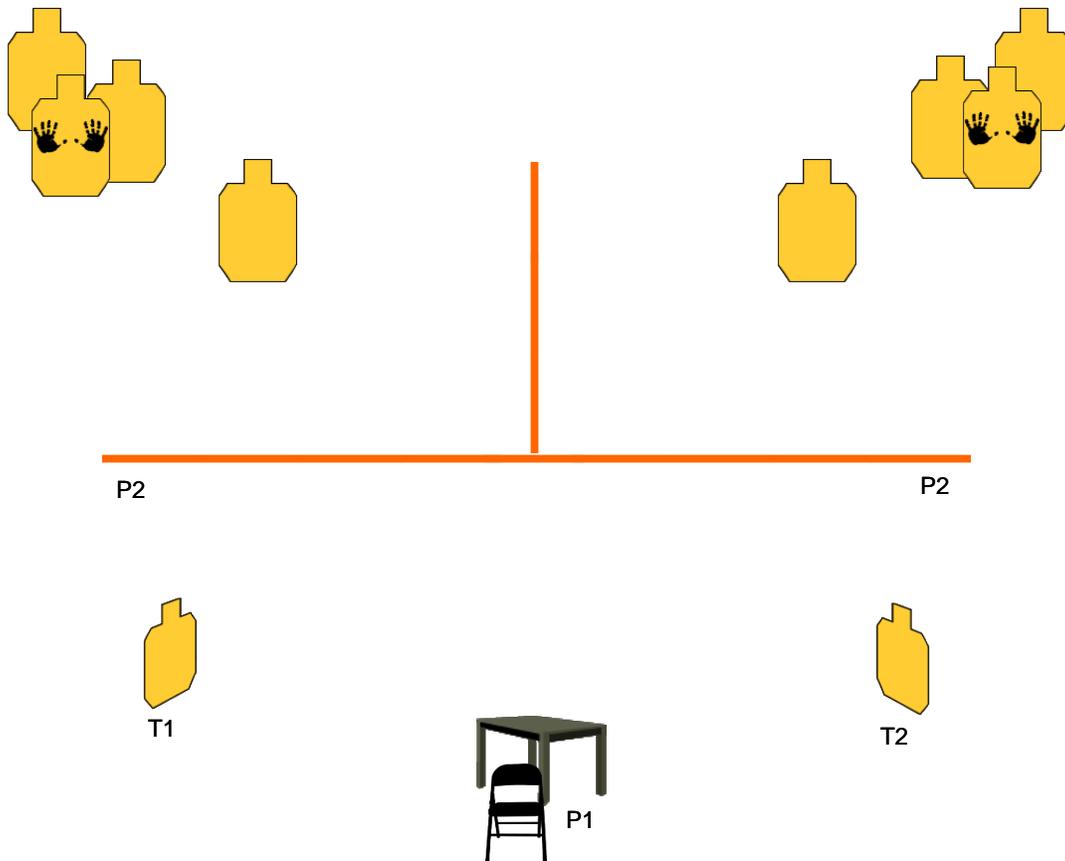
DISTANCE: 1 to 15 yards

SCORED HITS: Best 2 hits on target

PENALTIES: Per IDPA Rule Book

CONCEALMENT: Yes

NOTES: Watch muzzle and finger as shooter moves.



Stage 5 --- Park Attack

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The shooter will be standing at P1, hands at surrender position. Gun will be loaded to division capacity and holstered.

SCENARIO:

You are at the park having a nice time when the cardboard gang shows up to kidnap all the kids. Time to stop this!

PROCEDURE:

At the signal, the shooter will engage T1 - T3 while moving to cover. T2 will activate T3, a drop turning target. From P2, engage T4 - T6. Finally, move to P3, and engage T7 - T9.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 1 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.

