

# Stage 1 --- Kentucky Windage with a snap

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

Seated at P1, flat on the table with the gun loaded with 6 rounds in it. Gun is laying on the mark on the table. All other reloads are on shooters belt. The SO will replace one of the rounds in the 1st reloading device with a snap cap.

**SCENARIO:**

Time to stretch out your skills with a handgun.

**PROCEDURE:**

At the signal, the shooter will pick up their gun and engage T1 - T6 in Tactical Priority with 1 round each, all while seated!

Then they are to stand up, reload and re-engage T1 - T6 in Tactical Priority and again with 1 round each. During this second engagement, the shooter will encounter a "failure" due to a snap cap being put in by the SO.

The shooter may shoot any target a 3rd time but only after all targets have been engaged a 2nd time.

**SCORING:** Unlimited

**ROUND COUNT:** 12

**TARGETS:** 06

**DISTANCE:** 15 to 25 yards

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

**PENALTIES:** Per IDPA Rule Book

**CONCEALMENT:** No

**NOTES:** Shooter is to stay seated for the first 6 shots, then stand.

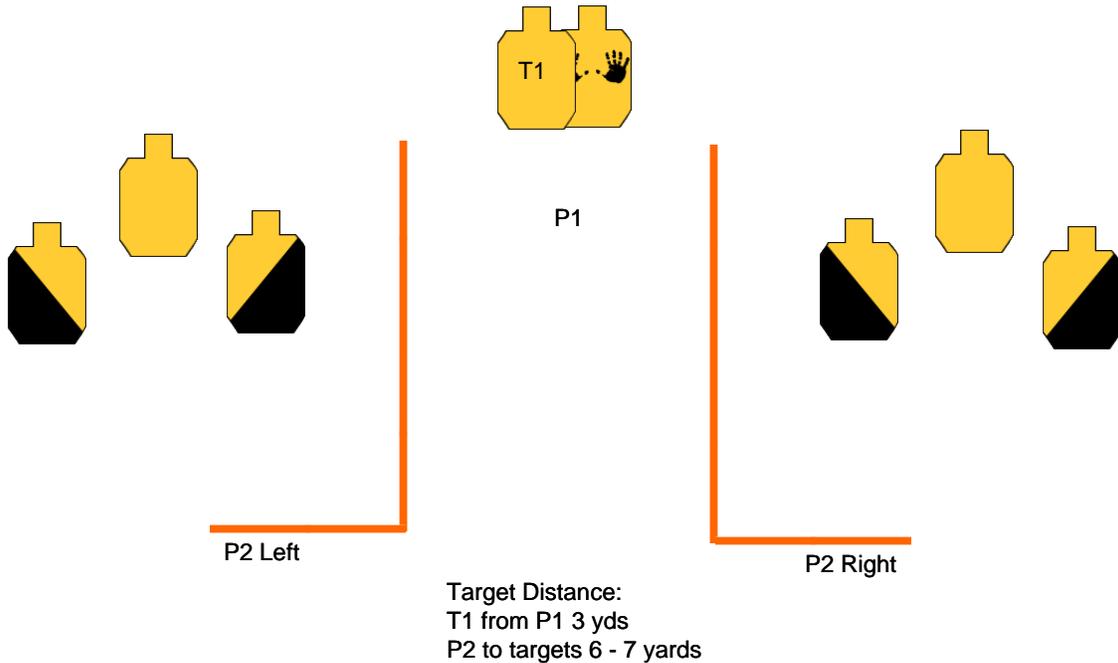


Target Distance :  
15 yards  
20 yards  
25 yards



# Stage 2 --- Both hands or just one

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> The shooter will be standing at P1, facing up range. Gun will be loaded with 6 rounds and holstered. Remaining loading devices will be loaded to division capacity.	
<b>SCENARIO:</b> Time to do a little work with the hands, sometimes both, other times just one.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the signal, the shooter will turn into their gun side and engage T1 with 6 rounds as they retreat. The shooter can then move to P2 Left or P2 Right, it is the shooter choice. Whichever one they go to first, they will move to the other side to finish the stage. At P2 Left, the shooter will only use their left hand and engage targets with 2 rounds each. At P2 Right, the shooter will only use their right hand and engage targets with 2 rounds each.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> 3 to 7 yards
	<b>SCORED HITS:</b> Best 6 hits on T1 and best 2 hits on T2 - T7
	<b>PENALTIES:</b> Per IDPA Rule Book
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Watch muzzle and finger as shooter moves.



# Stage 3 --- Bad time for a nap

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will be seated at P1, back against the chair. Head will be bent down and arms will be folded across chest. Gun will be loaded with 6 rounds and holstered and the other loading devices loaded to division capacity.

**SCENARIO:**

The bad guys caught you napping and have taken your friends as hostages. Defend yourself and save your friends.

**PROCEDURE:**

At the signal, Shooter will stand, then draw and engage T1 and T2, from P1. Then start to move toward P2 and as they are moving engage T3 and T4. As they are heading to P2 they will step on the activator plate, which will activate the 2 swingers.

At P2, whichever side the shooter wants to go to, the shooter will then engage T5 and T6.

Note, once the shooter reaches P2, they can no longer reengage T3 or T4.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

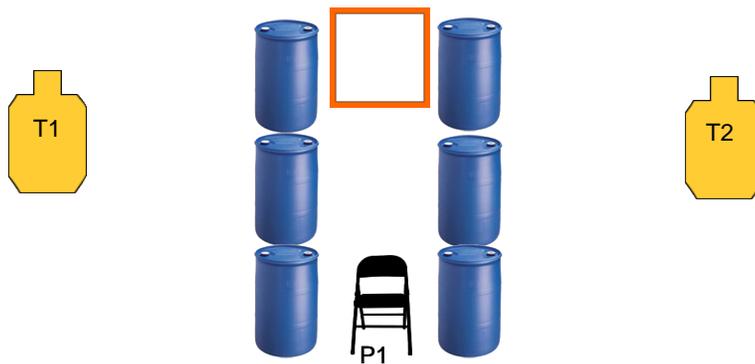
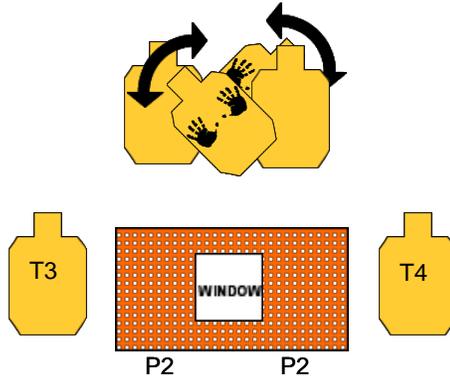
**DISTANCE:** 5 to 10 yards

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

**PENALTIES:** Per IDPA Rule Book

**CONCEALMENT:** Yes

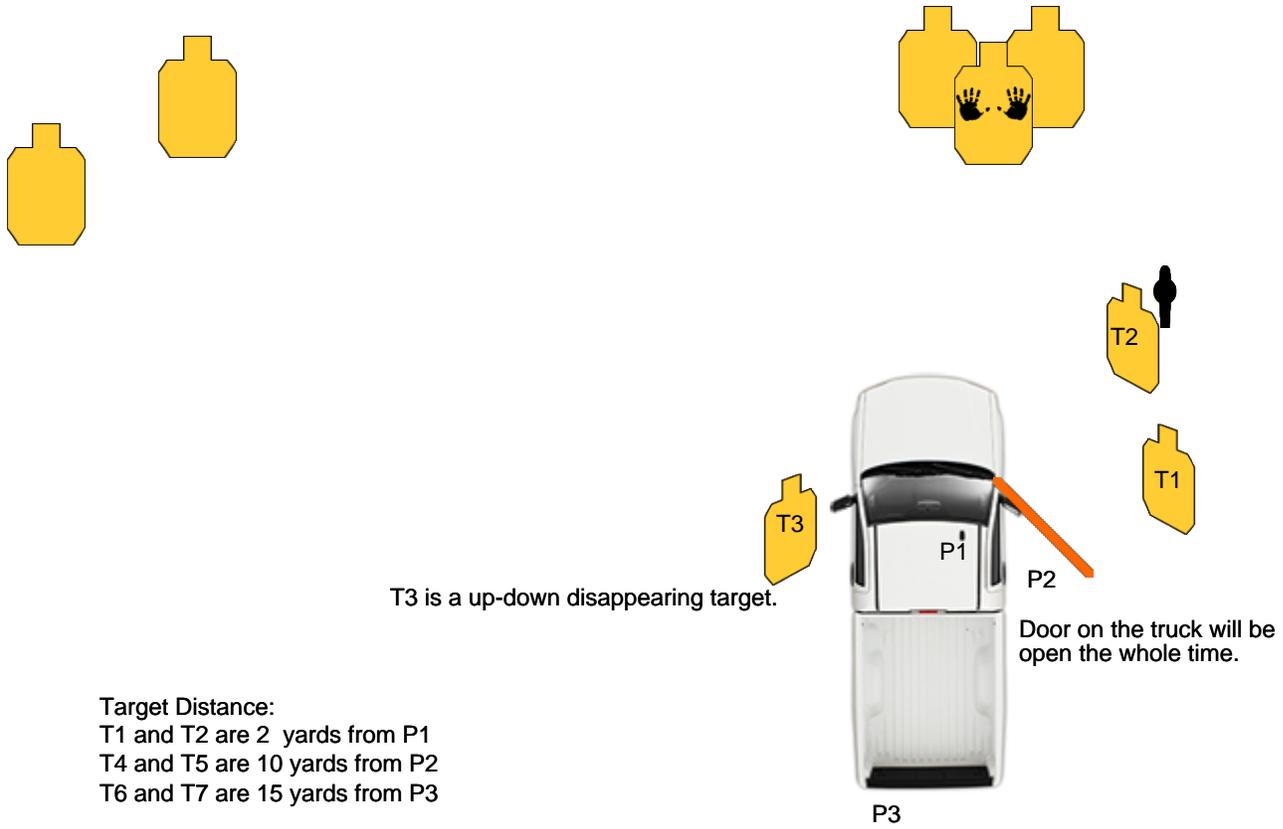
**NOTES:** Watch muzzle and finger as shooter moves.



Target distance:  
 T1 and T2 from P1 5 yards  
 T3 and T4 from P1 12 yards  
 T5 and T6 from window 10 yards

# Stage 4 --- Fender Bender

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> The shooter will be sitting in the passenger side front seat, gun loaded to division capacity and pointed at the spot marked on the dash.	
<b>SCENARIO:</b> While you and a coworker are out to lunch, your friend rear-ends a car that stops short at a light. While your friend gets out to talk to the driver of the other car, you notice several other people getting out of the car and they are all armed. You realize that this was a staged accident to rob you all! Defend yourself and save your friend.	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 14
<b>PROCEDURE:</b> At the signal, the shooter will engage T1 - T3 from the passenger seat. The steel activator behind T2 must fall to activate T3. Then exit the truck, and use the door at P2 as low cover, engage T4 - T5. Finally, move to P3 and use the truck as cover, engage T6 and T7.	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> 1 to 15 yards
	<b>SCORED HITS:</b> Best 2 hits on paper
	<b>PENALTIES:</b> Per IDPA Rule Book
	<b>CONCEALMENT:</b> No
	<b>NOTES:</b> Watch muzzle and finger as shooter moves.



# Stage 5 --- Office Party or a hostile takeover

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will be standing at P1, gun loaded to division capacity and inside the IDPA Box. All other reloading devices will be on the table next to the box. Shooters hands will be flat on the table.

**SCENARIO:**

You are standing at your desk, seeing if your new gun will fit in the IDPA box and getting ready to head home. When you hear a loud commotion and discover a bunch of thugs are here to steal everyone's Christmas bonuses. You need to save everyone's life and bonuses!!

**PROCEDURE:**

At the signal, the shooter will retrieve their gun from the box and engage T1 and T2 while standing at P1. Then move to P2 and engage T3 - T5. Then move to P3 and engage T6. Finally, move to P4 and engage T7 - T9. T6 cannot be re-engaged once the shooter has left P3.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

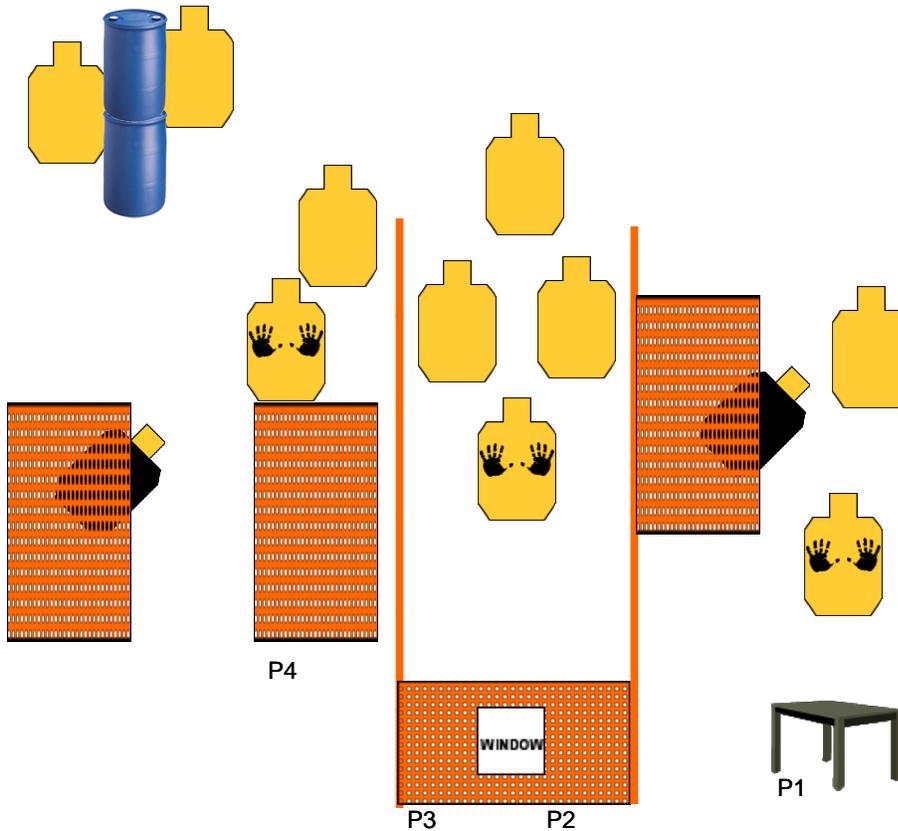
**DISTANCE:** 5 to 10 yards

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

**PENALTIES:** Per IDPA Rule Book

**CONCEALMENT:** Yes

**NOTES:** Watch muzzle and finger as shooter moves.



Distance to targets:  
 T1 and T2, 3 yds from P1  
 T3 - T5, 5 yards from window  
 T7 - T9, 8 yards from P4