

Getting Out --- Stage 1

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The Shooter will be standing at P1, gun loaded to division capacity and holstered. Hands at shooters side.

SCENARIO:

Getting out of a bad situation.

PROCEDURE:

Starting at P1, engage T1-T2 with 2 rounds to the body and 1 to the head, then move to P2. From P2 engage T3 and T4 again with 2 rounds to the body and 1 to the head. Then move to P3 and engage T5 - T6 with 2 rounds to the body and 1 round to the head.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

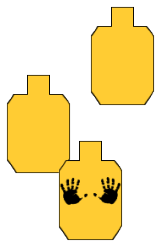
DISTANCE: 7 and 10 yards

SCORED HITS: Best 2 hits on body and 1 hit on head

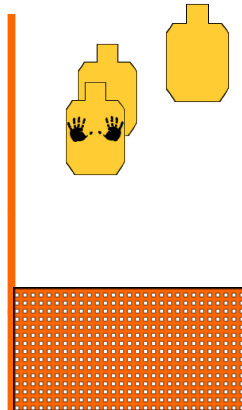
PENALTIES: Per rule book

CONCEALMENT: Yes

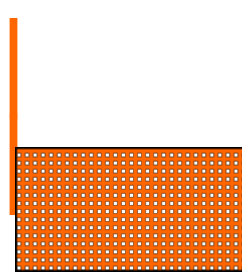
NOTES:



P1



P2



P3

Restroom Robbery --- Stage 2

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The shooter will be seated at P1 with a bungee cord around their ankles, firearm on the table next to shooter (either side) and loaded with 6 rounds, spare ammo on their belt.

SCENARIO:

You need to use the public restroom, because of the opening under the stalls, you place your firearm on top of the toilet roll holder. Suddenly the door to the stall is kicked in and you are confronted by 3 armed attackers! Retrieve your firearm and defend yourself.

PROCEDURE:

At the signal, retrieve the firearm from the side table and while remaining seated, engage T1 - T3 then set the gun down and remove bungee cord from ankles. Move to the opening of the stall and while using it as cover, engage T4 - T5, being careful not to injure the cleaner caught up in the cross-fire!

SCORING: Unlimited

ROUND COUNT: 10

TARGETS: 05

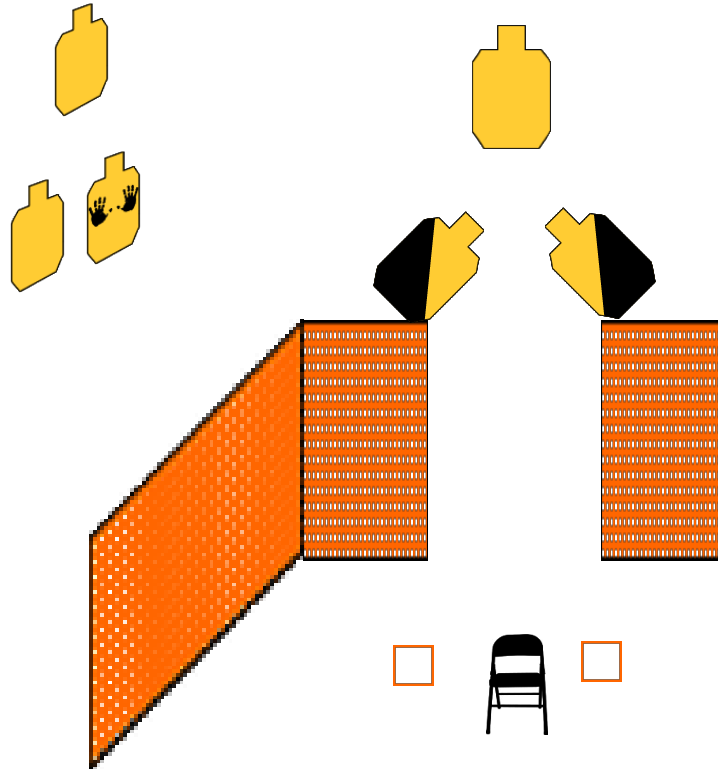
DISTANCE: T1 & T2 2 yds, T3 4 yds, T4 7 yds, & T5 10 yds

SCORED HITS: Best 2 hits on paper

PENALTIES: Per rule book

CONCEALMENT: No

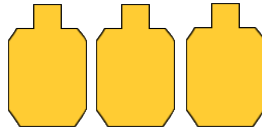
NOTES:



Change Hands ---Stage 3

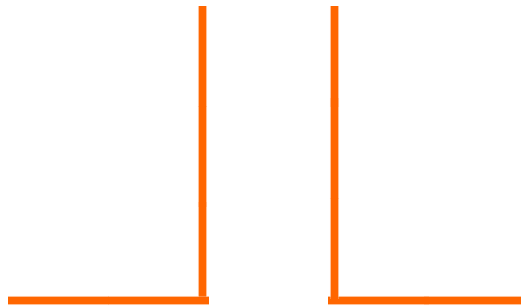
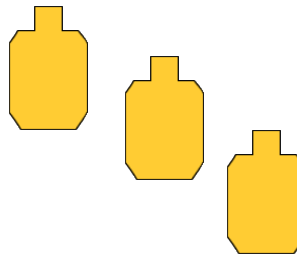
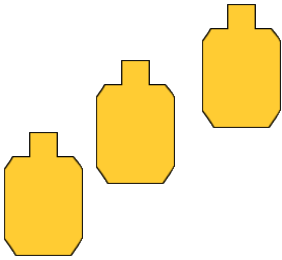
RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: The shooter can start behind either barricade and they will have both hands touching the barricade. The gun will be loaded to division capacity and holstered.	
SCENARIO: Time to work on your gun handling skills.	SCORING: Unlimited
PROCEDURE: At the signal, engage all targets with two rounds each using provided cover.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 7 yds to 15 yds
	SCORED HITS: Best 2 hits on paper
	PENALTIES: Per rule book
	CONCEALMENT: Yes
NOTES:	

Free style



Left hand only

Right hand only



P1 ----> P2 -----> P3
 or
 P3 <----- P2 <---- P1

Surprised in the Garage --- Stage 4

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The shooter will be sitting at P1 hands on the table. Gun will be loaded with 6 rounds and stored in the IDPA box on the table.

SCENARIO:

You are sitting in your Garage when you get "invaded" by some really stupid low lifes.

PROCEDURE:

At the signal retrieve the gun from the box and engage T1 - T3 while staying seated then stand and move to P2. At P2 using cover engage targets S1, T4 -T5. S1 will activate T4, an up-down target. Move to P3 using cover engage targets S2, T6 -T7. S2 will activate T6, a bear trap target. All targets get 2 rounds. Both moving targets will have head zone available after they get down moving.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 09

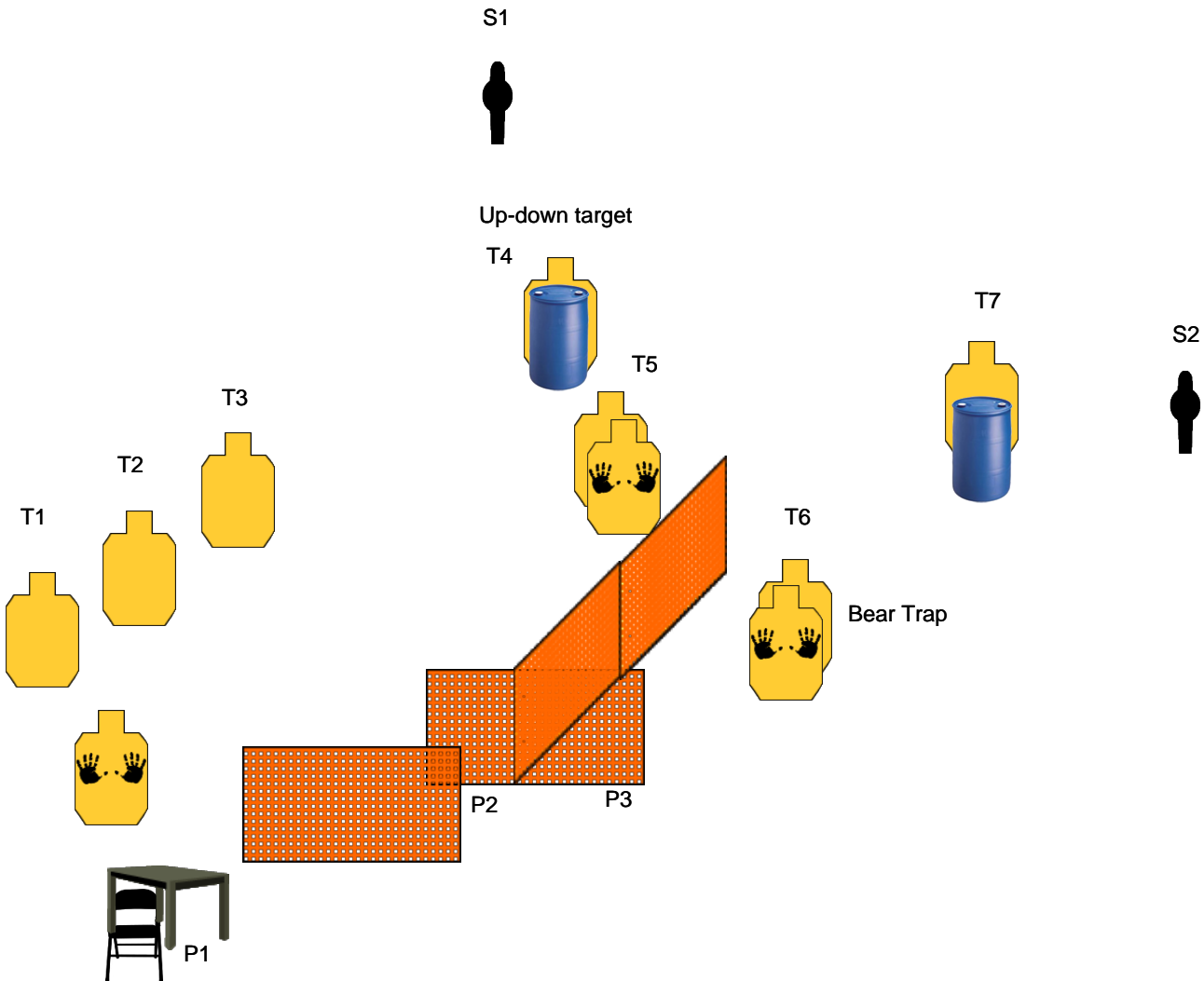
DISTANCE: 3 to 11 Yards

SCORED HITS: Best 2 hits on paper

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES:



Zombieland --- Stage 5

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

The shooter will be sitting at P1, hands-on lap with the pistol in holster loaded to division capacity.

SCENARIO:

After escaping the zombies you reach your house to discover the street is overflowing with zombies and Johnny is laying out in the yard. Save Johnny and make it to your house.

PROCEDURE:

At the signal, stand up and engage T1 - T3 while staying at P1. T1 will activate T2, a fall-out target. Then move to P2, pick Johnny up and engage T4 through T5 with one hand. Go into the house put Johnny in the crib and proceed to engage the zombies, T6 through T8, hiding in the side yard.

All targets get 2 rounds

Since we are dealing with Zombies, headshots are going to be needed!!

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

DISTANCE: 4 - 10 yrds

SCORED HITS: Best 2 hits on paper

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES: T4 and T5 must be engaged with only 1 hand and Johnny must stay in the crib.

