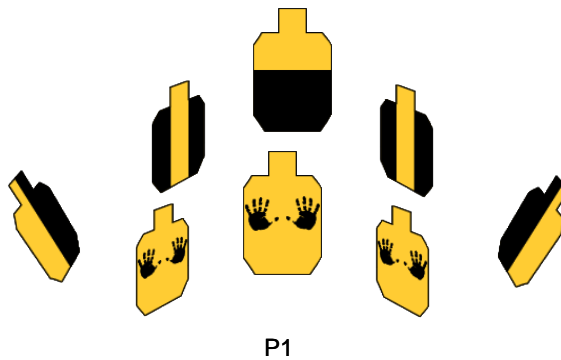


Stage 1 --- Crowd Troublez

RULES: IDPA Rules	Created By: William Cooke
START POSITION: The shooter will be standing at P1, facing up range. Gun loaded to division capacity and holstered.	
SCENARIO: Walking in a crowd, you notice some rough looking folks have grabbed up some citizens. You surge to their rescue only to find, yes, you have fallen into a zombie problem, where rules are bent, if not outright broken, and only the accurate survive. Body shots are window dressing, only the head can stop, wait for it, the Zombie.	SCORING: Unlimited
	ROUND COUNT: 15
PROCEDURE: At the signal, the shooter will turn to their gun side and engage T1 through T4 two rounds to the body, then re-engage T1-T4, 1 round to the head.	TARGETS: 05
	DISTANCE: 2 yards to 3 yards
	SCORED HITS: Best 2 on body and 1 on head
	PENALTIES: Per IDPA rule book
	CONCEALMENT: Yes
	NOTES:



Stage 2 --- Make you a Video Star

RULES: IDPA Rules

Created By: William Cooke

START POSITION:

Standing at P1, Firearm loaded to division capacity in holster, hands at sides.

SCENARIO:

Armed Islamic State terrorists are coming to get you to make you a star in their new video. OH. HELL. NO.

PROCEDURE:

At the signal, the shooter will engage T1 - T7, alternate either side of the barricade so that no two targets are engaged consecutively from the same side. Finally, engage T8 - T9 from either side.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

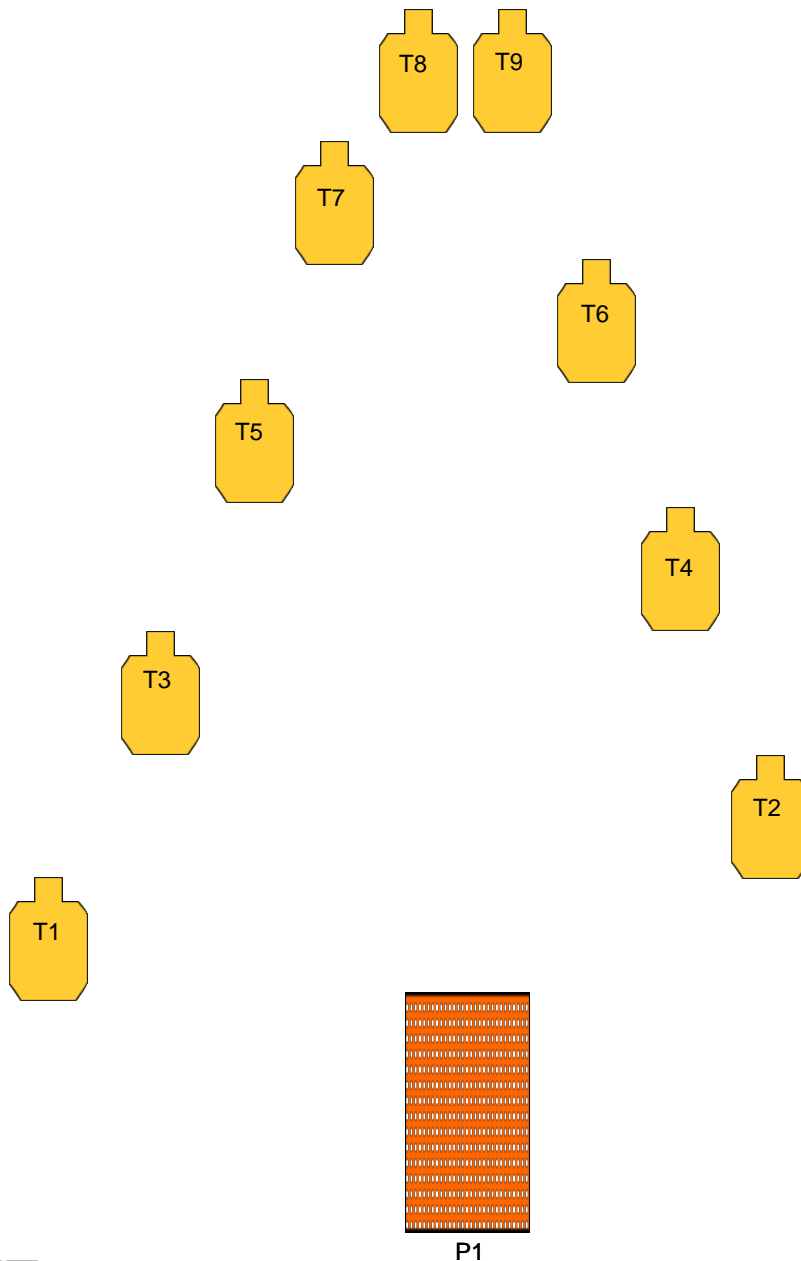
DISTANCE: 2 yards to 18 yards

SCORED HITS: Best 2 hits on paper

PENALTIES: Per IDPA rule book

CONCEALMENT: Yes

NOTES: Targets arranged so that there are no shoot-through when engaged in the 0 points down zone



Stage 3 --- 6 - 6 - 6

RULES: IDPA Rules

Created By: William Cooke

START POSITION:

The shooter will be standing at P1. Gun is loaded with 6 rounds. Start with gun in WEAK hand at low ready. Each of the other two mags also only holding 6 rounds each.

SCENARIO:

Time to do a little practice using the weak hand, strong hand and both hand styles.

PROCEDURE:

Standing at P1, gun in weak hand at LOW READY position. At the signal, engage the array of targets on the WEAK side with 2 rounds each WEAK HAND ONLY. From slide lock, change mags and address the other array STRONG HAND ONLY. Both arrays must be engaged at P1 using Tactical PRIORITY. Perform an Emergency Reload before engaging T7-T9 in front of you FREESTYLE with 2 rounds each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

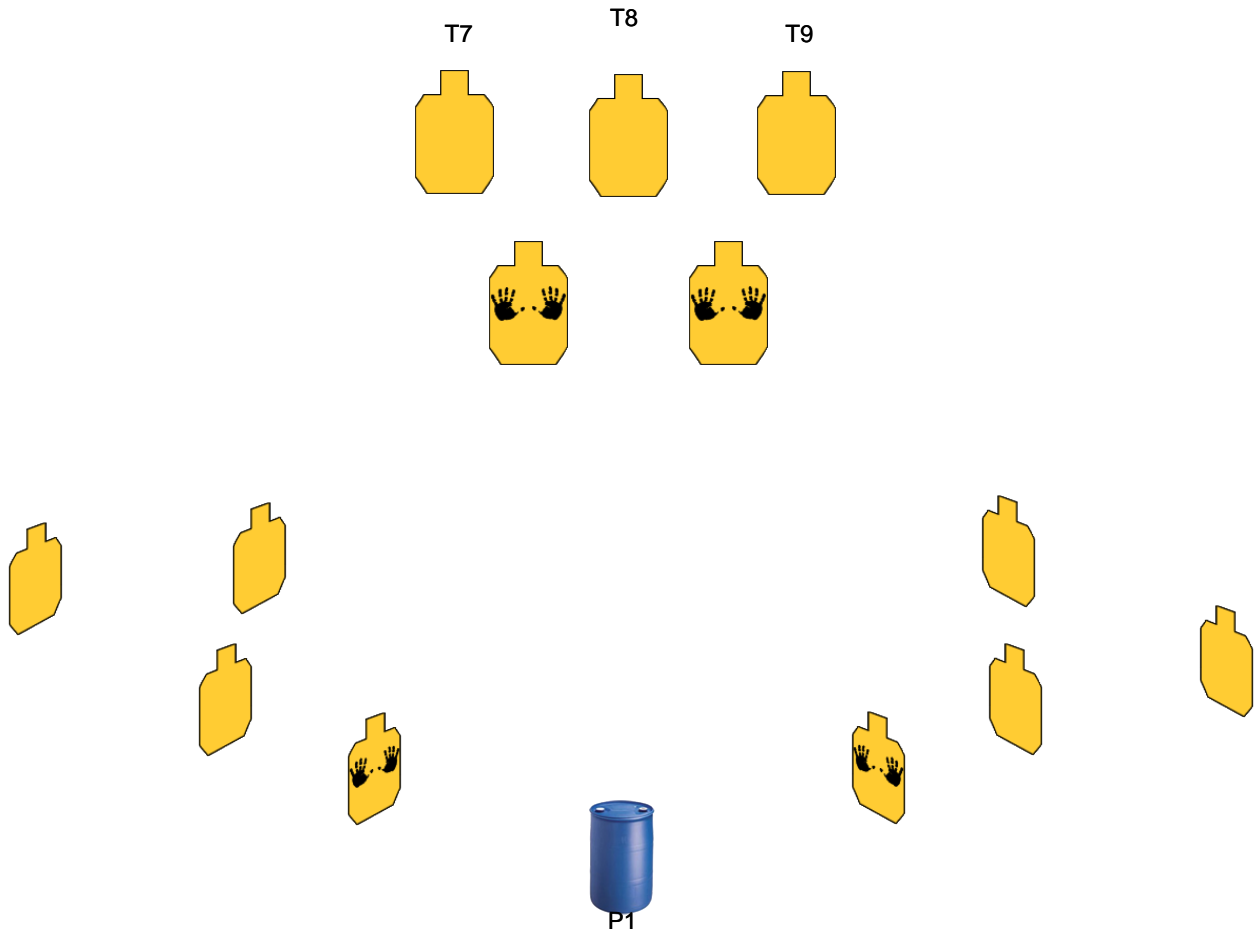
DISTANCE: 5 yards to 10 yards

SCORED HITS: Best 2 on paper

PENALTIES: Per IDPA rule book

CONCEALMENT: No

NOTES:



Stage 4 --- Bad start to the day

RULES: IDPA Rules

Created By: William Cooke

START POSITION:

The shooter will be seated at P1, gun loaded with 6 rounds and sitting on top of barrels. The shooters hands will be on their knees. All other ammo is in the bag at P2.

SCENARIO:

The gang has commandeered your store and employees early morning. Your armed interrogator has doubled up on his ignorance and gotten too close. Grab your gun and deal with them, but remember all your extra ammo is in the bag at P2!

PROCEDURE:

At the signal, the shooter will pick-up their gun at P1 and engage T1 - T3, then move to P2. They will retrieve all the ammo they have there first then engage T4 - T6 from P2. Then move to P3 and engage T7 - T9.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 3 ft. to 10 yards

SCORED HITS: Best 2 on paper

PENALTIES: Per IDPA rule book

CONCEALMENT: Yes

NOTES:

