

Stage 1 Just a little warm up

RULES: IDPA Rules

COURSE DESIGNER: ThomasMaddox

START POSITION:

Standing at Pos. 1, Hands naturally at your side. Gun loaded to division capacity and holstered.

SCENARIO:

This is a standards stage designed to let the shooter get his/her feet so to speak.

PROCEDURE:

At the signal, Draw and engage T1 with 4 shots to the body followed by 2 shots to the head.

SCORING: Limited

ROUND COUNT: 06

TARGETS: 01

DISTANCE: 9 yards

SCORED HITS: 6 hits on paper, 4 to the body, and 2 to the head.

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 2 Make America Great Again 1 BULLET at a time.

RULES: IDPA Rules

COURSE DESIGNER: Zac Payne

START POSITION:

At P1 hands at sides . Handgun loaded to division capacity. Reloads in approved carrying devices. Concealment required.

SCENARIO:

Recently folks have been acting funny in the neighborhood and now you find out why. While out for a walk one fine day you run into a group of less than hospitable folks coming from a snowflake rally ! They have gotten violent and you are forced to defend yourself so not to be killed or worse! Take cover and go to work.

PROCEDURE:

Upon start signal engage T1-T2 with two shots to the body and one to the head while moving to P2. From P2 engage T3-T6 with two shots to the body and one shot to the head each from cover in tactical priority.

SO'S WATCH FOR HEAD SHOTS

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

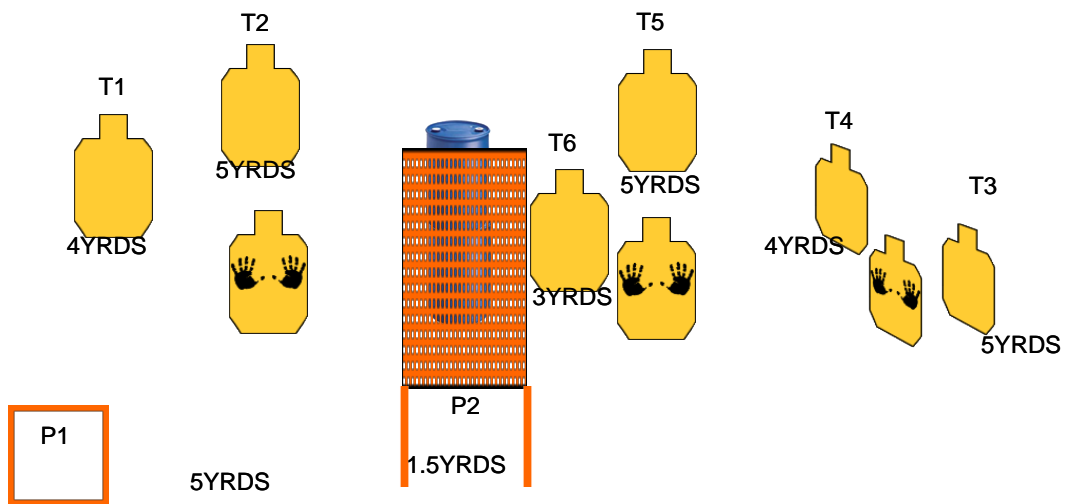
DISTANCE: 3 to 7 YARDS

SCORED HITS: 2 BODY 1 HEAD SHOT AS SPECIFIED

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 3 Working at the Stop and Rob

RULES: IDPA Rules

COURSE DESIGNER: ThomasMaddox

START POSITION:

Standing at P1, hands on counter, gun loaded to division capacity and holstered.

SCENARIO:

YYou are working at the local Stop and Rob when some bad guys stop by and try to Rob you. Shocker !!

PROCEDURE:

At the signal, draw and engage T1, T2, and T3 with 2 shots each. Move to either P2 or P3 and engage T4, T5, T6, or T7 with 2 shots each in tactical priority. Move to the final position and engage remaining target(s) with 2 shots each.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

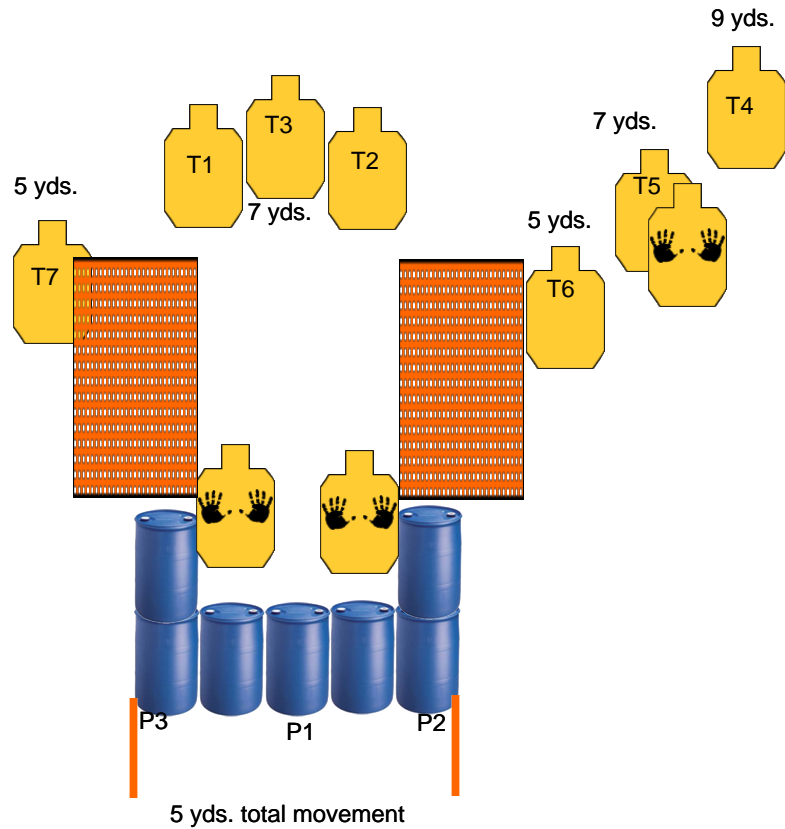
DISTANCE:

SCORED HITS: 2 scored hits on all paper.

PENALTIES:

CONCEALMENT: Yes

NOTES: After engaging T1-T3 you can move to either pos. and finish at either pos.



Stage 4 The Office

RULES: IDPA Rules

COURSE DESIGNER: Patrick Kothe

START POSITION:

Standing at P1, strong hand on doorknob. Gun loaded to division capacity and holstered.

SCENARIO:

You are hard at work reviewing youtubes content in your office, when you hear shots and screams. As you open the door, you are confronted by a scumbag with an axe to grind..... into your skull. Wrong answer scumbag, you shall not prevail in this, your final hour.

PROCEDURE:

At the signal, open the door, draw, and engage T1 with 2 shots, ST1 till it falls, which will activate T2. Engage T2 with 2 shots. proceed to P2 and engage T3 and T4 in tactical priority with 2 shots each. Move to P3 and engage T5 and T6 with 2 shots each in tactical priority. Move to P4 and engage T7 and T8 with 2 shots each in tactical priority.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

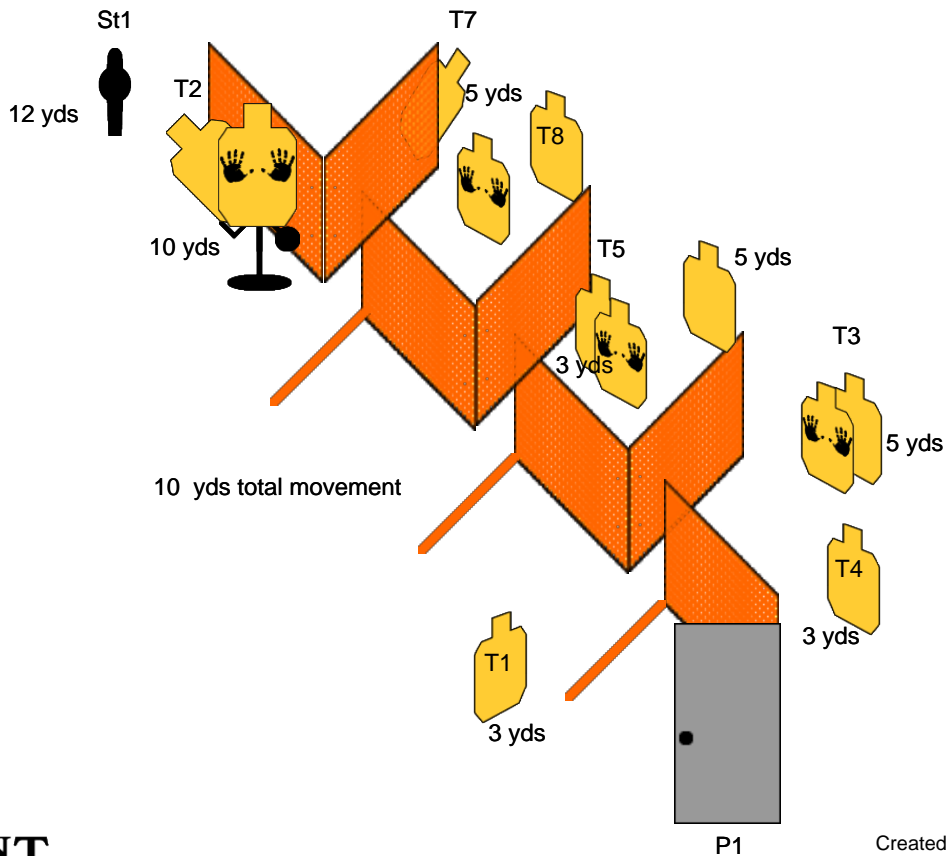
DISTANCE:

SCORED HITS: 2 scored hits on all paper, steel till down.

PENALTIES:

CONCEALMENT: Yes

NOTES: T2 is a lean out disappearing target.



5 Cubical Crazy

RULES: IDPA Rules

COURSE DESIGNER: ThomasMaddox

START POSITION:

Start with hands relaxed at side, facing down range at P1, gun loaded to division capacity and holstered.

SCENARIO:

Coworkers have gone batty about the lack of donuts in the break room. Move through the cubical maze until you find a safe exit.

PROCEDURE:

At the signal, draw, retreat from P1, engage targets T1 and T2, 2 shots each on the move. At P2, engage T3 with 2 shots, move across doorway and pull your friend to safety, starting the swinger and engage T4 with 2 shots. Move to P3 and engage T5, T6, and T7 with 2 shots each. Move to P4 and engage T8 and T9 with 2 shots each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

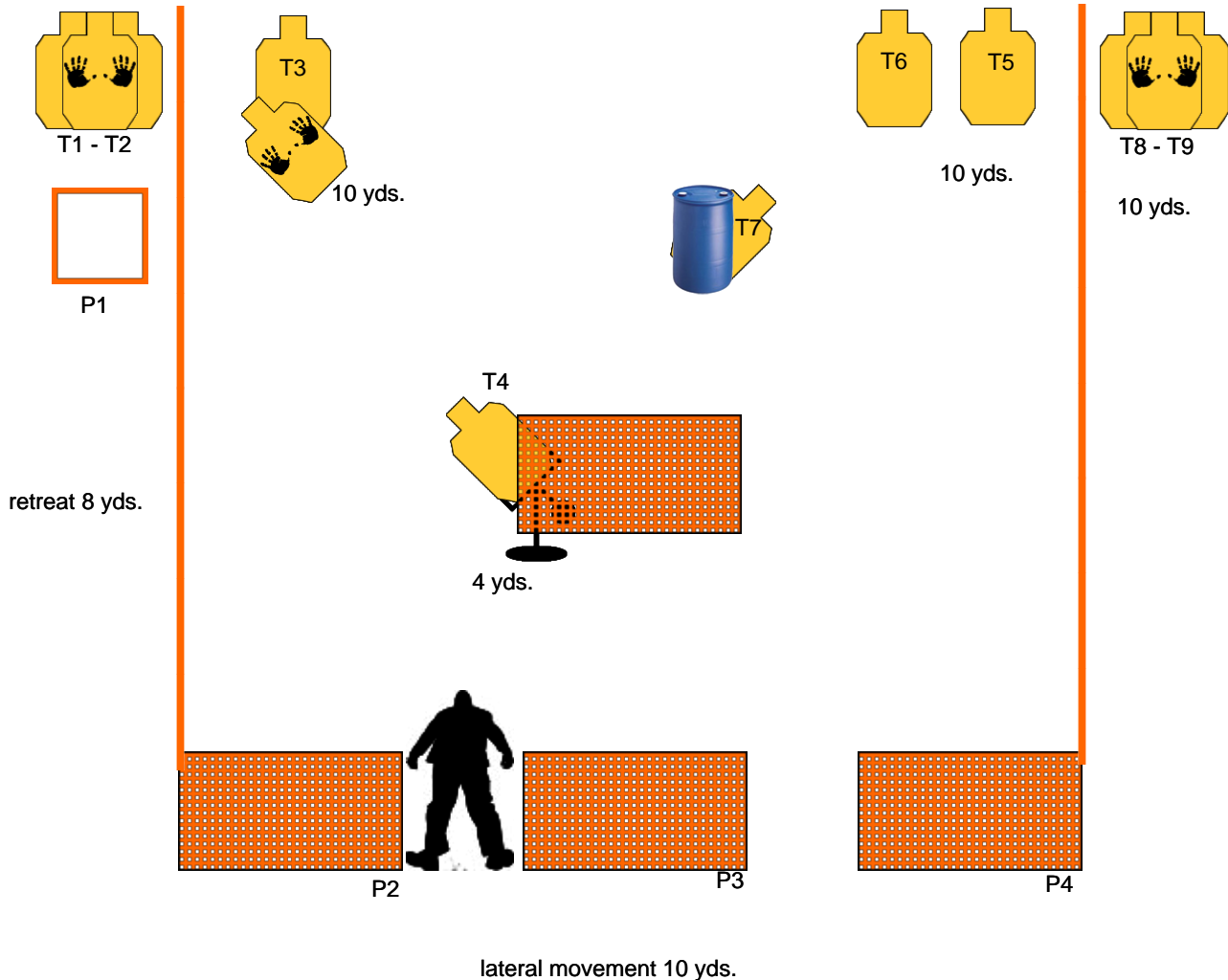
DISTANCE:

SCORED HITS: 2 scored hits on all paper.

PENALTIES:

CONCEALMENT: Yes

NOTES: Swinger is started by pulling by-stander sitting in chair to safety.



Stage 6 FREE CRUISE

RULES: IDPA Rules

COURSE DESIGNER: Talon Harvey

START POSITION:

Standing in door way of the hall at P1. Pistol loaded to division capacity. Hands naturally at your sides. Concealment required

SCENARIO:

You have received a phone call telling you you have won a free cruise but you must claim it at this address. So you pack your sun screen & flip flops and head down to pick up your prize. Well believe it or not its a scam and these folks mean buisness . You will need to defend yourself. **Just when you thought you had gotten lucky!**

PROCEDURE:

Upon start signal move to P2 then engage T1-T3 in tactical priority from cover of wall. From P2 step on bear trap to activate T4 while moving to P3. T4 is a surprise target and must be engaged while moving to P3. From P3 engage T5-T7 from cover in tactical priority.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

DISTANCE:

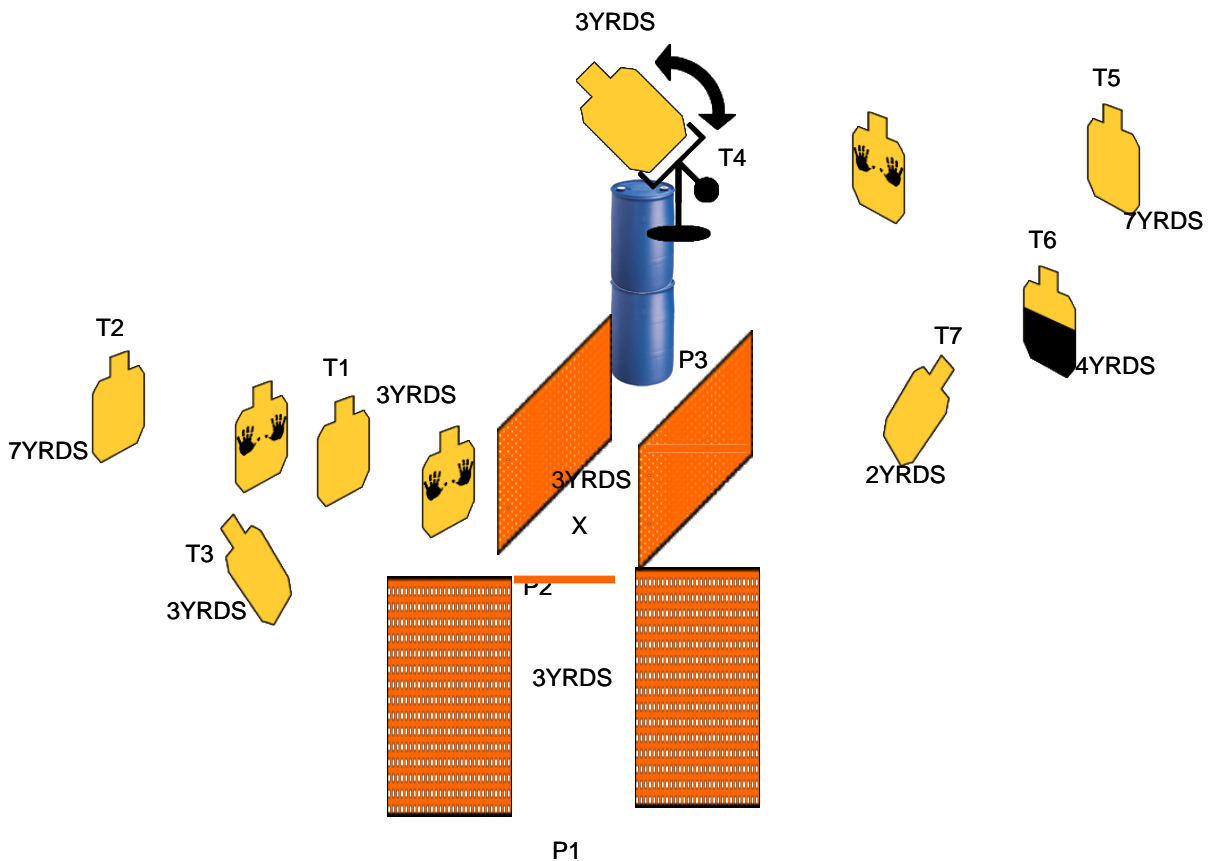
SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:

bear trap is marked by x



Stage 7 Walkin the dog

RULES: IDPA Rules

COURSE DESIGNER: ChristopherOliver

START POSITION:

Standing at either P1 or P3, firearm loaded to division capacity. All reloads on belt. Holding dog leash in hand.

SCENARIO:

You are walking your dog when you are attacked by a pack of wild animals. Don't leave your best friend to the wolves.

PROCEDURE:

At start draw and engage T1-T3 on the move to P2. At P2 engage T4-T6 from through window in tactical priority. Advance to P3 engaging T7-T9 in tactical priority.

Leash must be contacting the competitors body for the dog to be considered "in tow". Engaging a target without the dog "in tow" will incur a Flagrant Penalty.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

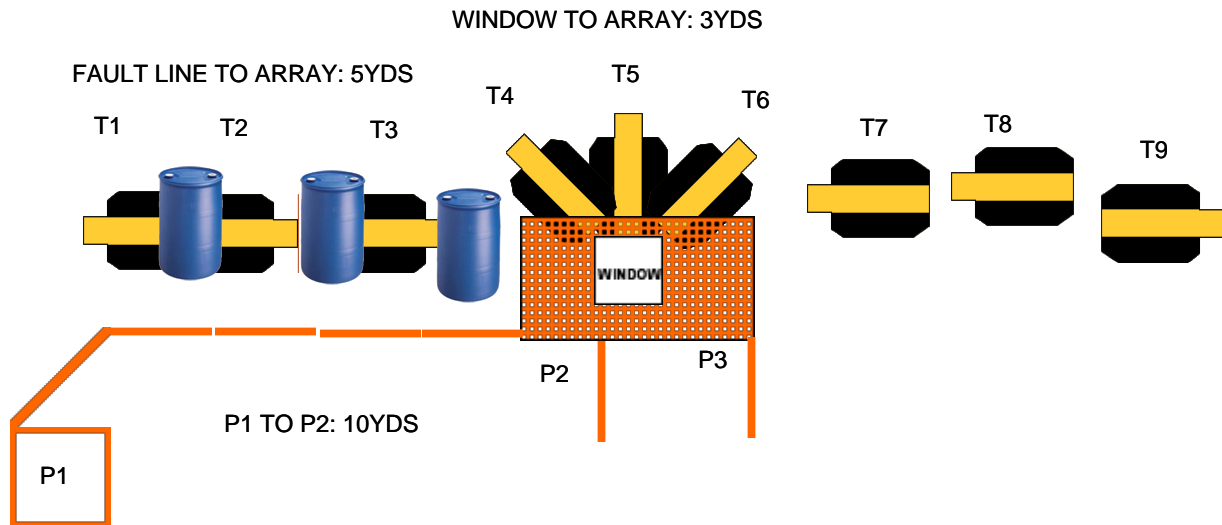
DISTANCE: 3 - 5 yards

SCORED HITS: 2 each

PENALTIES: All shots must be fired with dog in tow.

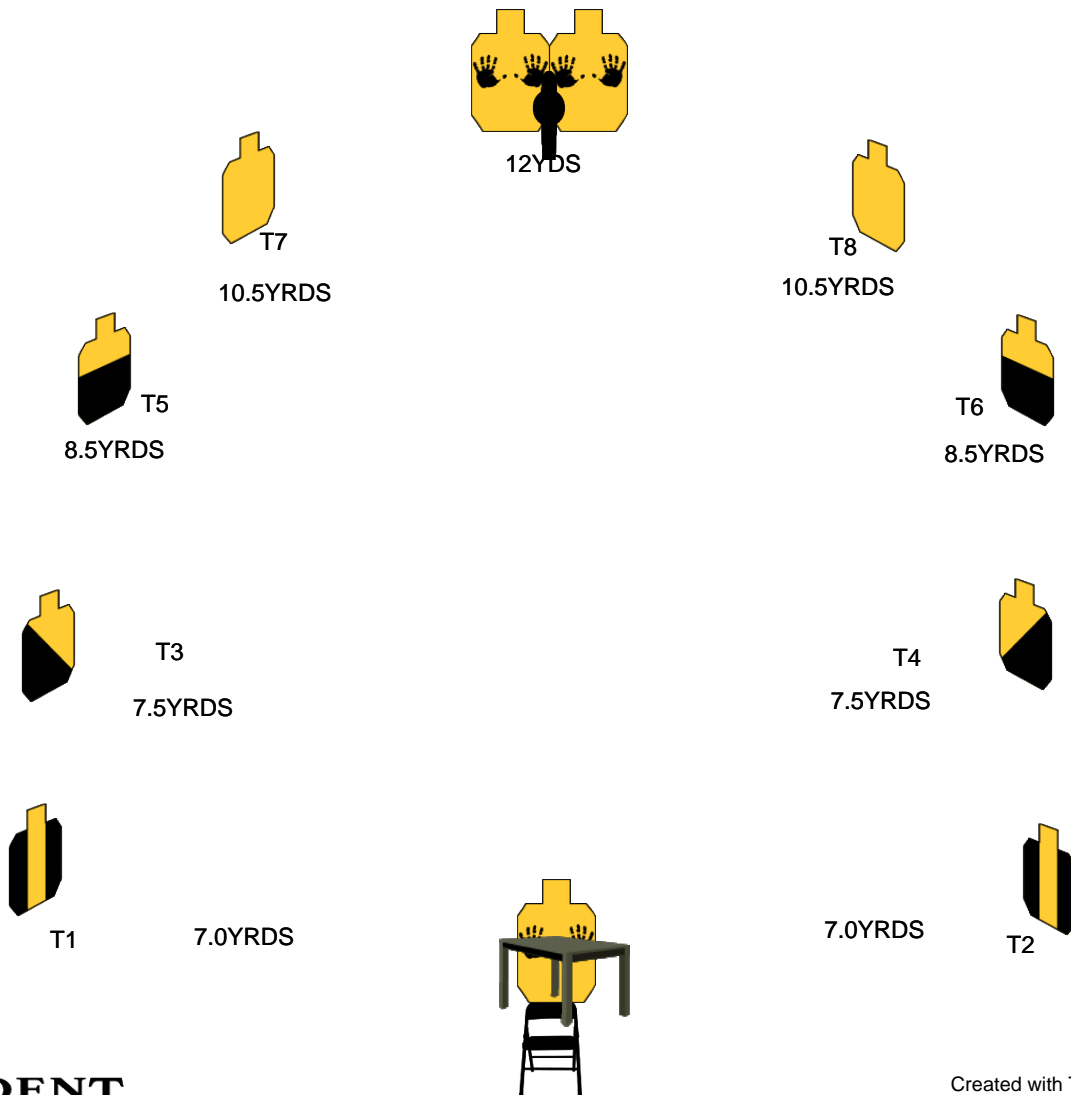
CONCEALMENT: Yes

NOTES:



Stage 8 Dont Miss

RULES: IDPA Rules	COURSE DESIGNER: Talon Harvey
START POSITION: Sitting at table hands behind head fingers laced. Hand gun in box loaded to division capacity . Reloads in any approved carrying device . Concealment required	
SCENARIO: You are sitting at your favorite table enjoying a peaceful day. WELL THATS OVER!!!! The cardboard gang has found you again along with thier friend pepper popper . It is time to put them in their place again.	SCORING: Unlimited
PROCEDURE: Upon start signal retrieve pistol from box . While seated Engage targets T1 thru T8 in tactical priority, then engage S1 till down.	ROUND COUNT: 17
	TARGETS: 09
T1 toT3 toT5 toT7 DISTANCE IS GREATER THAN 2 YRDS BETWEEN TARGETS SAME FOR T2 -T8	DISTANCE:
	SCORED HITS: best 2 on paper
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



Stage 9 TIRE CHANGE

RULES: IDPA Rules

COURSE DESIGNER: Zac Payne

START POSITION:

Standing at drivers rear tire left hand on tire right hand holding tire iron. Weapon loaded to division capacity reloads in approved carriers. Concealment required.

SCENARIO:

You and your family have gone for a drive and you have incurred a flat tire. Now as you are changing the tire some hoodlums from the cardboard gang show up and have bad intentions for you and the family. Drop that tire iron and draw the big iron from your hip!

PROCEDURE:

Upon start signal move to P1 engaging T1 & T2 with 2 shots each in tactical priority. Then move to P2 and engage T3 & T4 thru window in tactical priority 2 shots each. Then move to P3 . While moving to P3 T5 will present itself for engagement of 2 shots . Once you have arrived to P3 engage T6 thruT9 with 2 shots each in tactical priority.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

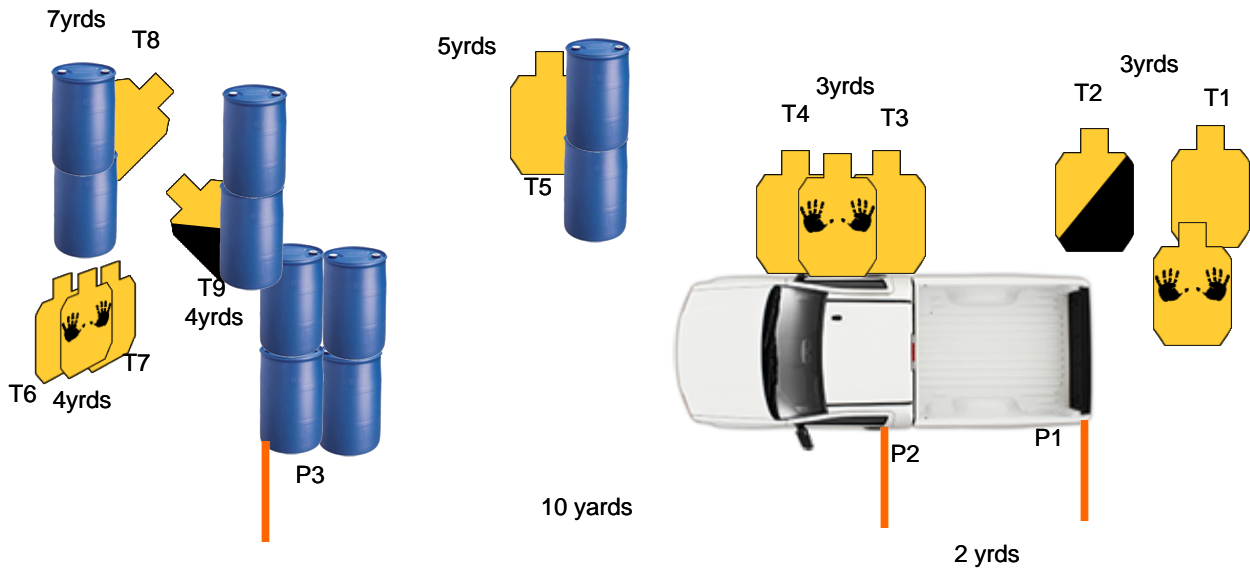
DISTANCE:

SCORED HITS: Best 2 on paper

PENALTIES:

CONCEALMENT: Yes

NOTES:



ACCELERATOR

RULES: IDPA Rules

COURSE DESIGNER: Christopher Oliver

START POSITION:

Standing in shooting box facing downrange hands relaxed at sides. Firearm loaded with only 6 rounds and holstered. All reloads are downloaded to 6 rounds and on belt.

SCENARIO:

Standards testing use of emergency reloads and shooting distance.

PROCEDURE:

Draw and engage T1 with 6 rounds. Perform emergency reload and engage T2 with 6 rounds. Perform another emergency reload, and engage T3 with 6 rounds.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 03

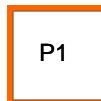
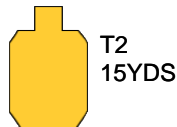
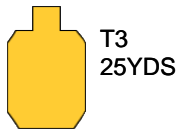
DISTANCE: 7,15,25

SCORED HITS: 6 on paper

PENALTIES:

CONCEALMENT: No

NOTES:



Stage 11 Dude dont take my wheels

RULES: IDPA Rules

COURSE DESIGNER: Zac Payne

START POSITION:

@ P1 hands naturally at your side . Pistol loaded to division capacity reloads in approved carrying devices. Concealment required

SCENARIO:

You are walking down the street when you are witness to a car jacking with homicidal intent. The cardboard gang needs some new wheels and they dont like to leave witnesses so defend yourself and save all of the bystanders..... or leave no one standing its up to you its only a few extra seconds. ;)

PROCEDURE:

At start signal, draw, step on bear trap, and engage T1 thru open driver's door window, T2 thru same window and T3 thru passenger's door window. Move to P2 and engage T4 and T5. Move to P3 and engage T6 from cover. Move to P4, engaging T7, T8, and T9 on the move.

T1 is a falling leaf with one flash. T2 is a fallout that stays visible.

T5 is a non-disappearing swinger. T4 and T5 may be reengaged from P3 if needed

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

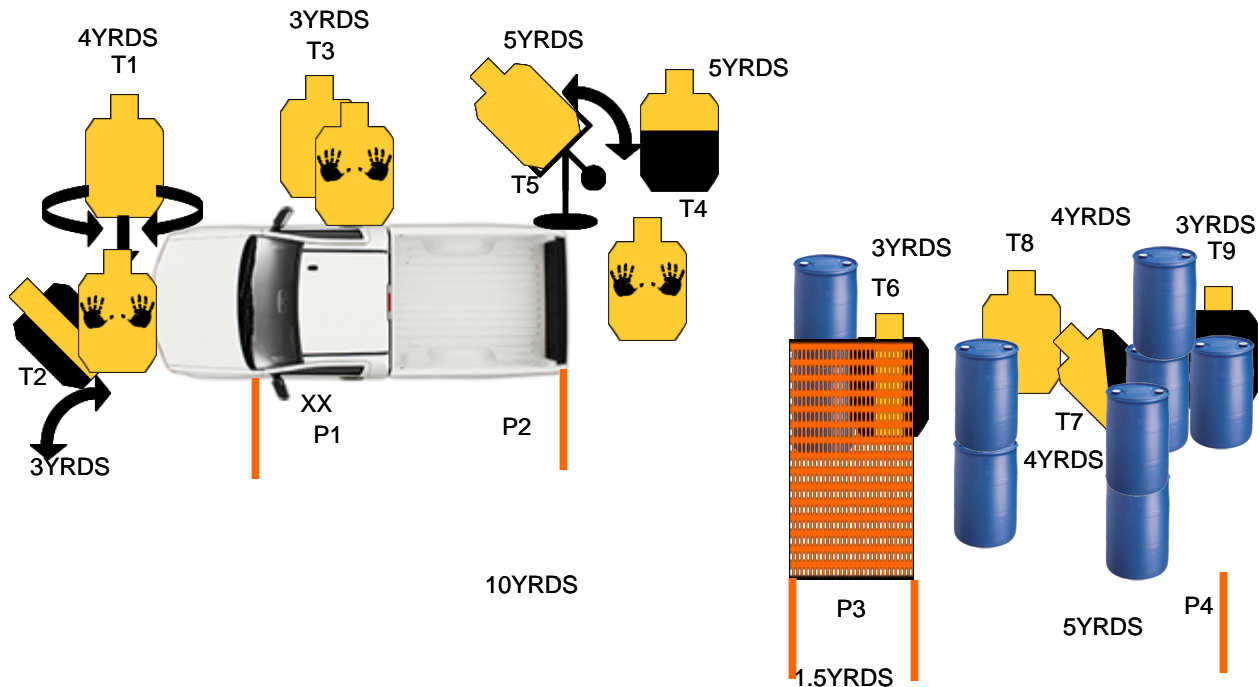
DISTANCE:

SCORED HITS: Best 2 on paper

PENALTIES: HITS ON NON THREATS

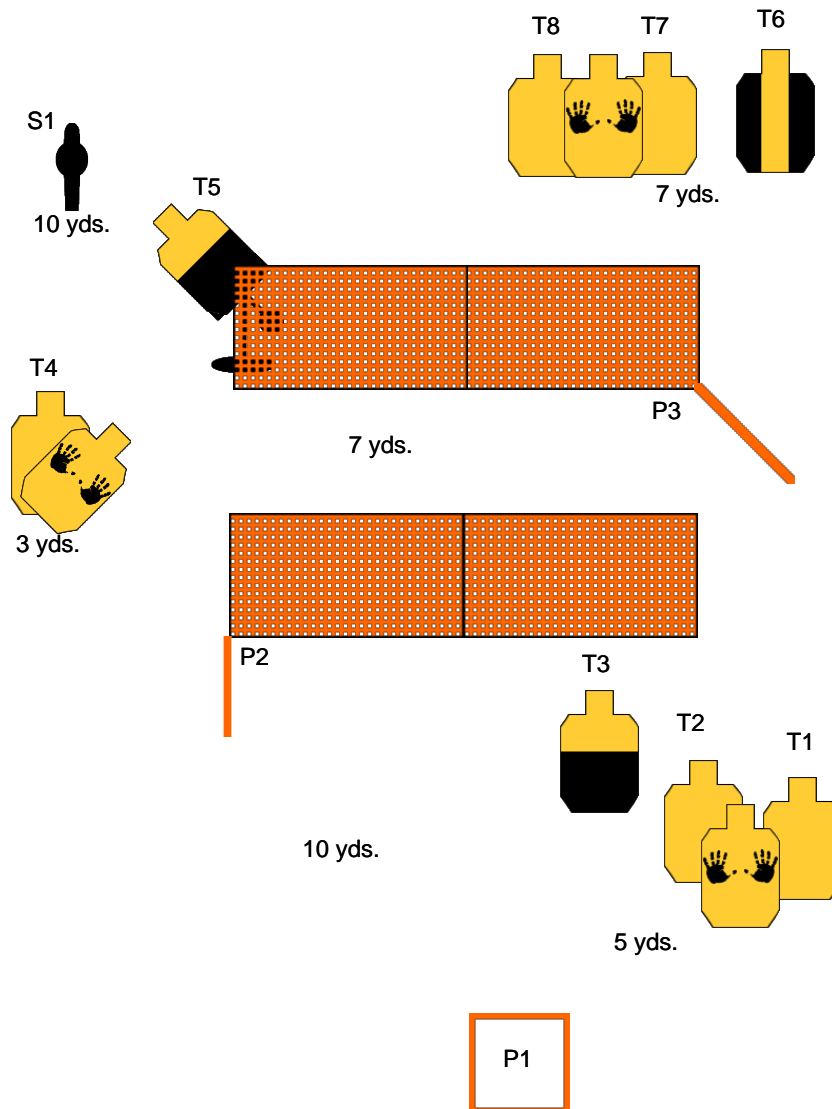
CONCEALMENT: Yes

NOTES:



Stage 12 Nice and Tight

RULES: IDPA Rules	COURSE DESIGNER: Patrick Kothe
START POSITION: Standing at Pos.1 Hands naturally at your sides, gun loaded to division capacity and holstered. all reloads in approved carriers on belt.	
SCENARIO: Hostages have been taken, you must maneuver through the aisles of the 7/11 to save the day.	SCORING: Unlimited
PROCEDURE: At the signal, engage T1, T2, and T3 with 2 rounds each while moving to P2. From P2 engage T4, S1 and T5 using wall as cover with 2 shots each and steel till down. Proceed to P3 and engage T6, T7, and T8 again using wall as cover with 2 shots each.	ROUND COUNT: 17
	TARGETS: 08
	DISTANCE: 5-8 yds.
	SCORED HITS: 2 scored hits on all paper, steel till down.
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: T5 is a swinger that disappears when at rest.



Stage 13 CROSTOWN TRAFFIC

RULES: IDPA Rules

COURSE DESIGNER: Christopher Oliver

START POSITION:

Seated facing downrange, holding steering wheel with both hands. Firearm loaded to division capacity and holstered. All reloads on belt.

SCENARIO:

You have been trapped in a multi-car pileup. Tempers flare and a fire fight breaks out.

PROCEDURE:

While seated, draw and engage all targets with two shots each. All targets are equal threat and can be engaged in any order.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

DISTANCE: 10 YARDS

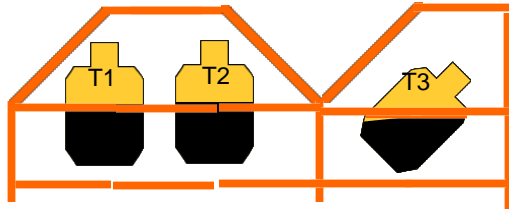
SCORED HITS: 2 ON PAPER

PENALTIES:

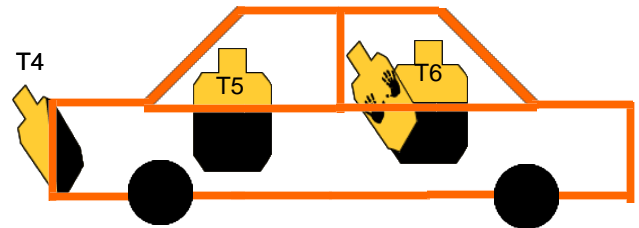
CONCEALMENT: No

NOTES: Cars are Hard Cover

Forward facing car prop



Broadside car prop



DISTANCE TO FROM CHAIR TO CARS TO BE 10 YARDS

