

STAGE # 1 Bay #1**“Hijacked”****RULES:** IDPA, Concealment garment required**Course Designer:** Michael Craig**STARTING POSITION:** Shooter begins standing at P1, hands relaxed at side.

SCENARIO: You are visiting Columbus, the capitol of Ohio. You and two of your college buddies have purchased a guided tour on a private tour bus. You and your friends pick up the tour at Broad & High expecting a relaxing tour of this fair city. Unfortunately, at the stop before you boarded the bus, a small but dangerous gang of thugs hopped aboard intent on continuing their crime spree. The bus driver has notified you of a passenger creating a disturbance at the entrance to the bus and has asked for your assistance. You move forward to investigate when you discover the passenger is armed and is now threatening you and the rest of the passengers with violence. By the time you realize your situation you are too close to him to safely draw your handgun, you quickly punch him and begin a fast retreat to the back of the bus while you drawing your handgun.

You then realize that there are other gang members on the tour bus and they have taken your buddies hostage. The gang members begin shooting at you, so you continue to seek cover at the rear of the bus while neutralizing the gang members. The gang members have changed seats with your buddies, so you must be careful not to engage your friends. As you arrive at the rear of the bus, the first gang member recovers from your punch while additional gang members peer from the forward end of the bus. You must engage the remaining gang members from the cover of the rear section of the tour bus.

STAGE PROCEDURE: Begin standing at P1, hands relaxed at sides. On the signal, punch T1, draw your handgun and begin retreating. Proceed through the stage to P2 while engaging the threat targets (see stage notes). At P2, on either side of the aisle, engage T1 and S1-S2. You may re-engage any remaining threat targets from cover. Only slide lock or empty cylinder reloads are permitted while moving to P2. S1 & S2 will appear when the shooter reaches P2.

Safety & Stage Notes:

The scorekeeper will randomly change which passengers are gang members (threat targets T2-T7) and which are your buddies (non-threat targets T2-T7) after the shooter is positioned at P1.

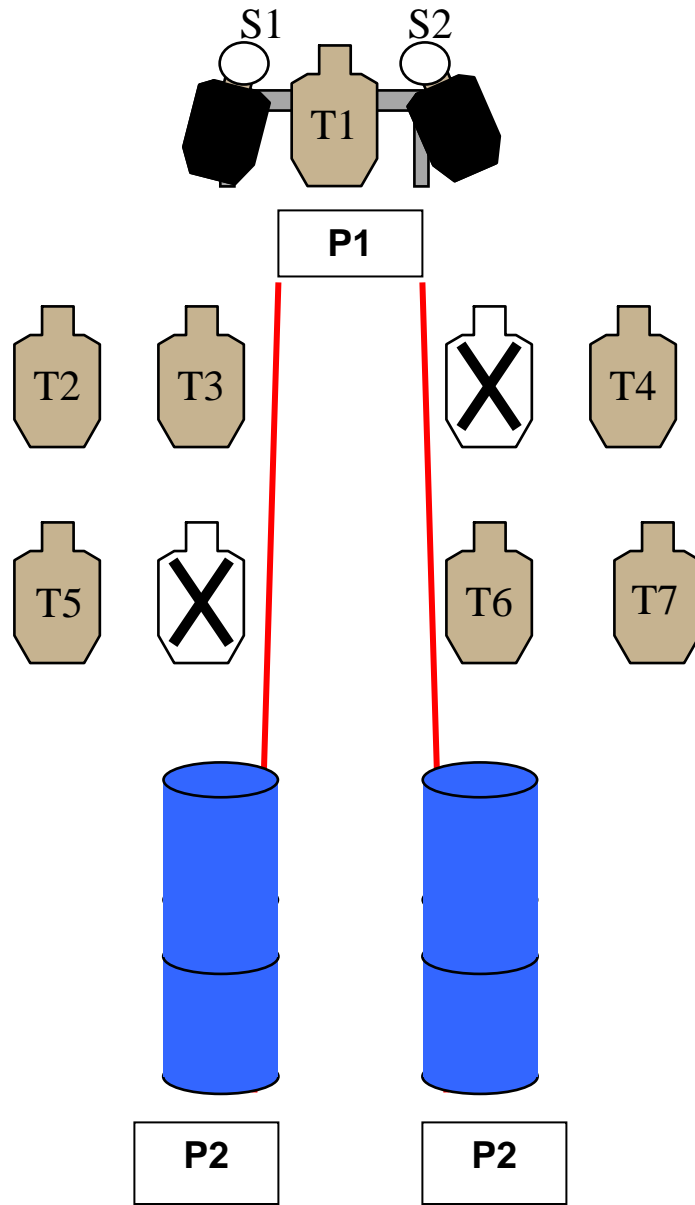
Targets T2-T7 are to be engaged as they become visible.

T2-T7 may be re-engaged from cover but must be done in tactical priority.

Targets S1-S2 and T1 are to be engaged in tactical priority from behind cover.

Shooter must stay in the aisle of the plane (red lines) when moving to P2.

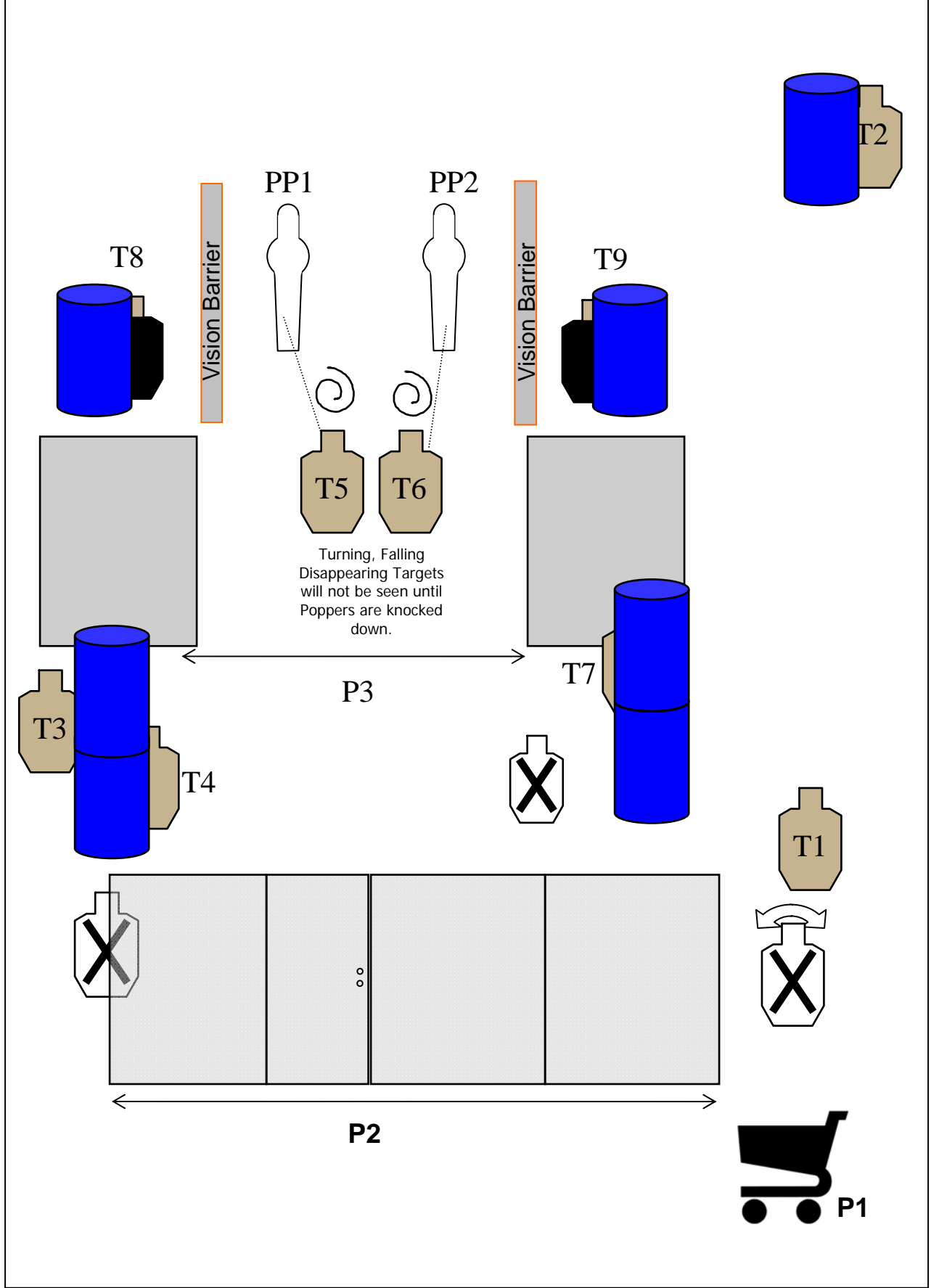
SCORING: Vickers Count**ROUND COUNT:** 16 Minimum**SCORED HITS:** 2 best shots on each paper target & knockdown the steel plates**RELOADS:** Any IDPA reloads behind cover if available.**START-STOP:** Audible & Last shot



STAGE # 2 Bay 2		Big Bear Boogie Man!	
RULES: IDPA with concealment garment		Course Designer: Michael Craig	
STARTING POSITION: Shooter begins at P1.			
SCENARIO: <p>You need to stop at the local grocery for a couple of items. Your wife and kid run off into the store while you park the car. When you are about to enter the store things take a turn for the worst. You suddenly hear gun shots, glass breaking and are approached by a very dangerous, armed thug demanding money. At the sound of another gun shot our Bad Guy looks toward the store entrance where your wife and kid just entered. Fortunately, you have your personal defense handgun with you and you decide now is the time to find your family and stop this from going any further.</p>			
STAGE PROCEDURE: <p>Start scenario at P1 with both hands on grocery cart. At the signal push the cart forward. This will activate the non-threat swinger. Engage T1 & T2. The shooter will then proceed to cover at P2 and engage all visible Bad Guys. To find your family you must enter doorway to store. For safety purposes, point muzzle of your gun at colored dot next to the door while you are opening the door. Engage all visible targets from doorway making sure to use cover. There are two Pepper Poppers PP1 & PP2 that must be knocked down to activate 2 drop turning disappearing targets T5 & T6. When visible engage T5 & T6. Proceed thru doorway to cover at P3. Caution, there may be a Bad Guy T7 hiding in the store. T7 can be engaged while on the move. Once at P3, left or right side, engage T8 & T9 with 1 shot to each head to neutralize.</p> <p>Safety & Stage Notes: All targets must be engaged in tactical priority. Muzzle must stay pointed downrange at all times including when moving laterally and if you decide to backup to engage a target. Point muzzle at colored dot while opening door.</p>			
SCORING: Vickers Count ROUND COUNT: 18 Minimum SCORED HITS: 2 best shots on each paper target except T8 & T9 which require 1 head shot each & knockdown on pepper-poppers RELOADS: Any IDPA reloads behind cover. START-STOP: Audible & Last shot			

STAGE # 2 Bay 2

Big Bear Boogie Man!



Turning, Falling
Disappearing Targets
will not be seen until
Poppers are knocked
down.

P3

P2

T2

T8

PP1

PP2

T9

T5

T6

T3

T4

T7

T1

P1

Stage 3 Bay 3

“Accurate Alley”

RULES: Current IDPA Rule

COURSE DESIGNER: Morgan Dague

STARTING POSITION: Standing at P1, hands relaxed at sides, loaded to division capacity.

SCENARIO: Walking through a building, you are startled by gunfire. You draw your handgun as you seek a defensible location but you immediately encounter the shooters.

STAGE PROCEDURE: At the start signal, draw and engage both Reed Reactive Targets T1 & T2 and the steel popper through either port. Retreat to P2. Beginning on either side, engage T3-T5 Left Hand only around the left wall and T6-T8 around the right wall Right Hand only.

SCORING: Vickers Count

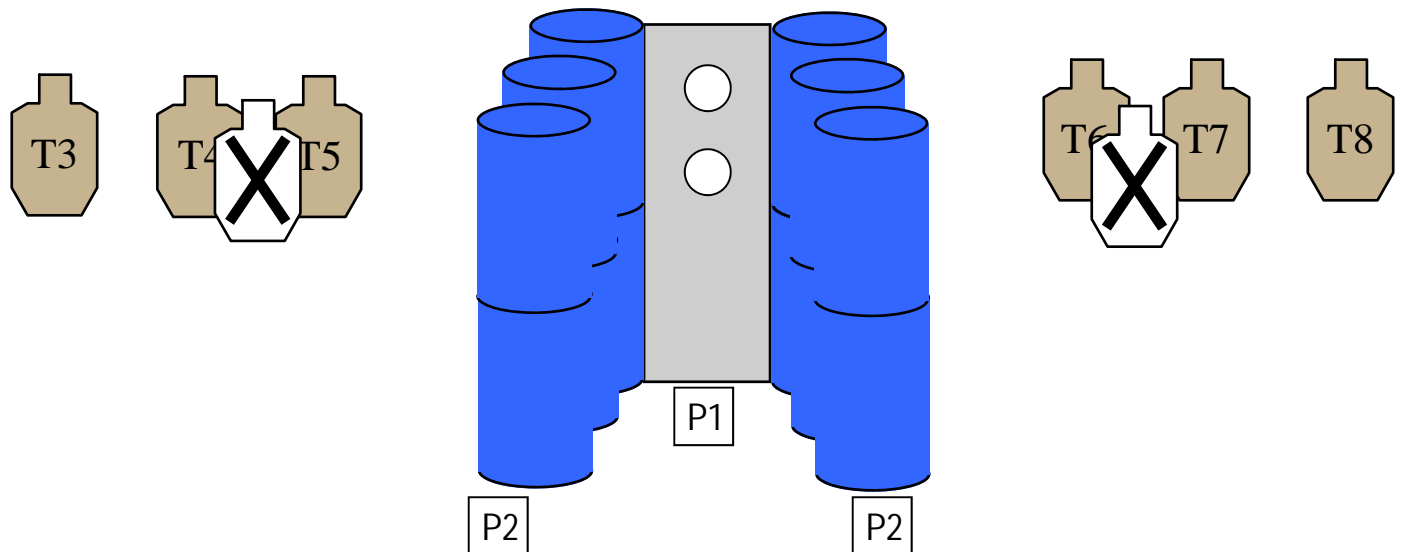
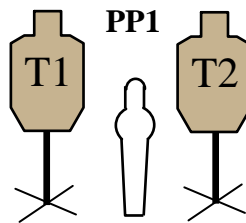
RELOADS: Any IDPA reloads

ROUND COUNT: 15 Minimum

START-STOP: Audible and last shot

SCORED HITS: T1 & T2 require 1 hit in the “0” down areas to knock down and to be scored. Best 2 on all other paper targets T3-T8 , knock steel down to score.

Stage Notes: Reload as necessary using any IDPA reload behind cover using both hands. Be careful not to expose yourself to the threat targets on the opposite side.



STAGE 4 Bay 4

Shaky Start

RULES: IDPA with concealment

Course Designer: Greg Jones

STARTING POSITION: Shooter begins at P1

SCENARIO: You are on your way to the ATM as you begin a busy day of running errands. You decide to take a shortcut through the park and are crossing the wishing pond when you encounter several thugs that wish to relieve you of your valuables. You must neutralize the thugs and move to safety away from the secluded pond.

STAGE PROCEDURE: Start scenario at P1 facing downrange, hands at side. At the start signal, engage T1-T2 then move to P2, either on the bridge or at the port on the other side of the bridge. If shooter decides to not take shots from the bridge you must go around pond to port opening at optional P2. Engage T3-T4 from the bridge or through the port, then move to P3 and engage T5-T6.

Safety & Stage Notes:

All targets are engaged in tactical priority.

Muzzle must stay pointed downrange at all times including when moving laterally and if you decide to back up and move around the pond.

Shooter must have feet on bridge for all shots from the bridge. Shooting while touching any part of the bridge frame with your body will earn a procedural penalty.

Shooter must not step in the pond, as this will earn a procedural penalty.

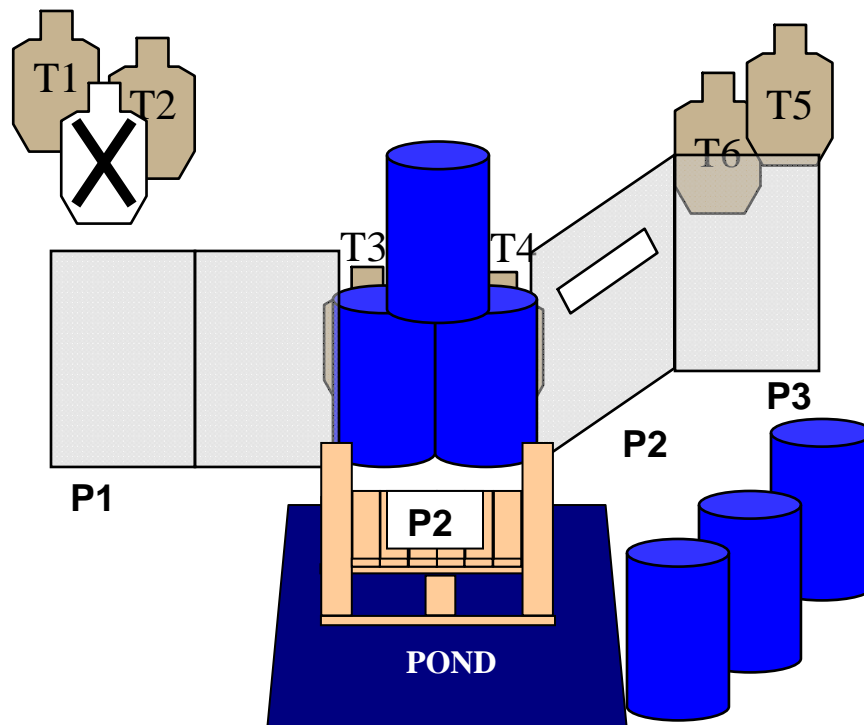
SCORING: Vickers Count

ROUND COUNT: 12 Minimum

SCORED HITS: 2 best shots on each paper target.

RELOADS: Any IDPA reloads behind cover.

START-STOP: Audible & Last shot



Stage 5 Bay 5	Barrels O' Fun
RULES: IDPA Rule Book 2005 CONCEALMENT GARMENT: Required	COURSE DESIGNER: Jon Santini

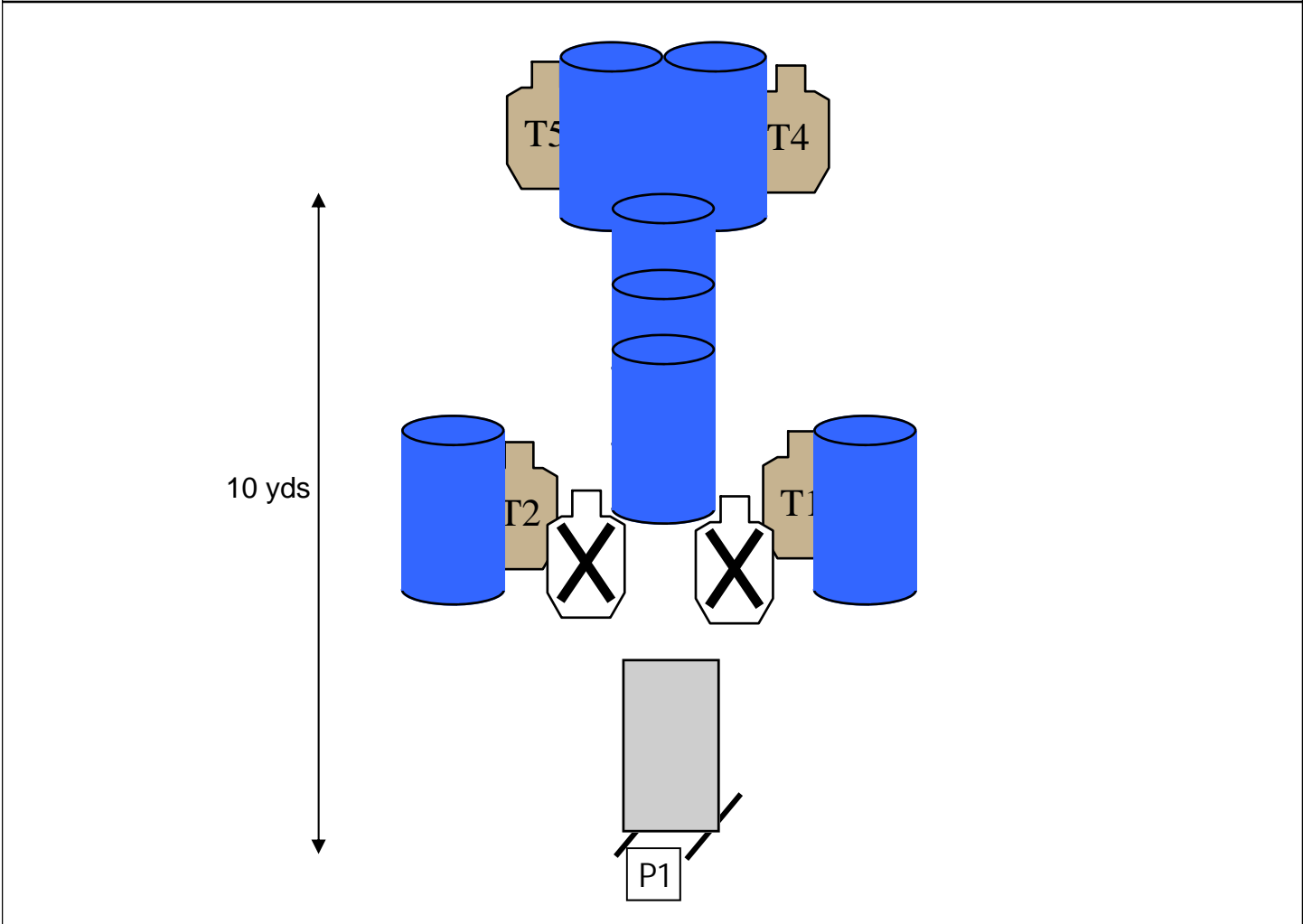
STARTING POSITION: Standing at P1, hands relaxed at sides, loaded to division capacity.

SCENARIO: Barrels, barrels, barrels. It looks like summer is on it's way on every major road-way again. Help clean up the mess around these barrels.

STAGE PROCEDURE: Start at P1 with your hands relaxed at your sides arms-length from the barricade. At the start signal, draw and engage targets from either side of the barricade with 2 shots each in tactical priority. The targets are set so that you must engage from both sides of the barricade. Reload as needed.

•**Notes:** Re-load as necessary using any IDPA re-load from cover only.

SCORING: Vickers Count
RELOADS: Any IDPA reloads
ROUND COUNT: 8 Minimum
START-STOP: Audible and last shot
SCORED HITS: Best 2 on all targets



STAGE 6 Bay 5

Hallway of Horrors!

RULES: Latest edition IDPA rulebook, concealment required

Course Designer: Michael Craig

STARTING POSITION: Shooter begins at P1.

SCENARIO: You are grilling out in your backyard on a summer day while your in-laws are entertaining “friends”. All of a sudden you hear the front door being kicked in and screams and gunshots from your home. You are the target of a home invasion. Your wife and kids are in the house and they are your priority. Your house has a very interesting connector from the yard to the house that you must navigate in order to reach your family.

STAGE PROCEDURE: Start scenario standing at grill at P1, strong side uprange with grill tong in strong hand. At the signal, engage all visible targets in tactical order. Shooter will draw ONLY after turning downrange. Due to proximity of threat T1 must be shot from retention. Move to cover at P2 and engage all visible threat targets in tactical order. You must clear all threat targets in hallway before moving to the end of the hallway. Once visible targets are engaged at P2 enter hallway and engage remaining threats from within hallway. For safety reasons competitor cannot leave hallway while engaging threats.

Notes: Popper will activate T3 Turning & Falling/Disappearing Target.

No FTN will be accessed on T3.

If you miss a target and want to re-engage you must keep muzzle pointed downrange at all times.

Engage all targets in tactical priority.

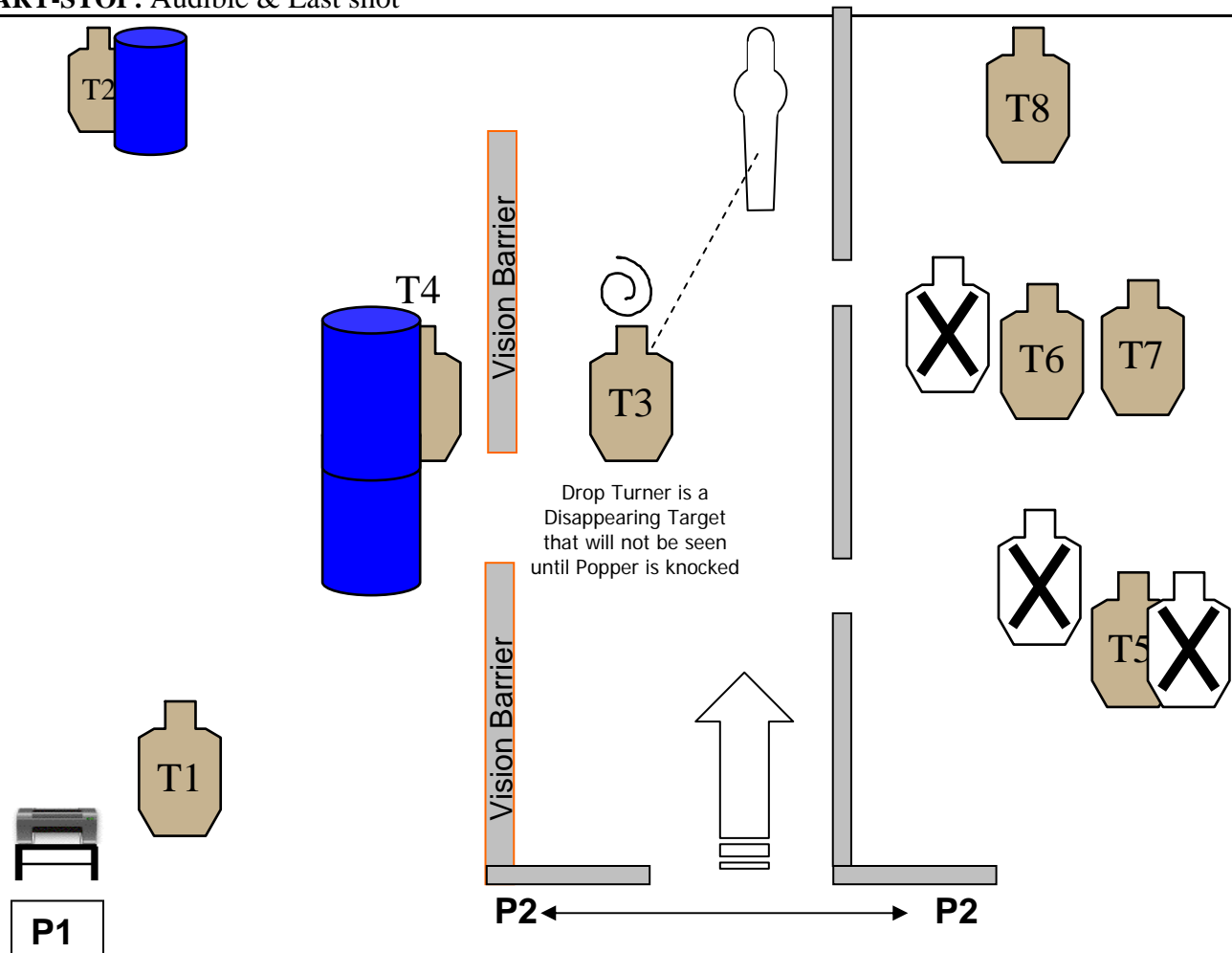
SCORING: Vickers Count

ROUND COUNT: 17 Minimum

SCORED HITS: 2 best shots on each paper target, knockdown on pepper-popper

RELOADS: Any IDPA reloads behind cover.

START-STOP: Audible & Last shot



STAGE 7 Bay 6

Chronograph & Equipment Check

STAGE PROCEDURE:

Each competitor will have their equipment checked for IDPA compliance, i.e. cover garment, holster design, holster and magazine pouch placement. Each competitor will have firearm size checked in IDPA box with empty magazine inserted and power factor of match ammo verified. Failure to meet minimum power floor requirement will result in a match DQ and a DNF score.

When prompted competitor will place gun in IDPA box and present CSO with 3 loaded magazines. Competitor will declare known bullet weight when asked. CSO will fire 3 shots over chronograph. Power Factor will be determined. Competitor will re-holster gun when directed.

Gun in IDPA Box: Pass _____ Fail _____

Equipment Check: Pass _____ Fail _____ Procedural _____

Declared Bullet Weight: _____

1st Shot Average Speed _____

2nd Shot Power Factor _____

3rd Shot **PASS OR FAIL** CIRCLE ONE

4th Shot Average Speed _____

5th Shot Power Factor _____

6th Shot **PASS OR FAIL** CIRCLE ONE

Pull Bullet & Weigh _____ Weight in Grains
PASS OR FAIL CIRCLE ONE If competitor fails final test the test will be re-run with longest barrel available if applicable.

CSO Notes:

STAGE 8 Bay 7

Up Against the Wall!

RULES: IDPA with concealment

Course Designer: Michael Craig

STARTING POSITION: Shooter begins at P1.

SCENARIO: You stop at the infamous Rob & Shop (direct competitor to the Stop & Rob) to get some gas while your significant other goes inside the store to buy you the 108-ounce soft drink of your choice and the Bucket of Nachos. All of the sudden you hear a scream notifying you that bad guys are right behind you. Some are visible and some are hiding. Your goal is to find & save your significant other inside the store.

STAGE PROCEDURE: Start scenario at P1 facing uprange. At the signal, move behind the gas pump to P1 for cover and engage bad guys in tactical order with 2 shots minimum per paper target and knock down the pepper-poppers. Shooter will draw ONLY after turning downrange. After engaging visible targets move to P2 and engage targets from both sides of wall.

Note: Popper will activate Turning & Falling/Disappearing Target. No FTN will be assessed on T4.

Popper will activate Swinging Non-Threat.

Swinging target and drop turner cannot be shot until they have been activated.

All targets must be shot in tactical priority.

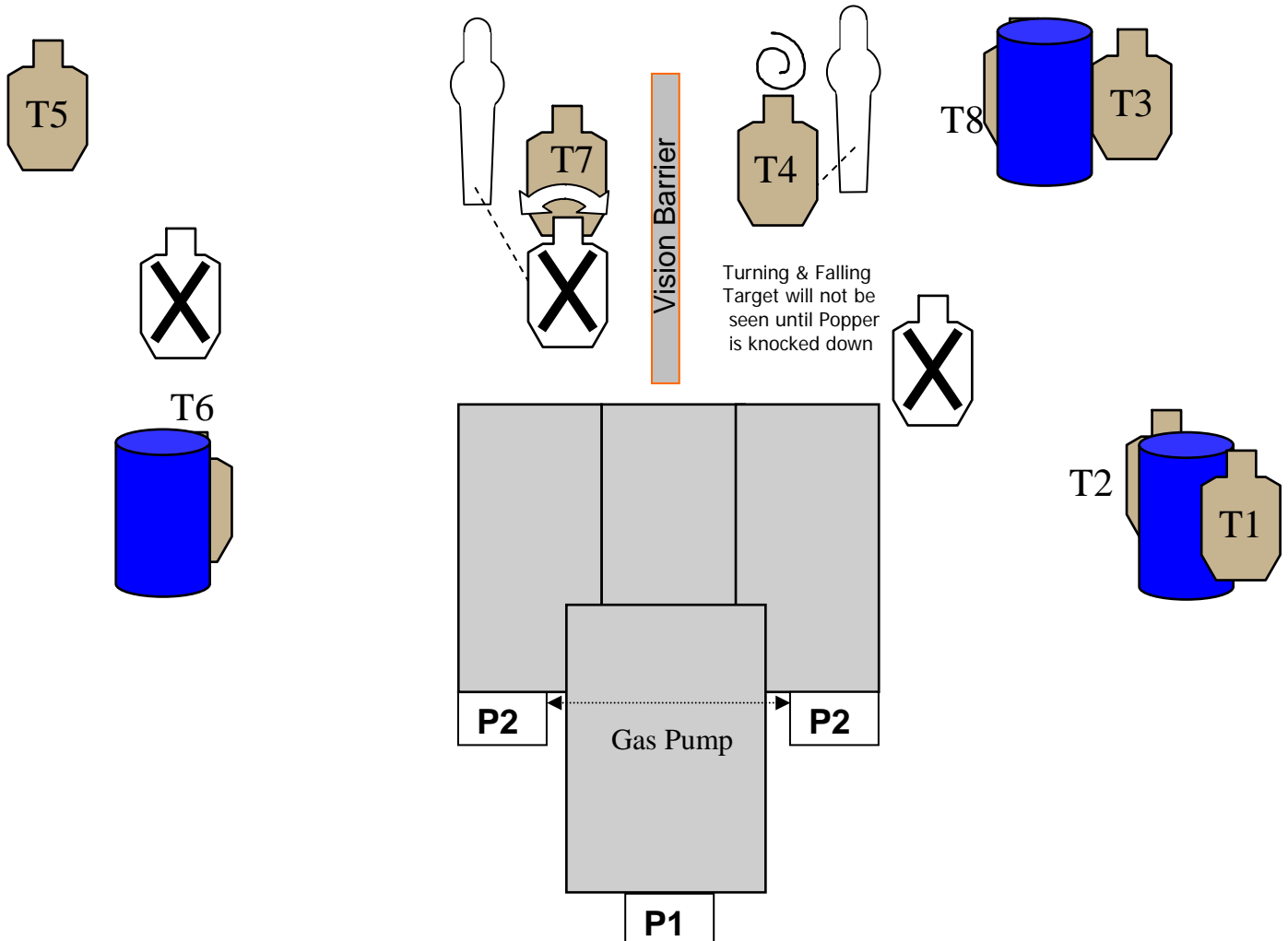
SCORING: Vickers Count

ROUND COUNT: 18 Minimum

SCORED HITS: 2 best shots on each paper target, knockdown on pepper-poppers

RELOADS: Any IDPA reloads behind cover.

START-STOP: Audible & Last shot



STAGE 9 Bay 8

From Bad to Worse (No Surrender!)

RULES: IDPA with concealment garment

Course Designer: Kevin Lewis

STARTING POSITION: Shooter begins at P1.

SCENARIO: You are caught in a holdup and it has gone from bad to worse. Now it's time to deal with it!

STAGE PROCEDURE: Start at P1, facing down range with hands on top of head with fingers interlaced. On the signal, draw and engage T1 from retention. Move to cover at P2 while engaging T2 on the move. From behind cover, engage T3, T4 and then the steel popper, in tactical priority.

SCORING: Vickers Count

ROUND COUNT: 9 Minimum

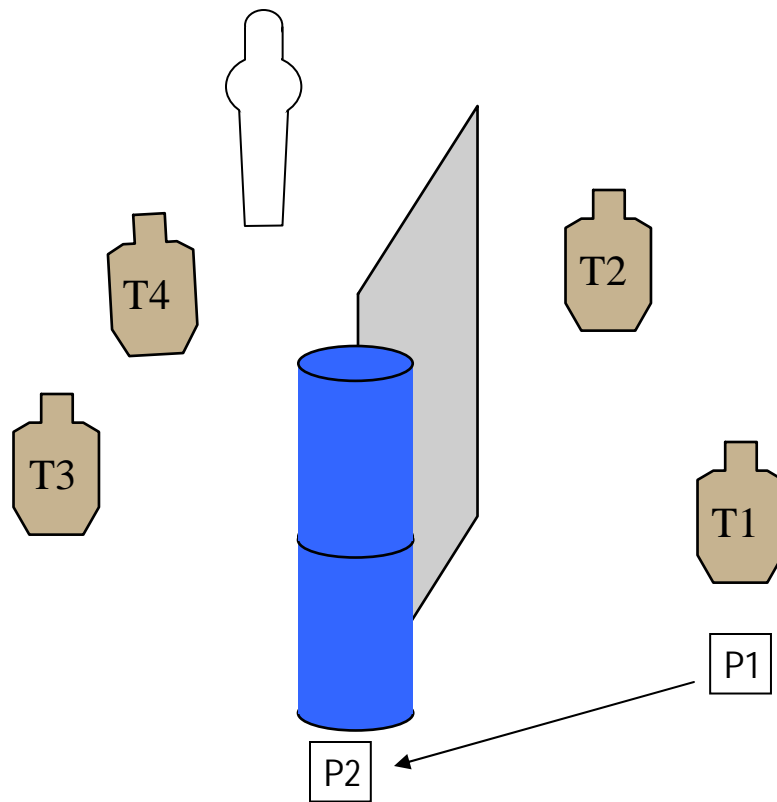
SCORED HITS: 2 best shots on T1-T4. Knock down popper.

RELOADS: Any IDPA reloads behind cover.

START-STOP: Audible & Last shot

Stage Notes:

Muzzle must stay pointed downrange at all times, especially when moving from P1 to P2.



STAGE 10 Bay 8

Pool Time!

RULES: IDPA with concealment

Course Designer: Greg Jones

STARTING POSITION: P1 facing downrange, operating air pump with both hands

SCENARIO: You are in your backyard with your significant other, getting the inflatable pool ready for a visit from your family and friends. Suddenly you hear a scream from your significant other inside your storage shed. You realize that 5 intruders have entered your property and they have not come for a dip in the pool. You neutralize the intruders while rescuing your significant other.

STAGE PROCEDURE: Shooter begins at P1 facing the pool while operating the air pump with both hands, with firearm holstered & concealed. At signal, the shooter must turn and move to cover at P2 and engage T1. The shooter then moves to P3 behind the tree and engages T2-3 in tactical order by slicing the pie from around tree. The shooter then moves to P4 and engages T4-T5 through the window using cover. Any legal IDPA reload as long as it is from behind cover.

Notes:

Shooter must be careful of muzzle direction when moving laterally. Keep muzzle down range at all times. SO will define safe muzzle points.

SCORING: Vickers Count

ROUND COUNT: 15 minimum

SCORED HITS: Best three hits on each target

RELOADS: Any legal IDPA reloads behind cover

START-STOP: Audible & Last shot

