

Course Designer: Terry Cheney



SCENARIO: Around the walls and down the hall, bad guys everywhere.

START POSITION: Standing at P1, gun loaded to division

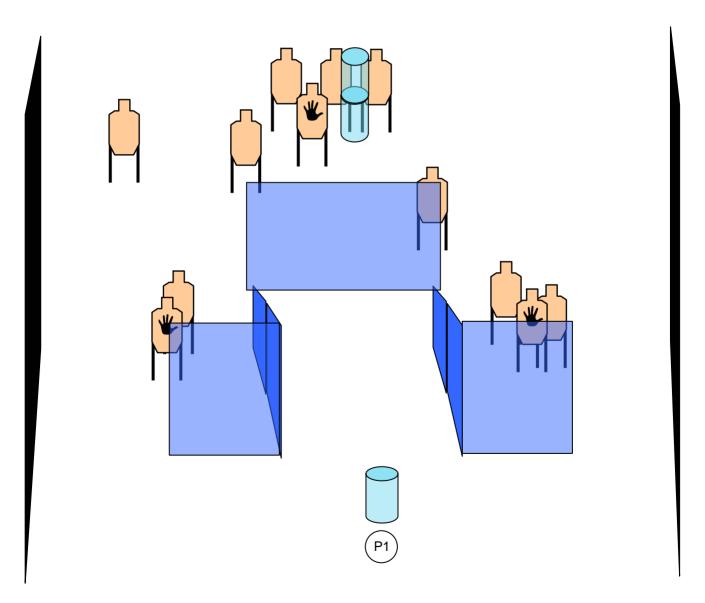
capacity and holstered.

STAGE_PROCEDURE: At the signal draw and engage all

targets from cover.

STRINGS:

SCORING: 18 rounds, Unlimited
TARGETS: 9 Threat, 3 Non Threat,
SCORED HITS: Best 2 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules







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SCENARIO: More of the same walls and halls but the bad guys have moved.

START POSITION: Standing at either P1, gun loaded to

division capacity and holstered.

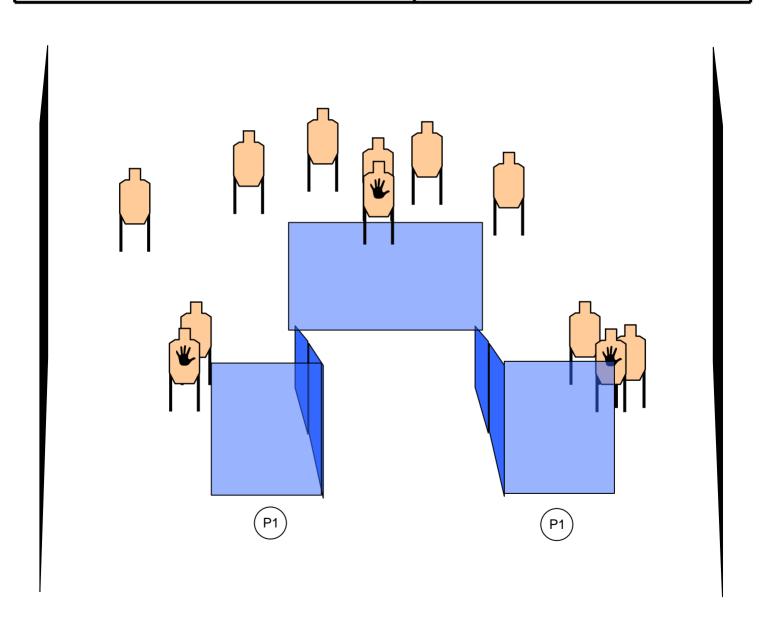
STAGE PROCEDURE: At the signal draw and engage all

targets from cover.

STRINGS: 1

SCORING: 18 rounds, Unlimited
TARGETS: 9 Threat, 3 Non Threat,
SCORED HITS: Best 2 shots per target,
START-STOP: Audible - Last shot

START-STOP: Audible - Last shot Current IDPA Rules







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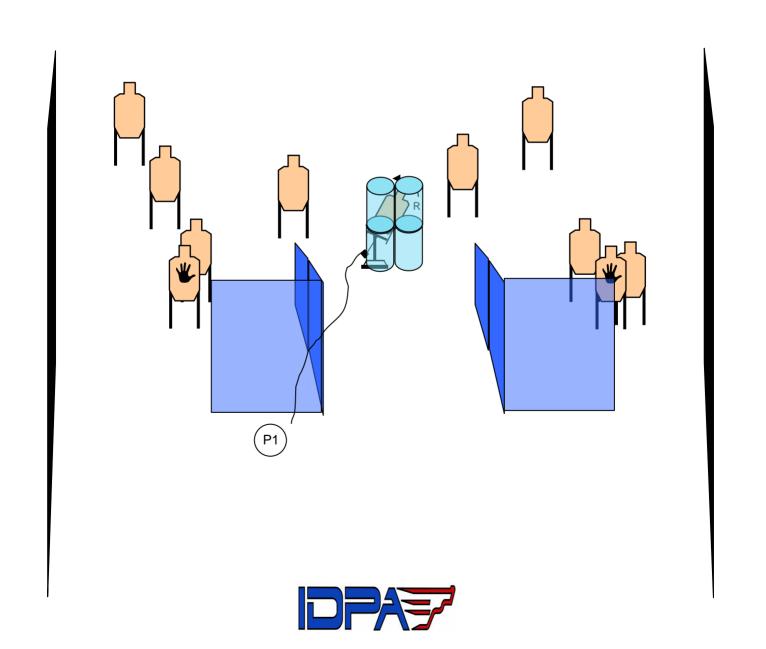
SCENARIO:. One less wall but now we have a bad guy that's nervous, hiding and moving back an forth.

START POSITION: Standing at P1, holding activator cord, gun loaded to division capacity and holstered.

STAGE PROCEDURE: At the signal, activate swinger, draw and engage all targets from cover.

STRINGS: 1

SCORING: 18 rounds, Unlimited
TARGETS: 9 Threat, 2 Non threat,
SCORED HITS: Best 2 shots per target,
START-STOP: Audible - Last shot
RULES: Current IDPA Rules





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SCENARIO: Like bowling, hit them all for the best score.

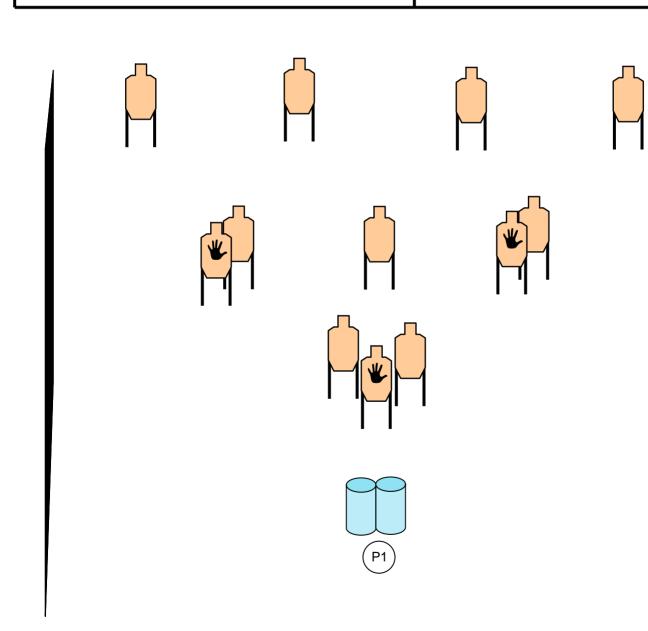
START POSITION: Standing at P1, gun loaded to division

capacity.

STAGE PROCEDURE: At the signal, draw and engage all targets in tactical priority from behind the barrels.

STRINGS:

SCORING: 18 rounds, Unlimited
TARGETS: 9 Threat, 3 Non Threat,
SCORED HITS: Best 2 shots per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rules







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SCENARIO: Concrete is harder than your knees but you can get behind cover on your knees.

START POSITION: Standing at P1, gun loaded to division capacity and holstered.

STAGE PROCEDURE: At the signal draw and engage all targets with 2 rounds each from low cover STRONG HAND only, perform a mandatory reload and engage all targets with 2 rounds each WEAK HAND only while remaining in low cover.

STRINGS:

SCORING: 12 rounds, Limited

TARGETS: 3 Threat

SCORED HITS: Best 4 shots per target, START-STOP: Audible - Last shot **RULES: Current IDPA Rules**

