

Hotel Hallway

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Standing in center of hallway, Strong hand on suitcase handle.

Scenario: You're on the 8th floor of the Match Hotel and find yourself in a bad position. You interrupt a large drug deal and all 8 members of the gang turn on you.

Stage Procedure: At signal, take cover, then draw and engage T1-T8 with two (2) rounds each. All targets must be engaged in Tactical Priority (slice the pie). Any legal IDPA reload. You may use either side of cover.

Scoring: Vickers Count

RD Count: 16 Minimum

Targets: 8 IDPA

Target Distance: 5 - 25 yds

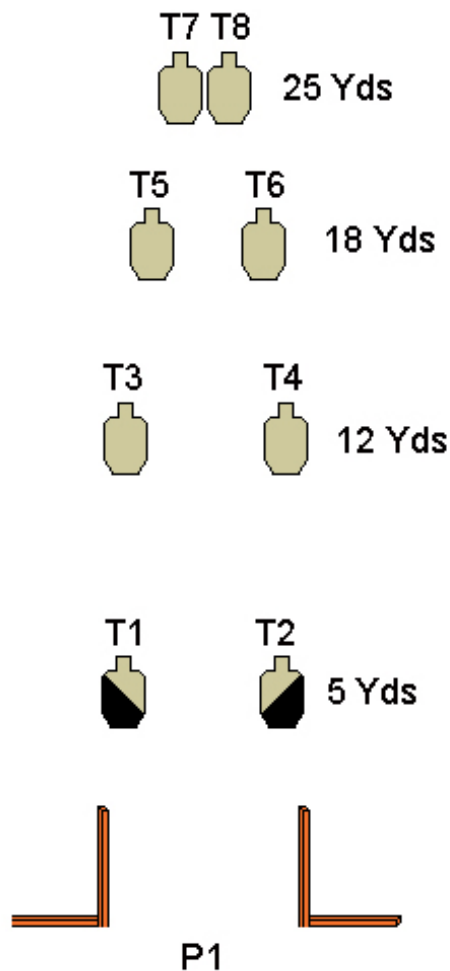
Scored Hits: Best 2 shots on paper

Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Required

Comments: Use of cover is 100% of feet and 50% of upper body...



Bad Time For Gun Cleaning

Rules: IDPA

Course Designer: John Parker

Start Position: P1, Holding gun with strong hand with a cleaning rag in weak hand, mag or speed loader on table at P1 with 1 bullet. Spare ammo on table in Hallway at P2.

Scenario: You are cleaning your gun after a long day at the Midwest Regional and just as you get started you hear yelling from the front of your home. Take out the Bad Guy guarding your door or you will have to go through the garage to save your family.

Stage Procedure: At signal, load weapon with your one bullet. Engage PP1 from P1 window, then proceed to table at P2 in hallway and retrieve the rest of your ammo. You can either re-engage PP1 from P2 or go through garage. Engage T1 - T5 thru windows in Tactical Priority (Slice the Pie).

Scoring: Vickers Count

RD Count: 16 Minimum

Targets: 5 IDPA, 1 PP, 2 NT

Target Distance: 3 - 13 yds

Scored Hits: Best 3 on paper, steel must fall

Start-Stop: Audible - Last Shot

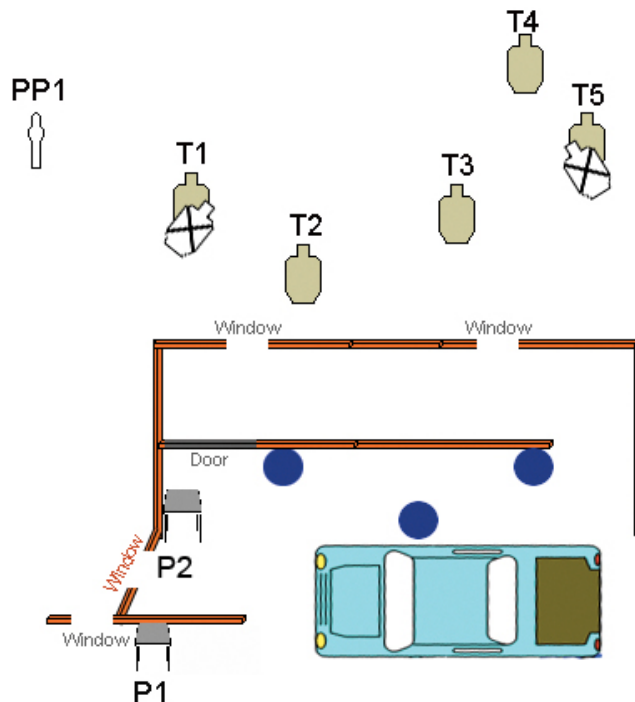
Penalties: Per IDPA rules

Concealment: Not Required

Concerns: Watch muzzle when moving through the hallways.

*If PP1 fails to fall it will be a FTN. PP1 will open Door if it falls.

** You may have up to three mags or speed loaders on the table in hallway, and stow them in any legal IDPA manner.



Civilian Help

Rules: IDPA

Course Designer: Lin Edwards, modified by Mark Goede

Start Position: P1, standing behind cover with hands on tree.

Scenario: Four heavily armed bank robbers with body armor are holding you and the police at bay. You are caught in the middle of the crossfire behind a tree. Utilize cover as much as possible and help the police take them out. Your only chance for survival is head shots.

Stage Procedure: Engage T1-T4 with at least one round to the head from cover in Tactical Priority (Slice the Pie).

Scoring: Vickers Count

RD Count: 4 Minimum

Targets: 4 IDPA

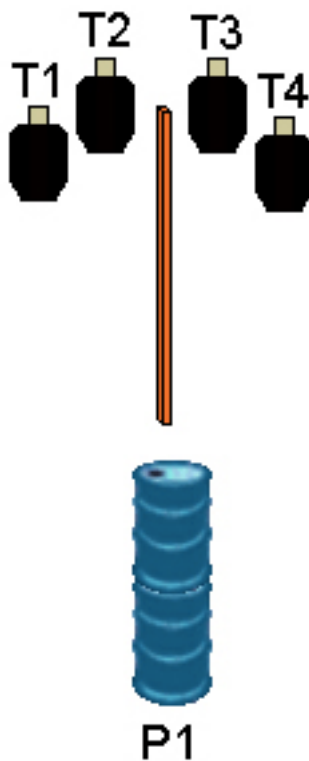
Target Distance: 6-7 yds

Scored Hits: Best 1 on paper

Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Required



Bank Robbery

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, hands in the surrender position (above your shoulders). Your gun loaded to Div Cap on barrel next to BG1 with extra mags or speed loaders.

Scenario: You are waiting your turn in the bank when robbers decide to rob the bank and harm the customers. Oh, btw, you are in Illinois and you left your gun locked in your trunk. When the Bad Guy in front of you puts his gun on the barrel, you jump into action.

Stage Procedure: At signal, run up and knock over BG1 and then take the Bad Guy's gun w/ extra mags. Engage T1 from Low Cover at P2 from a knee, then advance to wall and engage remaining targets as you see them with 2 rounds each in Tactical Priority (Slice the Pie).

Scoring: Vickers Count

RD Count: 14 Minimum

Targets: 7 IDPA, 2 NT

Target Distance: 3 - 15 yds

Scored Hits: Best 2 shots on paper

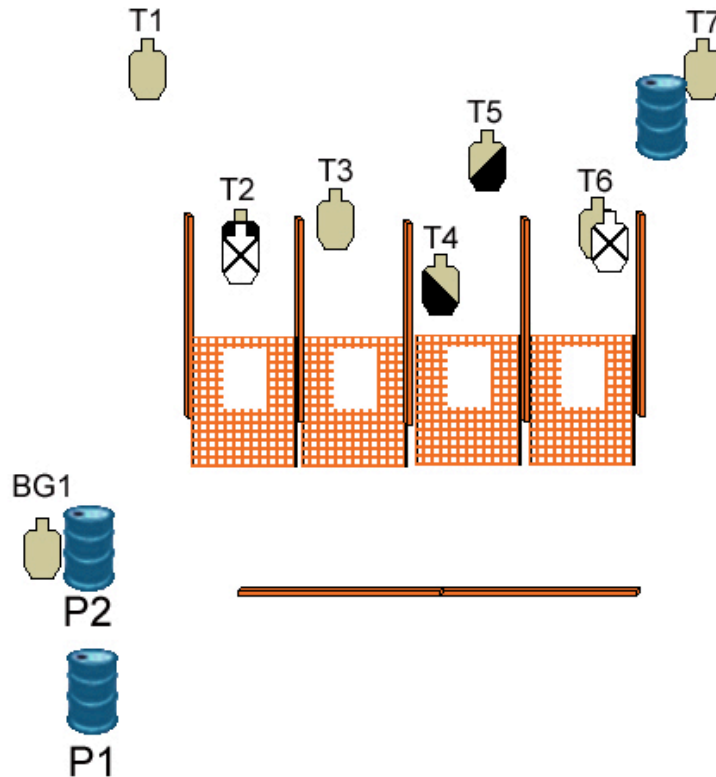
Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Not Required

Comments: You may stow mags in any legal IDPA manner, including your mag pouches.

*BG1 must fall or a procedural will be scored.



Car Jacking

Rules: IDPA

Course Designer: Gina Goede

Start Position: Outside of car with door shut, strong hand on the passenger door handle, gun loaded to division capacity.

Scenario: You are just getting ready to get into your car in a parking lot at the mall when four guys take a lady hostage and point guns in your direction, demanding your car.

Stage Procedure: At signal, open door with strong hand and then draw weapon and engage PP1, (which will activate T1 and T2) using door and car as cover. Then move to P2 and engage T3 and T4 in Tactical Priority (Slice the Pie).

Scoring: Vickers Count

RD Count: 9 Minimum

Targets: 4 IDPA, 1 PP, 2 Pop-Up

Target Distance: 6 - 15 yds

Scored Hits: Best 2 shots on paper

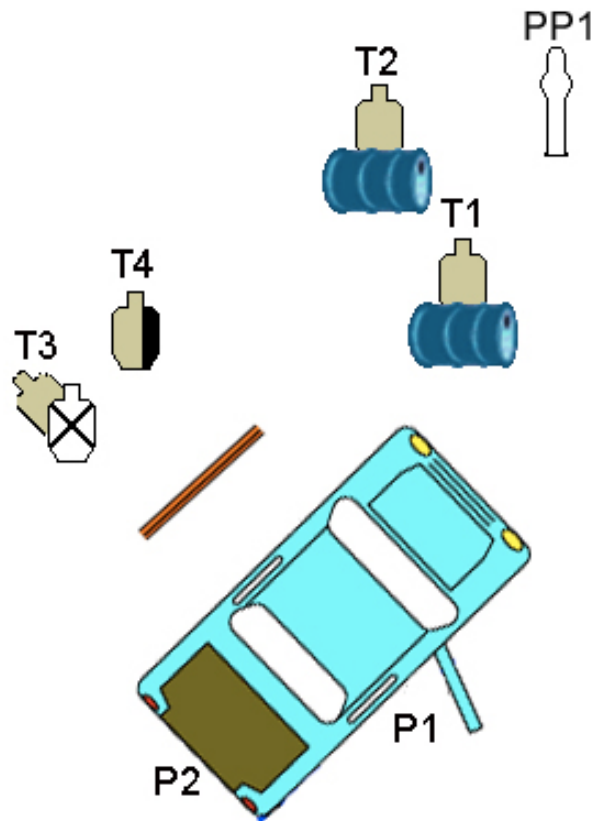
Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Required

Consider: T1 and T2 are Pop-Up and disappearing, NO FTN will be given.

Watch for muzzle control on way to P2!



Protect that Birth Certificate

Rules: IDPA

Course Designer: 2010 Indiana State meets 2009 Tri-State

Start Position: P1A or P1B, shooters choice. Gun holstered, weak hand holding briefcase with a very important Birth Certificate. ***Gun Loaded to 6 rounds max***

Scenario: You have been given the task of protecting the only known Birth Certificate of a high Government Official.

Stage Procedure: At signal, draw and engage targets either on the move or from behind cover at P2 **strong hand only** with two rounds each (any order on the move, or Tactical Priority {slice the pie} from behind cover), place the certificate in safe, transfer gun to weak hand and engage targets on opposite side in Tactical Priority with **weak hand only** with 2 rounds each.

Scoring: Vickers Count

RD Count: 12 Minimum

Targets: 6 IDPA

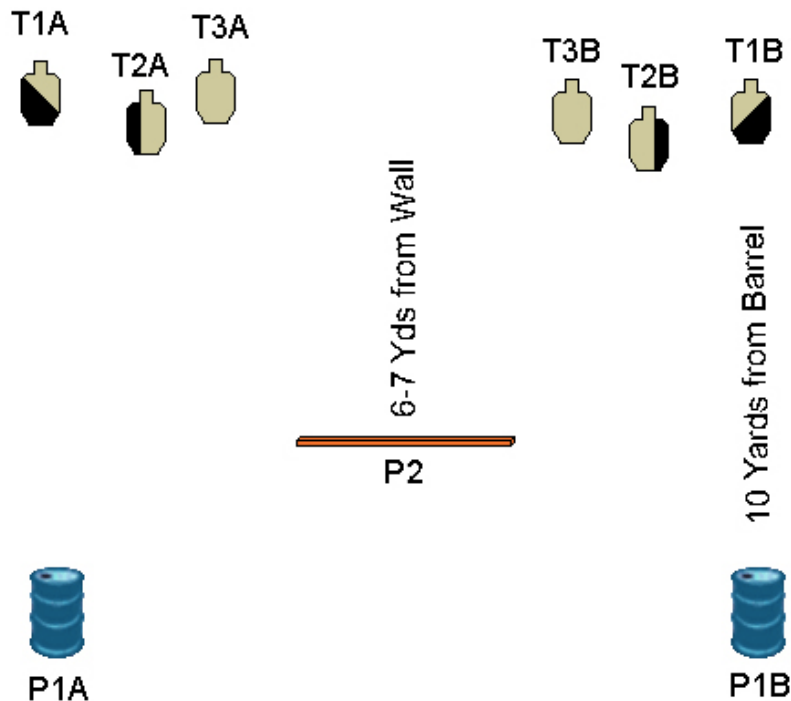
Target Distance: 6 and 10 yds

Scored Hits: Best 2 shots on paper

Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Required



Office Meeting

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Sitting at Desk with gun in briefcase on desktop, hands flat on table.

Scenario: You are having a meeting in your office when several Bad Guys decide to harm your employees. You hear gunshots at the same moment as they burst into your office.

Stage Procedure: At signal, retrieve your gun from briefcase, remain seated and engage T1-T3 with 3 (three) rounds each, in Tactical Sequence (near to far), steel until it falls. Then move to P2 and engage T4-T5 in Tactical Priority (slice the pie) with 3 rds each.

Scoring: Vickers Count

RD Count: 16 Minimum

Targets: 5 IDPA, 1 PP's, 2 NT, 1 SW

Target Distance: 7 - 15 yds

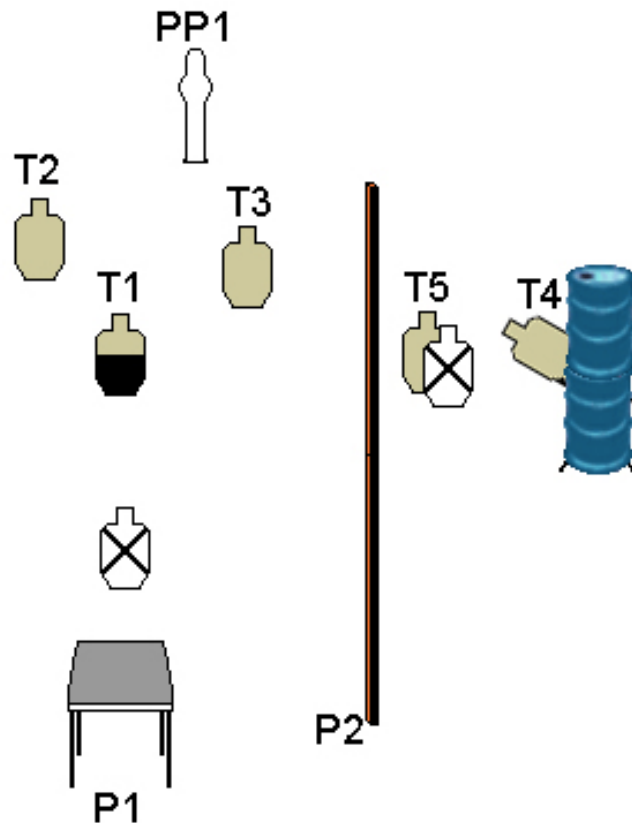
Scored Hits: Best 3 on paper, steel must fall.

Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Not Required

Comments: T4 is a swinger and is a disappearing target, no FTN applies.



Attempted Robbery

Rules: IDPA

Course Designer: From 2009 Masters, modified by Mark Goede

Start Position: P1, laying on your strong side, hands at sides, body parallel to targets, handgun on ground beside you on the down range side, pointed down range.

Scenario: You and your wife just left the Cardinals game. To save money you parked in a bad area and now regret it. Just as you sense danger and draw your gun, you are hit in the head and fall to the ground. When you come to, you see your wife being dragged away.

Stage Procedure: With at least one shoulder or your back touching the ground, engage T1-T3 with 2 rounds each in Tactical Sequence (1-1-2-1-1). You may lay in either direction you want but you must shoot weak hand only.

Scoring: Vickers Count

RD Count: 6 Minimum

Targets: 3 IDPA

Target Distance: 5-6 yds

Scored Hits: Best 2 shots on paper

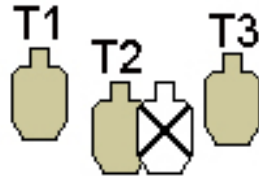
Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Not Required

Consider: If you need to reload, you may sit up and reload from a knee and finish shooting from a knee, no procedural will be given.

*Place gun back on mat then sit up to unload and show clear. Please follow SO's directions.



P1
Lying parallel to the targets

Yard Work

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Facing downrange, holding rake with both hands on designated spots on handle with rake head touching the ground.

Scenario: You are working on your yard on the side of your house when men approach you with knives and demand your money, and at the same moment you hear screaming from inside your house. You know they are not alone.

Stage Procedure: At signal, drop rake and engage T1-T2 with two rounds each and PP1 while retreating in Tactical Sequence, (near to far). Proceed to P2 and engage T3-T5 through window in Tactical Priority (Slice the Pie), proceed to front door (P3) and engage remaining targets in the same manner.

Scoring: Vickers Count

RD Count: 16 Minimum

Targets: 7 IDPA, 2 PP's, 3 NT, 1 DT

Target Distance: 3 - 10 yds

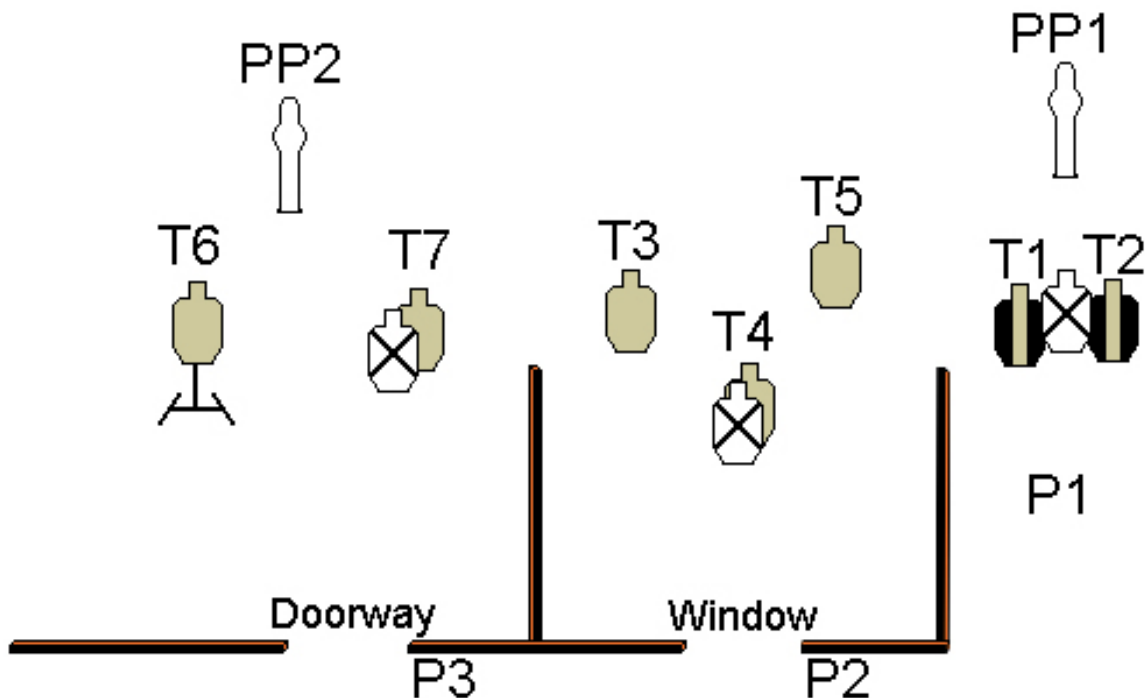
Scored Hits: Best 2 on paper, steel must fall

Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Required

Comments: T1 and T2 are equal treats and can be engaged in any order, 2 rounds each.



Gun Range Parking Lot

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Range Bag in Strong Hand, gun loaded to 4 rounds Max.

Scenario: You just finished at the range and you are heading to your car, when you are jumped by two Bad Guys. They want your brand new Cusanelli Custom gun. You tell them that they will have to pry it from your... well, you know the rest. Protect your gun.

Stage Procedure: At signal, Drop range bag, draw and engage T1 & T2 while retreating to cover with 3 rounds each in Tactical Sequence (1-3-2). You must be retreating while engaging targets.

Scoring: Vickers Count

RD Count: 6 Minimum

Targets: 2 IDPA

Target Distance: 3 - 10 yds

Scored Hits: Best 3 on paper

Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Required

Special Consideration: Watch your muzzle control.



School Rescue

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, facing downrange, hands at side

Scenario: As the High School Resource Officer, you arrive at the school to the sounds of screaming and chaos as shots are being fired. You have a choice to run away, your child is in one of the classrooms.

Stage Procedure: At signal, work your way down the hallway and engage targets in Tactical Priority (Slice the Pie). Any legal IDPA reloads.

Scoring: Vickers Count

RD Count: 17 Minimum

Targets: 8 IDPA, 1 PP, 3 NT

Target Distance: 5 - 7 yds

Scored Hits: Best 2 shots on paper T1-T7, steel must fall.

Start-Stop: Audible - Last Shot

Penalties: Per IDPA rules

Concealment: Required

