

October Standards - Pistol

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Facing downrange, hands at Side.

Scenario: Standards

Scoring: Limited Vickers Count

RD Count: 12 Minimum

Targets: 4 IDPA

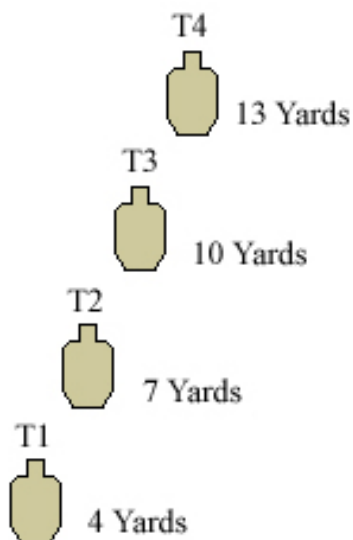
Target Distance: 4-13 yds

Scored Hits: 3 on each target

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: Standing at P1 with gun in support hand, at signal engage T1-T4 with two rounds each to the body with support hand only. Then engage T4-T1 with one shot to head each with strong hand only.



P1

October Standards - Rifle

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Facing downrange, hands at Side.

Scenario: Standards

Scoring: Limited Vickers Count

RD Count: 12 Minimum

Targets: 4 IDPA

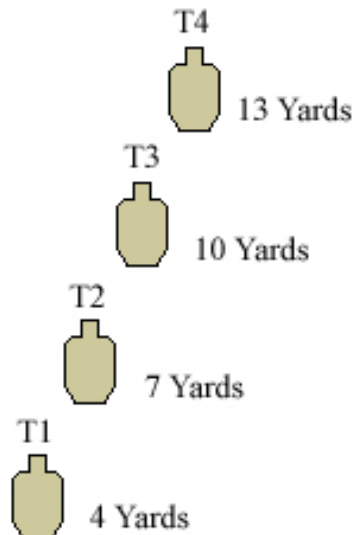
Target Distance: 4-13 yds

Scored Hits: 3 on each target

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: Standing at P1 with both hands on the Rifle at low ready, at signal engage T1 -T4 with two shots each to body, then T4 - T1 once to head.



P1

Take Them Down - Pistol

Rules: IDPA

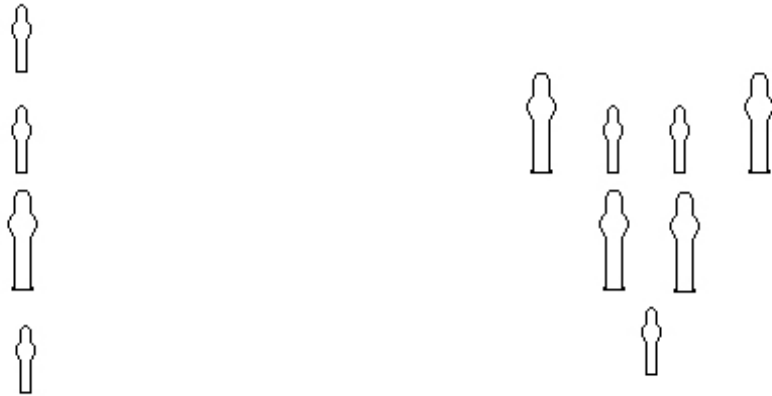
Course Designer: Mark Goede

Start Position: Center of barrels with hands naturally at your side, facing downrange.

Scenario: Eleven bad guys know where your hiding and you can no longer hide. Choose a direction to start from and take them down. You may not shoot all targets from one position, you can only shoot 4 from P1 and 7 from P2.

Scoring: Vickers Count
RD Count: 11 Minimum
Targets: 11 PP's
Target Distance: 14-18 yds
Scored Hits: Steel must fall.
Start-Stop: Audible - Last Shot
Cover Garment: Required

Stage Procedure: Standing in the middle of the wall. At signal, move to either P1 or P2 and engage targets, then move to other side and engage targets on that side.



P1

P2

Take Them Down - Shotgun

Rules: IDPA

Course Designer: Mark Goede

Start Position: Center of barrels with both hands on Shotgun facing downrange.

Scenario: Ten bad guys know where your hiding and you can no longer hide. Choose a direction to start from and take them down. You may not shoot all targets from one position, you can only shoot 1 from P1 and 4 from P2.

Scoring: Vickers Count

RD Count: 10 Minimum

Targets: 10 PP's

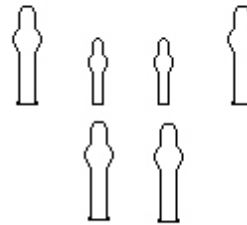
Target Distance: 14-18 yds

Scored Hits: Steel must fall.

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: Standing in the middle of the wall with both hands on shotgun and at low ready, facing downrange. At signal, move to either P1 or P2 and engage targets, then move to other side and engage targets on that side.



P1

P2

On the Move - Pistol

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Standing facing the barrels, hands naturally at your side. Gun loaded to DC.

Scenario: The park is overtaken with terrorists intent on harming as many as they can. Use the trees as cover or shoot on the move, but never stop in the open or they will take you out. Not to mention, you will get a procedural. If you use cover, slice the pie.

Scoring: Vickers Count

RD Count: 16 Minimum

Targets: 8 IDPA, 3 NT

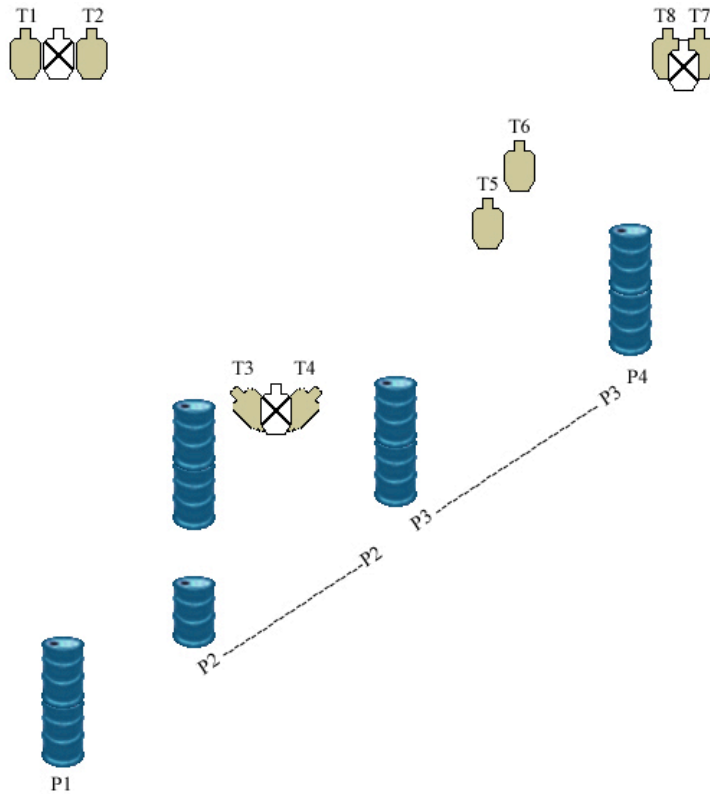
Target Distance: 5-30 yds

Scored Hits: Best 2 on paper.

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: Standing at P1 facing the tree, hands naturally at your side, at signal, engage T1 and T2 from cover then advance to P2 and either engage T3 -T4 from cover at P2 or on the move to P3, once you reach the next position, you may not re-engage past targets. Once at P3 you may engage T5 -T6 either from cover at P3 or on the move to P4. Once at P4 engage T7 - T8 from cover only. If you go to slide lock in the open, you may reload in the open, but you may not leave cover until the reload is complete. Two (2) rounds each on targets.



On the Move - Rifle

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Standing facing the barrels, Both hands on rifle.

Scenario: The park is overtaken with terrorists intent on harming as many as they can. Use the trees as cover or shoot on the move, but never stop in the open or they will take you out. Not to mention, you will get a procedural.

Scoring: Vickers Count

RD Count: 16 Minimum

Targets: 8 IDPA, 3 NT

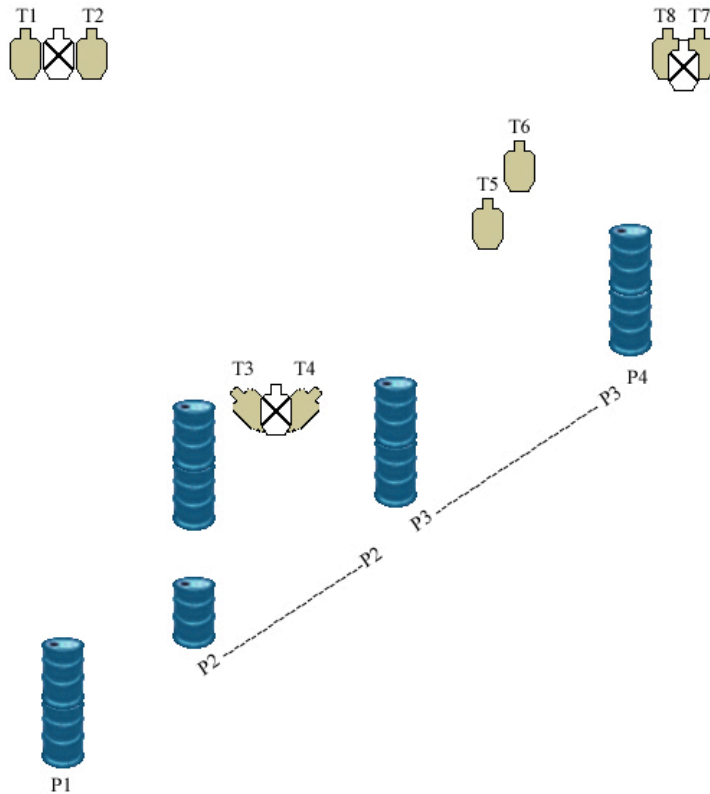
Target Distance: 5-30 yds

Scored Hits: Best 1 on paper.

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: Standing at P1 facing the tree, both hands on the rifle at low ready, at signal, engage T1 and T2 from cover then advance to P2 and either engage T3 -T4 from cover at P2 or on the move to P3, once you reach the next position, you may not re-engage past targets. Once at P3 you may engage T5 -T6 either from cover at P3 or on the move to P4. Once at P4 engage T7 - T8 from cover only. If you go to slide lock in the open, you may reload in the open, but you may not leave cover until the reload is complete. All targets get two rounds each minimum.



Under Cover - Pistol

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Facing downrange, both hands on barrel.

Scenario: You are an under cover parking meter maid, when 11 bad guys get upset about a ticket you gave them. Use the cover of a monster truck to return fire. You may lay prone or go to a knee, but you must shoot all shoots from below the truck.

Scoring: Vickers Count

RD Count: 11 Minimum

Targets: 2 PP, 9 SP's

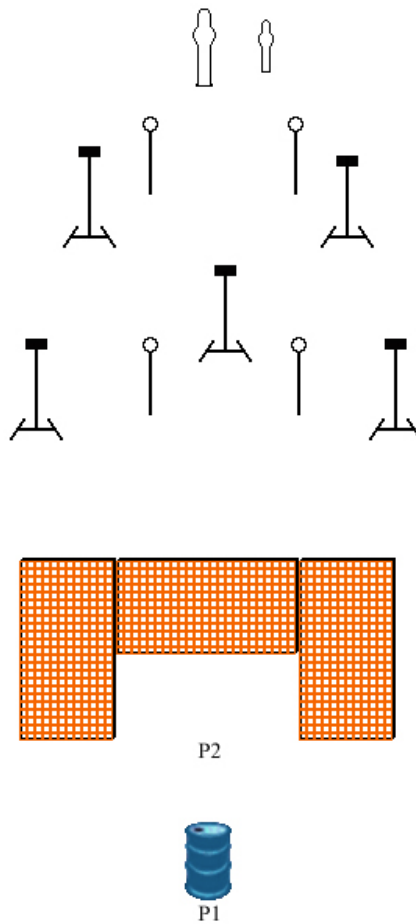
Target Distance: 12-16 yds

Scored Hits: Steel must fall.

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: Standing at P1 with both hands on the barrel, at signal move to P2 and either go to a knee or go prone and engage the targets as you see them. (in any order)



Under Cover - Shotgun

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Facing downrange, both hands on shotgun.

Scenario: You are an under cover parking meter maid, when 6 bad guys get upset about a ticket you gave them. Use the cover of a monster truck to return fire. You may lay prone or go to a knee, but you must shoot all shoots from below the wall.

Scoring: Vickers Count

RD Count: 6 Minimum

Targets: 1 PP, 4 SP's

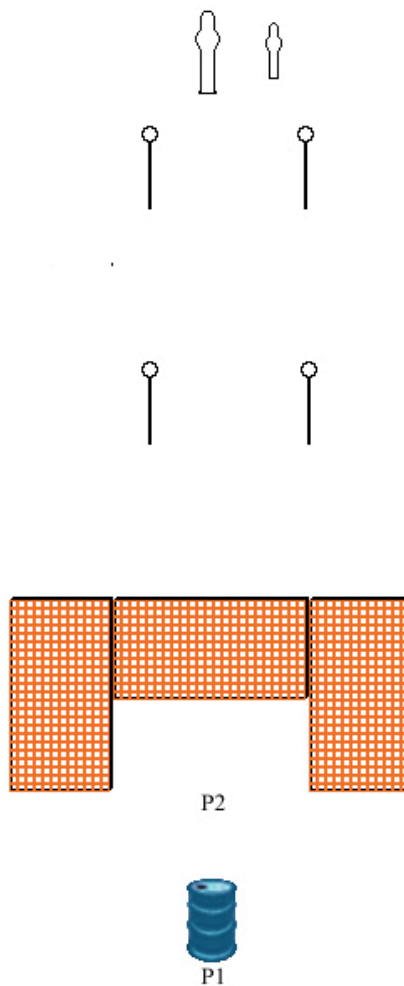
Target Distance: 12-16 yds

Scored Hits: Steel must fall.

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: Standing at P1 with both hands on the shotgun, at signal move to P1 and either go to a knee or go prone and engage the targets as you see them. (in any order)



Bad Day - Pistol

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Standing towards wall with both hands on wall on the x's. Gun loaded to DC.

Scenario: Your family in outside your house being attacked by a bunch of thugs with guns and knives. Use available windows to take the thugs out as you see them.

Scoring: Vickers Count

RD Count: 24 Minimum

Targets: 8 IDPA, 2 NT

Target Distance: 5-15 yds

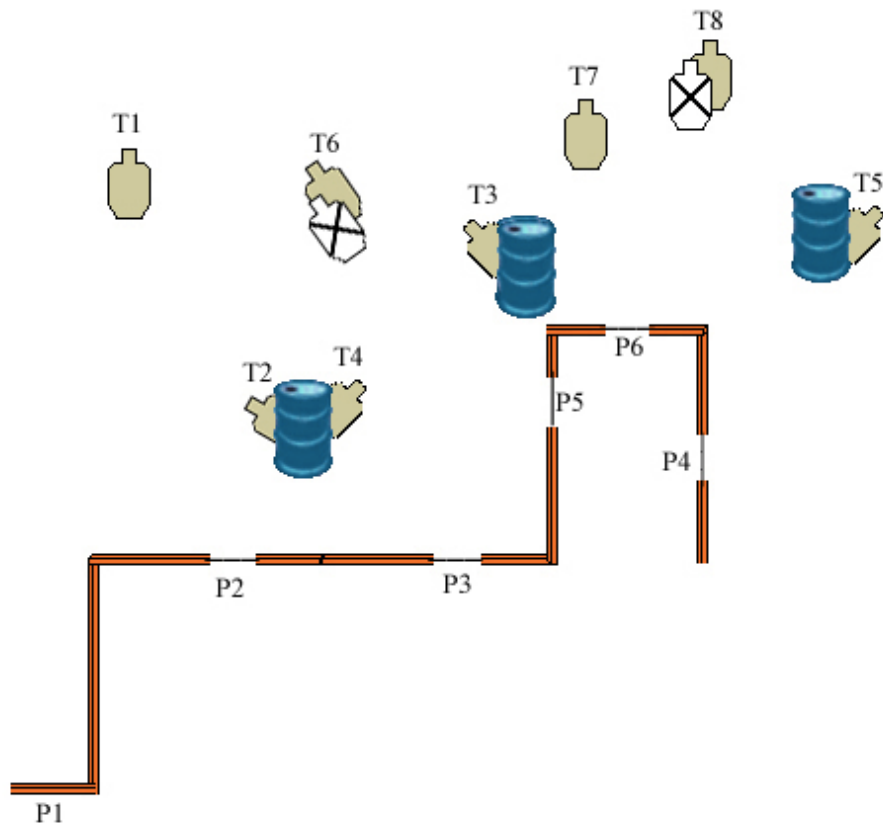
Scored Hits: Best 3 on paper with 1 head shot each.

Start-Stop: Audible - Last Shot

Cover Garment: Required

Consider:

Stage Procedure: Standing at P1 with hands on the x's (on the wall), at signal, draw and advance through house and engage the targets as you see them with three (3) rounds each, 2 to the body and 1 to the head. You may only shoot through the windows.



Bad Day - Rifle

Rules: IDPA

Course Designer: Mark Goede

Start Position: P1, Standing facing the wall with both hands on the rifle. Gun loaded to DC.

Scenario: Your family in outside your house being attacked by a bunch of thugs with guns and knives. Use available windows to take the thugs out as you see them.

Scoring: Vickers Count

RD Count: 16 Minimum

Targets: 8 IDPA, 2 NT

Target Distance: 5-15 yds

Scored Hits: Best 2 on paper.

Start-Stop: Audible - Last Shot

Cover Garment: Required

Consider:

Stage Procedure: Standing at P1 facing the wall with both hands on your rifle, at signal, advance through house and engage the targets as you see them with two (2) round each. You may only shoot through the widows.

