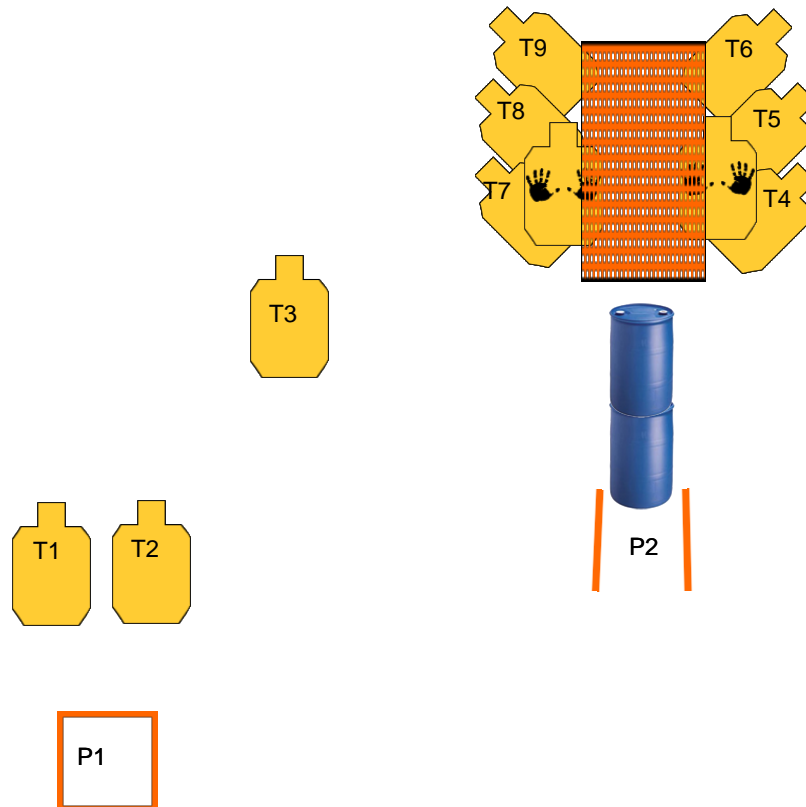


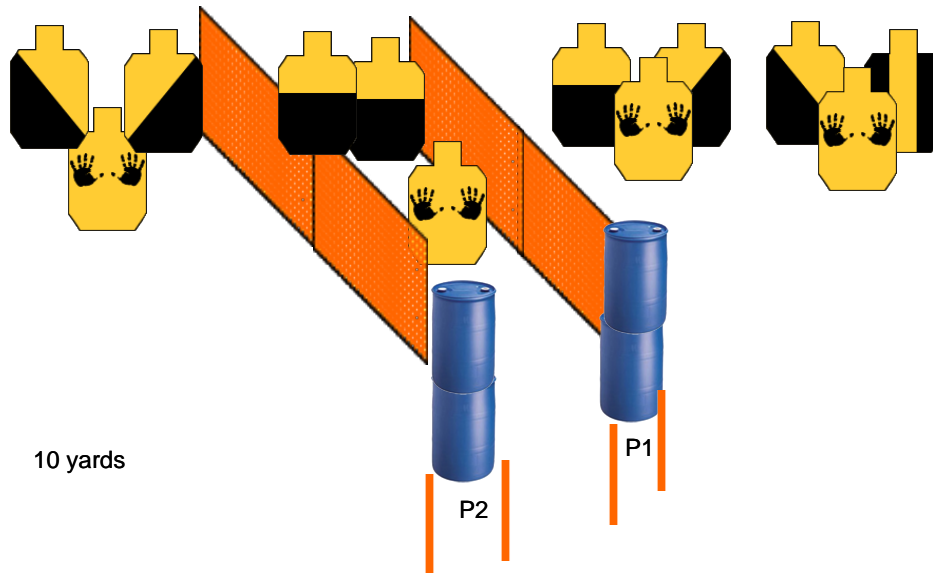
# Stage 1 - Intro to Chicago

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> Roy Bejsovec
<b>START POSITION:</b> AT P1, hands relaxed at sides (PCC LOW READY). <b>ONLY THREE MAGAZINES LOADED TO SIX ROUNDS EACH ON PERSON</b>	
<b>SCENARIO:</b> You are having an altercation with 2 guys when suddenly you realize both are armed and present a threat to you. Their buddies are also in attendance and present a threat with guns drawn.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> Starting at P1, at signal engage T1 and T2 with 2 shots each to the body. Move to P2 and while moving engage T3 with 2 shots. From behind cover engage T4-T9 with 2 shots each.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 09
	<b>DISTANCE:</b> 3-12yards
	<b>SCORED HITS:</b>
	<b>PENALTIES:</b> Per Rule Book, IDPA 2017 latest edition
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



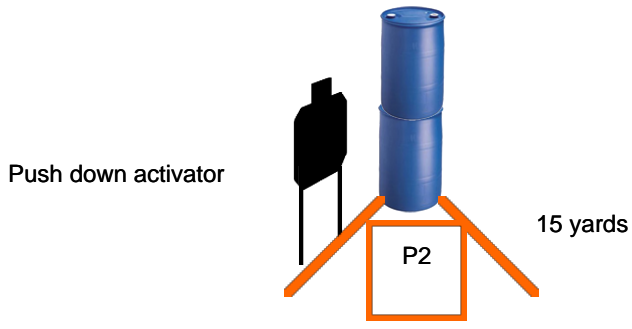
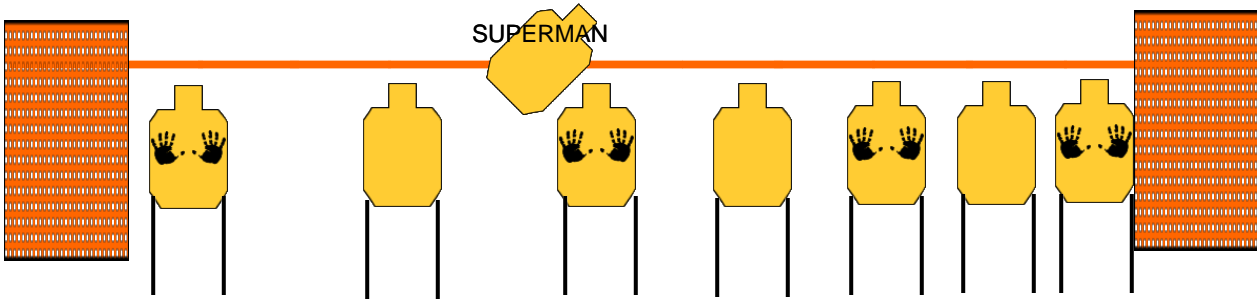
# Stage 2 - Hostage Situation in the Nation

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> Roy Bejsovec
<b>START POSITION:</b> P1, Division Capacity, hands relaxed at sides (PCC low ready)	
<b>SCENARIO:</b> You come across a hostage situation. Angry Raider fans have Mark Davis and his team of hair dressers held hostage and you 've been sent by Roger Goodell to save them.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> Start at P1 and engage T1-T4, then T5-T6. Move to P2 and engage T7 and T8.	<b>ROUND COUNT:</b> 16
	<b>TARGETS:</b> 08
	<b>DISTANCE:</b> T1-T6 10 yards, T7-T8 15 yards
	<b>SCORED HITS:</b> Best two, each target
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



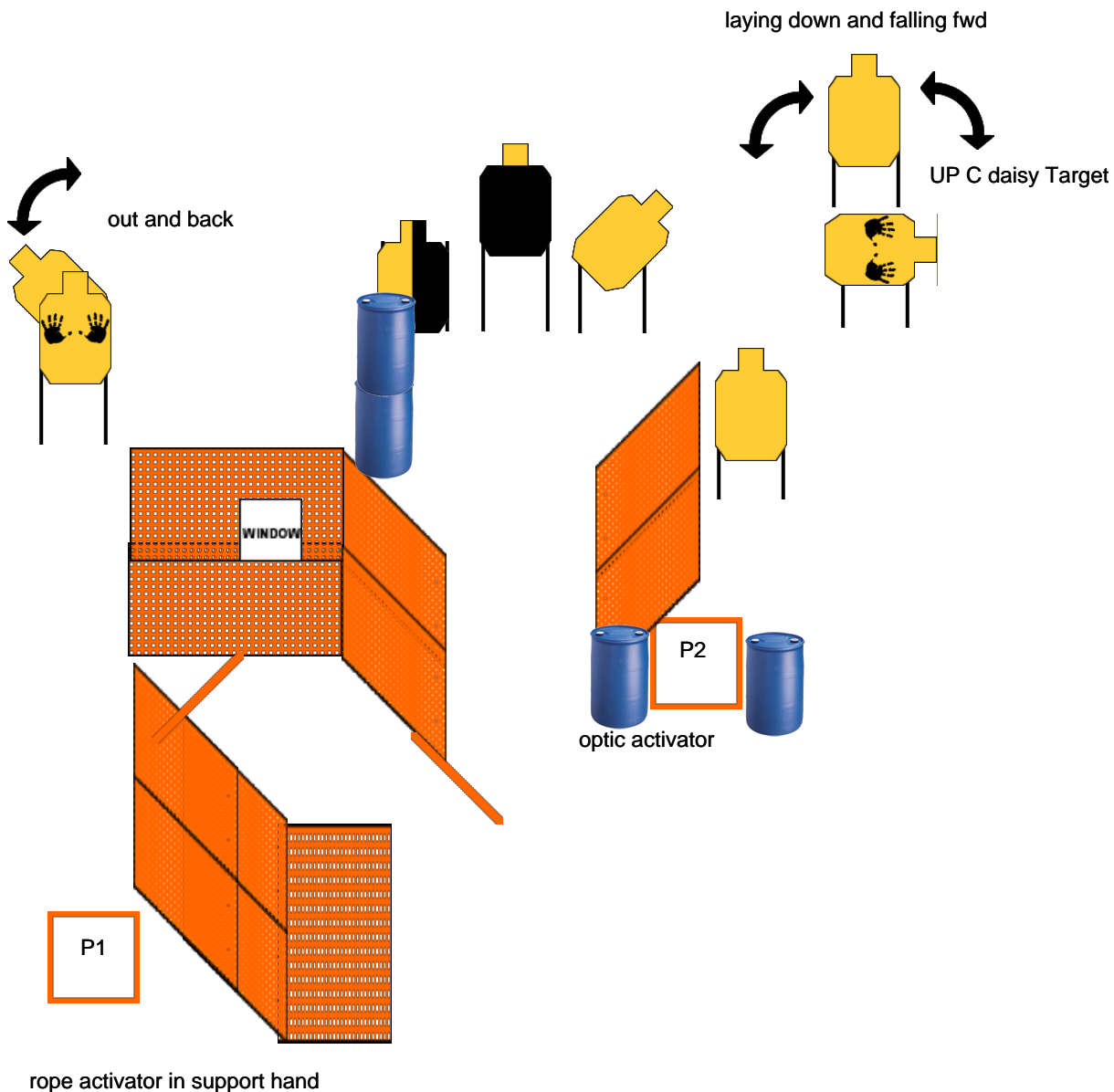
# Stage 3 - Shoot On The Move Or Not

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> Ross Quarnoccio
<b>START POSITION:</b> Loaded to division capacity facing up range, hands on top of your head (PCC facing down range, unloaded, low ready weak side)	
<b>SCENARIO:</b> While you are competing at your local match and thinking about the new rule about shooting on the move. You are not sure about the new change and on deck. You are unsure which way would be fastest way to shoot the stage. Time to pick	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 12
<b>PROCEDURE:</b> At signal turn down range and engage all targets You can choose to engage all stationary target AT ANYTIME IN ANY ORDER, stationary at P1 or P2, moving to P2 or engage all targets from P2. Its your choice. At P2 activate superman by pushing down the Non Threat.	<b>TARGETS:</b> 04
	<b>DISTANCE:</b> 15-20yards
All targets get THREE rounds.	<b>SCORED HITS:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



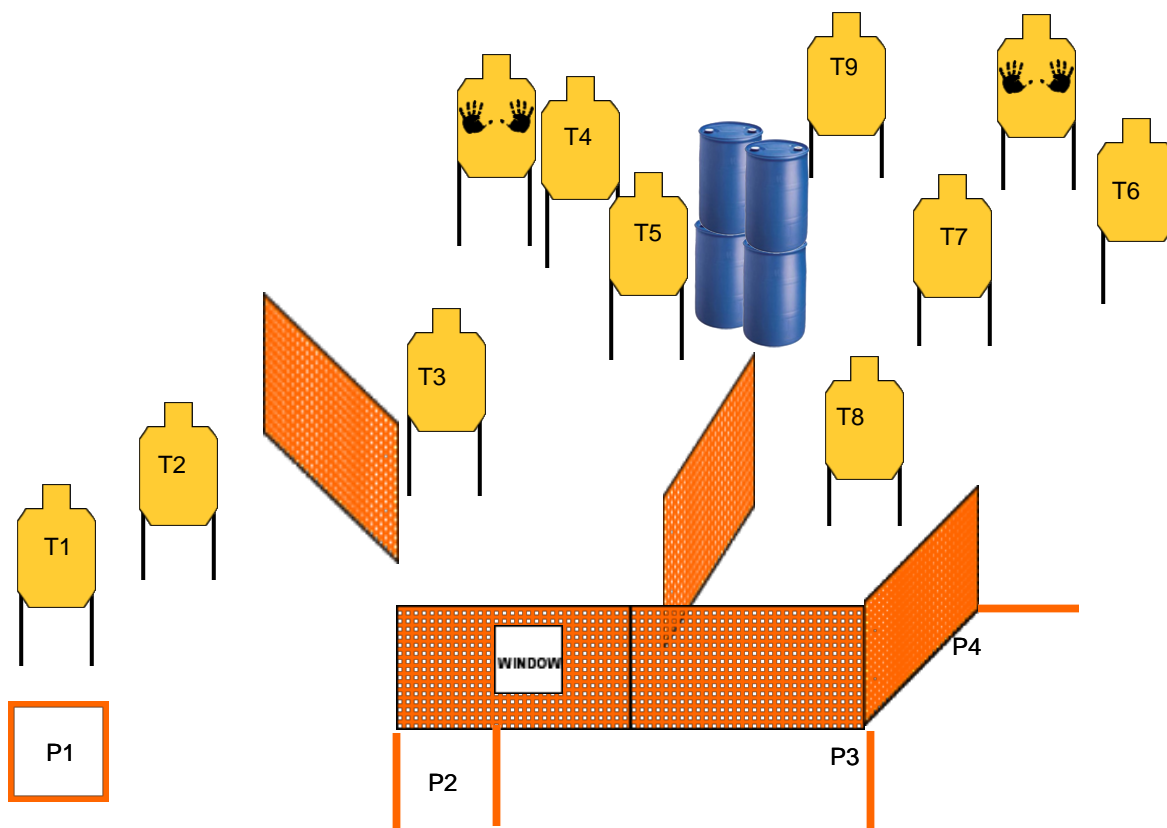
# Stage 4 - Winging It

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> Ross Quarnoccio
<b>START POSITION:</b> Loaded to division capacity holstered rope in your support hand. (PCC low ready)	
<b>SCENARIO:</b> While pulling your own wieght. you find yourself in one bad situation. Time to exit the building.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At P1 pull rope with support hand. Advance to P2 engaging all targets in accordance with current IDPA rule book.	<b>ROUND COUNT:</b> 12
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 15 yards to 0
	<b>SCORED HITS:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



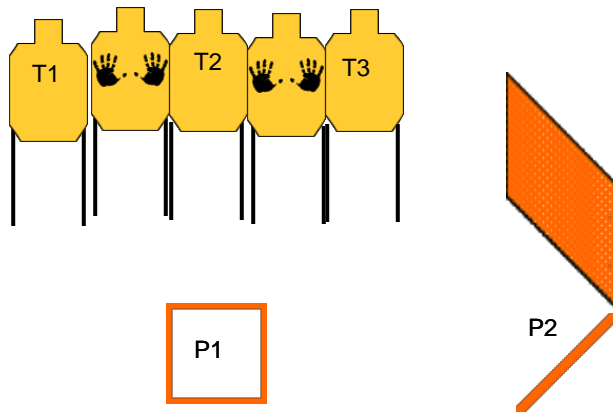
# Stage 5 - Super Center Return Counter

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> Roy Bejsovec
<b>START POSITION:</b> P1, Facing up range. Hands relaxed at sides. Loaded to division capacity.	
<b>SCENARIO:</b> You're in the local Sprawlmart at the return counter, waiting to return the tie you got for you're birthday, when a group of thugs runs in to get the take from the long weekend. Fight your way to the exit.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> Start at P1, Facing up range. At the signal, turn and draw, engage T1 from retention with 2 shots, engage T2 with 2 shots while on the move to P2, engage T3-T5 with 2 shots each as they become visible from P2, Continue to P3 and engage T6 with 2 shots move to P4 and engage targets T7-T9 with 2 shots each.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 09
	<b>DISTANCE:</b> 1 to 12 yards
	<b>SCORED HITS:</b> 9 threats, 4 nonthreats
	<b>PENALTIES:</b> Current IDPA Rules, T1 must be engaged from retention
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> T2 must be engaged on the move, T3-T8 must be engaged from cover



# Stage 6 - President Bill Standards Modified

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> Roy Bejsovec
<b>START POSITION:</b> P1, hands relaxed at sides (PCC Low Ready), 6 rounds only in first magazine, others loaded to division	
<b>SCENARIO:</b>	
<b>PROCEDURE:</b> Engage targets T1-T3 with 2 rounds each from P1. Perform a slidelock reload and then re-engage T1-T3 with 2 rounds each from P1. Then engage T4 with 6 rounds from P2.	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 12
	<b>TARGETS:</b> 04
	<b>DISTANCE:</b> 8-18 yards
	<b>SCORED HITS:</b> Best 4 on T1-T3, Best 6 on T4
	<b>PENALTIES:</b> Per 2017 IDPA Rulebook, current edition
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



# Stage 7 - I Like These Guys revised

**RULES:** IDPA Rules

**Created By:** Chuck Linn

**START POSITION:**

Standing at P1 behind cover with gun holstered and loaded to Division Capacity. Hands at sides. (PCC low ready).

**SCENARIO:**

You just finished up and step outside the restroom to see an armed gang of 9 headed towards you and your friends and then you hear the gang leader yell, "I like these guys. They're funny guys. Just kill one of them". You're the only one carrying concealed. Handle the threat.

**PROCEDURE:**

At the signal, engage T1 - T8 with 2 rounds each as each target becomes visible. At P2, engage T9 from cover.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

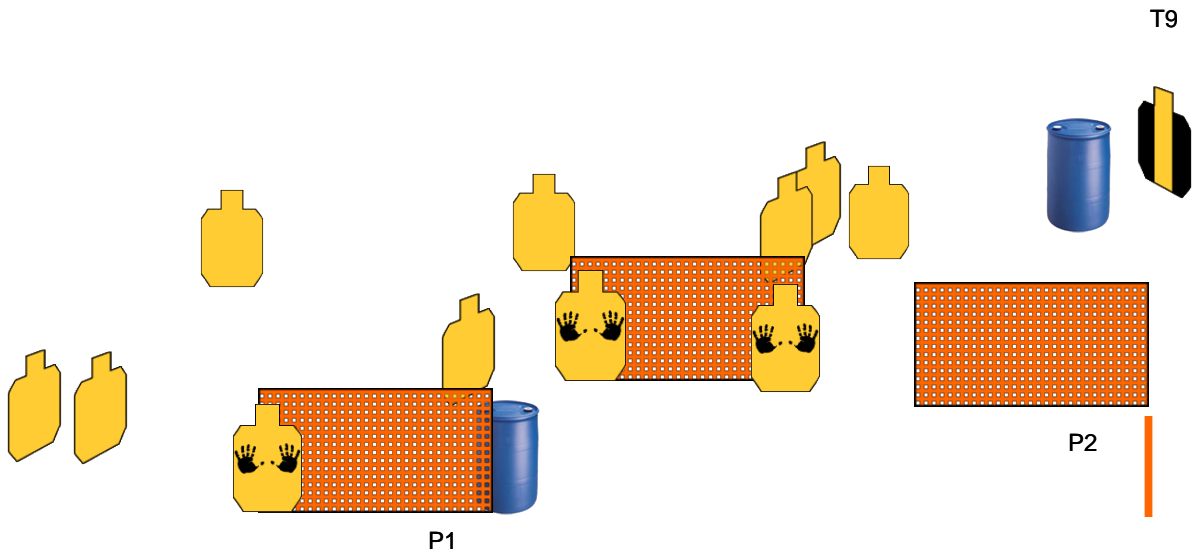
**DISTANCE:** 5 to 15 Yards.

**SCORED HITS:** Best 2 on each target.

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



**EQUIPMENT:**

- 3 - Full Walls
- 2 - Barrels
- 12 - Target Stands
- 9 - Targets
- 3 - No-Shoots
- 24 Target Sticks
- 1 - Red Fault Stick
- 1 - Orange Boundary Stake