

Stage 1 - Ross Drill-Mozam-Presidente TWERKED

RULES: IDPA Rules

COURSE DESIGNER: Chuck Linn

START POSITION: Standing at P1 gun holstered (PCC at low ready) and loaded to Division Capacity. Hands at sides.

SCENARIO:

Skills drill. Shots must be taken **on the move** from behind the appropriate yardage for each target while retreating from P1.

PROCEDURE:

At the signal, from P1 draw and while retreating (moving) engage T1 from 5 yards with two to the body and one to the head (from behind the 5 yard marker). Continue retreating and engage T2 from 7 yards while moving with two to the body and one to the head (from behind the 7 yard marker). Continue retreating and engage T3 from 10 yards while moving with two to the body and one to the head (from behind the 10 yard marker). Continue retreating and engage T4 from 15 yards with three to the body while moving (from behind the 15 yard marker). Continue retreating and engage T5 from 20 yards with three to the body while moving (from behind the 20 yard marker).

SCORING: Limited

ROUND COUNT: 15

TARGETS: 05

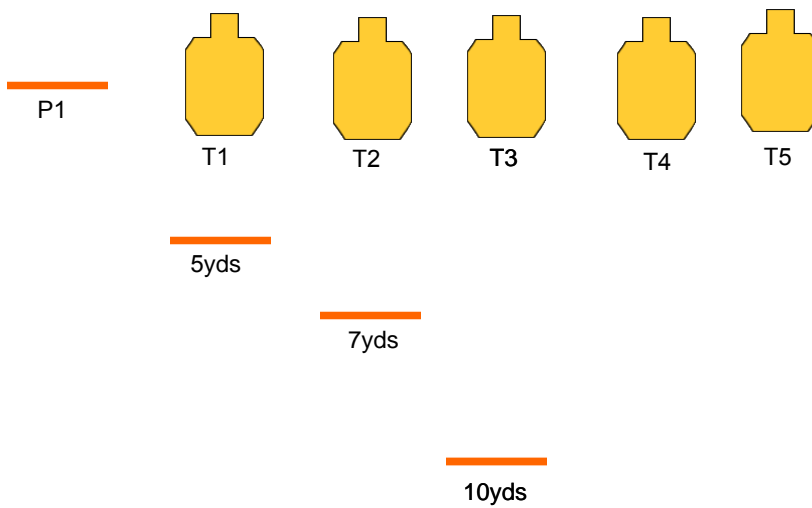
DISTANCE: 5, 7, 10, 12 and 15 yards.

SCORED HITS: 15

PENALTIES:

CONCEALMENT: Yes

NOTES:



Yardage markers must be buried flush so that they aren't a tripping hazard.

EQUIPMENT:

5 - Target Stands

10 - Target Sticks

6 - Red Fault Sticks

1 - Orange Boundary Stake

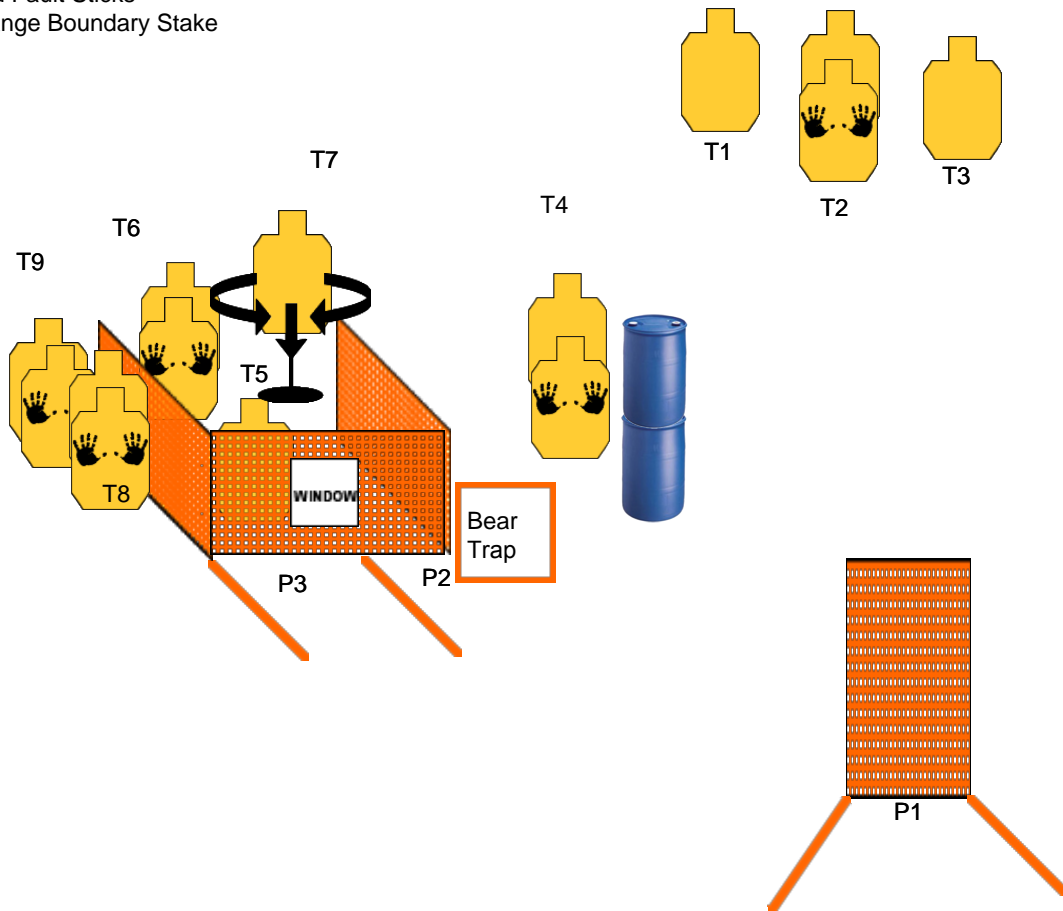
12yds

15yds

Stage 2 - Now What

RULES: IDPA Rules	COURSE DESIGNER: Chuck Linn
START POSITION: Standing at P1 behind cover with gun holstered (PCC low ready) and loaded to division capacity. Hands at sides.	
SCENARIO: You arrive home to find it's been invaded by armed escapees from a local prison who've taken your neighbors as hostages.	SCORING: Unlimited
PROCEDURE: At signal draw and engage T1-T3 from cover. Then engage T4 while moving to P2. At P2 engage T5 and T6 then trip the bear trap which triggers T7. Move to P3 and shoot T8 from cover. If T9 is not visible from P3, move to engage T9.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 3 to 15 Yards.
	SCORED HITS: Best 2 shots on each target.
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:

- EQUIPMENT:**
- 3 - Full Walls (one with window)
 - 1 - Bianchi Barricade
 - 2 - Barrels
 - 1 - Drop Turner
 - 1 - Bear Trap
 - 8 - Target Stands
 - 14 - Target Sticks
 - 4 - Red Fault Sticks
 - 1 - Orange Boundary Stake



Stage 3 - Look Out Any Window

RULES: IDPA Rules

COURSE DESIGNER: Chuck Linn

START POSITION: Standing at the chair at P1 gun loaded to Division Capacity and holstered (PCC low ready). Hands at sides.

SCENARIO:

You're headed to a cook-out at your in-laws when you notice something's not right. Then you see through the window, their home has been invaded and their lives are in danger. Save 'em. You know you want to.

PROCEDURE:

At the signal, while moving to P2, trigger the bear trap, draw and engage T1-T4 from cover.

While on the move to P3, engage T5, then trigger the second bear trap.

At P3 engage remaining targets from cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

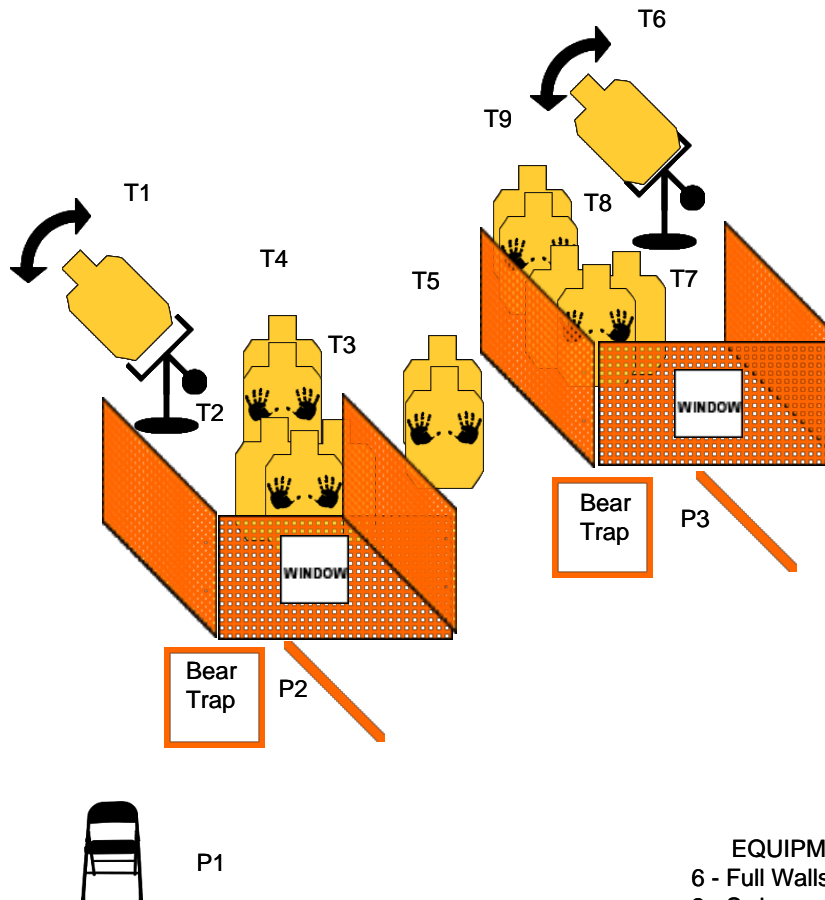
DISTANCE: 3 to 10 Yards.

SCORED HITS: Best 2 shots on each target.

PENALTIES:

CONCEALMENT: Yes

NOTES:



- EQUIPMENT:**
- 6 - Full Walls (2 with windows)
 - 2 - Swingers
 - 2 - Bear Traps
 - 9 - Target Stands
 - 22 - Target Sticks
 - 2 - Red Fault Sticks
 - 1 - Orange Boundary Stake

Stage 4 - Bad Day To Be At Work On Time

RULES: IDPA Rules

COURSE DESIGNER: Chuck Linn

START POSITION: Standing at P1 with gun holstered (PCC low ready) and loaded Division Capacity. Strong hand must be touching door handle.

SCENARIO:

You arrive at your place of work to find it overrun by armed assailants with evil intent.

PROCEDURE:

At the signal, open door, draw and engage T1-T4. Move to P2 and engage T5-T9 from cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

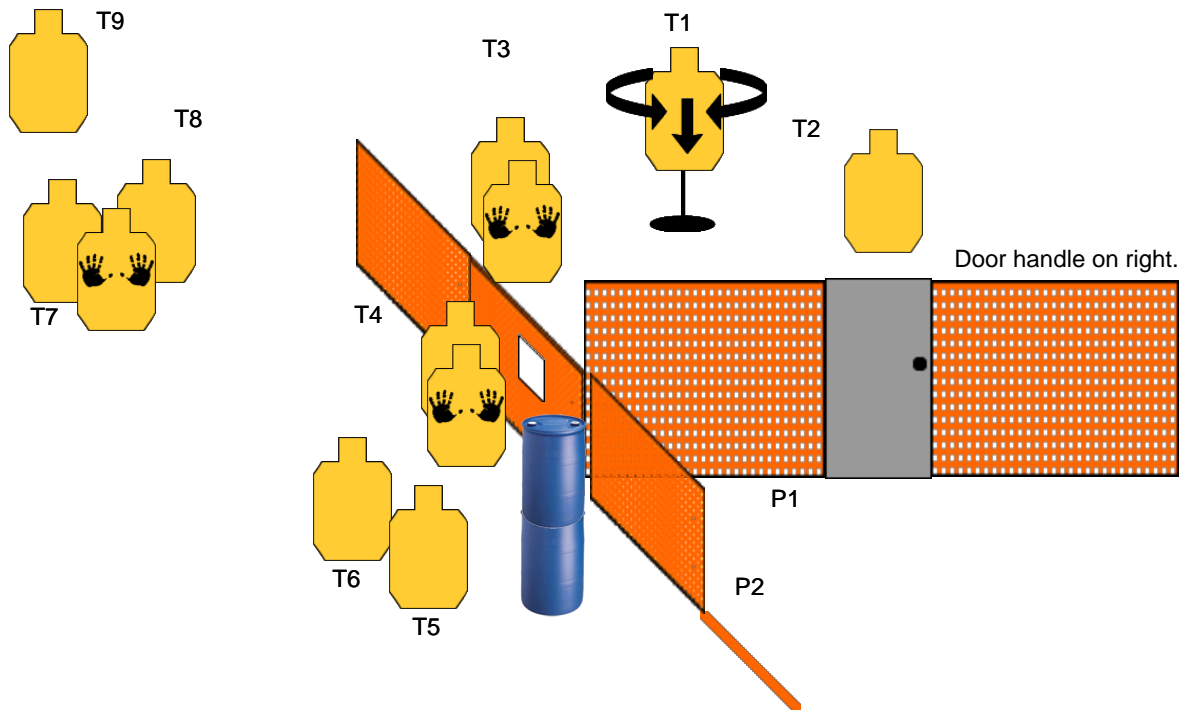
DISTANCE: 5 to 15 Yards.

SCORED HITS: Best 2 shots on each target.

PENALTIES:

CONCEALMENT: Yes

NOTES:



EQUIPMENT:

- 1 - Door
- 1 - Drop Turner (trips when door is pulled open).
- 3 - Full Walls (one with window)
- 1 - Bianchi Barricade
- 9 - Target Stands
- 20 - Target Sticks
- 1 - Red Fault Stick
- 1 - Orange Boundary Stake

Stage 5 - What More Windows

RULES: IDPA Rules

COURSE DESIGNER: Chuck Linn

START POSITION:

Standing at the chair at P1 gun holstered (PCC Low ready) and loaded to Division Capacity. Hands at sides.

SCENARIO:

You walk out in your bath robe to get the morning paper and when you turn around, an angry armed mob with hostages, is trying to invade your house.

PROCEDURE:

At the signal, draw and engage T1-T3 while on the move to P2. From P2 engage T4-T6 from cover. Move to P3 and engage T7-T9 from cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

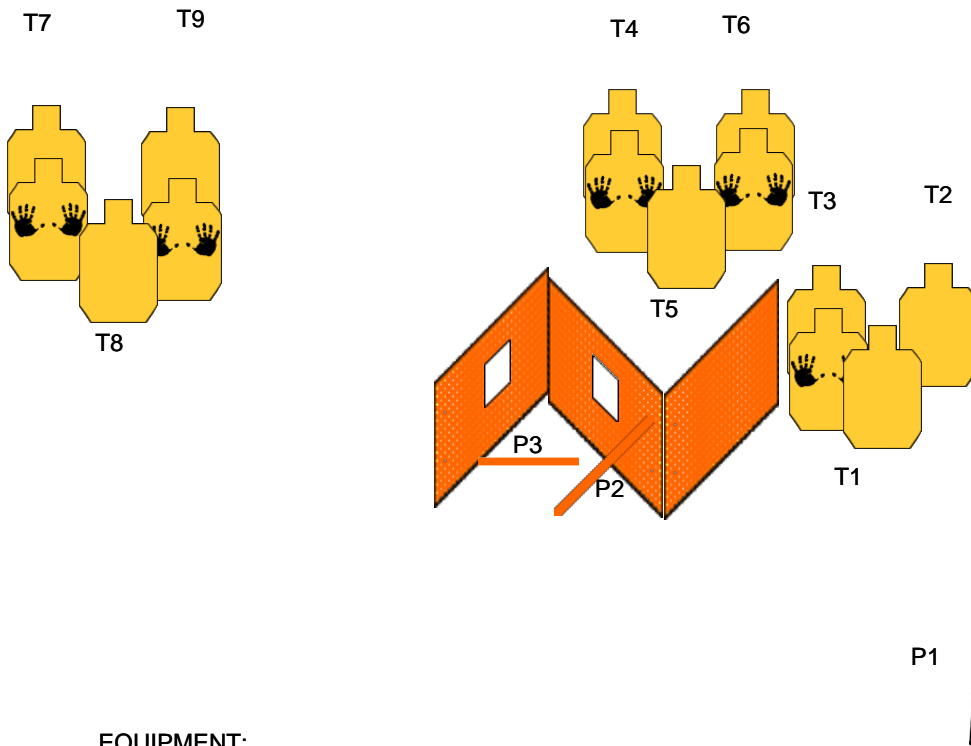
DISTANCE: 3 to 10 Yards.

SCORED HITS: Best two shots on each target.

PENALTIES:

CONCEALMENT: Yes

NOTES:

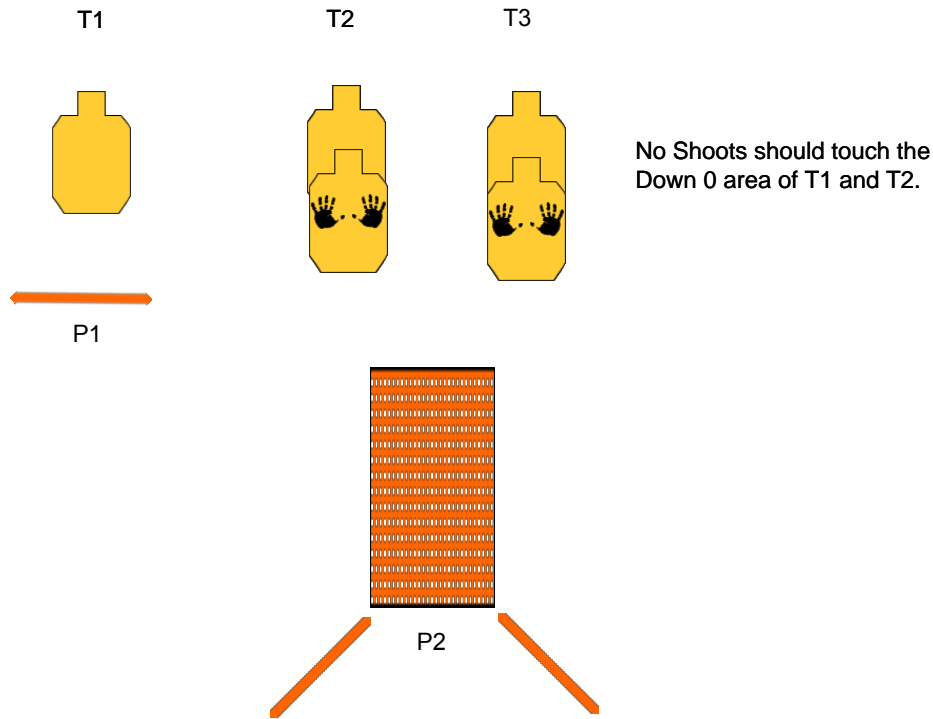


EQUIPMENT:

- 3 - Full Walls (2 with windows)
- 9 - Target Stands
- 18 - Target Sticks
- 2 - Red Fault Sticks
- 1 - Orange Boundary Stakes

Stage 6 - Another Fine Mess

RULES: IDPA Rules	COURSE DESIGNER: Chuck Linn
START POSITION: Standing at P1 behind cover, gun holstered (PCC Low ready); 1st two magazines loaded w/six rounds; remainder to Division Capacity. Hands at sides.	
SCENARIO: Skill drill.	SCORING: Limited
PROCEDURE: At the signal, draw and engage T1 with 3 rounds from retention. Move to P2 and stand from cover: Engage T2 with 2 rounds to the body and 1 to the head. Engage T3 with 2 rounds to the body and 1 to the head. Engage T2 with 2 rounds to the body and 1 to the head. Engage T3 with 2 rounds to the body and 1 to the head. All shots may be taken from the same side of the Barricade.	ROUND COUNT: 15
	TARGETS: 03
	DISTANCE: T1-3 yards; T2 & T3-7 yards.
	SCORED HITS: 15
	PENALTIES:
	CONCEALMENT: No
	NOTES:



- EQUIPMENT:**
- 1 - Bianchi Barricade
 - 3 - Target Stands
 - 6 - Target Sticks
 - 2 - Red Fault Sticks
 - 1 - Orange Boundary Stake