

1 wall –STAGE 1

**Round Count:** 12 rounds minimum  
**Scoring Method:** Vickers Count  
**Course Designer:** Dave Smith  
**Procedure:** Start at P1, with middle of wall. At signal, draw, then move to either side of the wall and engage T1-T3. Then move to opposite side of wall and engage T4-T6. All targets 2 shots each.

A Night out with friends—STAGE 2

**Round Count:** 12 rounds minimum  
**Course Designer:** Dave Smith  
**Scoring Method:** Vickers Count  
**Scenario:** While out for dinner, you're interrupted by a gang of robbers.  
**Procedure:** Start seated at P1, hands on lap. At signal draw and engage T1-T3, in tactical sequence, while seated. Then move to P2 and engage the gang members waiting outside. All targets 2 shots each.  
**Notes:** No reloads between P1&P2.

1-1-1-PING -STAGE3

**Round Count:** 12 rounds minimum  
**Procedure:** Start at P1, at signal draw and engage T1,T2 and T3, with one shot each, then engage one pepper popper until it falls. Perform a legal IDPA reload, and then move to P2. Repeat sequence...T1,T2, T3 with one shot each, then one pepper popper until it falls. Perform a reload, and then move to P3. Repeat sequence. T1, T2, and T3 are cardboard targets. Use of low cover not required. Cardboard targets are Limited Vickers count.

Don't run dry-STAGE 4

**Round Count:** 13 rounds minimum  
**Scoring Method:** Vickers Count  
**Procedure:** Start with nose touching center of one barricade. At signal, draw and engage T1-T2(outside targets). Then move to opposite barricade. While on the move to P2, engage T3-T5. Then from P2, engage T6-T7(outside targets). If your gun runs empty between barricades, you will receive a procedural. You may engage T3-T5 from P2, but a procedural will be assessed if you run empty.

Angles-STAGE 5

**Round Count:** 15 rounds minimum  
**Scoring Method:** Vickers Count  
**Procedure:** Start at P1. At signal, engage PP1 and T1. Move to window, and slicing the pie, engage T2, PP2, and T3. Then move to P3, and engage T4 and PP3. All cardboard 3 shots each and steel until it falls.  
**Notes:** WATCH YOUR MUZZLE WHILE MOVING TO P3!! 180\*/DQ potential.

Rest room disaster—STAGE 6

**Round Count:** 12 rounds minimum  
**Course Designer:** Derek Smith  
**Scoring Method:** Vickers Count  
**Scenario:** While doing your business, at the gas station. Ugly sounds come from the outside of the bathroom, and gunshots ring out. Save the day.  
**Procedure:** Start while seated on the throne. At signal, make a motion to pull up your pants and retrieve your gun from toilet paper dispenser. Open the door(do not sweep your hand), and engage BG's as you see them, using cover. Then move toward the screams, P2, and save the gas station attendant. All targets 2 shots each. If you forget to pull up your pants, a procedural will be assessed, motion must start between knee and ankle and end at waist.

Zombie Attack—STAGE 7

**Round Count:** 15 rounds minimum  
**Scoring Method:** Vickers Count  
**Scenario:** Should have been better prepared for something like this.  
**Procedure:** At signal, draw your unloaded gun and mags from the box. Then engage all targets with head shots, to neutralize the threat.

Steel again!—STAGE 8

**Round Count:** 6 rounds minimum  
**Scoring Method:** Vickers Count  
**Procedure:** Start facing uprange. At signal turn, then draw and engage all steel as it becomes visible.