

Still Stalking –STAGE 1

- Course Designer:** Mike Visser **Round Count:** 15 rounds minimum **Scoring Method:** Vickers Count
- Scenario:** While walking through the woods, you stumble upon a still and the moonshiners want no witness going to the tax man. You must defend yourself moving tree to tree for cover.
- Procedure:** Start at P1(either end barrel). From concealment, at signal, draw and engage targets as they become visible. Move to P2 and engage targets as they become visible. Move to P3 and engage targets as they become visible. All cardboard 2 rounds each, steel until it falls.
- Notes:** Reminder, don't leave cover with an empty gun. "A firearm is deemed loaded when the magazine is fully seated and the slide is fully forward or the revolver cylinder is closed."

Skill Drill –STAGE 2

- Course Designer:** Mike Visser **Round Count:** 15 rounds **Scoring Method:** Limited Vickers Count
- Scenario:** Skill Drill
- Procedure:** Start at P1, handgun concealed, loaded with only 5 rounds. At signal, draw and engage T1-T5, while on the move, with 1 shot each. At P2, complete a slide lock reload from behind cover, then engage T1-T5 while on move to P1. Complete a reload with retention behind cover, and then while on the move to P2 engage T1-T5 with 1 round each.

Star Wars–STAGE 3

- Course Designer:** Andrew Thompson **Round Count:** 14 rounds minimum **Scoring Method:** Vickers Count
- Scenario:** On May the 4th, you are providing escort to a princess when your ship is attacked. Defeat the boarding party, including shooting Darth Vader before he uses the force to pull a hostage in front of himself.
- Procedure:** Start at P1, handgun concealed. At signal, draw and engage PP1-PP4(close poppers/Storm Troopers). Move to P2 and using cover engage PP5-PP6(more Storm Troopers) and T1(Darth Vader), Move to P3 and engage T4-T6. All cardboard 2 shots each, steel until it falls.
- Notes:** At P1 no cover is available, shoot PP1-PP4 from P1, no movement. Also did you ever notice the rebel uniforms at the start of star wars look like IDPA "uniforms"? Khaki pants and vest with lots of pockets?

Tire Troubles –STAGE 4

- Course Designer:** Dave Andrews **Round Count:** 12 rounds minimum **Scoring Method:** Vickers Count
- Scenario:** While you are stopped on the side of the road changing a flat tire, a group of thugs begin climbing over the guard rail intent on doing you harm. Your car is disabled, so you'll have to see this situation through to the end.
- Procedure:** Start at P1, handgun concealed, facing up range with both hands on tire. At signal, turn then draw and engage T1-T2, in Tactical Sequence, with two rounds each. Then engage PP1 & PP2, and T4-T5 as they become available, any order. Then engage T5(far static cardboard target) last.

House hunting –STAGE 5

- Course Designer:** Andrew Thompson **Round Count:** 14 rounds minimum **Scoring Method:** Vickers Count
- Scenario:** While out looking for a house, you open the door and are attacked by a gang using the abandoned structure as a drug den. Defend yourself from the gang.
- Procedure:** Start at P1, handgun concealed, with strong hand on door knob. At signal, open door, draw and engage T1-T3 from cover with two rounds each. Move through door to P2 and engage T4-T7 with two rounds each.
- Notes:** Do not sweep your hand while opening door.

Aim...Hose...Aim –STAGE 6

- Course Designer:** Dave Andrews **Round Count:** 12 rounds **Scoring Method:** Vickers Count
- Scenario:** Skill Drill
- Procedure:** Start at P1, handgun concealed. At signal draw, and engage T1-T3 with two round each using cover around left side of barricade. Perform Reload, and Engage T3-T6 with two rounds each, around right side of barricade.

Keep ‘em guessin’ –STAGE 7

- Course Designer:** Dave Andrews **Round Count:** 16 rounds minimum **Scoring Method:** Vickers Count
- Scenario:** An area gang has mistaken your home for a rival crack house and has shown up to shut it down. They are well armed and their ammunition is penetrating your walls, so you have to keep moving to survive.
- Procedure:** Start at P1, handgun concealed. At signal, move to any other flag, draw and engage all targets with 2 rounds each from either window and/or door. Using a new “Tactic”, you may only shoot a maximum of 4 rounds in any position, and then must move to another position.
- Notes:** You may come back to any position as many times as you like. Opening the door is optional. If you open the door, remember that crossing an open door with unengaged targets is a cover violation.
Do Not sweep yourself, if you open the door.

The Good, The Bad & The Ugly (bathtub scene) –STAGE 8

- Course Designer:** Andrew Thompson **Round Count:** 6 rounds minimum **Scoring Method:** Vickers Count
- Scenario:** As you are taking bath in an old west bath house, a one arm crazy guy comes in calling you Tuco and blabbing about how you blew off his arm. From under the suds of your bubble bath you defend yourself. You’re reminded of the old saying “When you have to shoot, shoot. Don't talk.”
- Procedure:** Start at P1 (sitting in bath tub), handgun butt resting on board. At signal draw and engage T1 with two shots. Then engage T2-T3 with two shots each, any order.
- Notes:** Be extra cautious of where your muzzle is at.
So will give command to load gun, load gun, hand loaded gun to SO, SAFELY. Get in bath tub, and position board across tub. SO will SAFELY give gun back. Shoot stage, and then give SO gun back. After exiting tub, SO will have you unload you gun and holster.