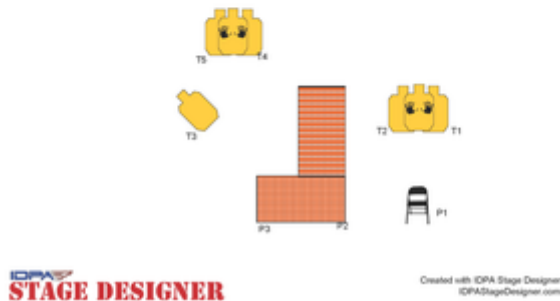


1. Zombies in the Park

Stage 1	Zombies in the park	Rifle Bay
RULES: IDPA RULES COURSE DESIGNER: Jacques van der Merwe START POSITION: Facing down range, weapon loaded, holstered and concealed. COP starts at the back and ends at last shot SCENARIO: You are in a park sitting on a park bench. When zombies attack, defend yourself and the innocent bystanders. PROCEDURE: Sitting at P1, engage T1 & T2 with 2 rounds each, then go to P2 (using cover) and engage T3&T4 with 1 head shot each, engage T5-T6 with 2 body shots and 1 head shot each using cover T1& T2 are shot while seated		
SCORING: Victims ROUND COUNT: 15 TARGETS: 05 DISTANCE: 3m - 9m SCORED HTS: START'S POS: PENALTIES: CONCEALMENT: Yes NOTES: T1, T2 8m from P1, T3 3m from P2 and T4, T5 8m from P2		



Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered, seated
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

2. Midnight Stroll

Stage 2

Midnight Stroll

Pistol Bay (left side)

RULES: ICFA RULES

COURSE DESIGNER: Josh

START POSITION: P1, division capacity, hands at sides. A

SCENARIO: You are having trouble sleeping so you decide to go for a quick walk. You see some people inside your neighbors garage that you don't recognize. As you pull out your phone to give them a call, two people from the group come up to you and take out a gun, telling you to come inside right now. Defend yourself and get to your neighbor inside.

PROCEDURE: At P1, draw and engage T1 with two rounds to the body from retention, then 2030XXXXXXXXXXXXXXXXXXXX. Shoot S1 on the move to P2 until it falls, which activates T2, engage with two rounds on the move. At P2, engage T5-T4 with tactical priority from cover, then move to P3 and engage T7 and T6 with tactical priority (once the gun).

SCORING: Violence

ROUND COUNT: 15

TARGETS: 08

DISTANCE:

SCORED HTS:

START/STOP:

PENALTIES:

CONCEALMENT: Y/N

NOTES:

Shoot T2 free style - moving or standing

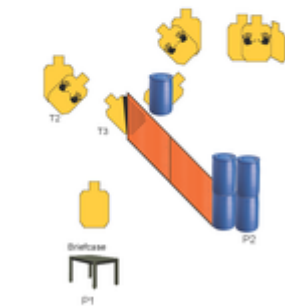
ICFA
STAGE DESIGNER

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Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	7 paper, 1 popper, 1 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered, hands at side				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Return Business

Stage 3	Return Business 2	Pistol Bay (right side)
RULES: IDPA RULES COURSE DESIGNER: John S. START POSITION: Standing directly behind Tablet Gun loaded to division capacity inside briefcase with lid closed. All other mags on belt. Reserved Concealer Facing up-range. SCENARIO: Your business meeting turned into an armed robbery-turn it back. PROCEDURE: At the signal Turn, retrieve gun and engage Closest visible target from behind table with 2 rounds to the body and one to the head while standing still. Then while MOVING to cover engage 2 remaining visible targets with 2 rounds. Engage remaining 4 targets from cover with 2 rounds each.		
SCORING: VICTORY ROUND COUNT: 15 TARGETS: 7 DISTANCE: 7yds to 12yds COLORED: WHITE START POSITION: PENALTIES: CONCEALMENT: Yes NOTES: Only T2 & T3 may be re-engaged from cover at barriers.		



STAGE DESIGNER

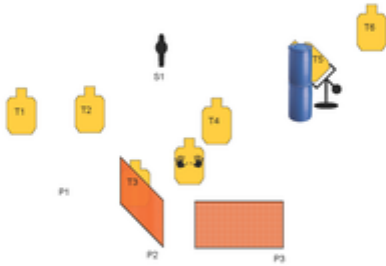
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Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	7 paper, 3 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded and inside briefcase-closed, seated at table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

4. Retreat and Engage

Stage 4	Retreat and Engage	Pond Side
RULES: IDPA RULES		
START POSITION: P1, gun loaded to division capacity, hands released at sides		
SCENARIO: Your walking through the alley next to your local bank with you stumble upon a robbery. Seeing two armed bank robbers in front of you with guns you decide to act.		
PROCEDURE: At the start signal draw and engage T1 and T2 in tactical sequence (1,2,1) while retreating to P2. From P2 engage T3, S1, and T4 with along the per around the wall. Move to P3 and engage T5 and T6.		
COURSE DESIGNER: James		SCORING: Volants
		ROUND COUNT: 13
		TARGETS: 06
		DISTANCE: 3-15 yards
		SCORED HTS: 2 per target
		START STOP
		PENALTIES: Per IDPA rules
		CONCEALMENT: Yes
		NOTES:



STAGE DESIGNER

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Scoring	Unlimited	Firearm	Handgun	Rounds	13
Targets	6 paper, 1 popper, 1 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered, hands at side				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					