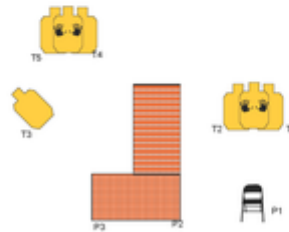


# 1. Zombies in the Park

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



**STAGE DESIGNER**

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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 <b>Midnight Stroll</b> <small>Pistol Bay (left side)</small>	
<b>RULES:</b> ICPA RULES	<b>COURSE DESIGNER:</b> Josh
<b>START POSITION:</b> P1, division capacity, hands at sides A	<b>SCORING:</b> Voluntary
<b>SCENARIO:</b> 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.	<b>ROUND COUNT:</b> 15
<b>PROCEDURE:</b> At P1, draw and engage T1 with two rounds to the body from retention, then <del>shoot P2</del> shoot P2 on the move to P2 until it falls, which activates T3, 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 T8 with tactical priority (check the plan)	<b>TARGETS:</b> 08
Shoot T2 free style - moving or standing	<b>DISTANCE:</b>
	<b>SCORED HTS:</b>
	<b>STARTING CP:</b>
	<b>FINALES:</b>
	<b>CONCEALMENT:</b> 1A8
	<b>NOTES:</b>

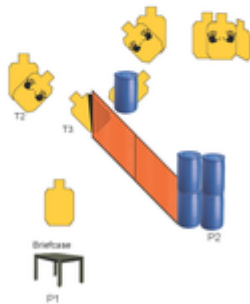
**STAGE DESIGNER**

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

# 3. Return Business

Stage 3 Return Business 2 (Patrol Bay (right side))	
<b>RULES:</b> ICPA RULES	<b>COURSE DESIGNER:</b> John S.
<b>START POSITION:</b> Standing directly behind Taster Gun loaded to division capacity inside briefcase with lid closed. All other mags on belt / Accessory Concealer Facing up stage	<b>SCORING:</b> Varies
<b>SCENARIO:</b> Your business meeting turned into an armed robbery-turn it back.	<b>ROUND COUNT:</b> 15
<b>PROCEDURE:</b> 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.	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> 7yds to 12yds
	<b>SCORING:</b> 1-10
	<b>START STOP:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Only T2 & T3 may be re-engaged from cover at times.



**STAGE DESIGNER**

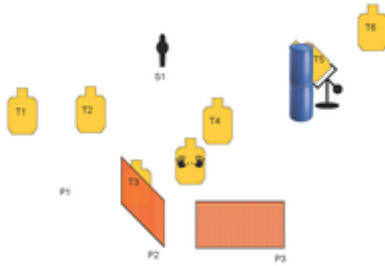
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Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	7 paper, 3 no-shoot	Total	7 targets	Strings	1

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	
<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> James
<b>START POSITION:</b> P1, gun loaded to division capacity, hands relaxed at sides	<b>SCORING:</b> Volkers
<b>SCENARIO:</b> Your walking through the alley next to your local bank with you stumble upon a robbery. Seeing two armed bank robbers in front or you with guns you decide to act.	<b>ROUND COUNT:</b> 13
<b>PROCEDURE:</b> 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.	<b>TARGETS:</b> OS
	<b>DISTANCE:</b> 3-15 yards
	<b>SCORED HTS:</b> 2 per target
	<b>START'S TOP:</b>
	<b>PENALTIES:</b> Per IDPA rules
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



**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	