

“Biker” Gang

RULES: IDPA

COURSE DESIGNER: Larry Cox

Edited by Lin Edwards

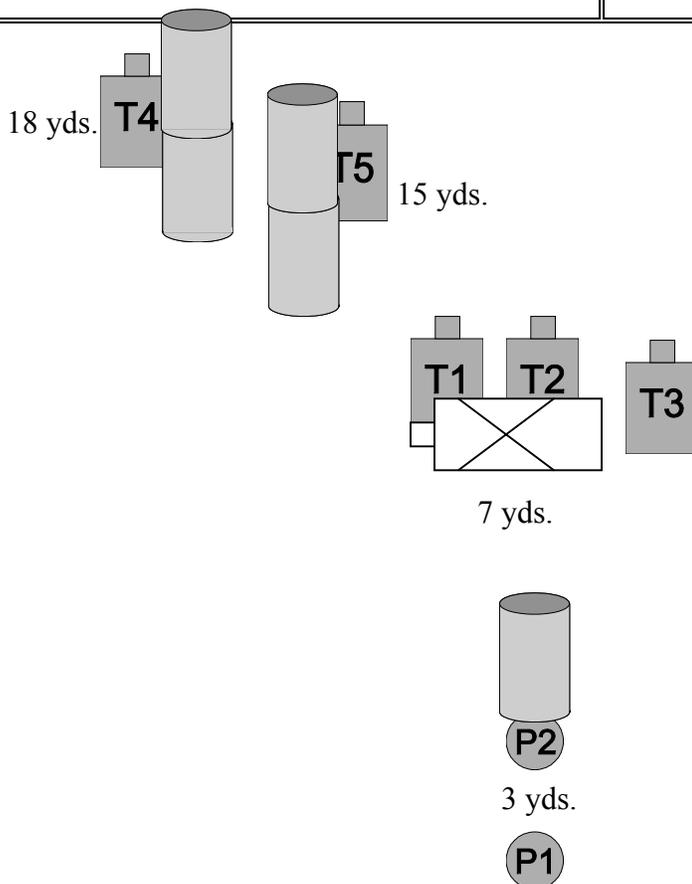
START POSITION: Shooter at P1 facing downrange with hands at side.

SCENARIO: You are walking through the park late one afternoon. Suddenly from the trees in front of you a girl comes running toward you closely pursued by 3 “biker” types, with 2 more a few yards behind. As the 3 grab the girl and throw her to the ground, you yell for them to turn her loose. One yells, “If you want her, you’ll have to wait your turn.” Another yells, “Just shoot him and let’s get on with it,” while the third says, “You shoot him, I’m goin’ first.”

As you take cover behind the trash can in front of you, you realize that you will have to quickly take out the 3 in front of you before they can use the girl as a shield.

SCORING: Vickers Count
RD COUNT: 10 minimum
TARGETS: 5 IDPA
TARGET DISTANCE: 7 – 18 yards
SCORED HITS: Best 2 on paper
START-STOP: Audible – Last shot
PENALTIES: As per IDPA rules
CONCEALED CARRY: Required

STAGE PROCEDURE: Engage targets T1-T3 with 2 rounds each in **Tactical Sequence** (1-1-2-1-1) while moving to, or after taking cover behind the barrel in front of you. Then engage T4 & T5 in **Tactical Priority** (slice the pie). Shoot around, **not over**, the barrel.



Bump in the Morning

RULES: IDPA

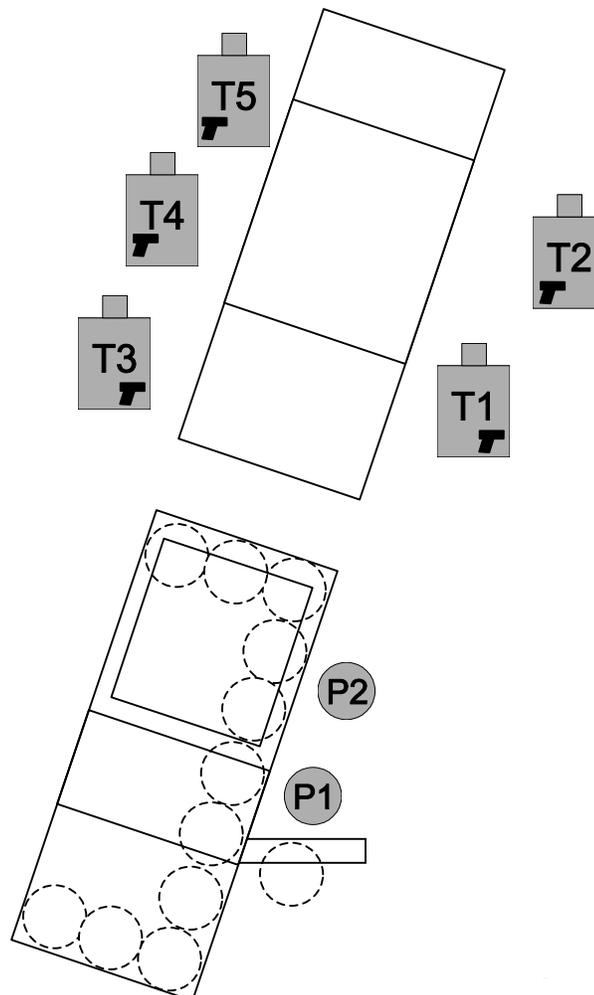
COURSE DESIGNER: Lin Edwards

START POSITION: At P1, hands at sides, facing T1.

SCENARIO: While stopped at a traffic light, you are bumped from behind. As soon as you get out to assess the damage the occupants of the offending car emerge with weapons showing. There has been a recent spate of carjackings with the drivers having been killed and you fear for your life.

STAGE PROCEDURE: Engage all targets, in Tactical Priority, with 3 rounds each. Engage T1-T2 while moving to cover at P2. Engage T3-T4 from cover at P2, then move until you can engage T5.

SCORING: Vickers Count
RD COUNT: 15 minimum
TARGETS: 5 IDPA
TARGET DISTANCE: 3-10 yards
SCORED HITS: Best 3 on paper
START-STOP: Audible – Last shot
PENALTIES: As per IDPA rules
CONCEALED CARRY: Required
SPECIAL NOTES:



Not in my Diner

RULES: IDPA

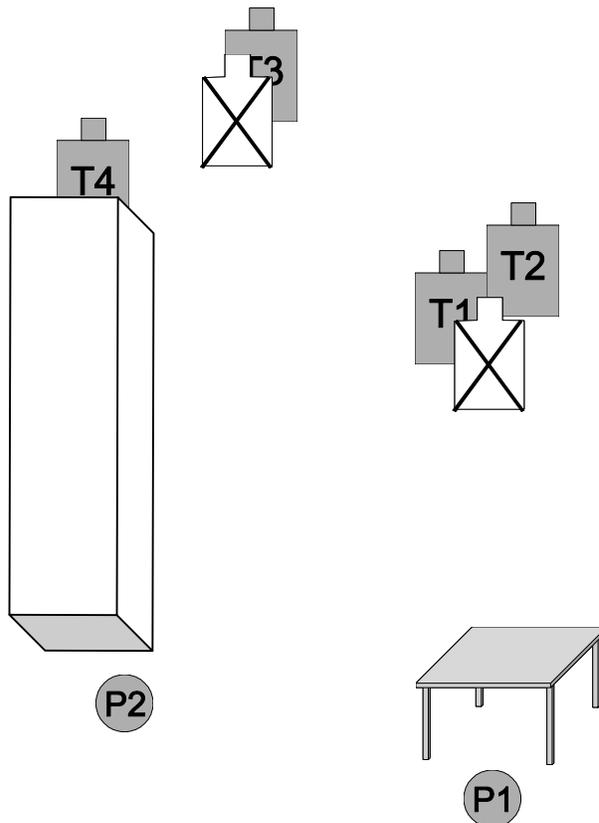
COURSE DESIGNER: Lin Edwards

START POSITION: Shooter seated at P1 with fork in strong hand.

SCENARIO: You are eating in a diner filled with small tables. 4 armed BGs burst in for a robbery. T1 and T2 come in first and are closest. T3 and T4 are next and spread out to cover the room.

STAGE PROCEDURE: Engage targets T1-T2 with a minimum of 2 rds. each, from a seated position at P1. Move to position P2 and take cover at end of counter. Engage T3-T4 with at least 2 rounds each, using cover. Be careful of your muzzle direction while moving.

SCORING: Vickers Count
RD COUNT: 8 minimum
TARGETS: 4 IDPA, 2 NT
TARGET DISTANCE: yards
SCORED HITS: Best 2 on paper
START-STOP: Audible – Last shot
PENALTIES: As per IDPA rules
CONCEALED CARRY: Required
SPECIAL NOTES:



Uninvited Visitors

RULES: IDPA

COURSE DESIGNER: Lin Edwards

START POSITION: Seated at P1, facing uprange, TV remote in strong hand.

SCENARIO: You are checking out the latest episode of Shooting USA on the Outdoor Channel on TV, when you hear screams from the other rooms. You are in the midst of a home invasion. There have been several in recent months, and no one was left alive.

STAGE PROCEDURE: Proceed down the hallway, engaging targets as they become visible with 2 rounds to the body and 1 to the head on each.

SCORING: Vickers Count
RD COUNT: 15 minimum
TARGETS: 5 IDPA
TARGET DISTANCE: 3-15 yards
SCORED HITS: Best 3, 1 must be in head box.
START-STOP: Audible – Last shot
PENALTIES: As per IDPA rules
CONCEALED CARRY: Required
SPECIAL NOTES:

