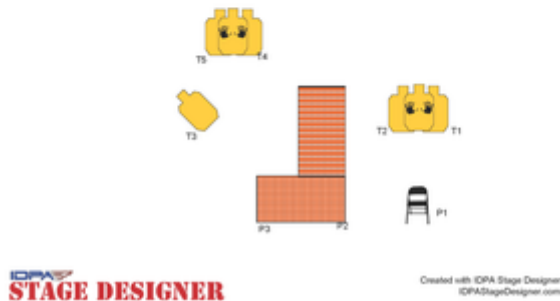


# 1. Zombies in the Park

| Stage 1   | Zombies in the park | Rifle Bay |
|---|---------------------|-----------|
| <b>RULES: IDPA RULES</b>  |                     |           |
| <b>START POSITION:</b> Facing down range, weapon loaded, holstered and concealed. COP starts at the back and ends at last shot  |                     |           |
| <b>SCENARIO:</b> You are in a park sitting on a park bench. When zombies attack, defend yourself and the innocent bystanders.   |                     |           |
| <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 head shot each, engage T3-T6 with 2 body shots and 1 head shot each using cover |                     |           |
| T1& T2 are shot while seated  |                     |           |
| <b>COURSE DESIGNER:</b> Jacques van der Merwe   |                     |           |
| <b>SCORING:</b> Victims   |                     |           |
| <b>ROUND COUNT:</b> 15  |                     |           |
| <b>TARGETS:</b> 05  |                     |           |
| <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 8m from P1, T3 3m from P2 and T4, T5 8m from P3  |                     |           |



|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| 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



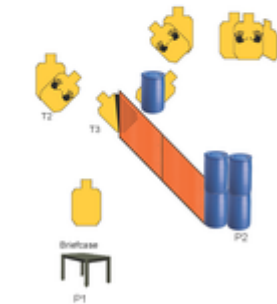
ICFA  
STAGE DESIGNER

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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. Restricted Concealed 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  |                   |                         |
| SCHEDULE: N/A  |                   |                         |
| START TIME: N/A  |                   |                         |
| PENALTIES: N/A   |                   |                         |
| CONCEALMENT: Yes   |                   |                         |
| NOTES: Only T2 & T3 may be re-engaged from cover at barriers.  |                   |                         |



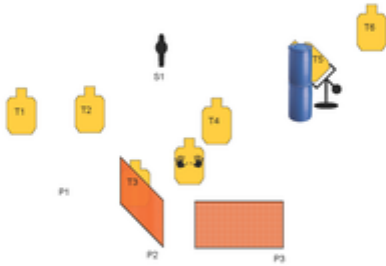
STAGE DESIGNER

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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:                    |



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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                |                                       |         |           |         |    |