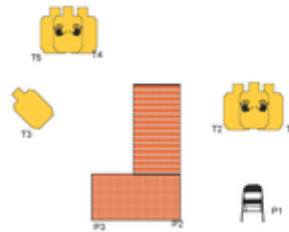


1. Zombies in the Park

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.	SCORING: Vikings	
SCENARIO: You are in a park sitting on a park bench. When zombies attack, defend yourself and the innocent bystanders.	ROUND COUNT: 15	
PROCEDURE: 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	TARGETS: OS	
	DISTANCE: 3m - 9m	
	SCORED HTS:	
	START'S TOP:	
	PENALTIES:	
	CONCEALMENT: Yes	
	NOTES: 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 Midnight Stroll Pistol Bay (left side)	
RULES: IDPA RULES	COURSE DESIGNER: Josh
START POSITION: P1, division capacity, hands at sides A	SCORING: Voluntary
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.	ROUND COUNT: 15
PROCEDURE: At P1, draw and engage T1 with two rounds to the body from retention, then shoot 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 (once the gun)	TARGETS: 08
Shoot T2 free style - moving or standing	DISTANCE: _____
	SCORED HTS: _____
	STARTING POS: _____
	FINALS: _____
	CONCEALMENT: Y/N
	NOTES: _____

The diagram illustrates the stage layout. It features a central orange rectangular obstacle labeled 'P2'. To the left of 'P2' are two blue barrels labeled 'P1'. To the right of 'P2' is a 'Drop Turner' (a blue barrel) and a black target labeled 'B1'. Further to the right are two yellow targets labeled 'T1' and 'T2'. Above 'P2' are two yellow targets labeled 'T3' and 'T4'. At the top left is a black target labeled 'T5'. At the top center is a black target labeled 'T6'. At the bottom right are two yellow targets labeled 'T7' and 'T8'.

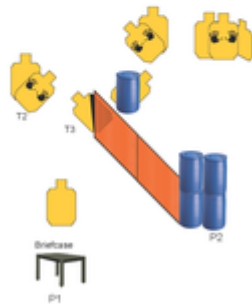
STAGE DESIGNER

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



ICPA
STAGE DESIGNER

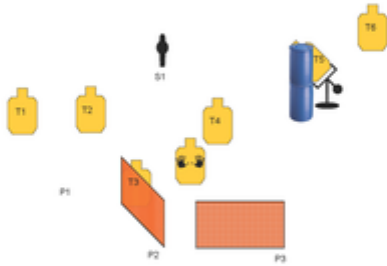
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Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	7 paper, 3 no-shoot	Total	7 targets	Strings	1

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	COURSE DESIGNER: James
START POSITION: P1, gun loaded to division capacity, hands relaxed at sides	SCORING: Volkers
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.	ROUND COUNT: 13
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.	TARGETS: OS
	DISTANCE: 3-15 yards
	SCORED HTS: 2 per target
	START'S TOP:
	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	