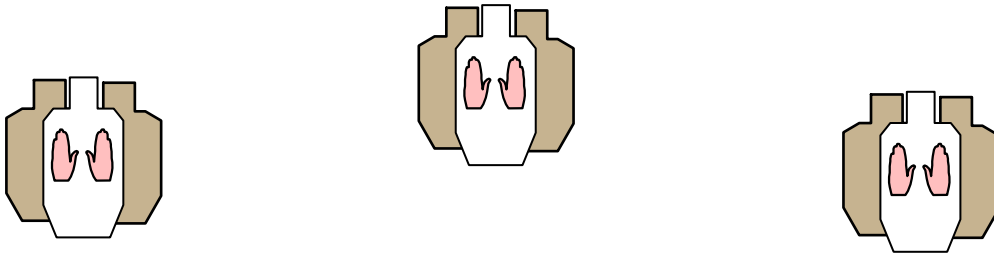


My Way

BAY 1		COURSE DESIGNER: Kyle Munn	
SCENARIO	3 Styles Standard	SCORING	SCORING: Limited TARGETS: IDPA SCORED HITS: IDPA 18 CONCEALMENT GARMENT: Required START-STOP: Audible - Last shot PENALTIES: IDPA Standard MUZZLE SAFE PTS: 180 Rule
COF PROCEDURE On signal, draw and engage each target with 1 round each freestyle, perform a tactical reload, engage targets with 1 round each strong hand only, perform another tactical reload, and engage targets with 1 round each weak hand only.			



P1

High Value Target

Bay 2

COURSE DESIGNER: Patrick Coy/Mike Wilkewitz

Scenario

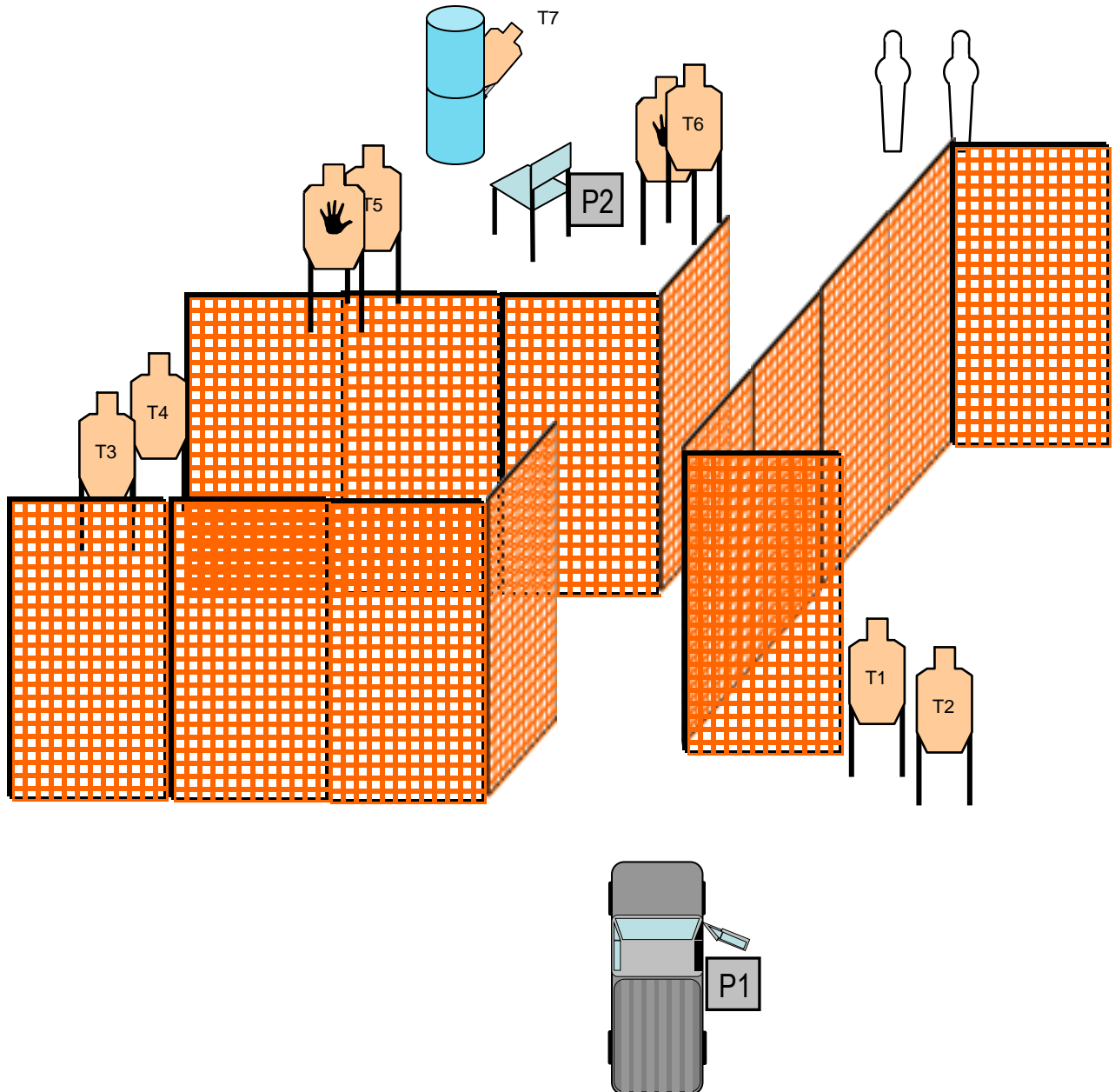
You are sitting in your car in the garage when you hear screaming and gunfire. Your family member has become the target of politically motivated violence after a controversial public statement. Defend yourself and your family.

SCORING

SCORING: Unlimited
TARGETS: IDPA
SCORED HITS: IDPA 16
CONCEALMENT GARMENT: Required
RELOADS: Any IDPA legal reload
START-STOP: Audible - Last shot
PENALTIES: IDPA Standard
MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts in vehicle passenger seat with hands on knees. At signal, exit the vehicle then draw and engage T1-T2 from cover at P1. Engage S1-S2 and T3-T6 while advancing down the hallway using all available cover. Recover the dummy at P2. Drag the dummy with weak hand and engage T7 SHO while retreating with dummy. All cardboard targets require 2 rounds and steel must fall.

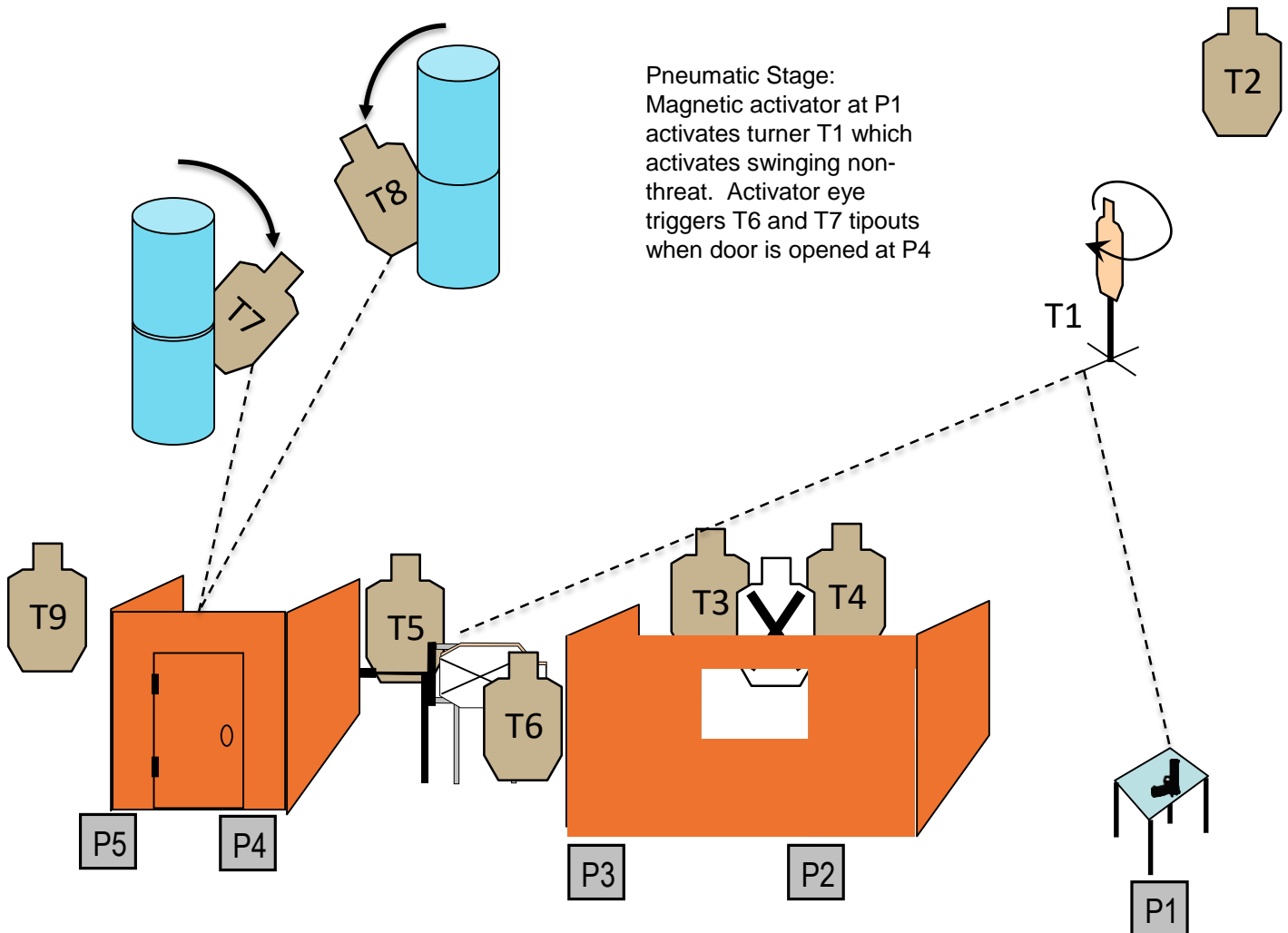


Home Protection

Bay 3	COURSE DESIGNER: Inspired by WVRPC
Scenario	SCORING
Strange noises inside your house alert you as you come in from your local NRA chapter meeting. The goons are both inside and outside your home and plan to harm you and your family.	SCORING: Unlimited TARGETS: IDPA SCORED HITS: IDPA 18 CONCEALMENT GARMENT: Optional RELOADS: Any IDPA legal reload START-STOP: Audible - Last shot PENALTIES: IDPA Standard MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts at P1 with firearm loaded to division capacity and placed on activator. Spare mags/speedloaders are placed on the table. Upon signal retrieve firearm and engage T1-T2. Retrieve and stow any number of mags/speedloaders and advance to P2, P3, P4, and P5 engaging targets as encountered. Shooter must open the door at P4 and engage T6-T7 before advancing to P5. All targets require 2 rounds each.



Pullman Gas Station

Bay 4 Left

COURSE DESIGNER: Joe Tyson & Patrick Coy

Scenario

An off-duty officer is pumping gas when three men approach him demanding valuables. One of them has a gun. The officer distracts the men by appearing to pull out his money with the support hand, but draws his weapon with the opposite hand and opens fire.

SCORING

SCORING: Unlimited

TARGETS: IDPA

SCORED HITS: IDPA 9

CONCEALMENT GARMENT: Required

RELOADS: Any IDPA legal reload

START-STOP: Audible - Last shot

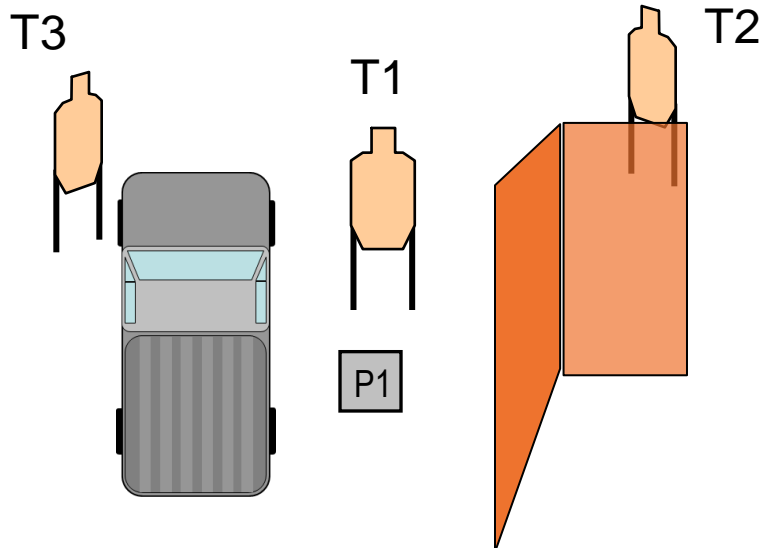
PENALTIES: IDPA Standard

MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts at P1 facing side-berm with support hand side toward T1, support hand in a pocket.

Upon signal, turn and engage T1 from retention. Shooter will then engage T2-T3 using available cover. All targets require 3 rounds. T1 may NOT be re-engaged after leaving P1.



Help the K-9 Officer

Bay 4 Right

COURSE DESIGNER: Jim Brown

Scenario

A K-9 officer has been attacked by two thugs during a routine traffic stop. The officer is on the ground with a thug fighting for his gun, the K-9 is in full body armor engaging the other thug.

SCORING

SCORING: Unlimited

TARGETS: IDPA

SCORED HITS: IDPA 6

CONCEALMENT GARMENT: Required

RELOADS: Any IDPA legal reload

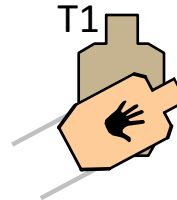
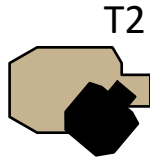
START-STOP: Audible - Last shot

PENALTIES: IDPA Standard

MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts and remains at P1. Upon signal engage T1-T2. Targets require 3 rounds each.



Lou's Revenge

BAY 5

COURSE DESIGNER: Lou Peragallo

Scenario

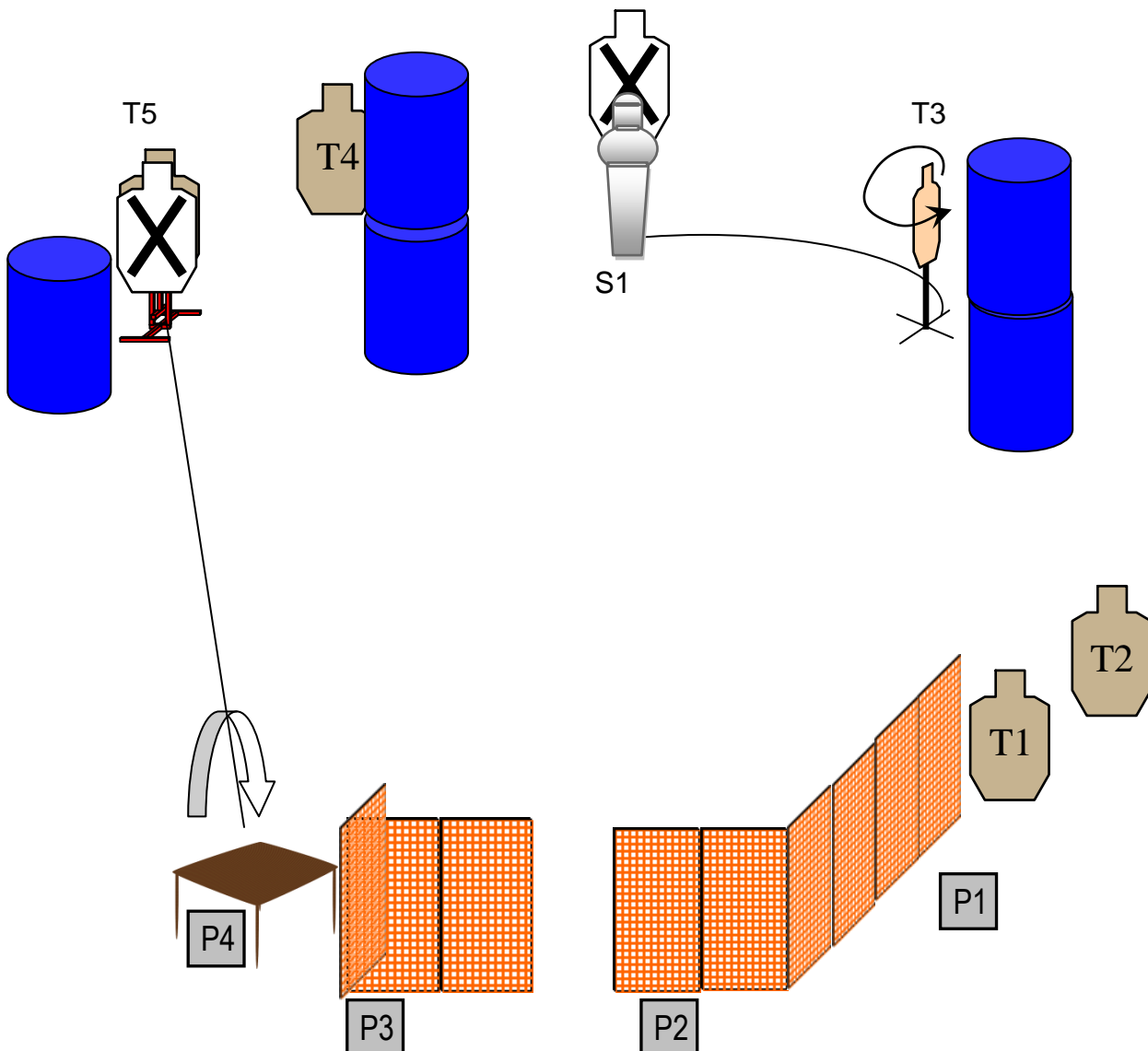
You are checking your voicemail at home when the invasion begins.

SCORING

SCORING: Unlimited
TARGETS: IDPA
SCORED HITS: IDPA 11
CONCEALMENT GARMENT: Required
RELOADS: Any IDPA legal reload
START-STOP: Audible - Last shot
PENALTIES: IDPA Standard
MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts at P1 with strong hand holding phone to ear. Upon signal drop phone and engage T1-T2 while retreating to P2. From P2 engage S1 and T3. Advance to P3 and engage T4. Finally, advance to P5, flip the table and use low cover behind it to engage T5. All paper targets require 2 rounds each and steel must fall.



A Reservation for Four

Bay 6

COURSE DESIGNER: Mike Wilkewitz

Scenario

You're out walking your Beagle when a group of Russian mobsters comes calling.

SCORING

SCORING: Vickers

TARGETS: IDPA

SCORED HITS: IDPA 17

CONCEALMENT GARMENT: Required

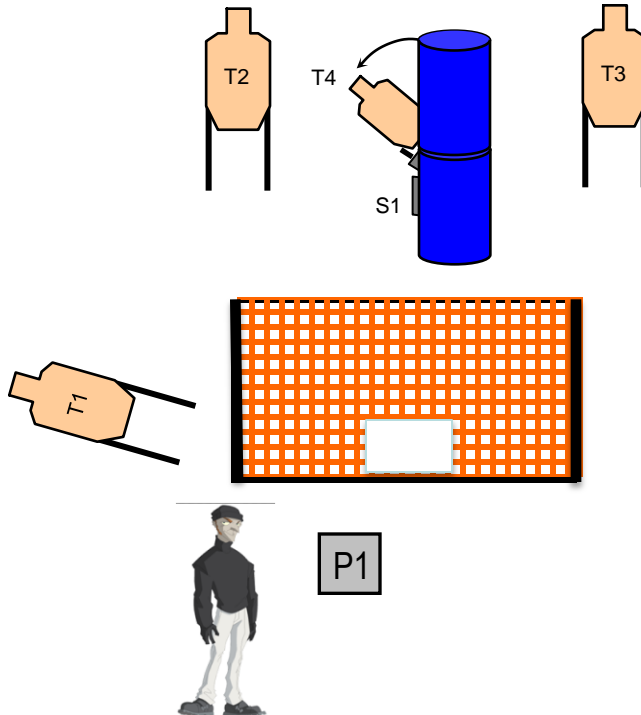
RELOADS: Any IDPA legal reload

START-STOP: Audible - Last shot

PENALTIES: IDPA Standard

COF PROCEDURE

Shooter starts at P1 with dog leash in strong hand. At signal, drop leash and push down dummy, then draw and engage T1 from P1. The shooter will then go prone and engage remaining targets through the port. Steel must fall and paper targets require 3 rounds to the body and 1 round to the head each.



Trouble on the Run

Bay 7

Stage Designer – Jeff Oakes

Scenario

You and your family have been overtaken by a group of angry rioters. When things become hostile and dangerous you act decisively.

SCORING

Scoring: Unlimited

Targets: IDPA

Rounds: 17

CONCEALMENT GARMENT: Required

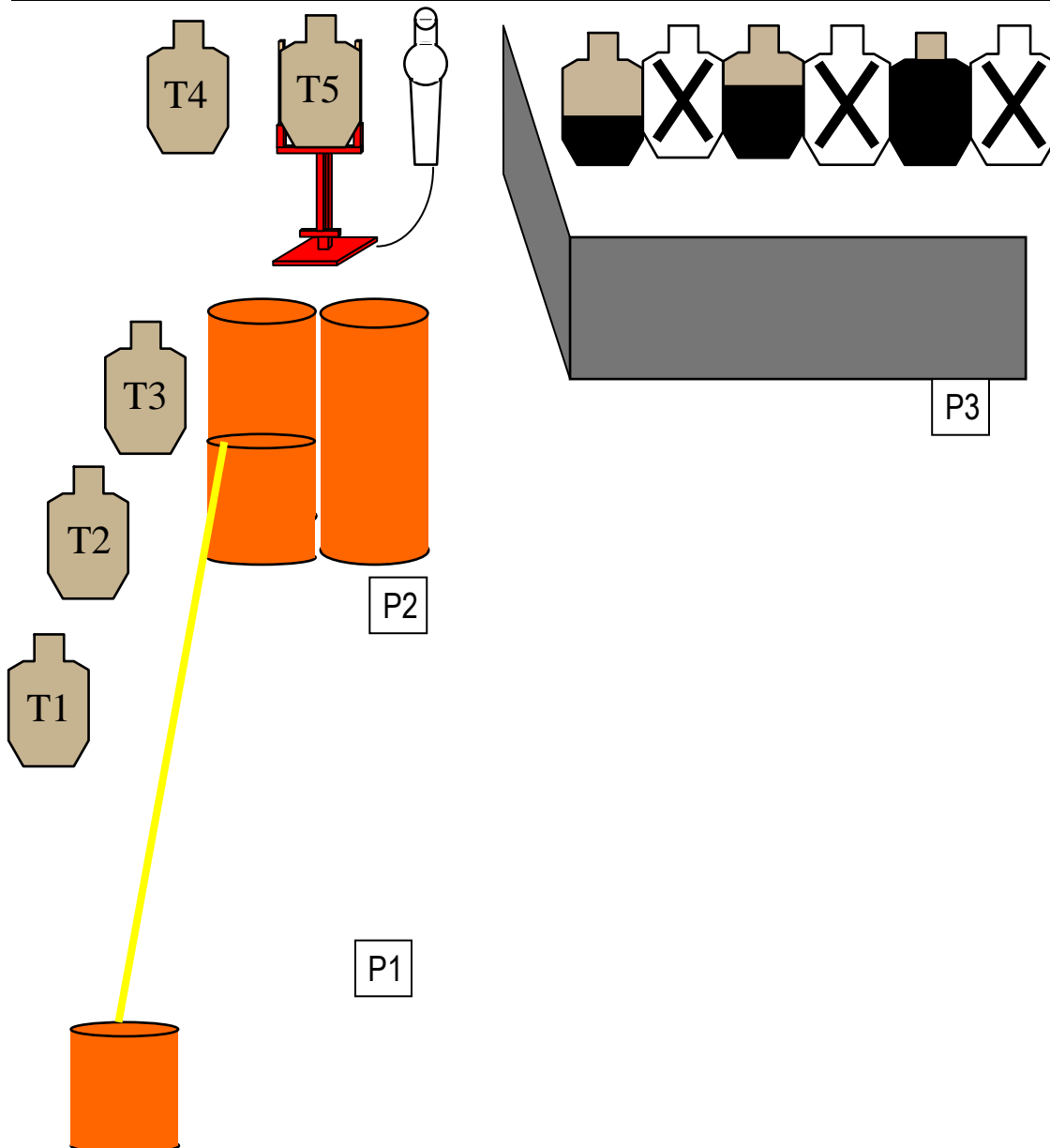
Start: Audible

Stop: Last shot

MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts at P1 facing up-range with hands in the surrender position. At signal turn, draw, and engage T1–T3 while advancing to P2. From P2 engage S1 and T4–T5. Advance to P3 and engage T6–T8. Paper requires 2 rounds each and steel must fall.



Tunnel Rat

Bay 8 Left

COURSE DESIGNER: Joe Tyson

Scenario

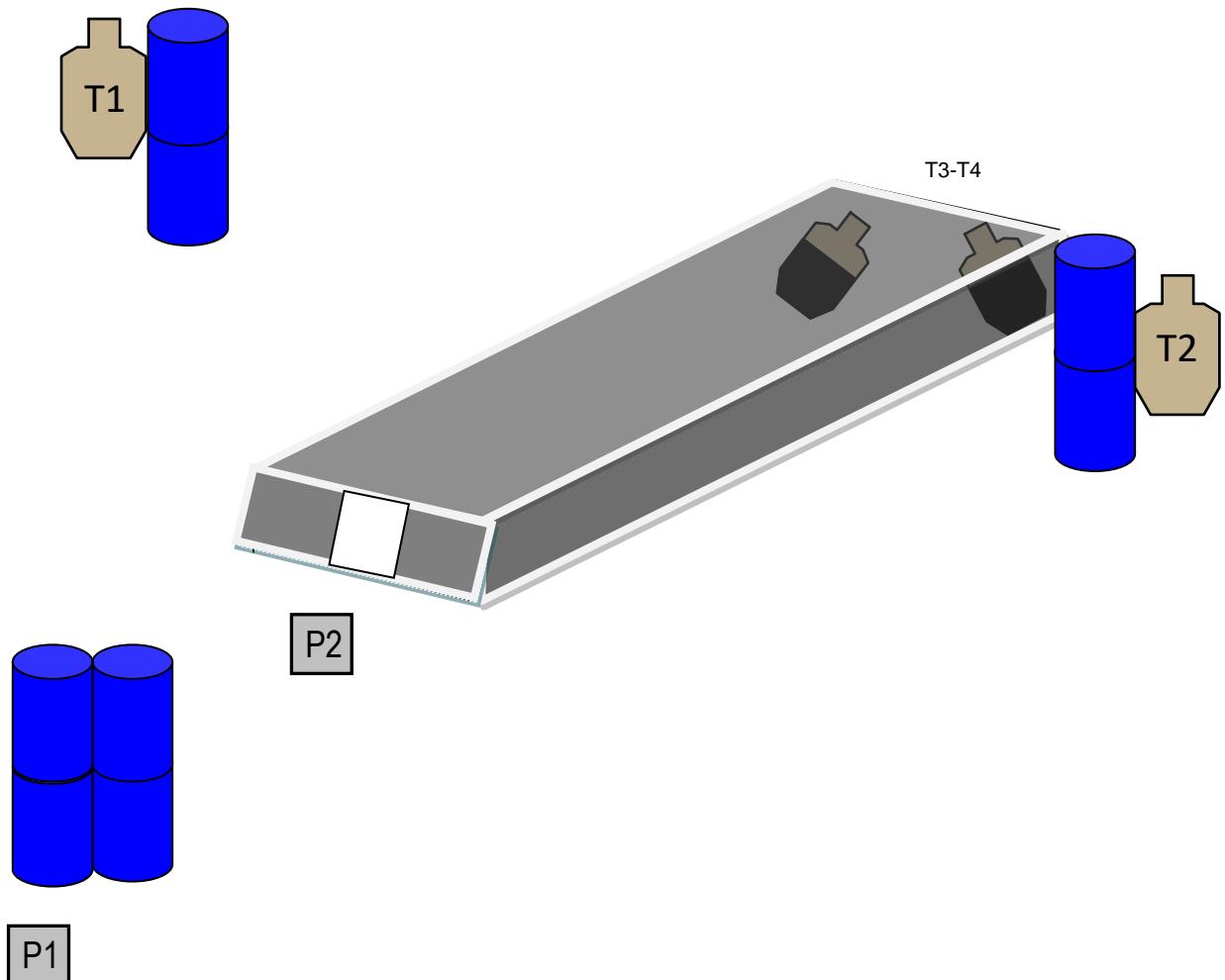
You are working as a conservation officer in a very remote area when you start taking incoming rounds. You dispatch the threats and move to low cover only to find more trouble lurking there.

SCORING

SCORING: Unlimited
TARGETS: IDPA
SCORED HITS: IDPA 8
CONCEALMENT GARMENT: NOT Required
RELOADS: Any IDPA legal reload
START-STOP: Audible - Last shot
PENALTIES: IDPA Standard
MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts at P1. Upon signal, engage T1-T2 from cover at P1. Advance to P2 and engage the remaining targets from a low shooting position. All targets require 2 rounds each.



Disoriented

Bay 8 Right

COURSE DESIGNER: Joe Tyson

Scenario

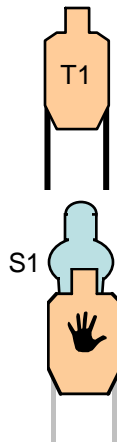
Two thugs are beating and robbing an innocent man. You intervene as the victim attempts to stand back up disoriented.

SCORING

SCORING: Unlimited
TARGETS: IDPA
SCORED HITS: IDPA 6
CONCEALMENT GARMENT: Required
RELOADS: Any IDPA legal reload
START-STOP: Audible - Last shot
PENALTIES: IDPA Standard
MUZZLE SAFE PTS: 180 Rule

COF PROCEDURE

Shooter starts and remains at P1. Upon signal engage S1 followed by T1. Paper target requires 5 rounds and steel must fall.



P1