

Isla Nubar - Pit

RULES: IDPA Rules

COURSE DESIGNER: Library

START POSITION:

P1 with firearm loaded to division capacity and holstered

SCENARIO:

While vacationing on Isla Nubar something goes wrong and you find yourself surrounded by velociraptors while trying to access a power breaker.

PROCEDURE:

Engage targets from cover then advance to the power switch at P2 and engage remaining targets. Steel must be engaged before leaving cover at P1 and cannot be re-engaged later. Paper all gets 2 rounds, steel must fall.

Muzzle safe points are cones

SCORING: Unlimited

ROUND COUNT: 13

TARGETS: 07

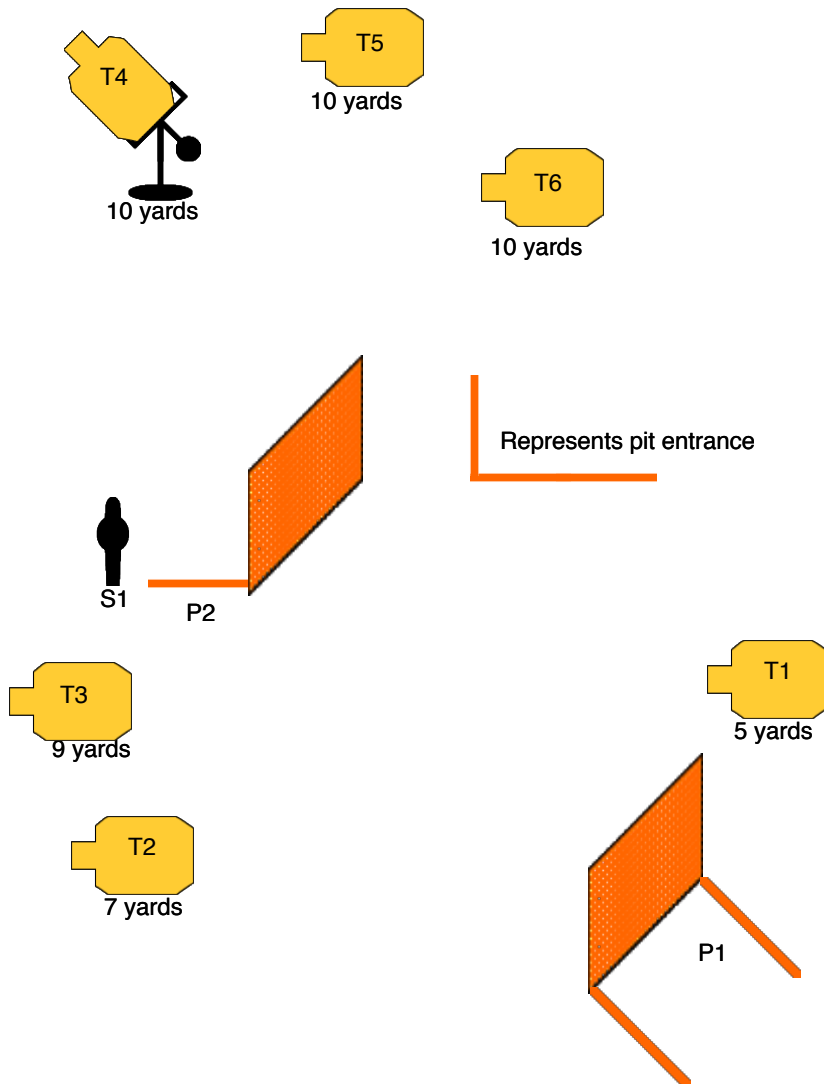
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES: P2 area should be at the mouth of Pit



State of Fear - Barn

RULES: IDPA Rules

COURSE DESIGNER: Library

START POSITION:

At P1 firearm loaded to division capacity and holstered

SCENARIO:

An Eco-terrorist group is plotting to create a tsunami that will hit the US coast. After finding their island hideaway in the Pacific only you can stop them

PROCEDURE:

Using cover at P1, P2, P3 work through the terrorist compound engaging targets.

All paper gets 2

The 180 degree rule is used. Watch movement from P1 to P2, squad should wait outside until range is clear

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

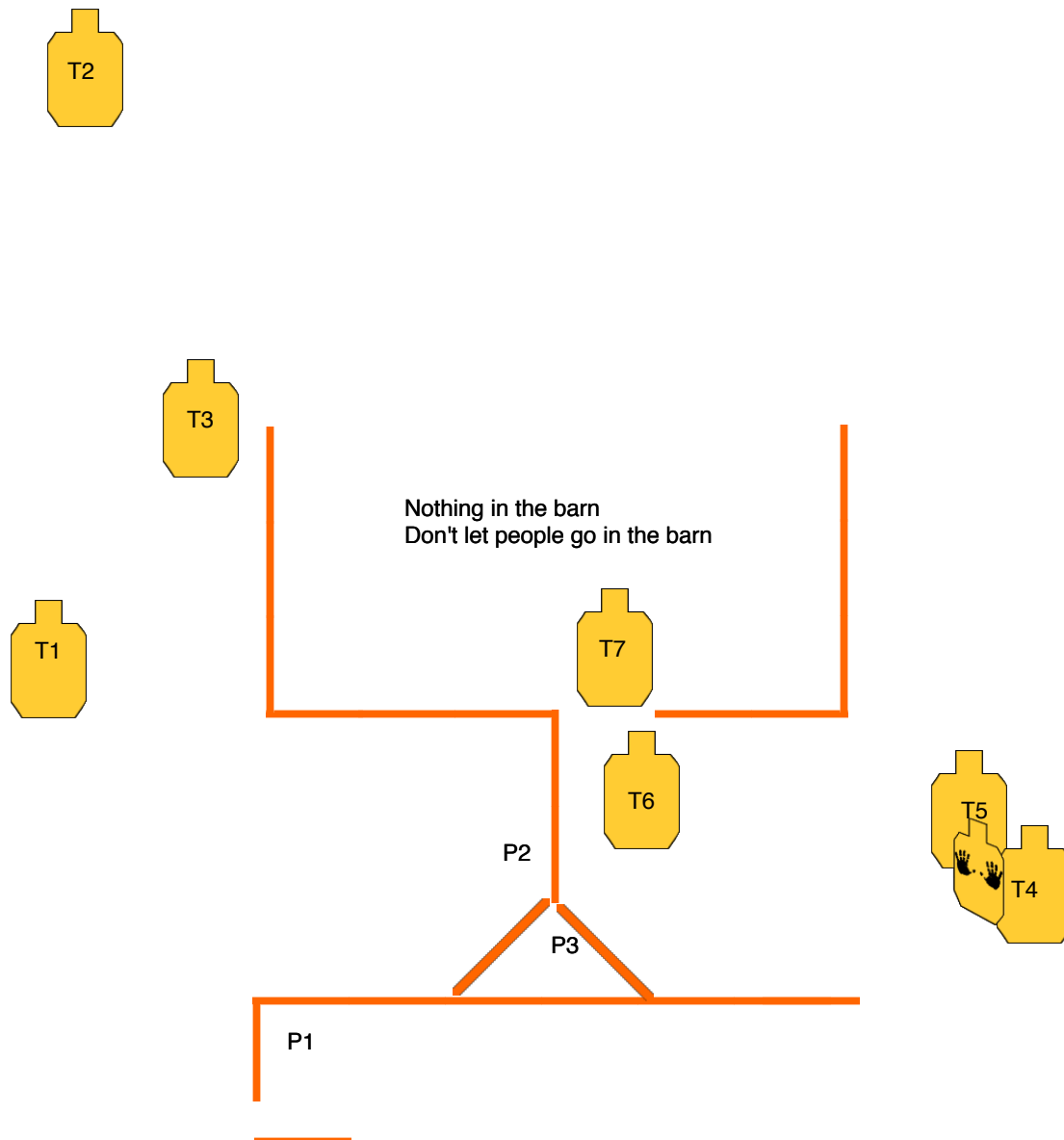
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES: Block off other side of Barn. 20 yards to T2, 10 yards to T3



Prey - Backyard

RULES: IDPA Rules

COURSE DESIGNER: Library

START POSITION:

P1 gun in box, lid closed, magazine inserted, 6 rounds total in the magazine, chamber empty. Spare magazines loaded to division capacity and on table

SCENARIO:

After a series of harrowing escapes from swarms of nanobots you realize they can take humanoid forms and have superior physical strength. Retrieve your firearm/mags and engage. Headshots are the only way to stop them. All targets less than 10 yards

PROCEDURE:

Retrieve your firearm from the box, mags if desired. From behind the support column (barrels) engage targets using tactical priority. **All targets need ONE hit.** Steel must fall
Steel must fall
Muzzle safe points will be utilized

SCORING: Unlimited

ROUND COUNT: 05

TARGETS: 04

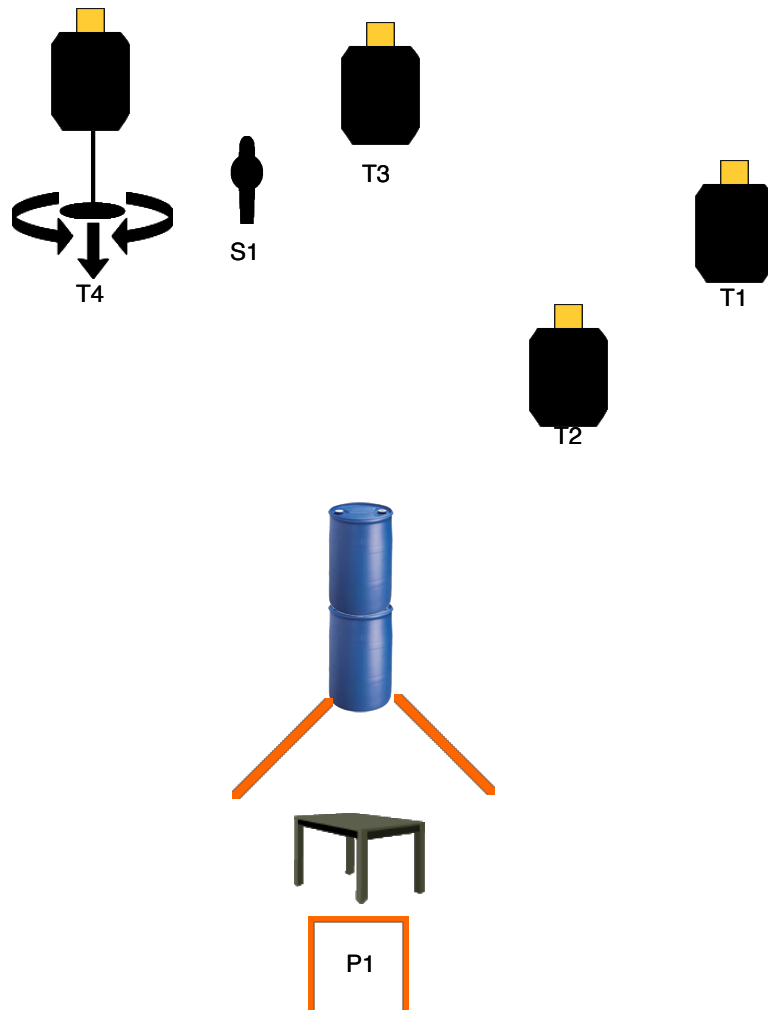
DISTANCE: Nothing farther than 10 yards for paper. Steel must be at least 10 yards away

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Boring Standards Two - Steel Pen

RULES: IDPA Rules

COURSE DESIGNER: Library

START POSITION:

Sitting in chair at P1. Firearm is loaded to division capacity and round is chambered. Firearm is completely covered with a newspaper. Spare magazines are on your belt.

SCENARIO:

Standards stage, no concealment required. Exciting scenario based on Sphere novel is definitely forbidden. You must remain seated the entire time while shooting. Resting the firearm or any part of the shooting arm on the table is forbidden while shooting.

PROCEDURE:

String 1: All targets get two shots to the body weak hand only.

String 2 - All targets get two shots to the head strong hand only

Top off between strings.

SCORING: Limited

ROUND COUNT: 12

TARGETS: 03

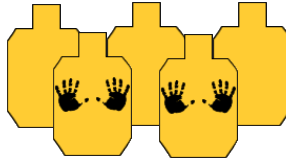
DISTANCE: Max of 7 yards from seated position for targets. Put non-threats 1 yard in front.

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



Timeline - City Limits

RULES: IDPA Rules

COURSE DESIGNER: Library

START POSITION:

At P1 with firearm loaded to division capacity and holstered

SCENARIO:

Your archeological research team is whisked back to 14th century France and a castle siege. Luckily you never leave home without your concealed carry firearm. Repel the castle invaders with a shock and awe attack that will make you famous throughout history.

PROCEDURE:

From P1, in the open, shoot the armored knight (paper target with popper) and up/down. Move forward to cover and engage targets as you encounter them. Watch the 180. All paper gets 2 rounds, steel must fall 180 degree rule is used

For setup make it so the popper and up/down are the only targets that can be seen from P1. T7 should be 15 yards from the closest barricade, T6 at 10 yards, T4-T5 should be 3 yards or so. Ideally no shoot thrus and both sides of the barricade will need to be used. Angle T6/T7 like a V

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

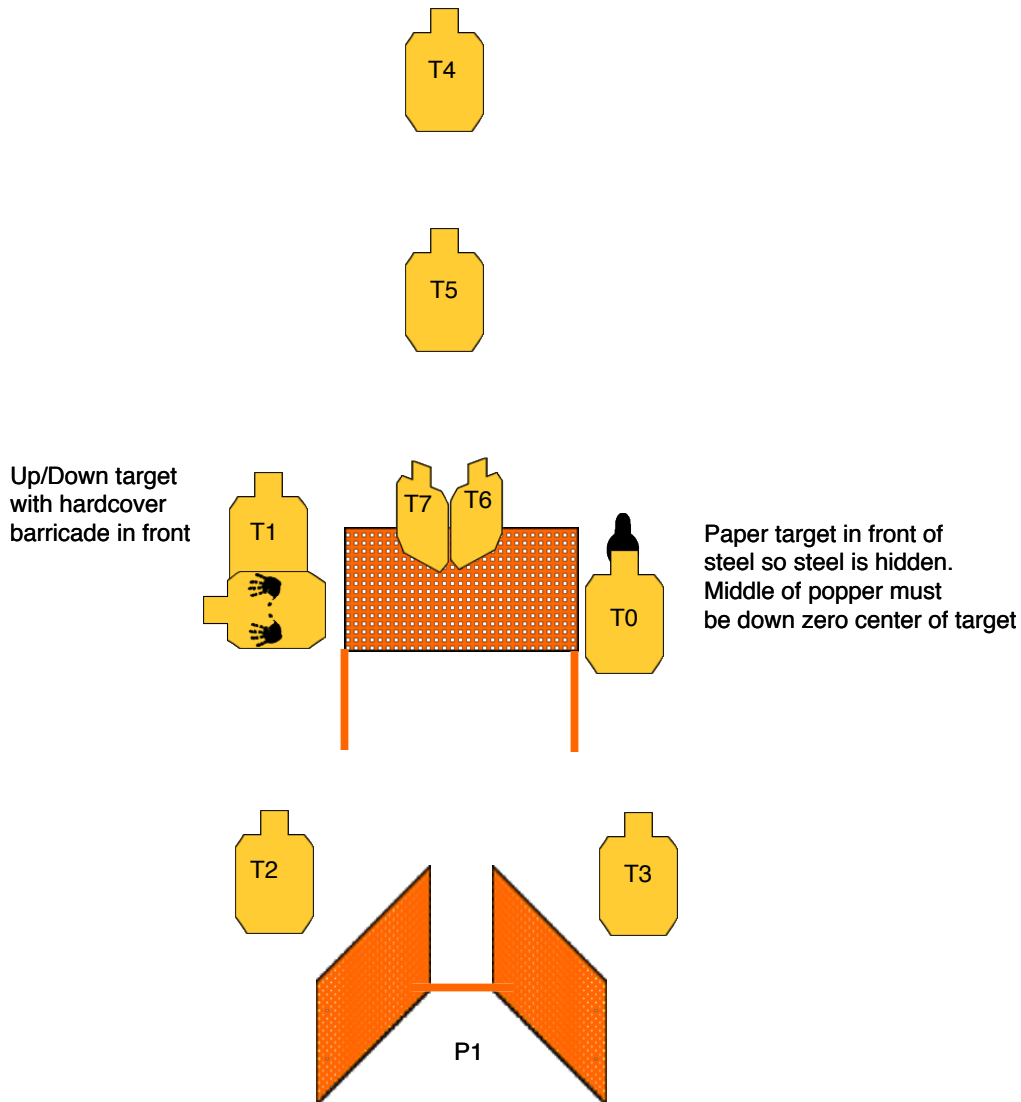
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Boring Standards One - Wall

RULES: IDPA Rules

COURSE DESIGNER: Library

START POSITION:

Standing at P1. Four rounds in the firearm, spare mags loaded to division capacity. Each string you start with 4 rounds in the firearm

SCENARIO:

Standards stage, no concealment required. Awesome scenario from The Great Train Robbery novel is definitely not allowed.

PROCEDURE:

Targets are always engaged in tactical priority (near to far)

String 1: Two shots to each body freestyle. Reload as needed

String 2: One shot to each head freestyle. Reload as needed

Make sure your firearm is loaded with only 4 rounds to start on each string.

180 deg rule is used on this stage

SCORING: Limited

ROUND COUNT: 15

TARGETS: 05

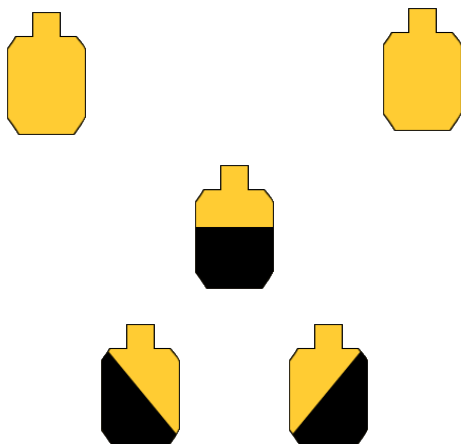
DISTANCE: 8, 12, 15

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES: Special Notes: Targets are more than 2 yards spaced. Tactical Priority applies



P1

Congo - Gulch

RULES: IDPA Rules

COURSE DESIGNER: Library

START POSITION:

At P1 sitting on chair. Firearm on table, mag inserted, chamber empty. Spare magazines are located no closer than 6 inches horizontally from the nearest part of the firearm.

SCENARIO:

Your employer, Earth Resource Technology Services, sends you on an expedition to the Congo for some strange diamonds. You awake hearing screaming and must save the rest of your team from aggressive mystery attackers.

PROCEDURE:

Retrieve firearm and mags from the table. Move to cover before engaging any targets. All paper targets get 2 rounds each, steel popper hidden behind paper must fall.

180 degree rule for muzzle safe points

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

DISTANCE: 15-20 yards to 3 paper, 9 yards to barrels, 10 yards to steel popper

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES: Angle barricades and fault lines so P2 must be used

