Stage 1 - We'll take that! Course Designer: Perry Bastian

START POSITION: Standing at P1, hands on pegs.

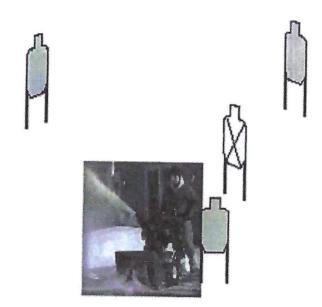
scenario - You are out late cleaning up the driveway when 3 punks decide to try and take your snow blower from you. Defend yourself.

STAGE PROCEDURE: Shooter will start at P1 with nands on pegs. On start shooter will draw and engage T1 with 2 shots from retention. T1 has managed to stab you START-STOP: Audible - Last shot in your weak hand so all shots must be taken strong hand only.

SCORING: Unlimited - Concealment

TARGETS: 3 IDPA

SCORED HITS: best 2 on per paper 6 minimum



Stage 2 - Slippery Slope!

Course Designer: Perry Bastian

START POSITION: Standing at P1 placing skis on top of your Hummer.

Scenario – You are returning to your car with your daughter after a day on the slopes. Little do you know hat 2 of the locals have been stalking her all day. They ry to grab her and take her along with your Hummer. Defend you daughter and yourself.

STAGE PROCEDURE: Shooter will start at P1 facing car with both hands on skis On start signal engage T-1, then T-2 with 3 rounds each in that order.

SCORING: Unlimited - Concealment

TARGETS: 2 IDPA - 1 Non-threat

SCORED HITS: best 3 per paper

6 minimum





Stage 3 - Not so Convenient!

Course Designer: Perry Bastian

START POSITION: Standing at P1.

Scenario – You are going into the 23-7 to pay for your gas when a man comes running out covered in blood shooting at you. Take him down and then save your spouse who is inside the store.

STAGE PROCEDURE: Shooter will start at P1. On start shooter will engage T1-T3 with 2 rounds each while moving to P2 or not.

At P2 engage remaining BG's with 2 rounds each from cover.

SCORING: UNLIMITED Concealment

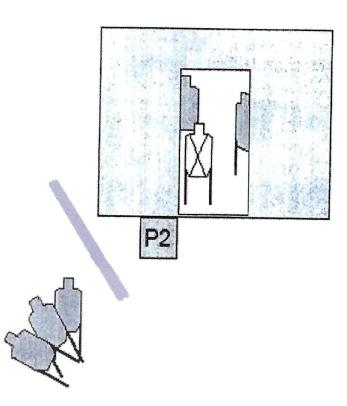
TARGETS: 5 ID A - 1 Non-threat

SCORED HITS: bist 2 per paper

10 minimum

START-STOP: Aidible - Last shot

Rules: Strong Hard will be touching back pocket with jun concealed. Once you engage the targets you may NOT reengage tarrets T1 -> T3.



Stage 4 - Give me your money, now!

Course Designer: Perry Bastian

START POSITION: Standing at P1, hands relaxed at sides.

Scenario – You are walking down the street when 2 nomeless men hit you up for some cash. Defend yourself

SCORING: Unlimited - Concealment

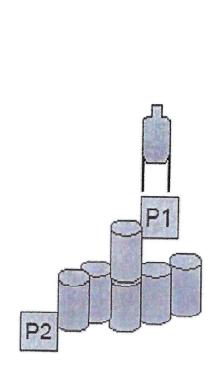
TARGETS: 2 IDPA

SCORED HITS: best 2 on body and 1 on head per

paper 6 minimum

STAGE PROCEDURE: Shooter will start at P1 with nands relaxed at sides. On start shooter will draw and engage T1 with 2 shots to the body and one to the head while retreating to P2 or not.

Take low cover (at least one knee touching ground) at the end of the barrels and engage T-2 the same.



Stage 5 - O'Christmas Tree! Course Designer: Perry Bastian

START POSITION: Kneeling at P1 Hands on saw.

Scenario - You are culting your tree when you are confronted by 3 BG's trying to rob you.

SCORING: Unlimited - Concealment

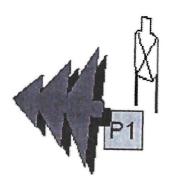
TARGETS: 3 IDPA - 1 NT

STAGE PROCEDURE: Shooter will start with both knees SCORED HITS: best 2 per target on ground at P1. On start shooter will knock down your significant other, draw and engage targets with 2 rounds each near to far. No cover is available so stay low.

6 minimum









Stage 6 - Stay Back!

Course Designer: Perry Bastian

START POSITION: Standing at P1, gun at low ready.

Scenario - You are walking down a snowy path when 3 SCORING: Unlimited - Concealment bunks with bats try to rob you.

STAGE PROCEDURE: Shooter will start at P1 with gun at low ready. At the signal, retreat, or not, and engage T-1 - T-3 with 2 rounds each. T-2 (bobber) will be activated by the shooter when retreating.

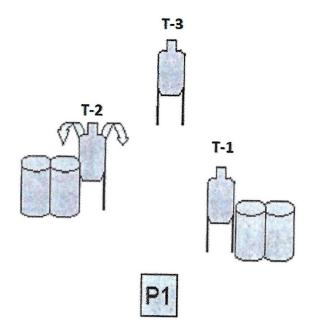
TARGETS: 3 IDPA

SCORED HITS: best 2 per paper

6 minimum

START-STOP: Audible - Last shot

RULES: All shots may be taken on the move, or not.



Stage 7 Trouble in Paradise! Course Designer: Perry Bastian

START POSITION: Standing facing uprange, hands on belt buckle.

Scenario – You are out enjoying a ride in the back country when you need to answer the call of nature. As you turn to get back on your sled you see a bear charging at you.

STAGE PROCEDURE: Shooter will start at P1 with both nands on his/her belt buckle. On start shooter turn, draw and take low cover (kneeling) at snowmobile and engage bear with 6 rounds minimum.

SCORING: Unlimited - Concealment

TARGETS: 1 IDPA

SCORED HITS: best 6



Stage 8 Little Help Here!

Course Designer: Perry Bastian

START POSITION: Sitting on snowmobile, hands on grips.

Scenario - You are riding down the trail out of the wood SCORING: Unlimited Concealment after your close encounter with the bear when you come across 2 men waving you down. At first it looks like there TARGETS: sled has broken down so you stop to help. Next thing you know they are trying to steal your new sled! Defend ourself.

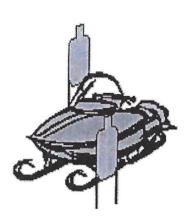
STAGE PROCEDURE: Shooter will start sitting with nands on grips. On start shooter will dismount, draw while taking low cover (kneeling) at snowmobile and engage BG's with 2 to the body, 1 to the head each

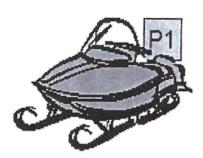
2 IDPA

SCORED HITS: best 2 on body and

1 on head per target

6 minimum





Stage 9 - Frosty the Snowman! Course Designer: Perry Bastian

START POSITION: Standing at P1 holding Frosty's head with both hands.

Scenario – You are building a snowman with your son when your crazed neighbor who thinks you are out to get nim comes running at you with a knife. Save your son and yourself.

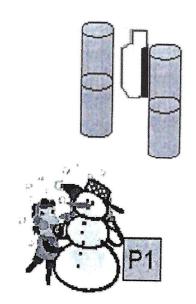
STAGE PROCEDURE: Shooter will start at P1 with both nands on Frosty's head. At the signal, draw and engage T1 with 6 rounds while retreating, or not.

SCORING: Unlimited - Concealment

TARGETS: 1 IDPA

SCORED HITS: best 6 on paper

6 minimum



Stage 10 - Down, but not out! Course Designer: Perry Bastian

START POSITION: Down on all 41s, gun on mark.

Scenario – You have been attacked in the park and have SCORING: managed to take one bad guy out. In the fight you have been knocked down, injured and to top it off you have dropped your gun. The 2nd guy is shooting at you while rying to run away. Take him down.

TARGETS: 5 IDPA

SCORED HITS: best 2 per target

10 total

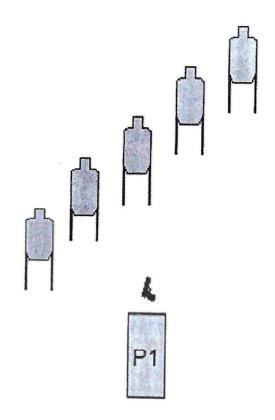
Limited - Concealment

STAGE PROCEDURE: Shooter will start at P1 down on 114.

String 1 - On start shooter will retrieve gun with strong hand and engage each target with 1 round near to far.

Top off gun between strings if needed.

String 2 - On start shooter will retrieve gun with weak hand and engage each target with 1 round near to far.



Stage 11 - Chill out!

Course Designer: Perry Bastian

START POSITION: Standing at P1 holding firewood with both arms facing uprange.

Scenario – You have gone out to the woodpile to get some firewood. Upon returning toward your home you are confronted by 3 BG's trying to rob you.

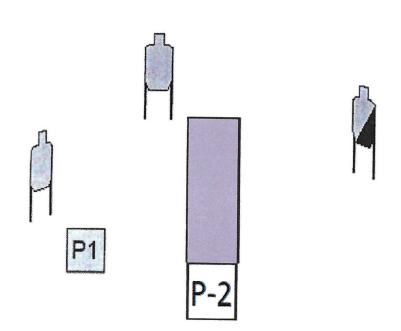
STAGE PROCEDURE: Shooter will start at P1 holding irewood. On start shooter will turn, draw and engage each target with 3 rounds to the body and 1 round to the head from cover at P-2.

SCORING: Unlimited - Concealment

TARGETS: 3 IDPA

SCORED HITS: best 3 center and 1 head per paper

12 minimum



Stage 12 - Keep Cool!

Course Designer: Perry Bastian

START POSITION: Standing at P4 facing uprange, hand on shoulder of NT, other hand relaxed at side.

Scenario – You are walking to your car after the late right movie when a BG approaches from the rear. After rying to keep moving and ignoring him he grabs your tate and starts talking crazy. Defend yourselves.

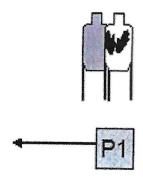
STAGE PROCEDURE: Shooter will start at P1. At start shooter will turn, draw and engage T1 while moving to the left or not, with 4 to the body and one to the head.

SCORING: Unlimited - Concealment

TARGETS: 1 IDPA - 1 Non-threat

SCORED HITS: best 4 center and 1 head

5 minimum



Stage 13 - Campfire Trouble! Course Designer: Perry Bastian

START POSITION: Sitting at P1, hands on knees.

Scenario – You are out in the back country on a cross country skiing adventure. You are sitting around the fire when 4 BG's try to take your gear.

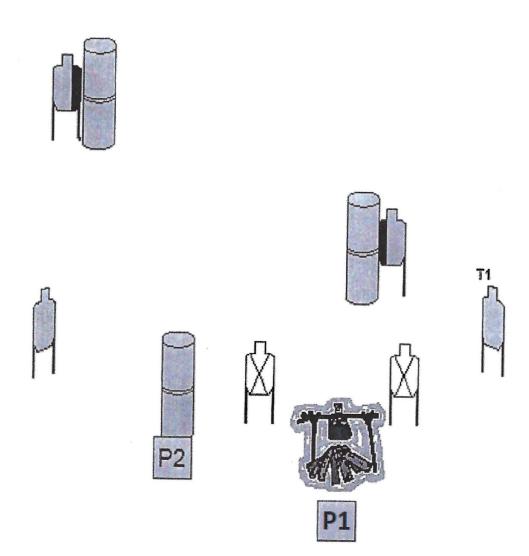
STAGE PROCEDURE: Shooter will start sitting at P1.
On start shooter will engage T1 while moving to cover at P-2, or not. Then engage remaining targets from left side of tree in priority. You may reengage T1 from left side if needed.

SCORING: Unlimited - Concealment

TARGETS: 4 IDPA - 1 Non Threat

SCORED HITS: best 2 per paper

8 minimum



Stage 14 - ATM Holdup (with a twist)

Course Designer: Perry Bastian

START POSITION: Standing at P1 strong hand on keypad, wallet in weak hand. Gun holstered and concealed with 4 rounds in the mag and an EMPTY chamber.

Scenario - You are at the ATM when 3 men try to rob

vou. Defend yourself

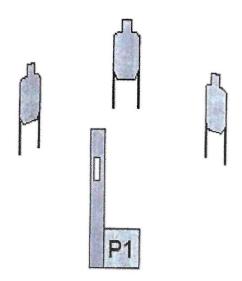
STAGE PROCEDURE: At the signal, shooter will draw and engage threats with 2 rounds each.

SCORING: Unlimited - Concealment

TARGETS: 3 IDPA

SCORED HITS: best 2 per paper

6 minimum



Stage 15 - Jewelers Row! Course Designer: Perry Bastian

START POSITION: Standing at P1 with package in strong hand.

Scenario – You have just left the jewelry store with a gift or your spouse. You notice a man acting strange in the distance and stop in your tracks. Just then a man jumps | TARGETS: 2 IDPA

at you from your left. Defend yourself.

STAGE PROCEDURE: Shooter will start at P1. On start shooter will drop package and engage T1 with 3 rounds while standing at P1, then move to cover and engage T2 with 3 rounds. T2 may not be engaged while moving to P-2.

SCORED HITS: best 3 per paper

6 minimum

