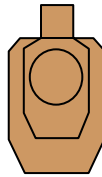


The Shootist – Two Ways To Leave Here My Friend

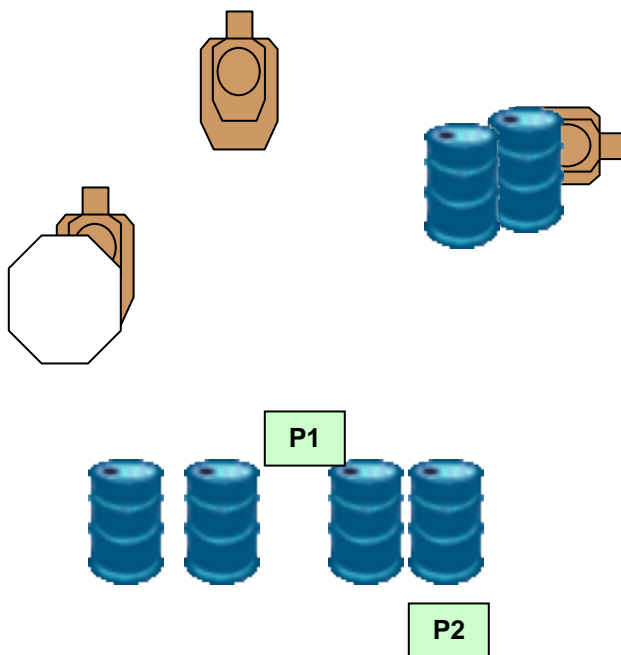
COF 1	Bay 1 Left	Course Designer: Indiana Jim Barbour
START POSITION: P1		RULES: IDPA
<p>SCENARIO</p> <p>“Immediately or Dead”</p> <p>Jack Pulford, the Faro dealer dispatches an assailant with a single shot at 84ft, 3 inches thru the heart in the Metropole Saloon</p>		<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 1 CONCEALMENT GARMENT: Required RELOADS: Any approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter begins/remains at P1 facing down range, hands relaxed at sides. Firearm will be loaded with one round maximum. Upon signal, draw and engage T1 with at least 1 round. Real John Wayne fans will shoot this strong hand only but gangsta’s, dudes, gamers, saloon girls and wimps may shoot freestyle or limp-wristed. Shooter may reload and blaze away as necessary using any IDPA approved method. FTN applies.</p>		



P1

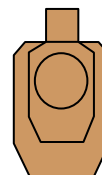
The Shootist – For My Brother Albert

COF 2	Bay 1 Center	Course Designer: Indiana Jim Barbour
START POSITION: P1		RULES: IDPA
<p>SCENARIO</p> <p>The epic western film, "The Shootist" is replete with defensive pistol scenarios. In the final scene of his last movie, John Wayne aka J.B. Books successfully defends himself against three assailants bent on revenge and notoriety.</p>		<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 7 CONCEALMENT GARMENT: Required RELOADS: See Procedure START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter begins at P1 with firearm holstered and containing 6 rounds maximum facing up range. Each hand will be holding a bottle on top of the barrel. Upon signal, move behind bar, turn, draw and engage T1-T2 in tactical priority strong hand only with three rounds each in tactical priority, move to P2, kneel (at least one knee on ground) perform a slide lock reload and engage T3 with at least one round to the head strong hand only.</p>		



The Shootist – My Name Is Gillom

COF 3	Bay 1 Right	Course Designer: Indiana Jim Barbour
START POSITION: P1	RULES: IDPA	
SCENARIO It's Not Boy! In the end the Duke was shot in the back by Murray, the shotgun toting bartender who is quickly dispatched by young Gillom Rogers with J.B's revolver.	SCORING SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 4 CONCEALMENT GARMENT: Not required RELOADS: Any IDPA approved method START-STOP: Audible - Last shot PENALTIES: IDPA Standard	
COF PROCEDURE Shooter begins and remains at P1. Shooter starts standing upright with hands relaxed at sides with fully charged firearm laying flat on designated spot on the carpet with muzzle downrange, safety must be on. Upon signal, retrieve firearm and engage T1 with 4 rounds strong hand only. Reload as necessary using any IDPA approved method.		



P1

Ahab's Revenge

START POSITION: P1

COURSE DESIGNER: Caleb Giddings

COF 4

Bay 2 Left

RULES: IDPA

Scenario

Your office has been burgled and trashed two times in the last week. The cops are sympathetic but offer no clues. You think the perpetrator is a competitor trying to gain a competitive edge by disrupting your business. You decide to take measures into your own hands and enlist the help of two friends. The quiet night is disrupted by a loud crash from your storage area. You find yourself confronted by multiple threats who are assaulting your friends.

SCORING

SCORING: Vickers

TARGETS: IDPA

SCORED HITS: Best IDPA 12

CONCEALMENT GARMENT: Required

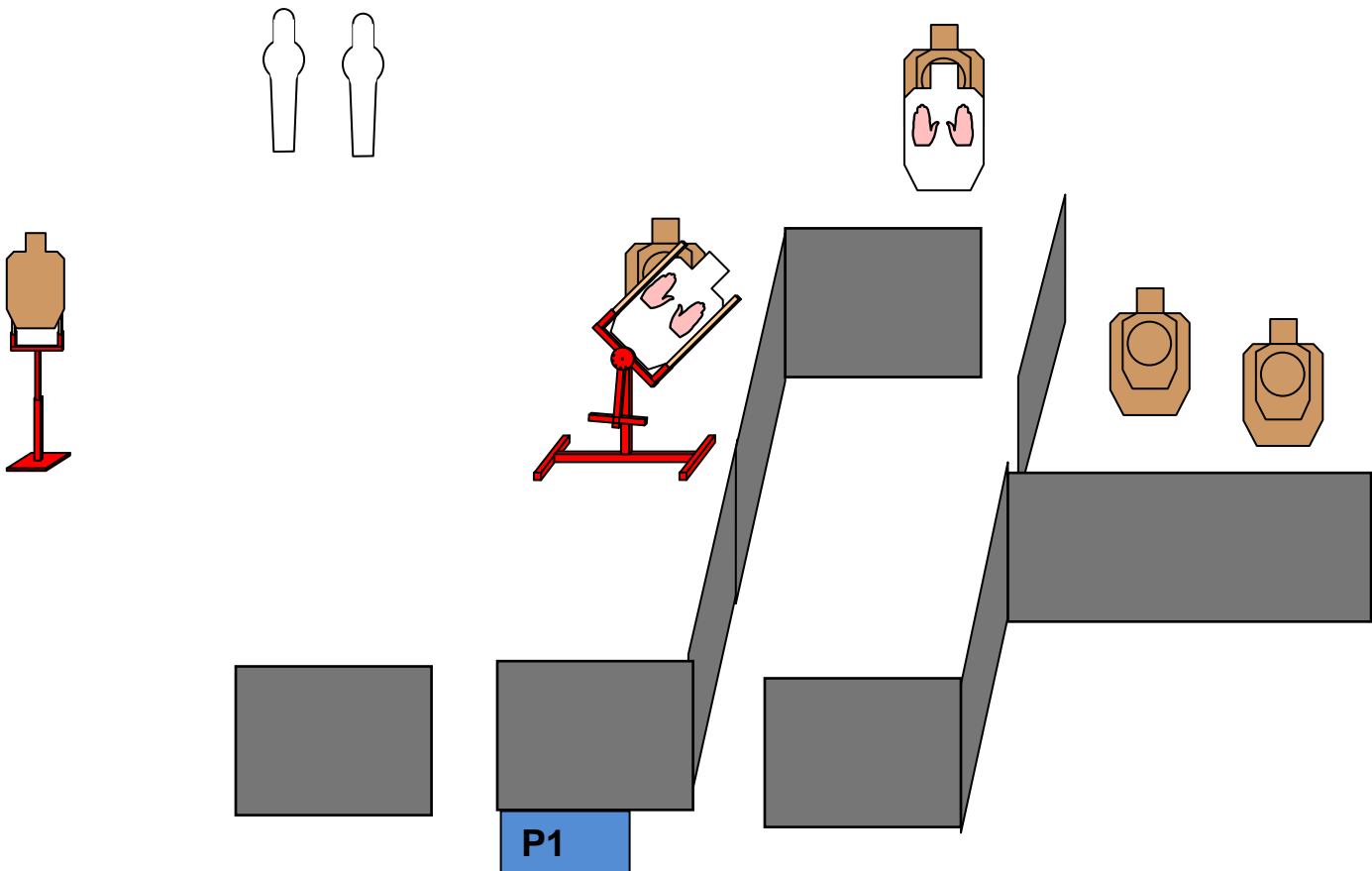
RELOADS: Any IDPA approved reload.

START-STOP: Audible - Last shot

PENALTIES: IDPA Standard

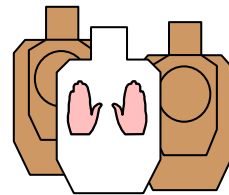
COF PROCEDURE

Shooter will start at P1 facing downrange with hands in the surrender position. Upon signal, shooter will draw and engage all targets in tactical priority using cover at all times. Paper must be engaged with at least two rounds. Steel must fall to be neutralized. Steel may only be engaged from P1.



Ahab's Threat

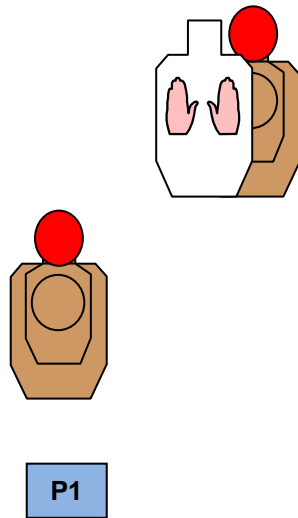
COF 5	Bay 2 Right	Course Designer: Jeff Brown	
START POSITION: P1		RULES: IDPA	
SCENARIO The thug who has been trying to put you out of business approaches. He seems undeterred by your swift action last week that took out most of his gang. He has two big dudes along to convince you your business venture has failed. They move in fast. The first attacker takes a head shot and manages to come back for more.		SCORING SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 6 CONCEALMENT GARMENT: Required RELOADS: Any IDPA approved method START-STOP: Audible - Last shot PENALTIES: IDPA Standard	
COF PROCEDURE Shooter begins at P1 starting with strong hand gripping the fully-loaded holstered firearm. Upon signal, draw, step behind cover and engage the target with the red head with at least 1 round, engage the remaining targets with 2 rounds each in tactical priority and then re-engage the target with the red head with at least one round. All shots must be fired from cover. Reload as necessary using any IDPA approved method.			



P1

A Club and a Knife to a Gunfight

COF 6	Bay 3 Left	Course Designer: Jeff Brown	
START POSITION: P1		RULES: IDPA	
SCENARIO You are suddenly attacked by a club wielding maniac and his accomplice. You manage to wrestle the club from his grasp and temporarily incapacitate him. Meanwhile the accomplice produces a knife. As you engage him, the maniac recovers and attacks.		SCORING SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 5 CONCEALMENT GARMENT: Required RELOADS: Any IDPA approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard	
COF PROCEDURE Shooter starts at P1. Firearm will be loaded to division capacity and holstered. Shooter will start holding the club in the strong hand with the hand raised above the head. Weak hand/arm will be outstretched horizontally from the shoulder in a strong arm stance. Upon signal, strike the Newbold target on the near threat with the club, then drop the club, draw and engage the far threat with at least one round to the head and two to the body. Then engage the near target with at least two rounds to the body. All shots must be fired while retreating or a procedural error will be assessed. The SO will not issue warnings to move. The knife is not hard cover.			



A Gang To A Gunfight: Right Up John's Alley

COF 7

Bay 3 Right

COURSE DESIGNER: L Larry Hill and Jeff Brown

START POSITION: P1

RULES: IDPA

Scenario

At many an IDPA club match, the match director has stated, "A person in their right mind would not take on 7 perpetrators single handed in a defensive pistol situation". Then a hand goes up in the back of the room and we hear John Alley say, "I would". Now is your chance to be just like John. Don't try this at home.

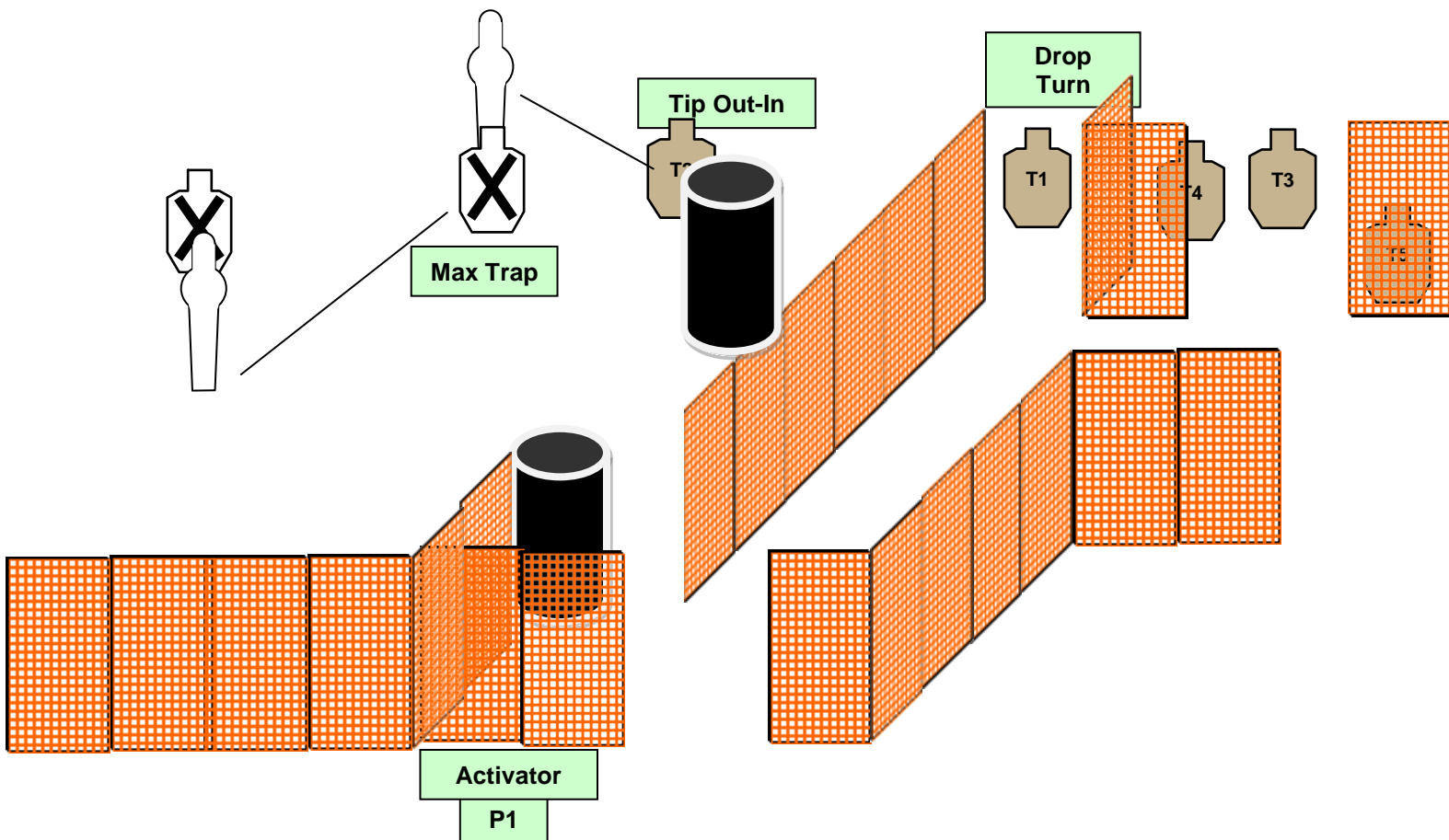
You are a LE officer in a rural area called out for a domestic disturbance call. Your nearest back up is tied up on a multivehicle accident with fatalities 30 miles away. You determine quickly from the odor coming from the building you have stumbled into a meth lab. You are discovered. Make every shot count.

SCORING

SCORING: Vickers
TARGETS: IDPA
SCORED HITS: Best IDPA 12
CONCEALMENT GARMENT: Required
START-STOP: Audible - Last shot
PENALTIES: IDPA Standard
RELOADS: Any approved method
USE OF COVER: Mandatory at all times

Stage Procedure

Shooter starts at P1 with hands in surrender position above shoulders facing downrange. Upon signal, draw and activate the drop turn which may only be engaged from the doorway. The shooter will then advance through the doorway and engage the remaining targets in tactical priority from cover as they become visible. Steel must fall to be neutralized. Paper targets should be engaged with two rounds minimum. Reload as necessary using any IDPA approved method from cover. Steel may only be engaged through the wall opening. Charging the steel will result in immediate disqualification. There is NO FTN on disappearing targets.



A Bottle to a Gunfight

COF 8

Bay 4 Left

Course Designer: Jeff Brown

START POSITION: P1

RULES: IDPA

SCENARIO

You are down on your luck and working as a bartender at Sonny's Bar, a notorious motorcycle hangout from last years IDPA match. It's late and you are cashing out when approached by one of the nastiest bikers from this side of hell. He is intent on applying a broken bottle and boot leather to your hide in return for the cash you hold. Your CCW is stowed under the bar and you forgot to load it to capacity after a long day on the range.

SCORING

SCORING: Vickers

TARGETS: IDPA

SCORED HITS: Best IDPA 4

CONCEALMENT GARMENT: Required

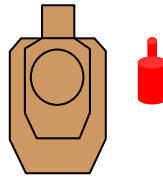
RELOADS: Any approved method

START-STOP: Audible - Last shot

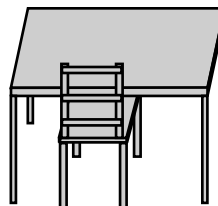
PENALTIES: IDPA Standard

COF PROCEDURE

Firearm will be placed loaded with 4 rounds under the bar with muzzle pointed down range and safety on at P2. Firearm must be laying flat. Shooter begins seated at P1 with both hands on cash box. Feet must be under table and back touching chair. Upon signal, the shooter will advance to P2, retrieve firearm, and engage the targets with at least one round to the bottle, 1 round to the head, and 2 rounds to the body in any order. Multiple head shots do not count as body hits. All shots must be fired standing upright behind the bar. Shooter may reload using any IDPA approved method from ammo stowed on the belt or pocket.



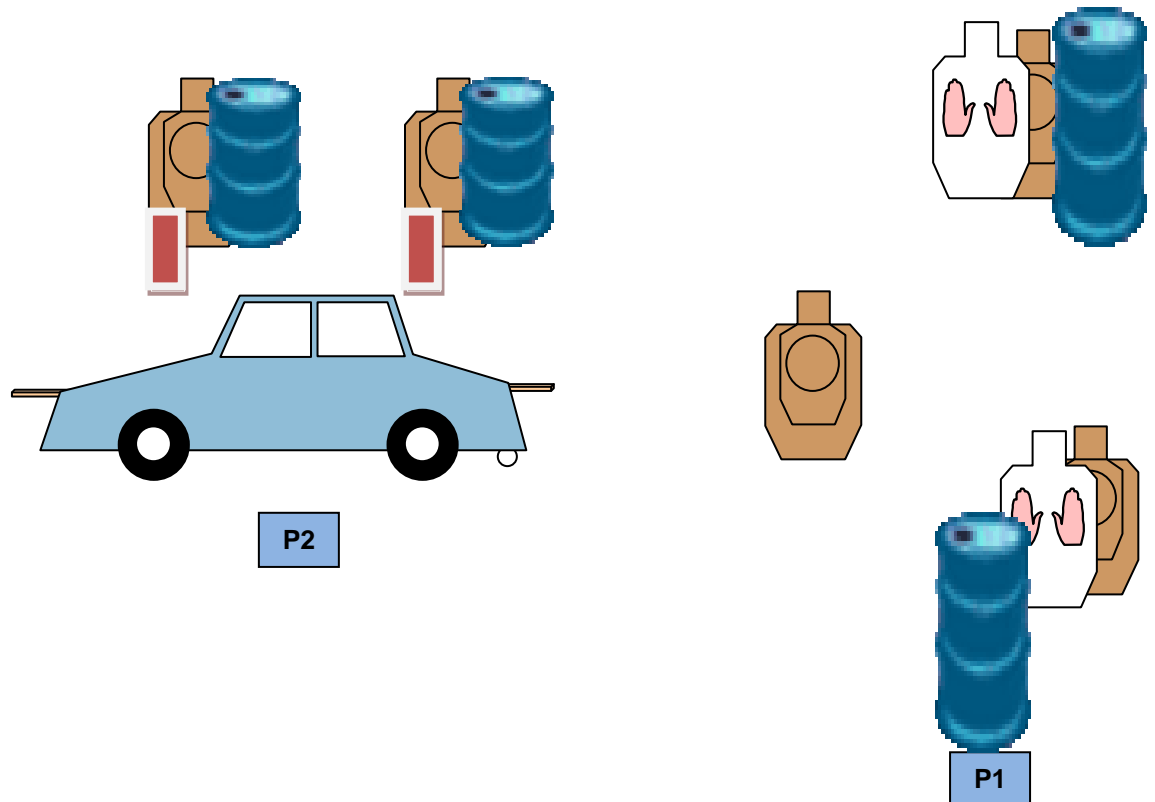
P2



P1

A Shotgun to a Gunfight

COF 9	Bay 4 Right	Course Designer: Ken Reed and Jeff Brown
START POSITION: P1		RULES: IDPA
<p>SCENARIO</p> <p>You are a courier picking up a large amount of securities for delivery to a bank. As you approach your vehicle, you are suddenly approached by 3 perpetrators intent on relieving you of the contents of your satchel. In the background you observe two of their compatriots armed with shotguns intent on taking you down should you resist. You fight your way to your vehicle and encounter overwhelming firepower from the shotgunners. Go prone and take them out.</p>		<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 12 CONCEALMENT GARMENT: Required RELOADS: Any IDPA Approved Method START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter begins at P1 facing downrange with firearm holstered and loaded to division capacity, Briefcase will be held in weak hand and strong hand may be gripping holstered handgun. Upon signal, the shooter will draw and engage T1-T3 with two rounds each in tactical priority strong hand only from cover of P1. The shooter will advance to P2 while retaining the briefcase. At P2, drop the briefcase, go prone and shoot freestyle the "legs" out from under T4-T5 under the vehicle. When these targets drop, engage them with two rounds each. Shooter may engage one or both legs before engaging T4-5. Reload as necessary using any IDPA approved method. Leaving the briefcase behind is a procedural.</p>		

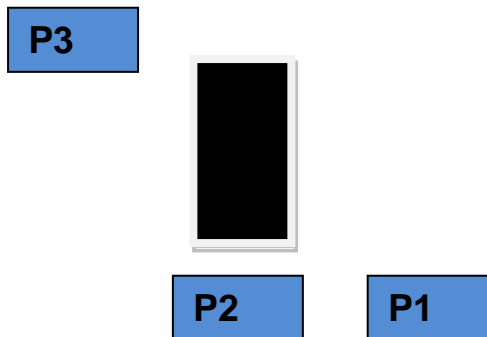


Good, Bad and Ugly

START POSITION: P1	COURSE DESIGNER: Jeff Brown
COF 10 Bay 5	RULES: IDPA
<p>Scenario</p> <p>Match standards. Target identification drill. The targets with handguns are the most immediate threat when you can see them out in the open. It's an entirely different situation from cover.</p>	<p>SCORING</p> <p>SCORING: Limited Vickers TARGETS: IDPA SCORED HITS: IDPA 18 CONCEALMENT GARMENT: Not Required RELOADS: Any IDPA approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>

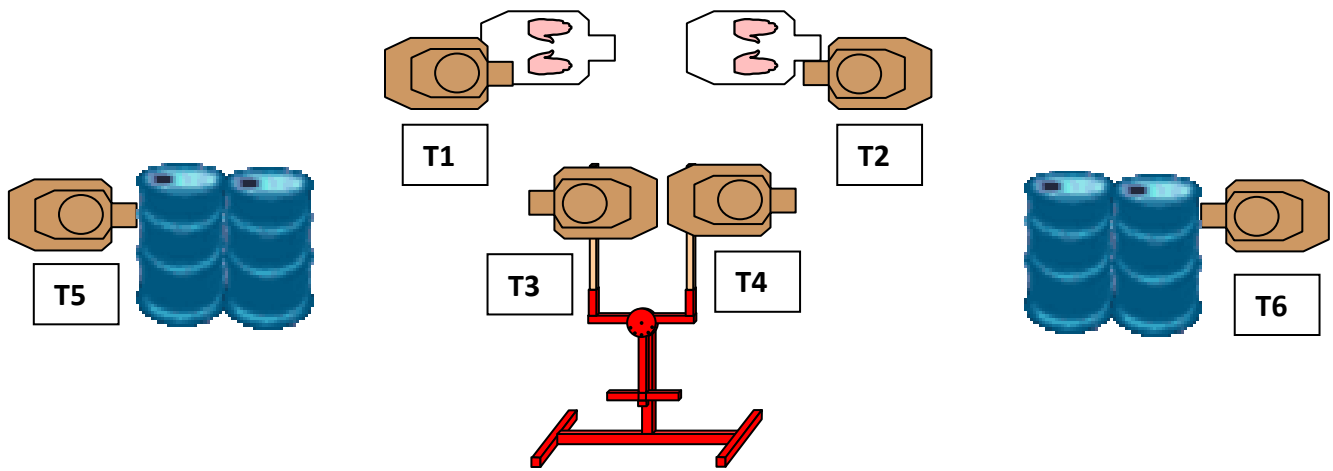
COF PROCEDURE

Shooter will start at P1 with handgun loaded with six rounds only facing uprange hands in surrender position. Upon signal, turn, draw and engage all threat targets from P1 with one round each strong hand only. **Targets with handguns must be engaged first.** Move to cover at P2 and re-engage targets with one round freestyle in **tactical priority as they become visible using either or both sides of the barricade as cover.** Advance to P3 and engage targets with one round weak hand only. Targets must be engaged from P3 and not on the move. **Targets with handguns must be engaged first.** Reload as necessary using any IDPA approved method. All reloads must be initiated and completed from cover at P2 with fully charged magazines. The guns on targets ARE NOT hardcover.



Save Your Dogs

COF 11 Bay 6 Right	COURSE DESIGNER: Kyle Munn
START POSITION: P1	RULES: IDPA
<p>Scenario</p> <p>You are out walking the dogs in the park when you stop to retrieve a “deposit” . Your dogs are roaming around when suddenly you hear barking and see pit bulls running toward your dogs who jump the fence to meet the challenge. Save your dogs</p>	<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best - 12 CONCEALMENT GARMENT: Required RELOADS: Any IDPA approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter will start at P1 with strong hand touching the activator as if retrieving the deposit. Shooter may kneel, squat, or bend to retrieve “the deposit” but hand must be used to activate. On start signal, shooter will activate swinger, draw and first engage T1-T2 in any order with two rounds each as they are the nearest threat to your dogs. The shooter will then engage T3-4 with two rounds each. The shooter will then engage T5-6 with two rounds each. Since dogs do not shoot back, the shooter does not have to use cover in this scenario. Reload as necessary using any IDPA approved method. The shooter may not advance beyond the fence.</p>	



Snow Fence

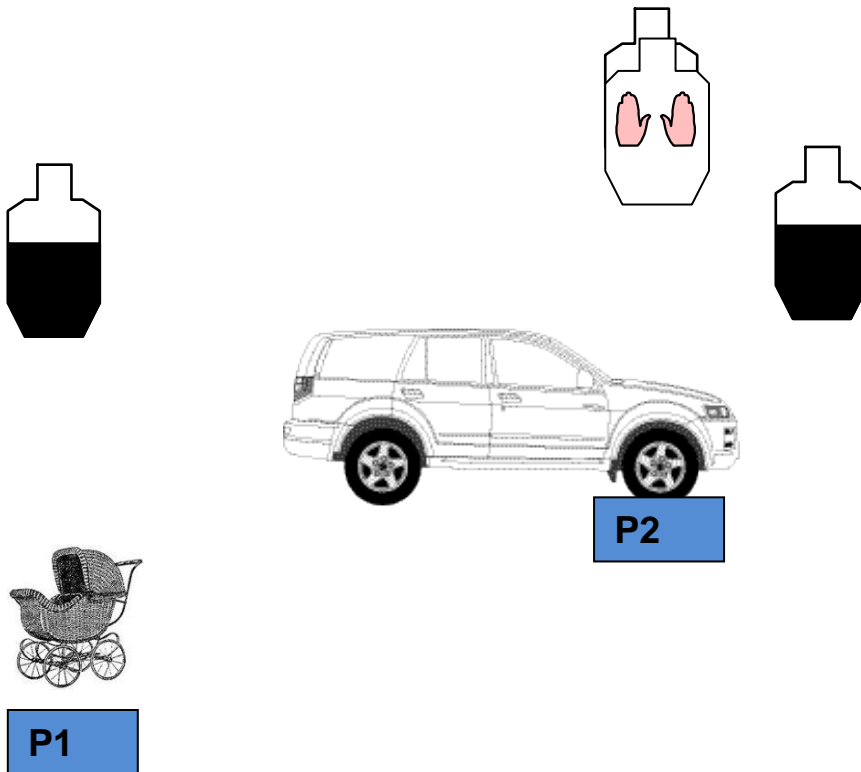
Snow Fence

Activator

P1

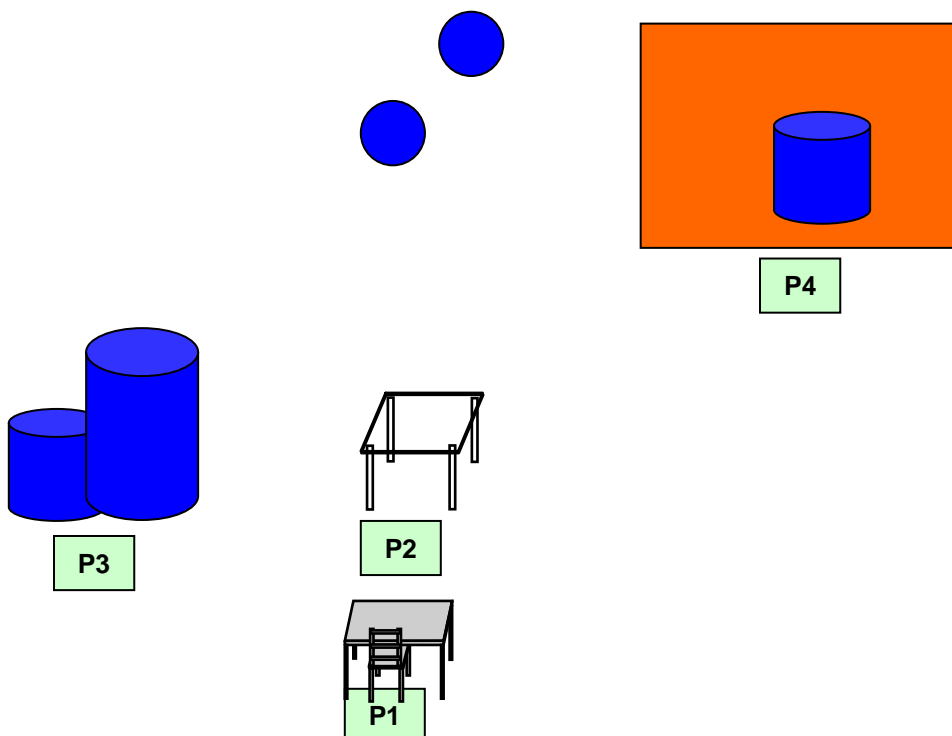
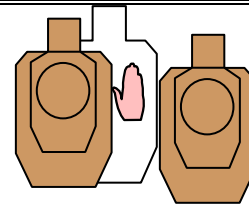
Save Your Baby

COF 12 Bay 6 Left	COURSE DESIGNER: Kyle Munn
START POSITION: P1	RULES: IDPA
<p>Scenario</p> <p>You and your baby are out doing your "Honey Do" list which includes a stop at the grocery store. As you are loading groceries in your car, three suspicious people approach from different directions. One pulls out a gun, and demands money.</p>	<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 6 CONCEALMENT GARMENT: Required RELOADS: Any IDPA approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter will start at P1 facing the cart holding the groceries with both hands above the top of the basket of the cart. Firearm will be loaded to division capacity and holstered. On start signal, shooter will drop the groceries, draw and engage T1 with at least two rounds, then retrieve baby from cart and shield while moving to P2. From P2, the shooter will then take a knee and engage T2- T3 in tactical priority strong hand only from cover of the vehicle while continuing to shield the child. Reload from cover using any approved method. All shots fired must be made strong hand only while shielding the baby. The baby may be laid on the ground behind cover to accomplish a reload.</p>	



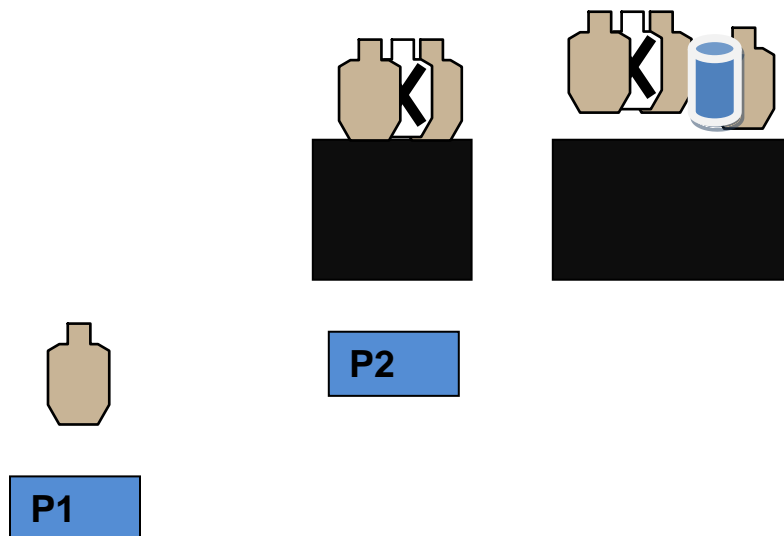
Condition White - After The Match Insanity

COF 13	Bay 7 Right	COURSE DESIGNER: Jeff Brown
START POSITION: P1		RULES: IDPA
<p>Scenario</p> <p>You are cleaning your equipment after a grueling match and have fallen asleep at your bench. You are awakened when your space is invaded by armed perpetrators up to no good. Unfortunately your firearm is empty and your ammo is scattered. Neutralize them if you can.</p>		<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 8 CONCEALMENT GARMENT: Not required RELOADS: See description START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter will place a magazine containing two rounds at P2 and P3 and a magazine containing six rounds at P4. This is the only ammo that may be used in this COF. The shooter will then place an unloaded firearm flat on tabletop at P2 with muzzle downrange with no part of firearm extending over the tabletop. Shooter will start seated at P1. Butt must be on chair, forehead and hands touching table top. Upon signal, advance to P2, load firearm and engage the two steel plates from P2. Shooter then has option of advancing to P3 to retrieve ammo and then advance to P4. Steel plates may be re-engaged from P3 ONLY. Shooter can elect to advance directly from P1 to P4 but may not retreat to recover ammo at P3 after moving forward. Reloads must be accomplished behind cover. Paper targets must be engaged with two rounds to the body and one to the head in tactical priority. Extra head shots are a miss. Steel must fall to be neutralized. This COF is a Vickers count - the shooter has access to more ammunition than required to complete the task at hand. The COF was reviewed by IDPA HQ and is compliant with all IDPA rules.</p>		



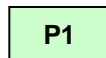
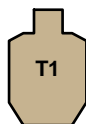
Condition Orange - Before The Match Insanity

START POSITION: P1	COURSE DESIGNER: Jeff Brown
COF 14 Bay 7 Left	RULES: IDPA
<p>Scenario</p> <p>You stop for some coffee on your way to your local club match when you hear screams down an alley as you return to your vehicle. You investigate and are immediately attacked by a gangbanger intent on preventing you from stopping the gangs fun with two young cheerleaders. He slashes at you with a knife and you manage to catch his arm with your weak hand. You have milliseconds to go for your concealed carry firearm to save the day.</p>	<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 12 CONCEALMENT GARMENT: Required RELOADS: Any IDPA approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter will start at P1 holding the perpetrators arm upright with the weak hand. The strong hand will be gripping the holstered firearm. Upon signal, the shooter will draw and FROM RETENTION engage the target with at least two rounds in the "down zero" center of body mass zone while holding the perpetrators arm upright. The shooter will advance to P2 and engage the remaining targets with at least two rounds each in tactical priority from cover. Retention is defined as some part of the arm from the wrist to elbow must make contact with the side of the body. Failure to shoot from retention while holding the arm upright as specified is a procedural. Reload as necessary using any IDPA approved method.</p>	



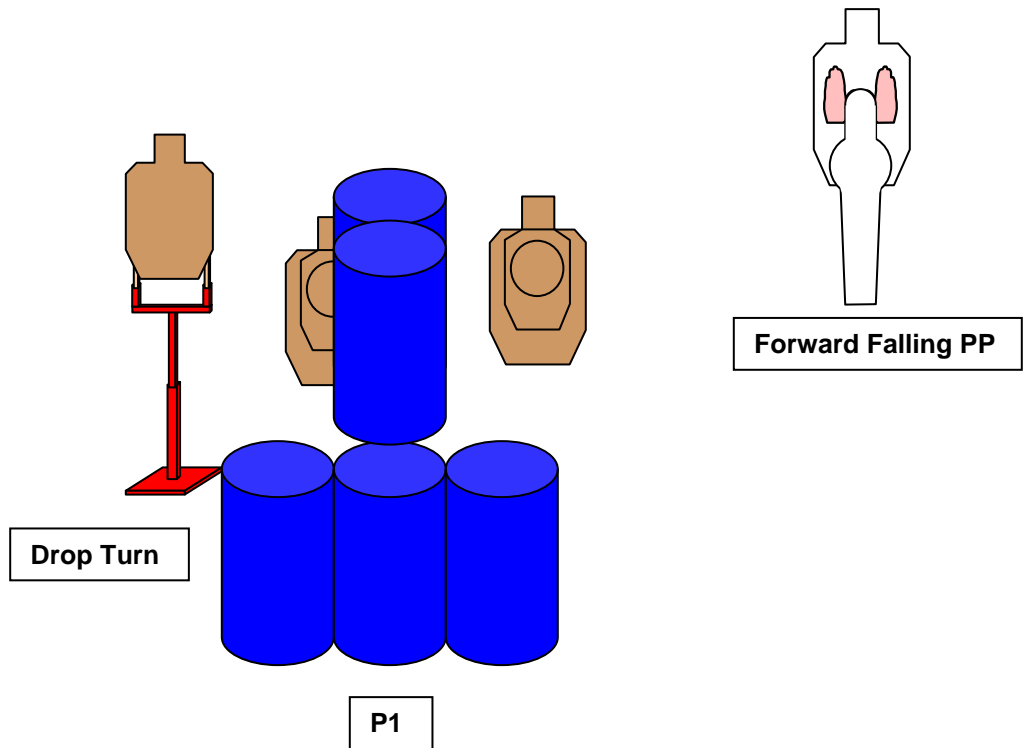
Condition Yellow - No Witnesses

COF 15	Bay 8 Right	COURSE DESIGNER: Dave Ross
START POSITION: P1	RULES: IDPA	
SCENARIO You walk into a convenience store and realize it is being robbed. After a short discussion the leader demands "no witnesses" and the near perpetrator charges. Save yourself and the clerk.	SCORING SCORING: Vickers TARGETS: IDPA SCORED HITS: Best (5) 2 IDPA / One Clay CONCEALMENT GARMENT: Required START-STOP: Audible - Last shot PENALTIES: IDPA Standard RELOADS: Any approved method	
COF PROCEDURE Shooter starts and remains at P1. Shooter starts with hands in surrender position facing downrange. Upon start signal, the shooter will draw and engage T1 with two (2) rounds minimum T2 with as many rounds as necessary to neutralize the clay target. Then engage T3 with another 2 rounds minimum. Reload as necessary using any IDPA approved method. The clay will be considered neutralized with any hit to its surface.		



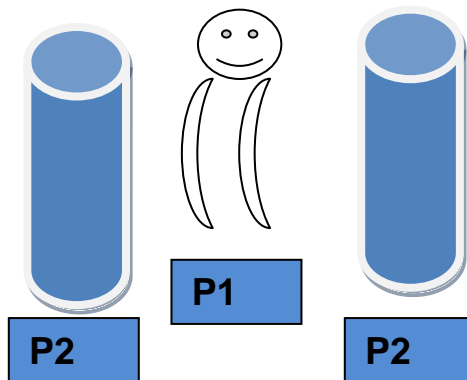
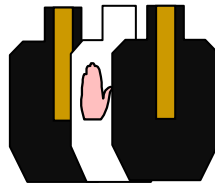
Condition Red – Main Package Stickup

COF 16	Bay 8 Center	Course Designer: Jeff Brown
START POSITION: P1		RULES: IDPA
<p>SCENARIO</p> <p>You're working the late shift at Main Package Liquor in a rough part of town. You spent the day at the range and forgot to fully charge your firearm. Your partner is out front stocking shelves and you are in the storeroom when you spot two nervous thugs who stroll up to the counter and one points a "9" at you demanding money. Unfortunately your partner is moving in fast to help you out and has placed himself in harms way. As you take action, two more assailants charge.</p>		<p>SCORING</p> <p>SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 7 CONCEALMENT GARMENT: Required RELOADS: Any IDPA approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>
<p>COF PROCEDURE</p> <p>Shooter begins standing at P1 facing downrange with hand gripping holstered firearm loaded with 5 rounds maximum. Upon signal, draw and engage targets as they become visible in tactical priority using cover at all times. Steel requires at least one round and must fall. Paper targets require two rounds minimum each. Reload using any IDPA approved method.</p>		



Condition Black-Terminate

COF 17 Bay 8 Left	COURSE DESIGNER: Jeff Brown
START POSITION: P1	RULES: IDPA
SCENARIO Stage Description: You have been hired to track down the leader of a local gang. Little do you know you are being stalked by the very person you seek. You are approached by the gangbanger, his warlord and a large body guard who intend to terminate your plan of action. You have little time to react and need to make your first shots counts. Be careful and don't shoot the innocent bystander.	SCORING SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 2 CONCEALMENT GARMENT: Required RELOADS: Any IDPA approved method. START-STOP: Audible - Last shot PENALTIES: IDPA Standard
COF PROCEDURE Shooter starts at P1. Handgun will be loaded to division capacity and held at low ready in the strong hand with shooter facing downrange. Weak hand/arm will be in a strong arm position ready to push but not touching the bodyguard. Upon signal, push the body guard out of the way with the weak hand, step to cover at P2 (shooters choice of sides) and engages T1-T2 with one round each minimum freestyle in tactical priority from cover. Shooter may reload using any IDPA approved method.	



Into The Wild – Nature Disturbed

COF 18

Bay 9 Right

Course Designer: Jeff Brown

START POSITION: P1

RULES: IDPA

SCENARIO

You and your friends are on the last leg of a wilderness canoe trip and make camp for the night. You are cooking your evening meal on a campfire when you are approached by 6 scumbags up to no good. Shoot fast or endure unthinkable savagery.

SCORING

SCORING: Vickers

TARGETS: IDPA

SCORED HITS: Best IDPA 12

CONCEALMENT GARMENT: Required

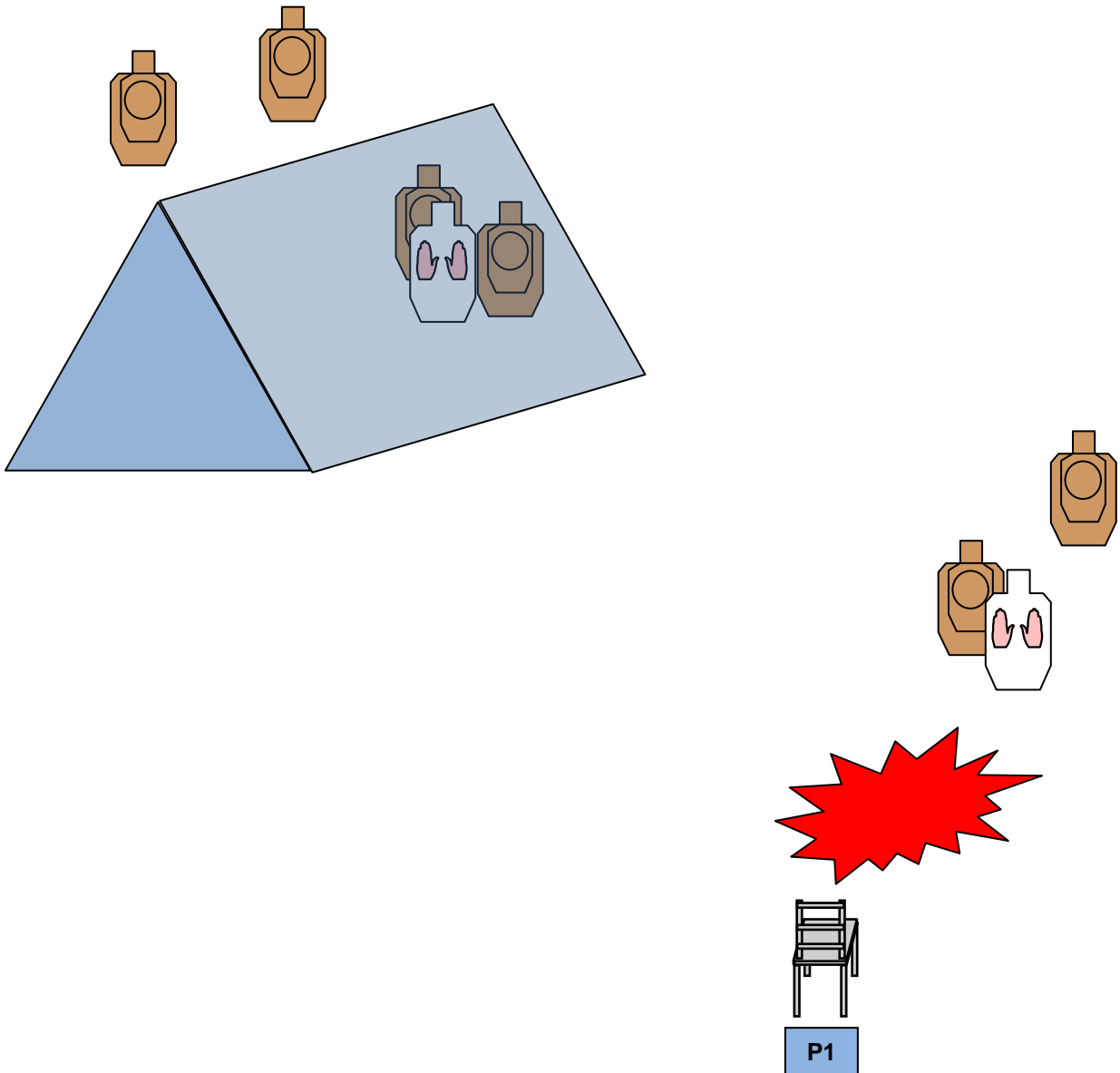
RELOADS: Any IDPA approved method

START-STOP: Audible - Last shot

PENALTIES: IDPA Standard

COF PROCEDURE

Shooter will start at P1 seated facing downrange with skillet held with both hands. Firearm will be loaded to division capacity and holstered. Upon signal, drop the skillet, stand, draw and engage the near targets with two rounds each in tactical priority. The near targets may be engaged on the move or while standing but stepping in the fire is a procedural. The shooter will then advance and engage the remaining targets in tactical priority with two rounds each using cover. Targets inside tent must be engaged through the tent opening.



Into The Wild – Charging Boar

COF 19 Bay 9 Left

Course Designer: Jeremy Van Gieson & Jeff Brown

START POSITION: P1

RULES: IDPA

SCENARIO

You are on a boar hunt when charged by a wounded and enraged boar. Don't shoot the dogs. The order of engagement is specified to simulate a charging boar.

SCORING

SCORING: Vickers
TARGETS: IDPA
SCORED HITS: Best IDPA 6
CONCEALMENT GARMENT: Not required
RELOADS: Any IDPA approved method.
START-STOP: Audible - Last shot
PENALTIES: IDPA Standard

COF PROCEDURE

The shooter begins and remains at P1. Shooter starts with fully charged handgun at low ready. Safety must be on. Upon signal, engage the targets FAR to NEAR with at least one round each. The near target must be engaged last with at least one head shot to be neutralized.

