

Die Hard

RULES: IDPA RULES

COURSE DESIGNER: PT

START POSITION: Standing facing down range with hands on head

SCENARIO: You are visiting your wife Holly at Nakatomi Plaza in Los Angeles when a group of thieves posing as terrorists take everyone hostage - except you. Hans Gruber has started to kill hostages so you must act quickly.

PROCEDURE: On start signal draw and engage threats in tactical priority from P1, move to P2, engage T3 and PP1 - activating mover and finally to P3. All threats require 2 hits.

SCORING: Vickers

ROUND COUNT: 17

TARGETS: 08

DISTANCE: 2 - 15

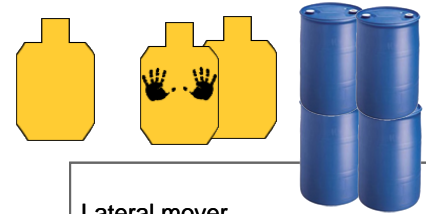
SCORED HITS:

START/STOP:

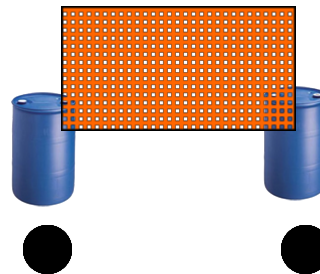
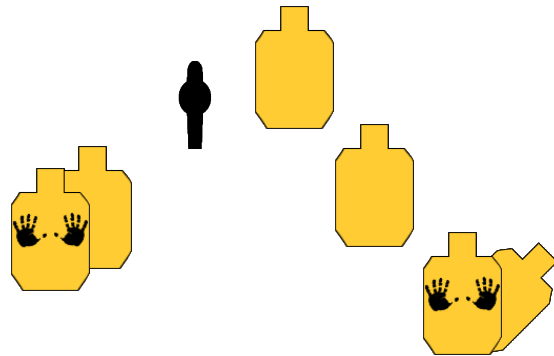
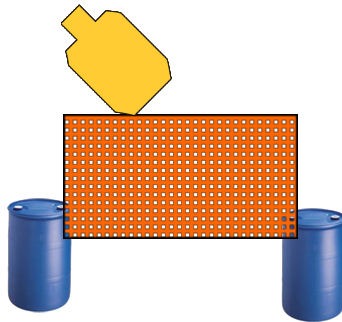
PENALTIES:

CONCEALMENT: No

NOTES:



Lateral mover



Heat

RULES: IDPA RULES

COURSE DESIGNER: PT

START POSITION: Standing facing up range with hands over head in surrender position

SCENARIO: As Lieutenant Vincent Hanna, you have been trying to catch Neil McCauley and his crew. You are hot on the trail and catch up with them just prior to hitting their next score -a bank. Neil gets the drop on you and tells you "never have anything in your life that you can't walk out on in 30 seconds flat if you spot the heat coming around the corner." This give you a momentary distraction to take them out.

PROCEDURE: On start signal turn, draw and engage threats with 2 rounds each to the head as they all have body armor on and save the bank teller and guard.

SCORING: Vickers

ROUND COUNT: 12

TARGETS: 06

DISTANCE: 3-10 yards

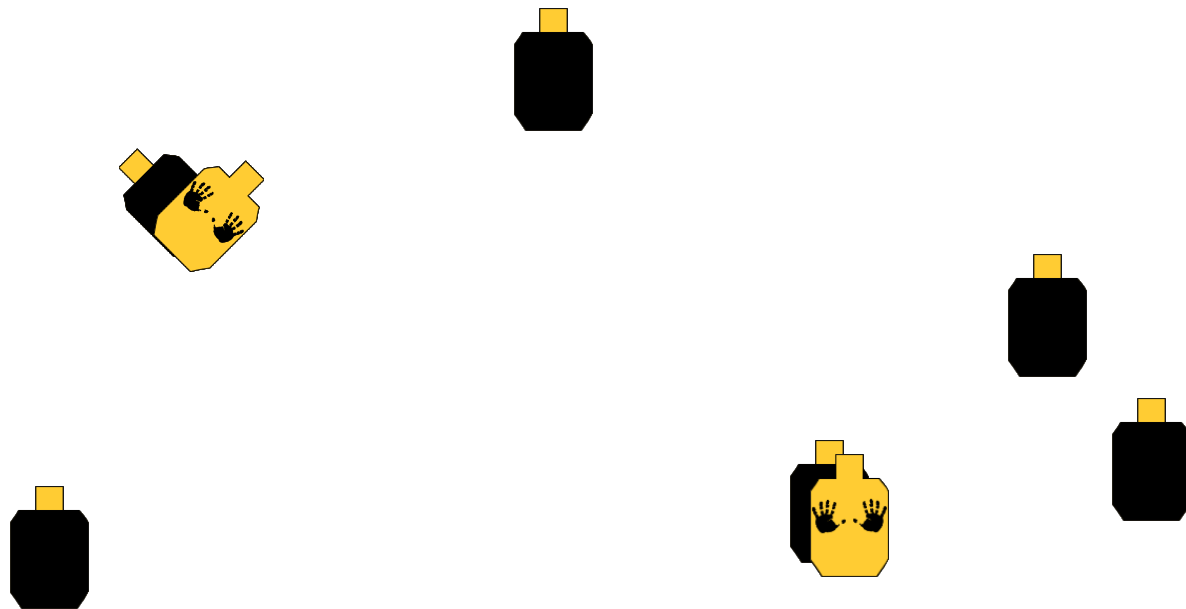
SCORED HITS:

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Leon - the Professional

RULES: IDPA RULES

COURSE DESIGNER: PT

START POSITION: Standing facing doorway

SCENARIO: You have taken in 12 year old Matilda after her family was killed by corrupt DEA agents. They eventually find out you are sheltering her and pay you a visit to eliminate her - only you stand in the way.

PROCEDURE: On start signal draw and enter the "house" to save Matilda. T1 - T4 must be engaged while moving to P2. At P2 engage remaining threats

SCORING: Vickers

ROUND COUNT: 14

TARGETS: 07

DISTANCE: 3 - 12 yards

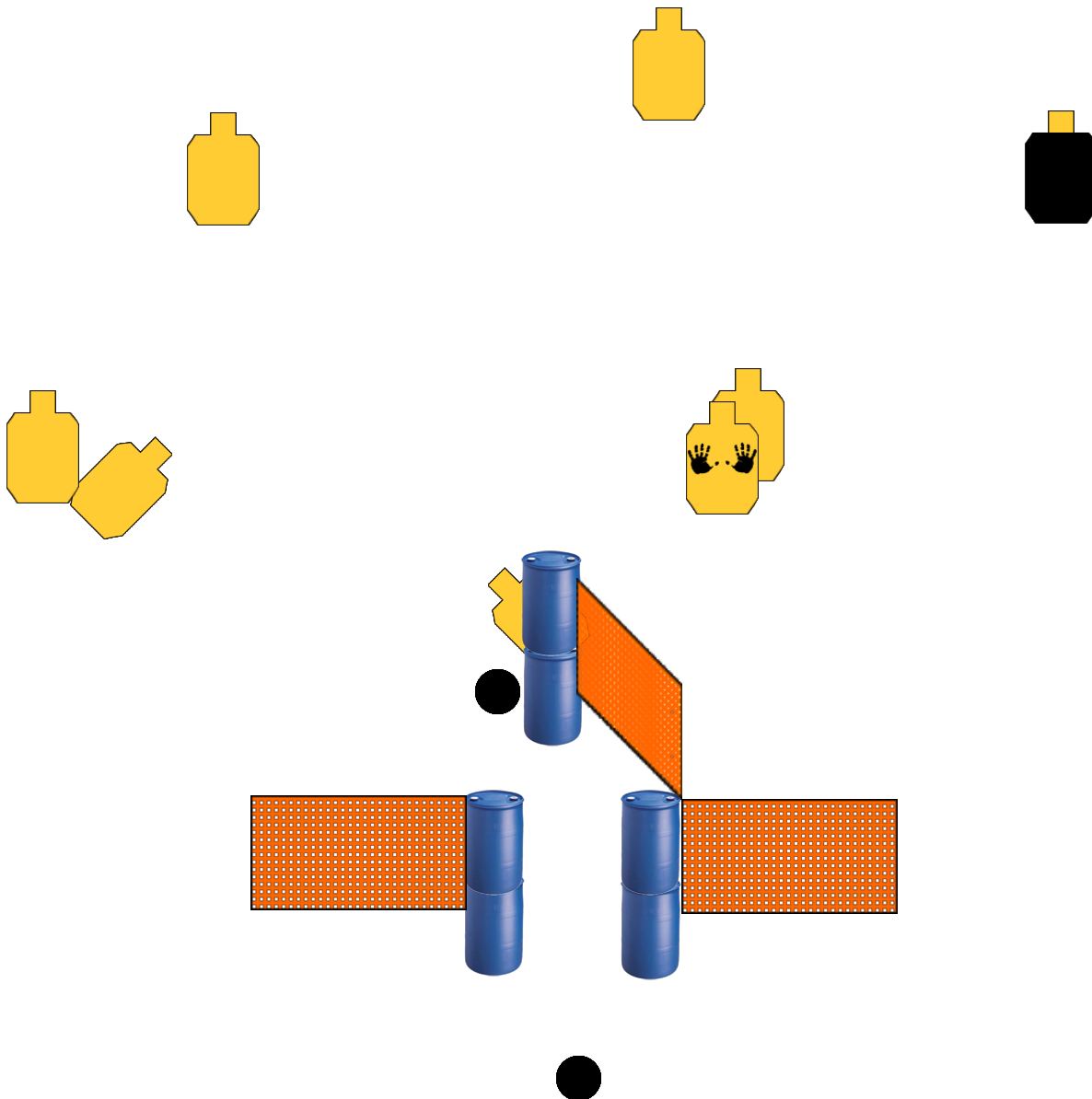
SCORED HITS:

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES:



RED

RULES: IDPA RULES

COURSE DESIGNER: PT

START POSITION: Seated with hands on head

SCENARIO: You are a former black ops agent, Frank Moses RED status - Retired Extremely Dangerous living a quiet life off your pension when you are attacked by a team of assassins.

PROCEDURE: Stand, draw and engage threats in tactical priority. Â Steel must fall and targets require 3 shots each.

SCORING: Vickers

ROUND COUNT: 13

TARGETS: 05

DISTANCE: 3 - 15 yards

SCORED HITS:

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES:



RONIN

RULES: IDPA RULES

COURSE DESIGNER: PT

START POSITION: Standing facing down range with gun at low ready

SCENARIO: You are a member of a team of mercenaries hired to steal a case from a heavily armed team - unbeknownst to the rest of your team of "Ronin" you are an undercover spy and must recover the case for the CIA.

PROCEDURE: On start signal, move towards P2 and activate max trap and swinger by stepping on foot activator. Engage T1 (max trap) and T2 swinger while moving to P2. After engaging T1 and T2, retrieve the case (at T1). The case must be held in support hand while engaging the remaining threats. If a reload is performed, the case may be put down, but must be picked up again before shooting is continued.

SCORING: Vickers

ROUND COUNT: 12

TARGETS: 06

DISTANCE: 5 - 15

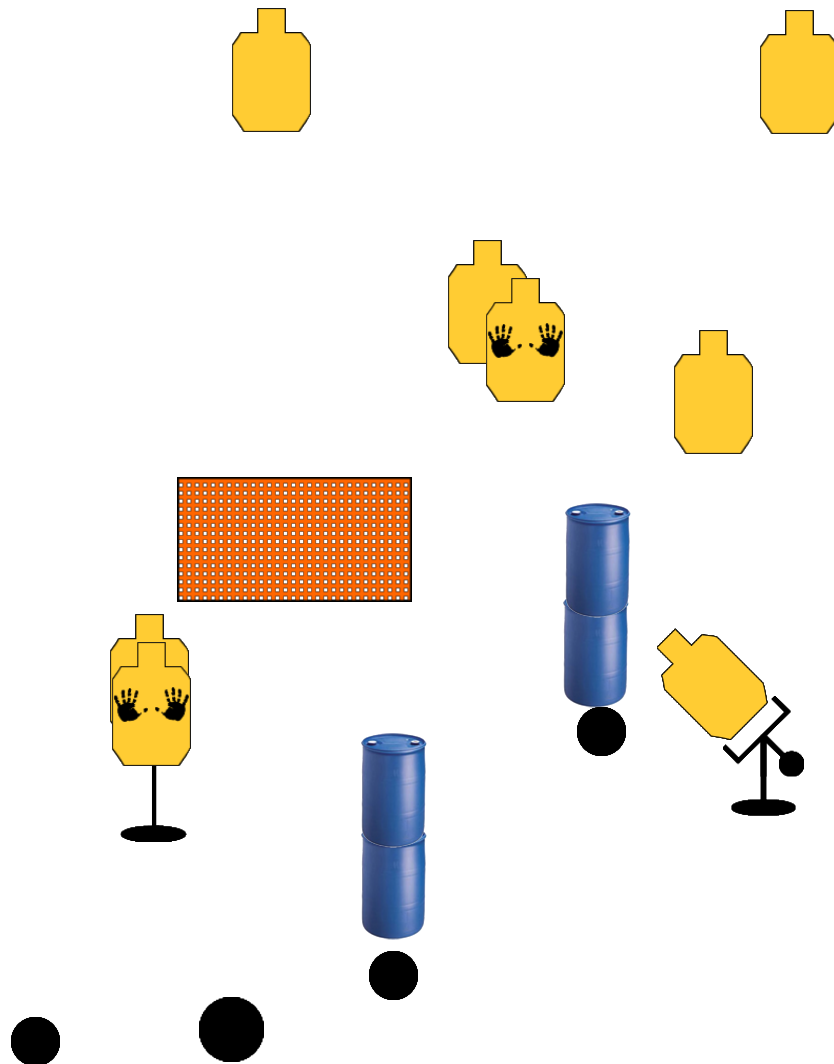
SCORED HITS:

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES: Case will be place below T1 and must be carried in support hand



Zombieland

RULES: IDPA RULES

COURSE DESIGNER: Ed Sendele

START POSITION: P1

SCENARIO: Rule 32 of Zombieland is to enjoy the little things. You and Tallahassee are at the first grocery store you have seen after the zombies have taken over to look for the last box of Twinkies. While you are in the store you make too much noise and the zombies begin to flood in. While clearing the store a zombie gets up from the last box of Twinkies and Tallahassee goes for the box getting in your way.Â

PROCEDURE: Starting at P1 on the right side of the of the stage clear the store without hitting Tallahassee. All of the zombies will require at least one shot. You are surprised by the zombie getting up and remember rule #2, the double tap and engage him twice.Â The moving target should have 2 hits, all other paper targets should have at 1 and all steel must fall.

SCORING: Vickers

ROUND COUNT: 12

TARGETS: 10

DISTANCE: 5-15 yards

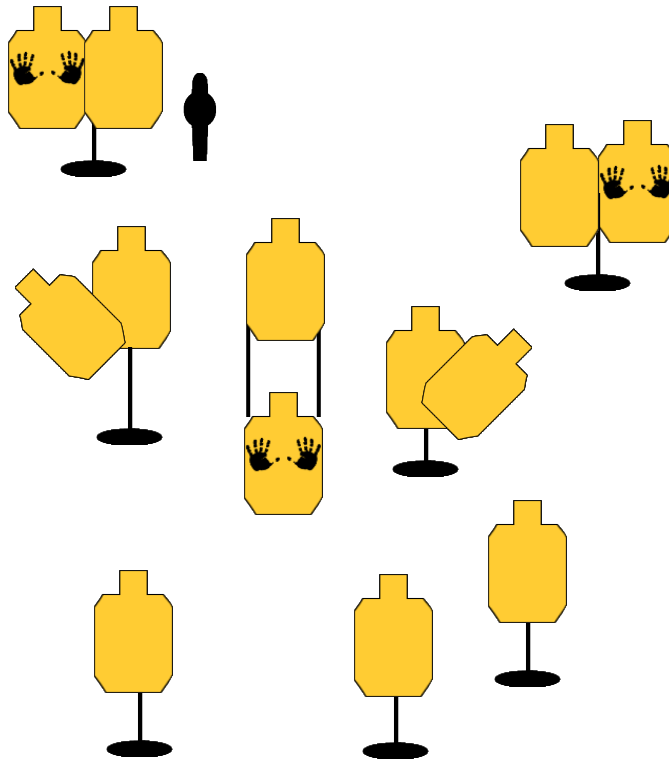
SCORED HITS: Best Hits

START/STOP:

PENALTIES:

CONCEALMENT: No

NOTES: Who would conceal carry looking for Twinkies?



P1