



Off Duty Bank Alarm

Course Designer: Loren Pfeil

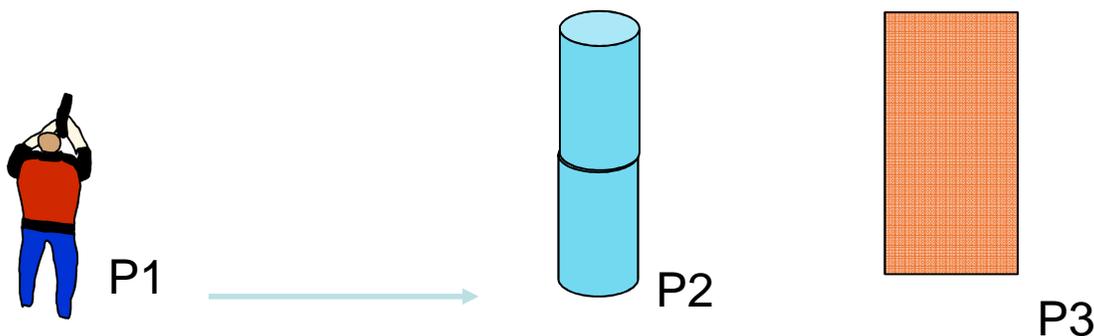
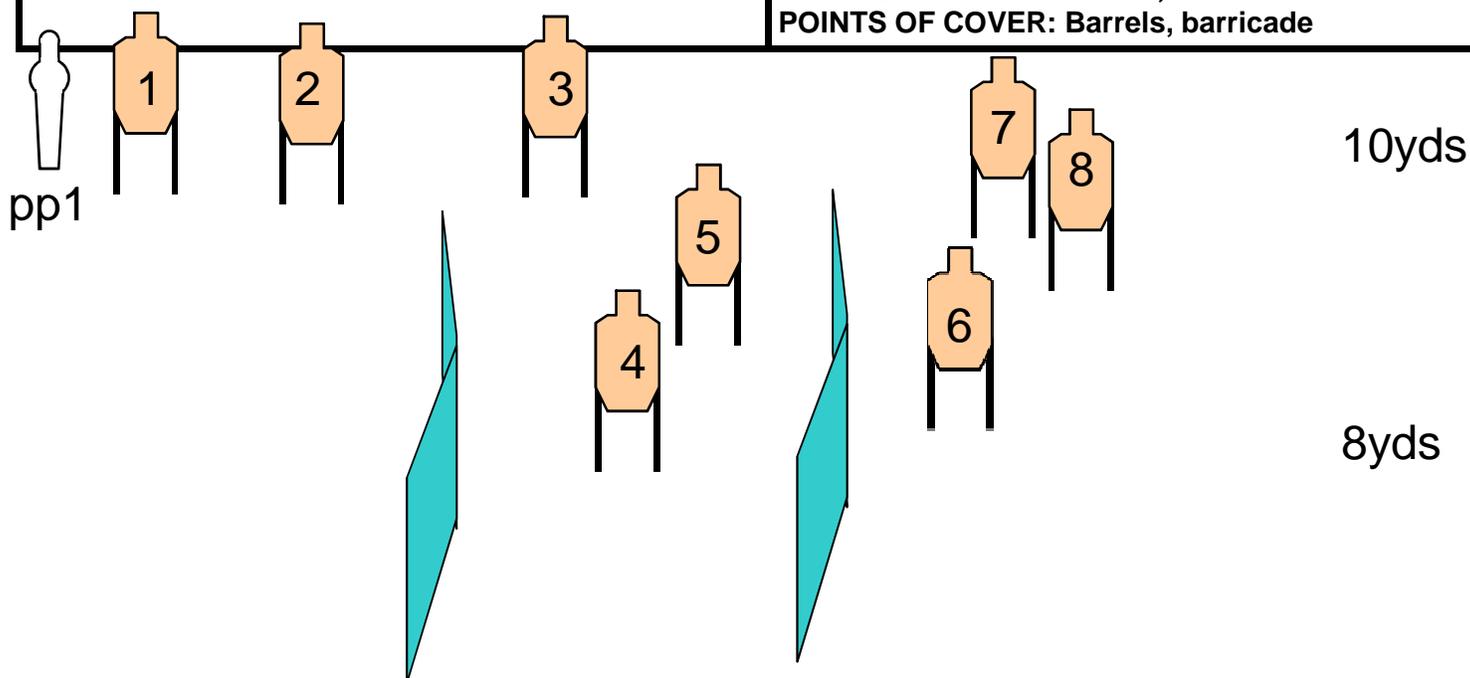


SCENARIO: After a long work week with a lot of overtime both on the street, and in court, you try to catch up on some shopping, and other tasks. You are wearing regular street clothes and have your badge and duty weapon with you just in case. You go into the bank to deposit your paycheck and discover that an armed robbery is taking place. The robbers want your wallet. Fearing that the robbers will find your police badge inside of your wallet and kill you, you decide to take action when you see an opportunity.

START POSITION: Standing facing down range with hands raised and behind your head with fingers interlaced at P1.

STRINGS: 1
SCORING: 17 rounds min, Unlimited scoring
TARGETS: 8 threat, 1 Steel
SCORED HITS: Best 2 per paper target steel must fall.
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required
BOUNDARIES: Range walls.
HARD COVER: Barrels, barricade & walls
POINTS OF COVER: Barrels, barricade

STAGE PROCEDURE: At the buzzer, draw and engage PP1 with 1 shot. While moving to P2 engage T1 T2 with 2 shots each. From P2 engage T-3, T4, & T5 with 2 shots each. Then move to P3 barricade and engage T6, T7 & T8 from the right side of the barricade.



Active Shooters in the School (low light stage)

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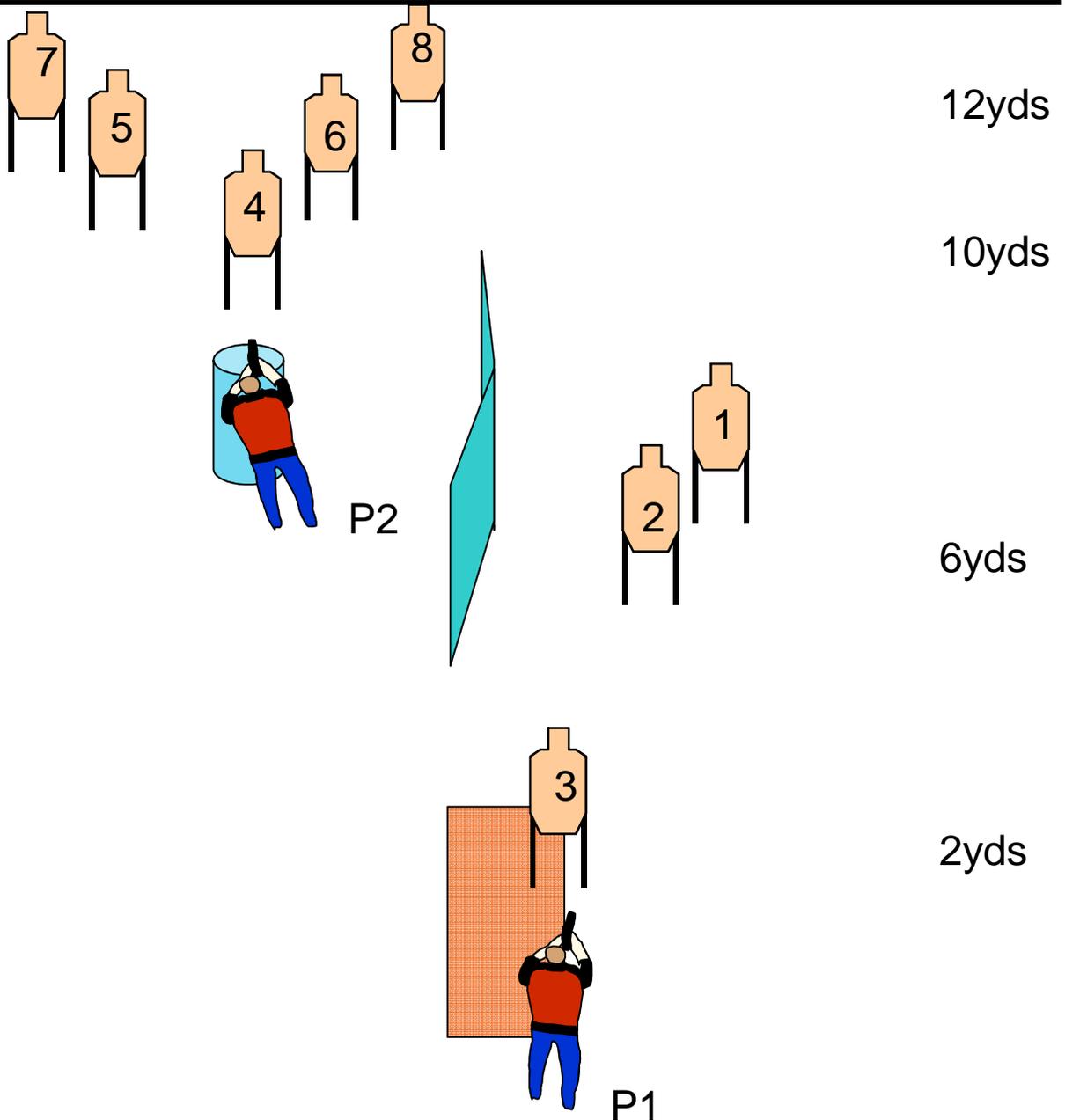


SCENARIO: You are the uniformed school resource officer at Badger High School for an evening event. Chatter on social media indicates a group of students intend to disrupt the after school schedule and hunt down the school jocks on their hit list. You hear gunfire in the hallway and move to stop the threats. As you are about to exit the Principal's office, all of the lighting in the building shuts down, and you encounter & engage 3 armed & disgruntled students. You continue to move toward the sound of more gunfire in the cafeteria, and engage five more armed disgruntled students.

START POSITION: Hands at side, facing down range standing behind P1 barricade. **Flashlight in the off position, in your weak hand.**

STRINGS: 1
SCORING: Unlimited scoring
TARGETS: 8 threat, 0 non threat, 0 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: **NOT Required**
BOUNDRIES: Range walls
HARD COVER: Barricade, tarp, barrel
POINTS OF COVER: Barricade, barrel

STAGE PROCEDURE Round count 16. At the buzzer, draw and engage T1, T2, & T3 with 2 shots each from the right side of the barricade. Move to P2 and engage the remaining targets with 2 shots each. **Utilize your flashlight as needed, but can not be stowed away.**





Sally Port Chaos

Loren Pfeil:



SCENARIO: You are in the jail processing area when you hear what sounds like a gun shot from the adjacent sally port. You go to the sally port to discover prisoners in a paddy wagon not only overtook the transporting officers, but have retrieved derringers hidden within prisoners. You must neutralize the prisoners holding the officers hostage, and stop the threat the other armed prisoners pose.

START POSITION:

P1 (behind the barrel), hands at sides, facing down range. At the buzzer, draw and engage targets in tactical priority. Move laterally from P1 as needed while engaging targets.

STRINGS: 1

SCORING: 17 rounds min, unlimited scoring

TARGETS: 8 threat, 3 non threat, 1 Steel
SCORED HITS: Best 2 per target, steel must fall.

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

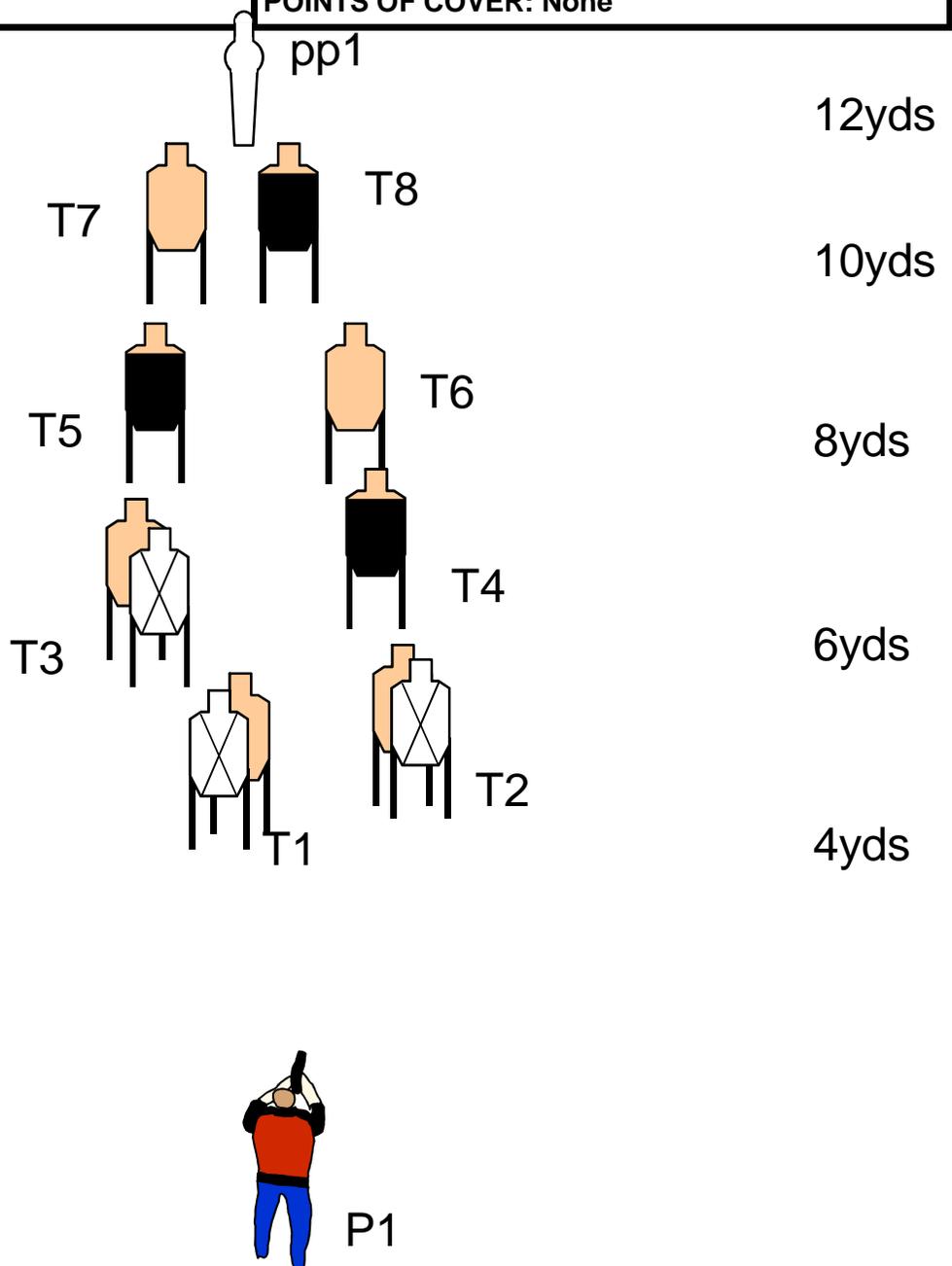
CONCEALMENT: NOT Required

BOUNDARIES: Range walls.

HARD COVER: None

POINTS OF COVER: None

STAGE PROCEDURE: 2-shots each paper target, 1-shot at steel target/must fall.





Squad Car Ambush

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SCENARIO: You are assigned to the late shift patrol division and are performing routine patrol in your assigned squad area, While you are stopped at a stop sign, you observe a group of people you do not recognize as local residents walking on the sidewalk across the street. They are paying particular attention to you as one of them walks up to your car and asks if you know what time it is. He then says it is pig killing time and the armed assault is on. You exit your squad car, take a position of cover behind a nearby garbage dumpster and defend yourself until your backup arrives.

START POSITION: Hands on lap, seated upright with back against chair at P1 facing down range.

STAGE PROCEDURE: Round count 18.
Seated at P1, at the buzzer, stand and move to P2 barricade, draw and engage T1-T8 and PP1 and PP2 in tactical priority with two shots to each paper target, and one shot each to steel/must fall. May engage from either side of the barricade.

STRINGS: 1
SCORING: 2 rounds min, unlimited.
TARGETS: 8 threat, 0 non threat, 2 Steel
SCORED HITS: Best 2 per target, all steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: **NOT Required**
BOUNDARIES: Range walls.
HARD COVER: Barricade.
POINTS OF COVER: Barricade

