

Stage 1 - Duck & Cover v.2

Round Count: 13

Target Distance: 4 to 15 yds

Targets Required: 6x Standard Threats, 1x Poppers

Props Required: 1x Barricade, 2x Barrel, 2x Non-Threats

Scoring Method: Unlimited

Starting Position: Standing facing down range at position P1, hands relaxed at side

Start Signal: Audible

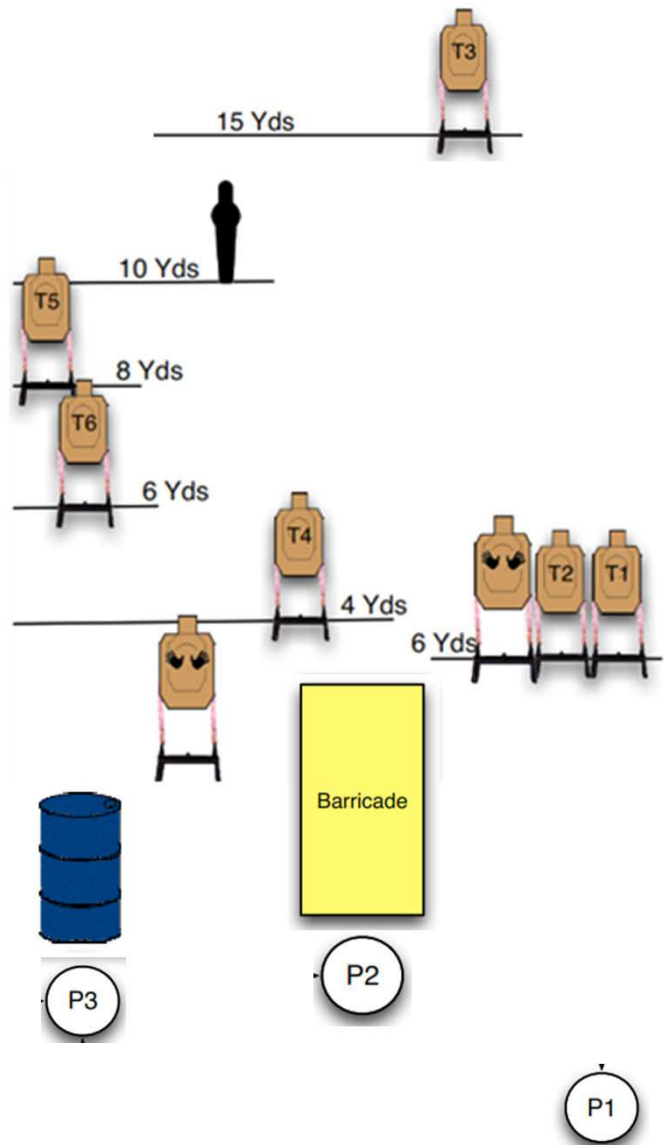
Stop Signal: Last Shot Fired

Scenario: You're out for a stroll when you're attacked by a group of armed men. Use the cover that's available and defend yourself.

Concealment Garment: Required

Procedure: On the start signal, engage T1, T2, and T3 while moving to cover at P2. Then engage the Popper and T4 from the left side of the barricade, and move to P4. Engage T5 and T6 from the left side of the barrel.

Scoring: T1 through T6 should have 2 hits each. All steel must fall.



Notes: Shooter may re-engage T3 from the right side of the barricade if they chose. T1 & T2 may not be reengaged. Vary target heights. Position the non-threats so that they block line of sight to T3 from P2 and T5 through T6 from P3.

Stage 2 – Standards v.2

Round Count: 21

Target Distance: 7 yards

Targets Required: 3x Standard Threats

Props Required: None

Scoring Method: Limited

Starting Position: See string description

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None

Concealment Garment: Not Required

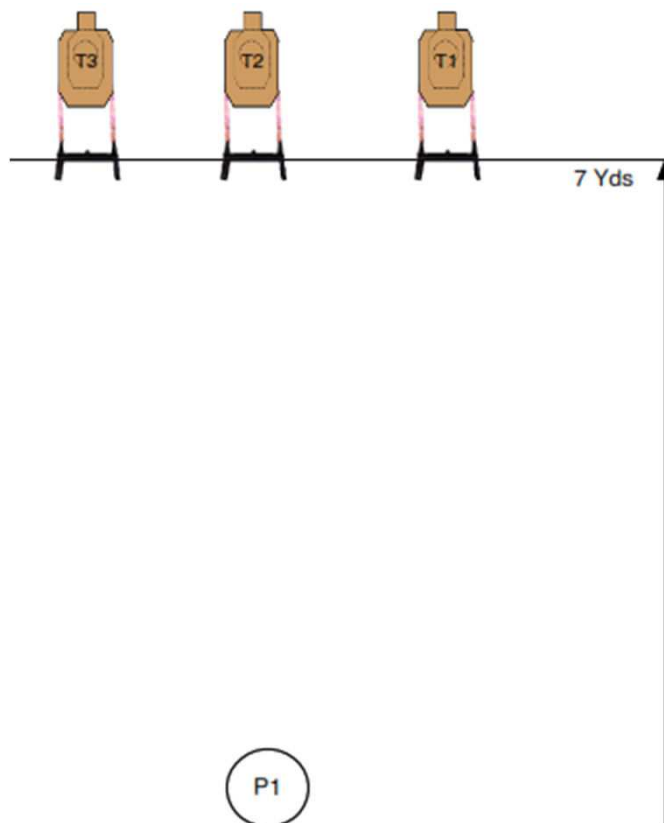
Procedure:

String 1: Standing at position P1, **handgun held in the weak hand at a low ready position.** On the start signal, draw, and engage T1 through T3 with 1 shot to the head and then 1 shot to the body, Weak hand only.

String 2: Standing at position P1, **handgun holstered and hands relaxed at sides.** On the start signal, draw, and engage T1 through T3 with 1 shot to the head and then 1 to the body, Strong hand only.

String 3: Standing at position P1, **handgun holstered and hands relaxed at sides.** On the start signal, draw, and engage T1 through T3 with 2 to the body and 1 shot to the head Freestyle. Reload as needed.

Scoring: T1 through T3 should have 3 hits to the head and 4 to the body only.



Notes: Shooter may not make up any missed head shots from previous strings on string 3. Only a single head shot should be attempted per target per string. Vary target heights.

Stage 3 – Bus Stop

Round Count:

Target Distance: 1-15 yards

Targets Required: 7x Standard Threats

Props Required: 1x Barricade, 2x Barrel

Scoring Method: Unlimited

Starting Position: Standing facing down range at position P1, Handgun loaded with 3 rounds only, hands up palms downrange

Start Signal: Audible

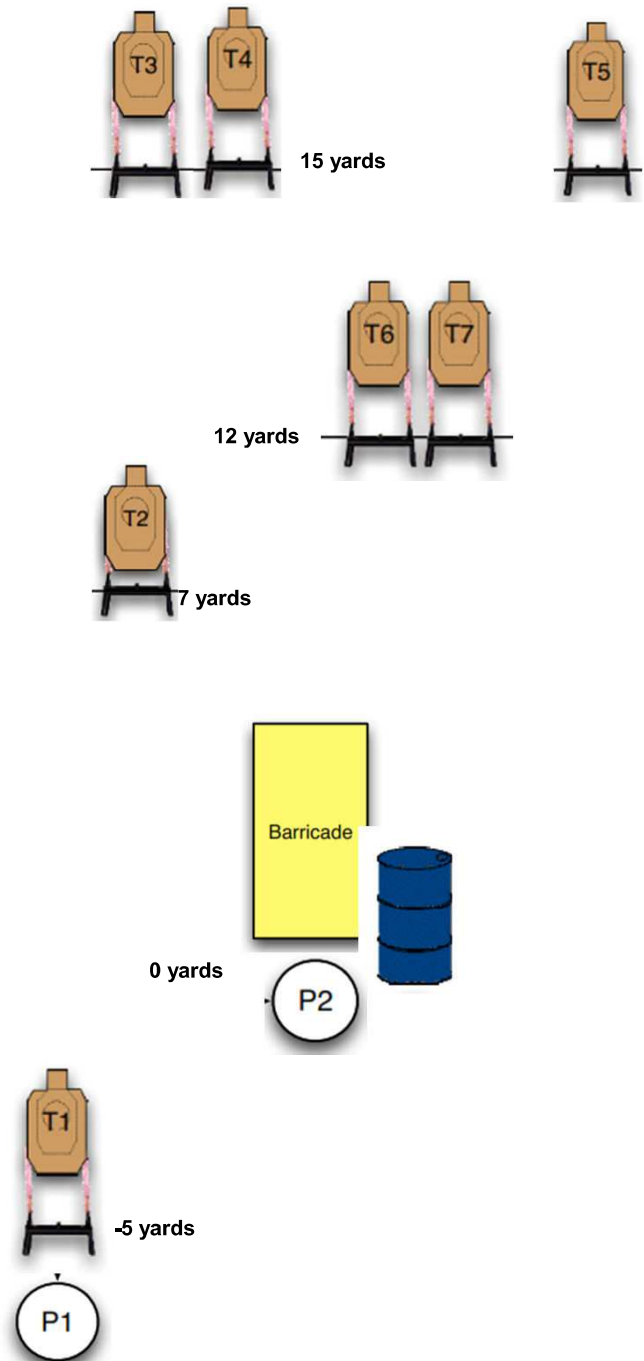
Stop Signal: Last Shot Fired

Scenario: You are waiting for the bus when a group of bad dudes attack you. Only immediately disabling shots with prevent them from harming you.

Concealment Garment: Required

Procedure: On the start signal, Draw and engage T1 with 2 rounds to the body and then 1 round to the head. Move to P2 and then engage T2 –T4 from the left side of the barricade with a minimum of 2 shots each. Finally, engage T5 - T7 from the right side of the barrel with a minimum of 2 shots each.

Scoring: T1 requires 3 hits, 1 of which is a head shot. All other targets require 2 hits each.



Notes: Vary target heights.



Badger IDPA
Stage 4 – Accuracy Counts!
Course Designer: John A

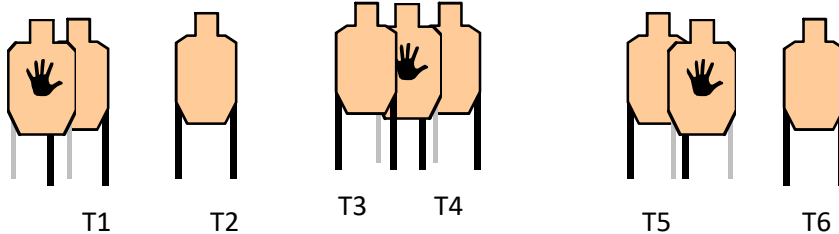
SCENARIO: Standards Stage

Starting Position: Standing at P1, facing downrange, loaded to division capacity, gun in weak hand at low ready position.

STAGE PROCEDURE:

At P1 engage T1 – T6 with 1 round to the body using weak hand only. Retreat to P2 and engage T1-T6 with one round only using strong hand only. Retreat to P3 and engage T1-T6 with 1 round to each head free style.

STRINGS: 1
SCORING: 18 rounds max, Limited
TARGETS: 6 threat, 3 non threat, 0 Steel
SCORED HITS: 2 to Torso, 1 to Head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
Concealment: Required



5 yards
P1

7 yards
P2

10 yards
P3



Badger IDPA
Stage 5 Side Match – Carbine Impact
 Course Designer: John A

SCENARIO: You are at the range having fun with your new PCC. While your friends rat some brass downrange, the creeps pop out. Since they aren't interested in empty brass, but want your friends instead, its time to fight back with your carbine.

Starting Position: Standing at P1, facing downrange, loaded carbine at Low Ready position, any manual safety engaged.

STRINGS: 1
SCORING: 14 rounds min, Unlimited
TARGETS: 6 threat, 3 non threat, 0 Steel
SCORED HITS: 2 to T1-T4, 3 to T5-T6
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
Concealment: Required

STAGE PROCEDURE:
 At P1 engage T1 – T2 with 2 rounds, move to P2 and engage T3 – T4 with 2 rounds, then move to P3 and engage T5 – T6 with 3 rounds each

