

Stage 1

Not Your Day

CROOKED CREEK PISTOL LEAGUE

COURSE DESIGNER: Unknown

SCENARIO: You are leaving the office and just called your significant other to let them know you are on your way home. As you are making your way out you are challenged by a group of thugs and attacked from behind.

START POSITION: Standing at P1, facing up range, strong hand holding cell phone to ear, support hand relaxed at side, gun loaded to division capacity and holstered.

STAGE PROCEDURE: At the signal, turn, draw, and engage targets T1-T2 while moving to cover at P2 or move to P2 and engage T1 & T2. From cover at P2 and P3, engage targets T3-T5 and poppers PP1-PP2 in tactical priority (barricade order). All paper requires two (2) shots each and steel must fall.

SCORING: 12 rounds, Unlimited

TARGETS: 5 Threat, 1 Non-Threat, 2 Steel

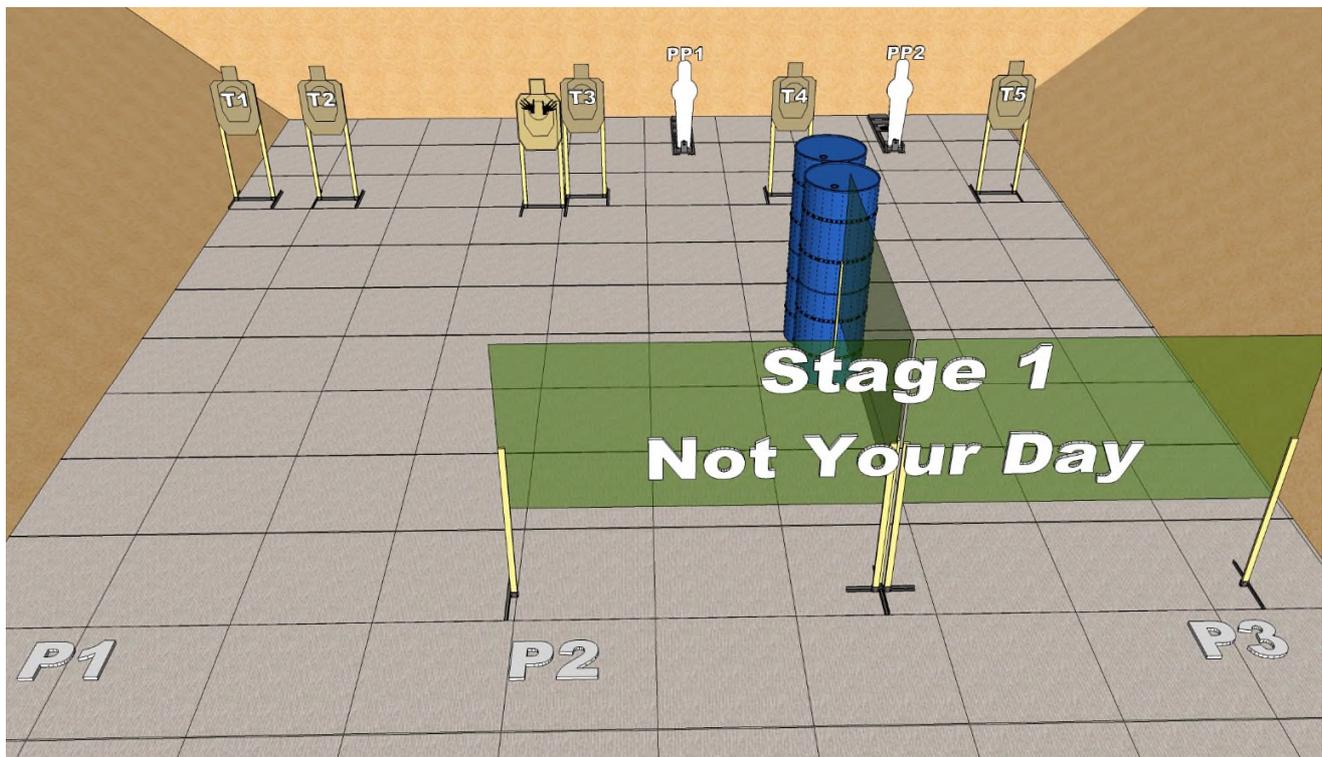
SCORED HITS: Best 2 per target

START-STOP: Audible - Last shot

PENALTIES: per IDPA Rules

NOTES: Concealment Required

Should shooter choose to move to P2 before engaging T1 & T2, tactical priority changes from near to far to slice the pie.



SETUP NOTES: PP1 & PP2 are set close to back berm.
T1-T5 are set at least 3' in front of the steel to minimize splatter damage.

SAFETY OFFICER NOTES: None.

Stage 2

Turn and Deliver the Goods

CROOKED CREEK PISTOL LEAGUE

COURSE DESIGNER: Unknown

SCENARIO: You are working at your store when you are attacked. Work your way out of the building and save your loved one.

START POSITION: Standing at table facing downrange.

STAGE PROCEDURE: On signal, draw and engage all threats with a minimum of 6 scored rounds each. T1 must be engaged from P1 and all make ups from P1. T2 from P2 with all make ups from P2. T3 from P3 and all make ups from P3.

SCORING: 18 rounds, Unlimited

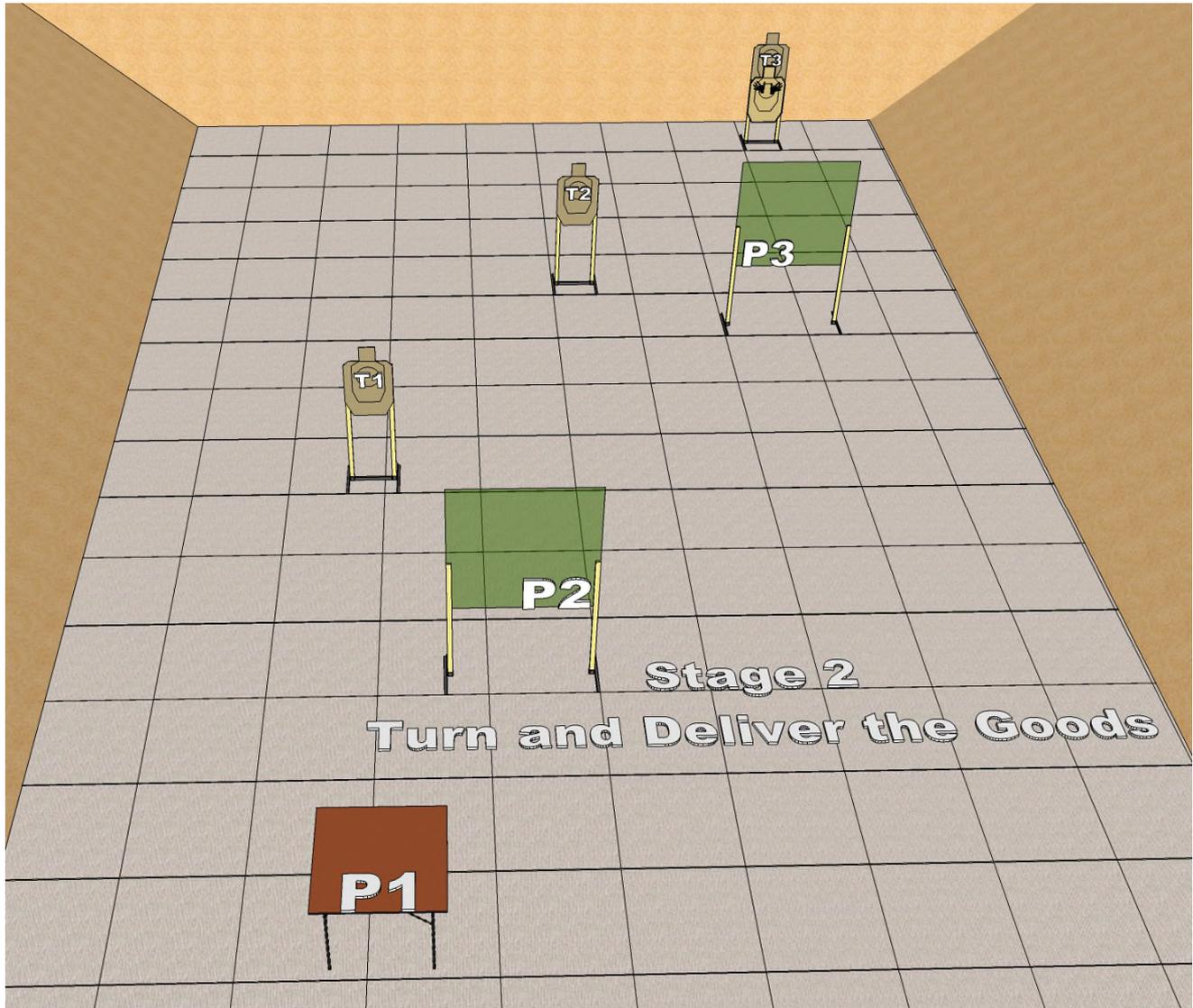
TARGETS: 3 Threat, 1 Non-Threat

SCORED HITS: Best 6 per target

START-STOP: Audible - Last shot

PENALTIES: Per IDPA Rule Book.

NOTES: Concealment required.



SETUP NOTES: T1 is 5 yards straight away from left edge of table. T2 is 7 yards from right side of wall P2 and T3 is 5 yards from wall P3. Top of non-threat is placed at the bottom of the -0 circle on T3.

SAFETY OFFICER NOTES: None

Stage 3

Remember that Little bump on the front of your gun

CROOKED CREEK PISTOL LEAGUE

COURSE DESIGNER: Unknown

SCENARIO: You are alone in a warehouse when six members of MS-13 attack.

START POSITION: Standing at P1 facing downrange.

STAGE PROCEDURE: On signal, draw and engage T1 & T2 from P1, then move to P2 and engage T3. Then move to P3 and engage T4 & T5. Then move to P4 and engage T6. Score all threat targets with three (3) scored rounds each with mandatory 2 in the torso and 1 head shot each.

SCORING: 18 rounds, Unlimited

TARGETS: 6 Threat, 2 Non-Threat

SCORED HITS: Best 3 per target

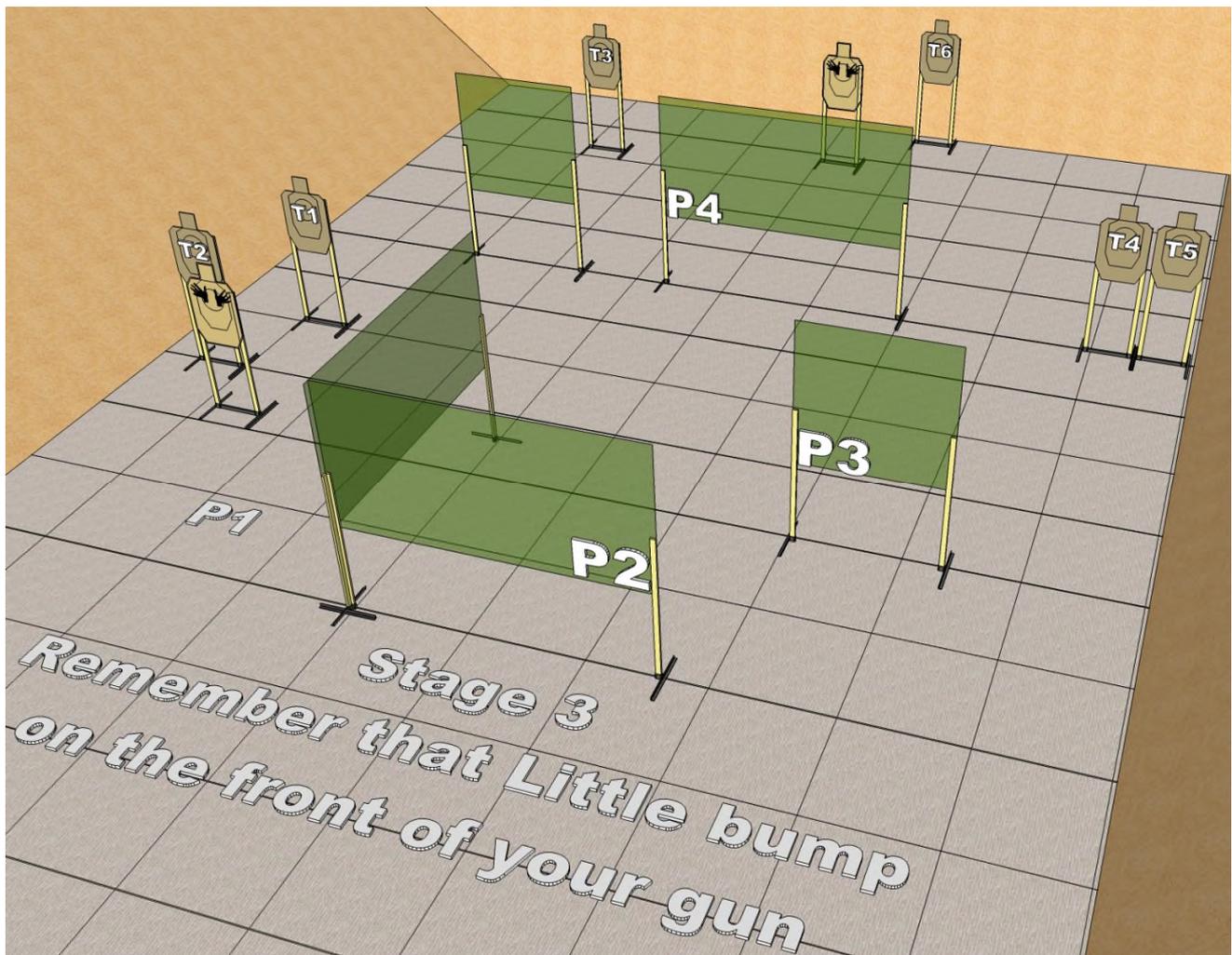
START-STOP: Audible - Last shot

PENALTIES: per IDPA Rule Book

NOTES: Concealment required

Reload from cover at P2, P3 & P4.

May not reload on move.



SETUP NOTES: Grid is 3' x 3', use it to aid in the placement of the targets.

SAFETY OFFICER NOTES: None

