



Cochise Defensive Pistol Match Stage 1
H-A-L (9000) Ranch
Course Designer: Mitch



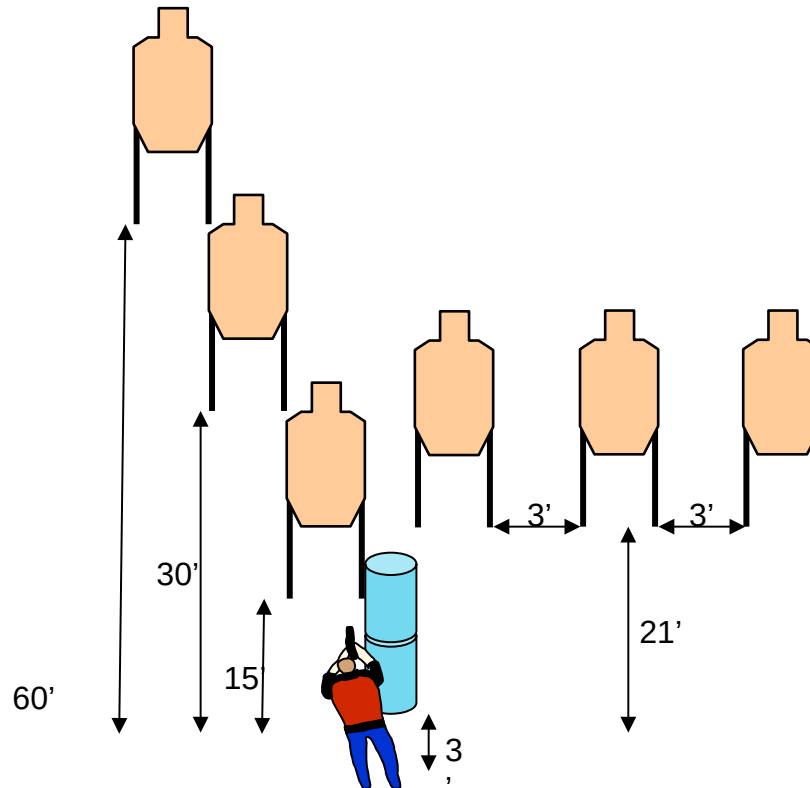
SCENARIO:
After leaving the best match Sierra Vista Range has to offer, you decide to stop off at C-A-L Ranch (not a sponsor) for some pre-WW3 essentials. While browsing their gummy bear selection, you get the feeling that you're being watched and notice no one else is in the store. That's when you turn around and see two groups of HAL 9000 robots coming towards you from both sides of an aisle endcap.

START POSITION:
Facing up-range behind the barrel stack, gun is holstered and loaded with **ONLY 6 rounds**. All remaining magazines are loaded to 6 rounds. [Yet again you were lazy and didn't top off your mags before leaving the match.]

STAGE PROCEDURE:
Upon the beep, shooter will turn and utilize cover while engaging the two Hunter-Killer Droid teams. **ALL stage threats must be engaged with two rounds before ANY get a makeup. Shooter will choose which squad to engage first (as they appear) and then engage the remaining squad in the same manner.** Shooter will not abandon the gummy bears' display.

STRINGS: 1
TARGETS: 6x IDPA Targets
SCORED HITS: Best 2x on Each
START-STOP: Audible - Last Shot
RULES: Everyone must have two hits
AMMO COUNT: **6rds Each Only**
MAGAZINE COUNT: No Restriction
REVOLVER COUNT: No Restriction

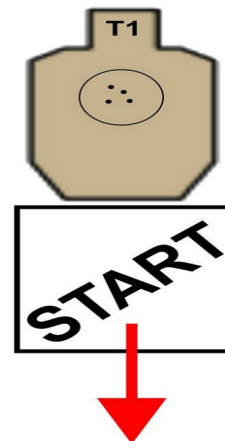
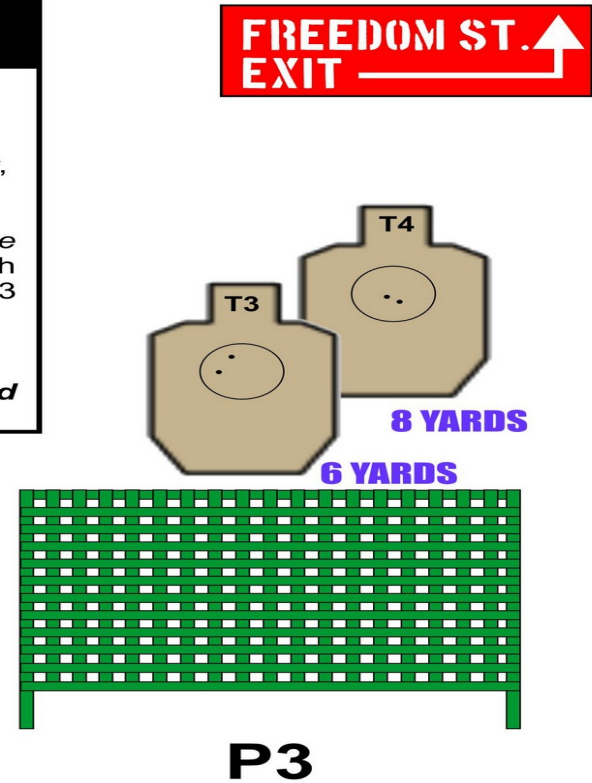
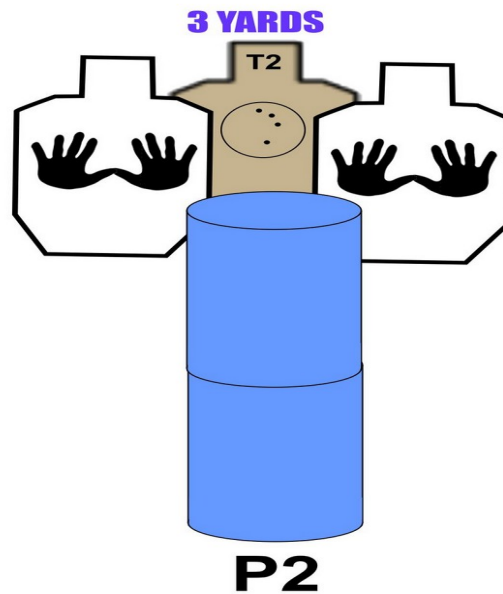
SETUP NOTE:
Double Stack barrels serve as an aisle endcap that notionally goes to the backstop. 3x troop line is on the left side of the aisle and the 3x flanked are to the right.



Stage 2

PARKING GARAGE MAYHEM

SCENARIO: You've been accosted by a bunch of thugs in a parking garage. Fight your way out!
START: In Start Box, hands extended toward T1, gun and mags on body and loaded to Match capacity. **PROCEDURE:** At buzzer, draw while retreating **BACK AND OUT** of Start Box, placing a minimum of 4 shots on T1. *All shots must be made while retreating and no shots may be fired until both feet are behind the Start Box.* Advance to cover behind P2 and fire 2 shots from each side of the barrels into T2. Then advance over to cover behind P3 and engage T3 and T4 with a minimum of two shots each, each from a different side of the wall. **Exposing yourself more than once from a single side of cover will result in a double (6 second) penalty!** All shots must be fired **EITHER** from behind cover or on the move.



HITS SCORED AS FOLLOWS:
Best 4 on T1
Best 4 on T2
Best 2 on T3
Best 2 on T4

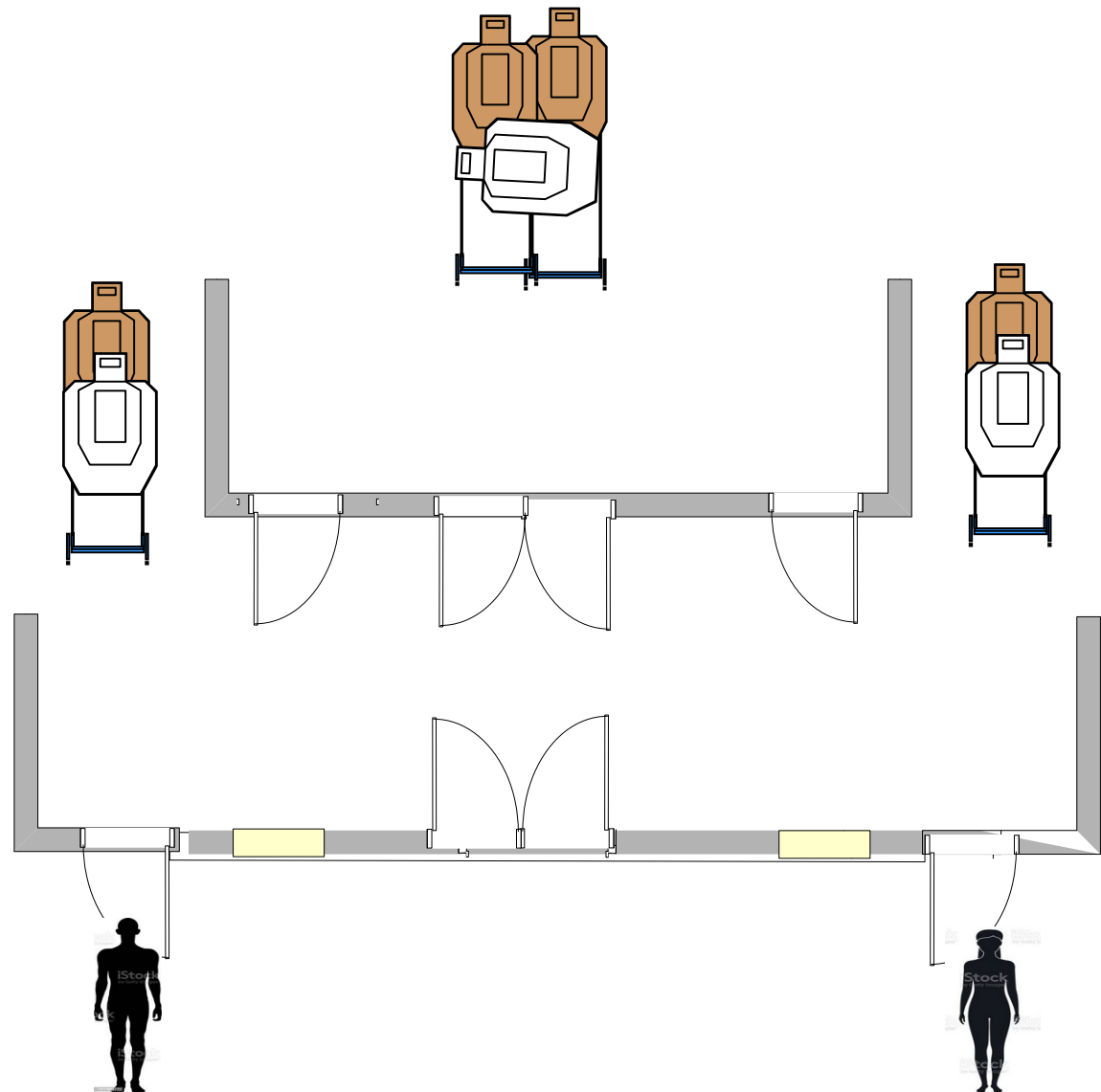
Stage 3 Home invasion and protection

Scenario: You are an LEO responding to a home invasion. The parents are being held hostage, but the children are outside. Prevent the children from entering while eliminating the threats.

Course of Fire: Right handed shooters start on right side and move left. Left handed shooters start on left side and move right. Draw and use your support arm to protect the child. Engage target with three rounds strong hand only. Move to doorway. Using cover engage the two targets with three rounds each freestyle. Move to protect next child using your support arm. Engage the threat with three rounds strong hand only.

12 rounds minimum

*NOTE Protect the child by placing one arm in front of the mannequin to simulate preventing them from moving into the house.



Stage 4 These Cards are Marked

Scenario: During a card game you are accused of cheating and the card players are ready to attack you. Protect yourself by stopping the threats.

Course of Fire: Begin seated with the gun on the table. Engage the targets near to far with three rounds each. Avoid the no-shoot targets. Targets can be engage either seated or standing.

12 rounds minimum.

