



North Valley Shooters Association  
**Stage: Sleepy Ghost Maker**  
 Course Designer: Chris Peplow



**SCENARIO:** After a long day you fall asleep in your favorite chair but are awoken by a home invasion. Get to your firearm and neutralize the threat in your Living Room, then check the Dining Room and Garage to find your Daughter.

**Note:** The "Garage" from P3 to P4 is considered a room.

**START POSITION:** Seated in chair at P1, feet kicked out with ankles crossed, hands behind head and eyes closed. Gun loaded to division capacity and placed on barrel, all reloads on belt.

**STRINGS:** 1  
**SCORING:** 13 rounds min, Unlimited  
**TARGETS:** 6 IDPA, 1 NT, 1 PP  
**RANGE:** 4-10 yards  
**SCORED HITS:** Best 2 T1-T6, PP1 till down  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Not Required

**STAGE PROCEDURE:** At signal engage PP1 while seated then drop target T1 which may be engaged sitting or standing. Move to P2 and engage T2-T3. T4 is a discoverable target and will be engaged on the move from P2 to P3, then engage T5. advance forward to engage T6.

**NOTE:** Make up shots are allowed from P3 cover on T4 after being engaged on the move.

