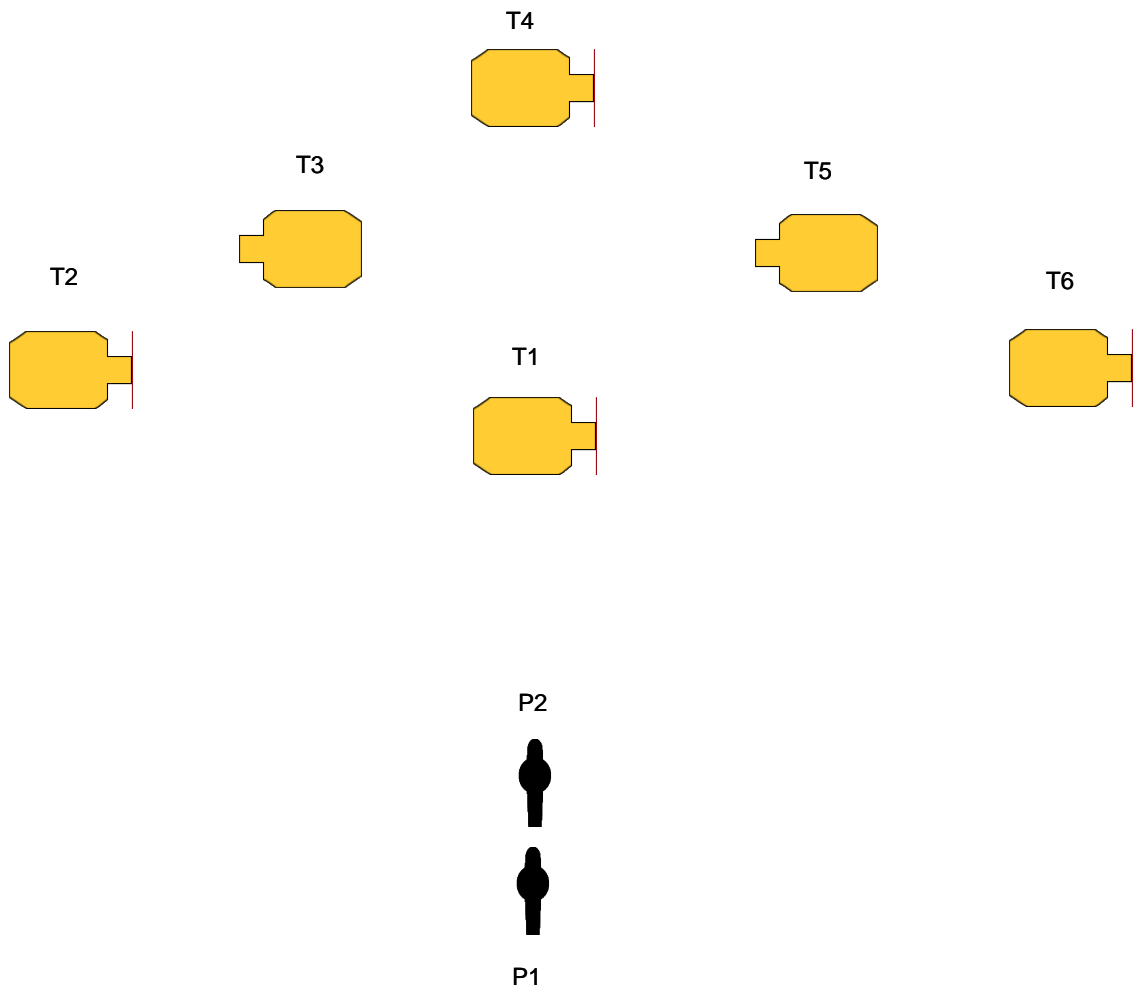


# Pigs on the Prowl -----Bay 1

<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Standing at P1, gun loaded to division capacity, holstered and hands at sides.	
<b>SCENARIO:</b> While you are out for a hike with your 2 small children, you are confronted by 6 mad wild pigs. Take action to save your children!!	<b>SCORING:</b> Vickers
<b>PROCEDURE:</b> At the signal, shooter is to move from P1 to P2. As the shooter passes child 1 they are to sweep it down with their weak hand. When they get to P2 they are to keep their weak hand on the second child and engage T1 Strong Hand Only, with 2 rounds. They can then sweep child 2 down and go to engaging T2 - T6 with 2 rounds each. Once all targets have been engaged the shooter is then to go back and engage T1 - T6 with 1 head shot.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 5 - 10 yards
	<b>SCORED HITS:</b> Best 2 body hits and one head shot!
	<b>START/STOP:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> SO, make sure shooters weak hand is touching second child when engaging T1 strong hand. Only T1 has to be shot Strong hand only and only for the first 2 shots. Shooter may not move past P2.



# Run the Square ----- Bay 2

<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter will start standing at P1, with gun loaded with 6 rounds, holstered and arms at their side.	
<b>SCENARIO:</b> This is a Standards Drill.	<b>SCORING:</b> Limited Vickers
<b>PROCEDURE:</b> At the buzzer, shooter will advance to P2, while they are moving they will engage T1 - T3 with 2 rounds each. When they reach P2, they will reload behind cover, then advance to P3, again while moving engage T1 - T3 with 2 rounds each. When they reach P3, they will reload behind cover, then retreat to P4, again while moving engage T1 - T3 with 2 rounds each.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 03
	<b>DISTANCE:</b> 5 to 10 yards
	<b>SCORED HITS:</b> 6 per target
	<b>START/STOP:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
<b>NOTES:</b> All magazines will be loaded to 6 rounds only! Reload behind cover only. All shots are to be made on the move!	



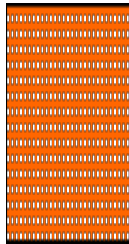
T1



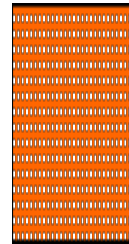
T2



T3



P2



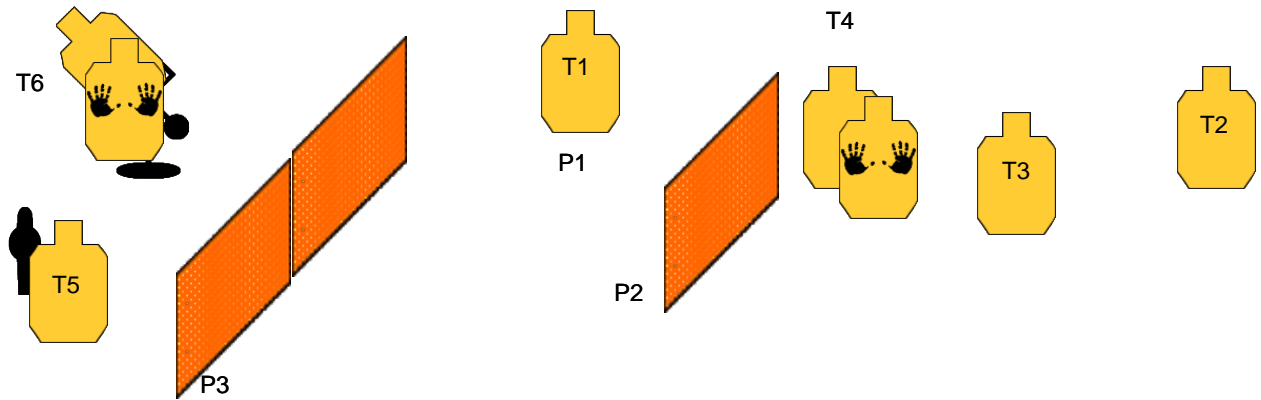
P3

P1

P4

# Walmart Ammo Madness ----- Bay 3

<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Standing at P1, an arms length from T1, gun loaded to division capacity, holstered and arms at sides.	<b>SCORING:</b> Vickers
<b>SCENARIO:</b> Word has it, the local Walmart has received a large batch of 22 ammo, so you head over there late at night to stock up. As you approach the sporting goods counter, you are confronted by a thug who is intent on taking the ammo and robbing you. Take him out and his buddies, but be careful of the Walmart employees.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 06
<b>PROCEDURE:</b> At the buzzer, engage T1 with 3 rounds from retention and standing still. Then move to P2 and engage T2 - T4 with 3 rounds each in tactical priority. Then move to P3, engage T5 with 3 rounds, and the steal activator behind it must fall. Then engage T6, the swinger with 3 rounds.	<b>DISTANCE:</b> 1 - 15 yards
	<b>SCORED HITS:</b> Best 3 hits on target
	<b>START/STOP:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> T1 must be engaged from retention. Watch muzzle and finger on moving from shooting positions. Reloads must be done from cover and be finished before they can move.



# Texas Visit goes Bad ----- Bay 4

**RULES:** IDPA RULES

**COURSE DESIGNER:** William Cooke

**START POSITION:** Standing at P1, with rifle prop in shooting position pointed at T1, gun loaded to division capacity and holstered.

**SCENARIO:** You are visiting your buddies how are Border Patrol Agents, down by the Texas boarder. All of a sudden you all are set upon by a Mexican gang. You all retreat in a running gun battle. You buddies are down and out and you are left with an empty rifle. Time to go to work with your handgun and end this!

**PROCEDURE:** At the buzzer, shooter will drop the rifle and engage T1 with 2 rounds while retreating to P2. Then using cover at P2, engage T2 - T6. Shooter will then move to P3 and using cover engage T7 - T9.

**SCORING:** Vickers

**ROUND COUNT:** 18

**TARGETS:** 09

**DISTANCE:** 10 to 25 yards

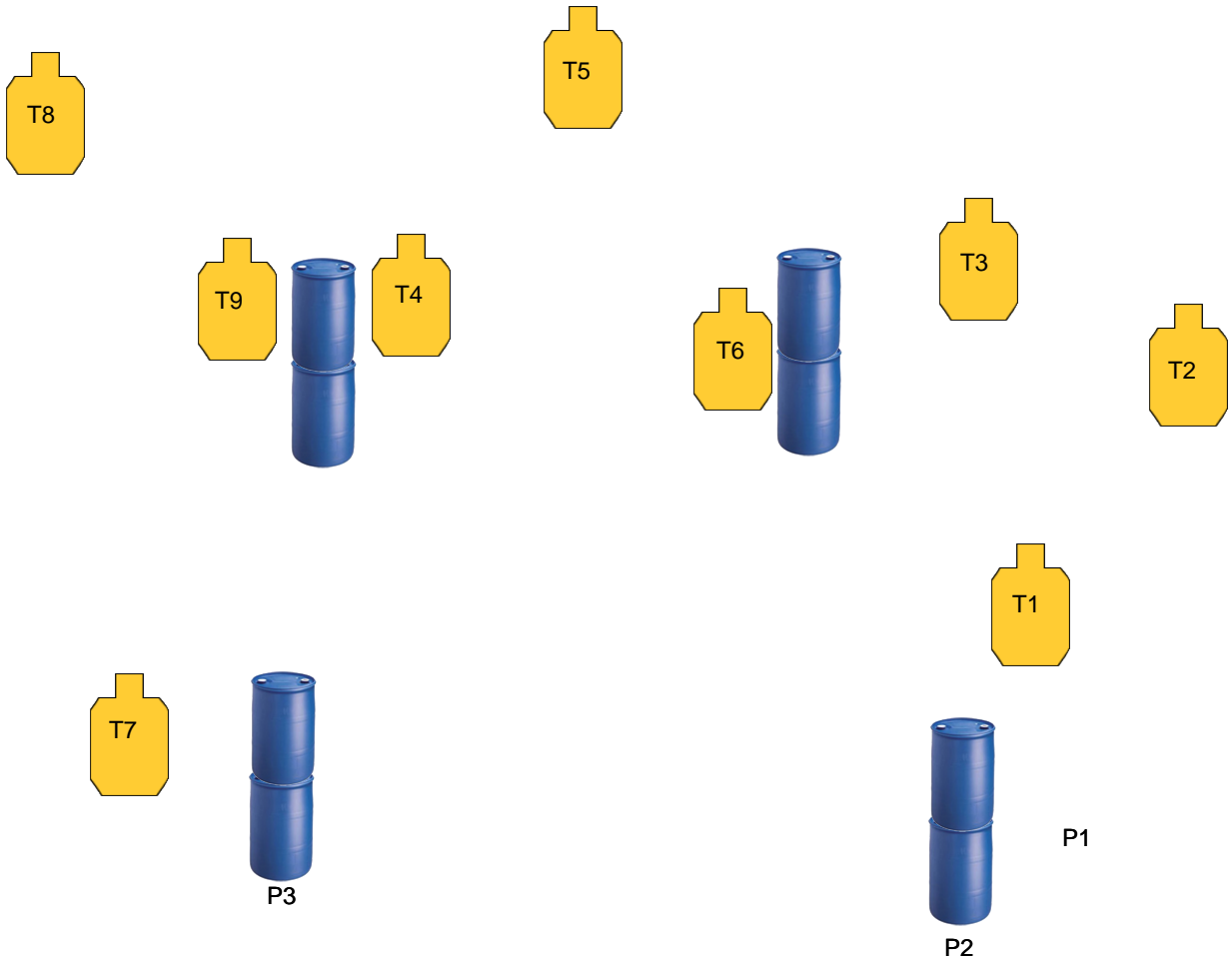
**SCORED HITS:** Best 2 hits on paper.

**START/STOP:**

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:** Watch cover use, finger and muzzle on the move. Watch the 180 degree rule also. All reloads must be finished behind cover. Shooter may engage T2 -T3 on the way to P2, but they must be moving.



# Crisscross Madness ---- Bay 5

**RULES:** IDPA RULES

**COURSE DESIGNER:** William Cooke

**START POSITION:** Standing at P1, gun loaded to division capacity, holstered and hands on top of head.

**SCENARIO:** 6 bad guys have come for you. Which way will you go to stop them first?

**SCORING:** Vickers

**ROUND COUNT:** 14

**PROCEDURE:** At the buzzer, move to P2 or P4 and engage targets with 2 rounds in Tactical Priority then the steel. Then move to P3 or P5, engage pop-out target with 2 rounds. Then move to the other P2 or P4 and engage targets with 2 rounds in Tactical Priority, then the steel. Then move to P3 or P5 engage pop-out with 2 rounds.

**TARGETS:** 06

**DISTANCE:** 15 - 25 yards

**SCORED HITS:** Best 2 on paper

**START/STOP:**

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:** Pop out targets can not be re-engaged once shooter has moved. Watch finger and muzzle when moving. Reloads behind cover.

