

Speed Reload and Malfunction Drill ----- Bay 1

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Standing at P1, gun loaded with 3 rounds. Second mag or speed loader has been loaded by SO with a dummy round in the first 5 rounds. Gun holstered and hands at sides.

SCENARIO: You need to be able to handle a malfunction with your gun. So we are going to make it do it, now solve it!

PROCEDURE: At the buzzer, shooter will engage T1 with 2 body 1 head shot. Then reload and engage T2 - T3 with 2 body 1 head, clearing the malfunction when it occurs.

SCORING: Vickers

ROUND COUNT: 09

TARGETS: 03

DISTANCE: 5 to 10 yards

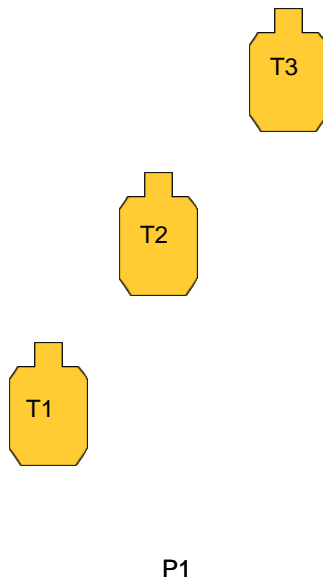
SCORED HITS: Best 2 body hits and one head shot!

START/STOP:

PENALTIES:

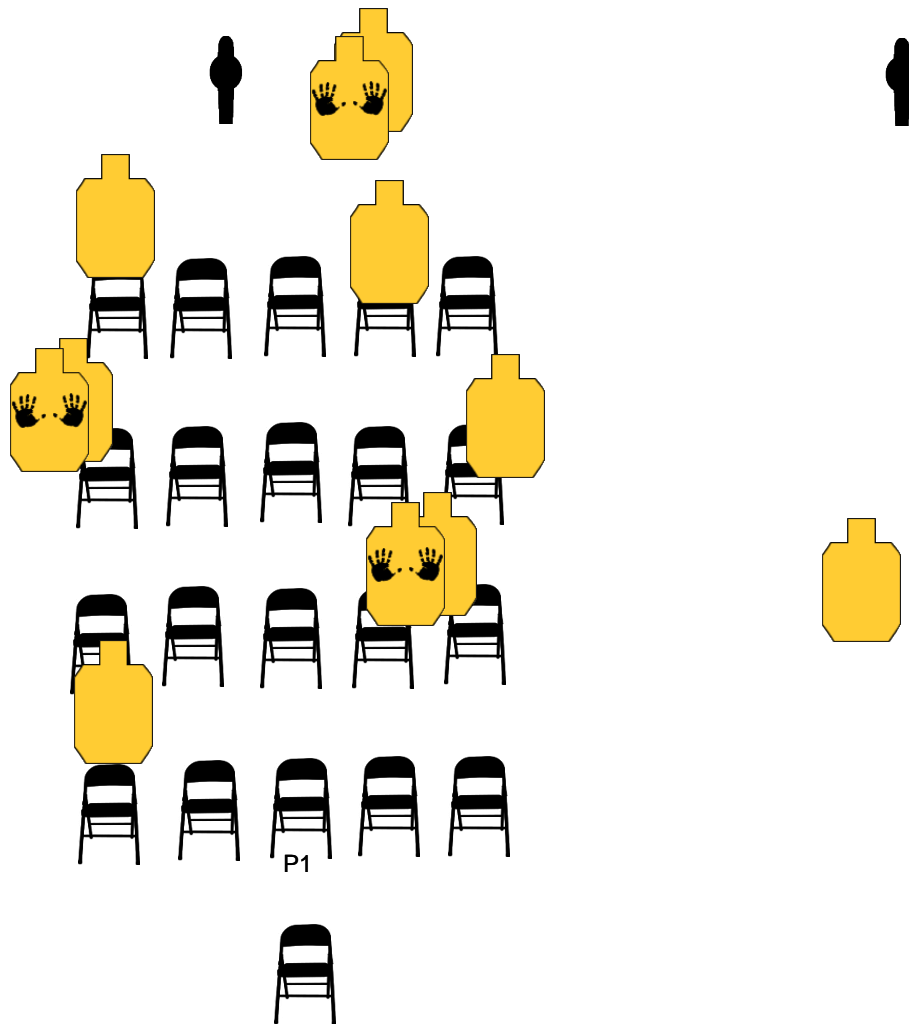
CONCEALMENT: Yes

NOTES: Watch shooter when clearing malfunction.



Rodeo Round Count ----- Bay 2

RULES: IDPA RULES	COURSE DESIGNER: William Cooke
START POSITION: Seated at P1, gun loaded to division capacity and holstered.	Hands on knees.
SCENARIO: You are watching the rodeo at the county fair, when a militant group of "animals first" wack jobs start shooting up the place. Because of the crowd, you are blocked in your aisle. Save your friends and neighbors.	SCORING: Vickers
PROCEDURE: At the buzzer, shooter is to stand and then draw and engage targets T1 - t8 with 2 rounds each tactical priority and then the 2 steel target last. Steel targets must fall.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE: 3 yds to 20 yds
	SCORED HITS: best 2 on paper and steel until it falls.
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: Be sure shooter does not draw before standing.



Knock down- Fall down -----Bay 3

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Standing at P1, gun loaded to division capacity, hands at shooter side.

SCENARIO: It is time to have some fun!

PROCEDURE: At the buzzer, shooter will stomp on the activator to make T1 drop and turn. Shooter will engage T1 with 3 rounds, then retreat to P2. At P2 shooter will engage S1 until it falls then engage T2 with 3 rounds. Then move to P3, engage S2 until it falls. Then move to P4, engage S3 until it falls then engage T3 with 3 rounds.

SCORING: Vickers

ROUND COUNT: 12

TARGETS: 06

DISTANCE: 5 yds to 20 yds.

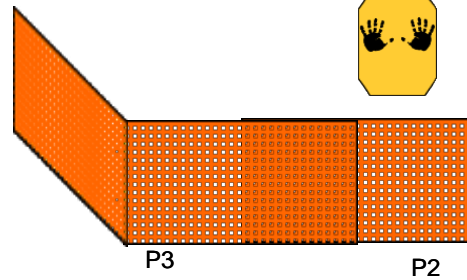
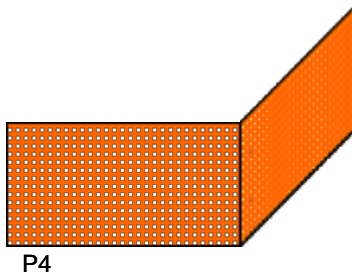
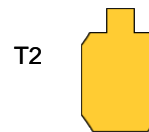
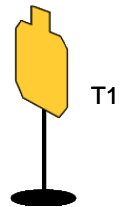
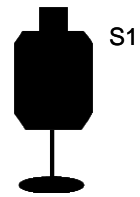
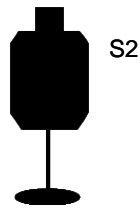
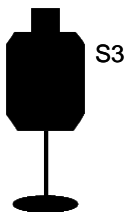
SCORED HITS: Best 3 hits on paper, steel must fall.

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES: watch finger on the move. only idpa legal reloads.



Zig-Zag -----Bay 4

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Standing at P1 with hands on wall, gun loaded to division capacity and holstered.

SCENARIO: Welcome to the Zig-Zag House, find all the threats and neutralize them. Don't forget anyone or you are dead!!

SCORING: Vickers

ROUND COUNT: 12

PROCEDURE: At the buzzer, engage targets T1 - T6 with one round to the body and one to the head.

TARGETS: 06

DISTANCE: 3 yds to 10 yds.

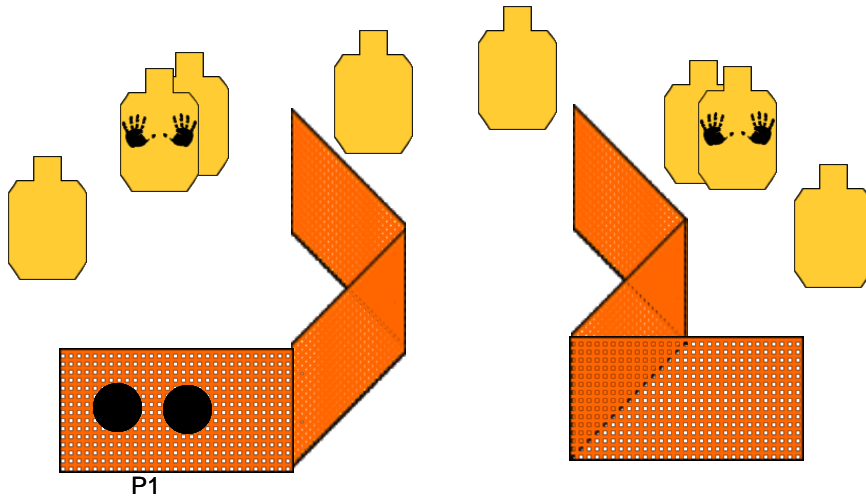
SCORED HITS: Best 1 body and 1 head shot.

START/STOP:

PENALTIES:

CONCEALMENT: Yes

NOTES: Watch shooters muzzle and cover usage.



Fun House ----- Bay 5

RULES: IDPA RULES	COURSE DESIGNER: William Cooke
START POSITION: Standing at P1, gun loaded to division capacity and placed on table, pointed down range. Hands on the door.	
SCENARIO: It is time to play with some of our IDPA toys. Clear the house and don't miss anyone.	SCORING: Vickers
PROCEDURE: At the buzzer pick-up the gun and open the door. This will activate the up-down targets T1 and T2. They each get 2 rounds. Then move to P2, engage T3 with 2 rounds and the steel activator behind it must fall. That will activate T4 which is a pop-out and back in target, be fast he needs 2 rounds. Then move to P3, engage T5 with 2 rounds then T6 and T7 with 2 rounds each.	ROUND COUNT: 14
	TARGETS: 07
	DISTANCE: 8 yds to 20 yds
	SCORED HITS: best 2 on paper and steel until it falls.
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: Watch shooters hands when opening door.

