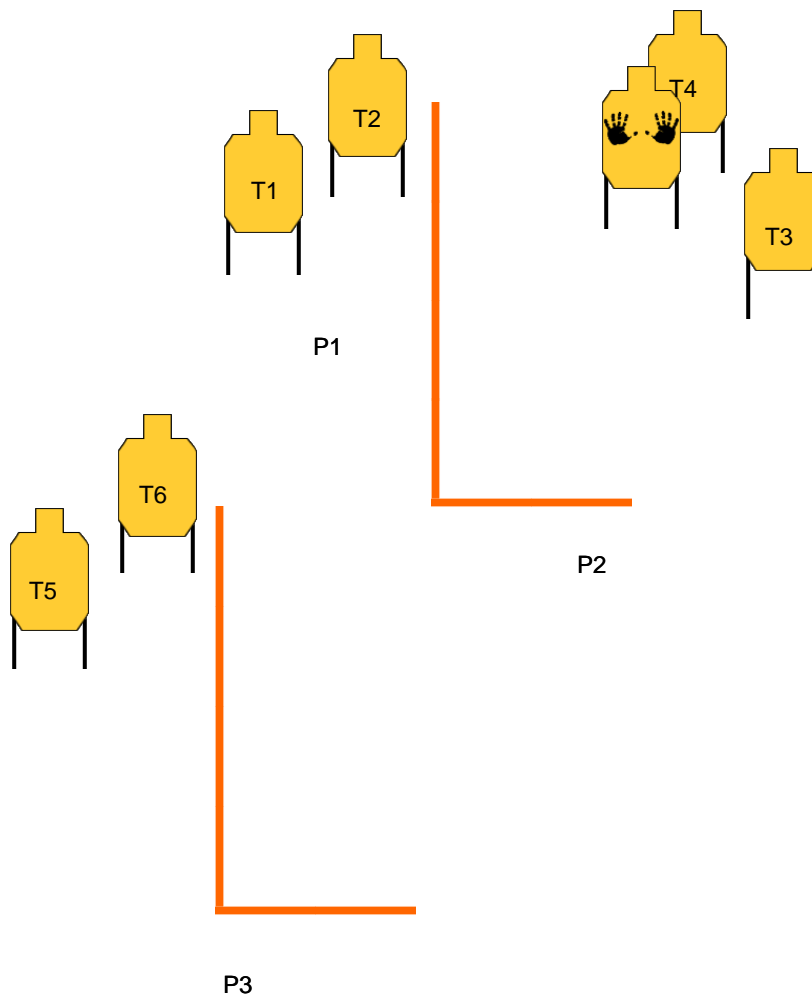


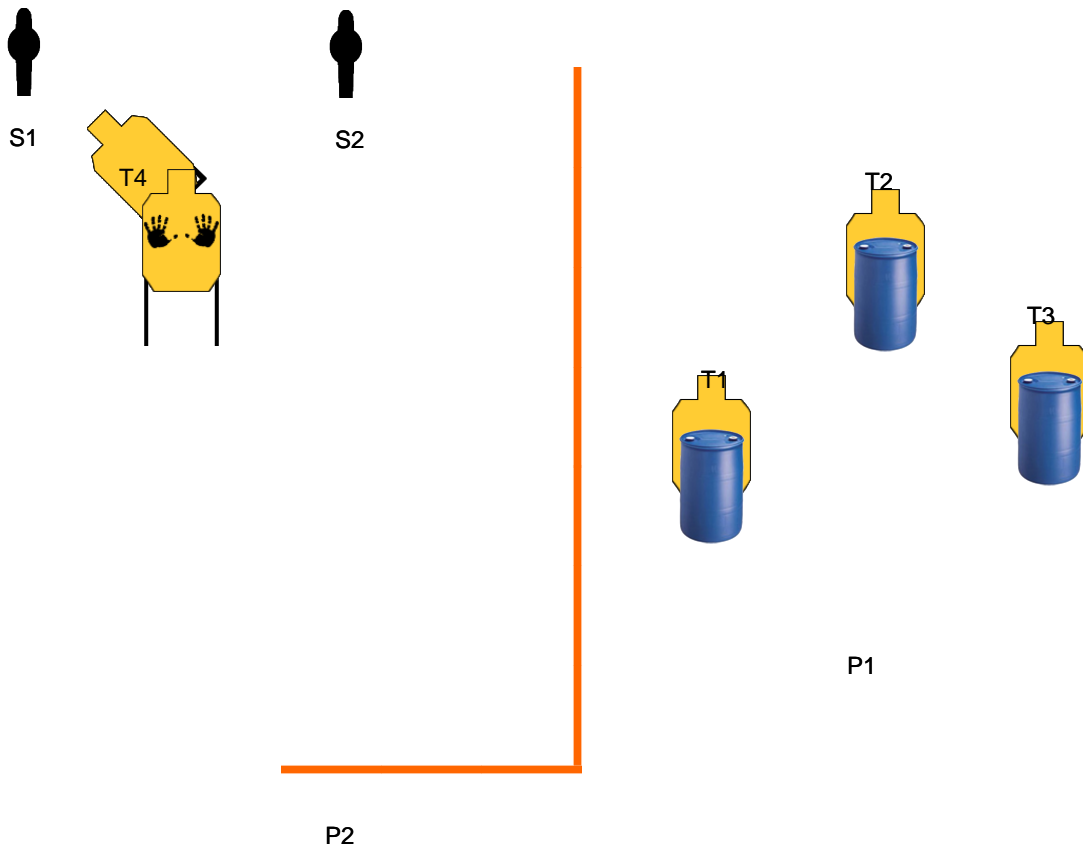
Backtracking -- Bay 1

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Hands at sides, first mag loaded with 6 rounds, remaining mags at division capacity.	
SCENARIO: You are making your way through Cardboard Gang Alley when, surprise, you are attacked by the Target Gang and the Cardboard Gang in a turf war. Protect yourself and retreat from the firefight.	SCORING: Unlimited
PROCEDURE: At the buzzer, draw and engage T1-T2 in tactical sequence with 3 rounds each while retreating to P2. At P2, engage T3-T4 from behind cover in tactical priority with 3 rounds each. Retreat to P3, and engage T5-T6 from behind cover with 3 rounds each.	ROUND COUNT: 18
	TARGETS: 06
	DISTANCE: 1 yd to 10 yds.
	SCORED HITS: 2 body and 1 head required
	PENALTIES: Per IDPA rule book.
	CONCEALMENT: Yes
	NOTES: Watch shooters muzzle!!!



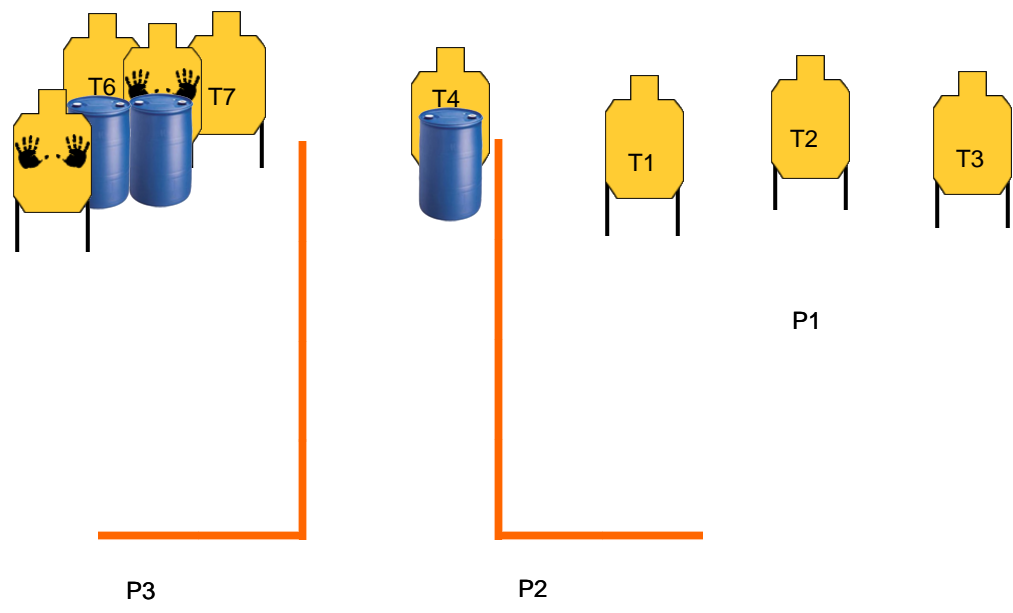
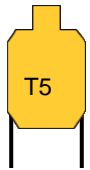
Time To Check Out -- Bay 2

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Begin at P1, hands by your sides, with your gun holstered and loaded with 6 rounds.	
SCENARIO: You just finished checking into a hotel for a weekend from home. Upon arriving on your floor, you quickly realize your relaxing weekend is anything but that.	SCORING: Unlimited
PROCEDURE: At the buzzer, draw and engage T1-T3 in tactical priority with 2 rounds each. Shooter then moves to cover and reloads then proceed to P2, using cover, engage S1, which activates the T4 swinger, and S2.	ROUND COUNT: 10
	TARGETS: 06
	DISTANCE: 2 yds to 10 yds.
	SCORED HITS: Best 2 on paper and steel must fall.
	PENALTIES: Per IDPA rule book.
	CONCEALMENT: Yes
	NOTES: S1 activates T4 swinger



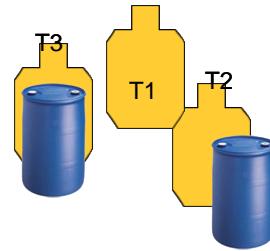
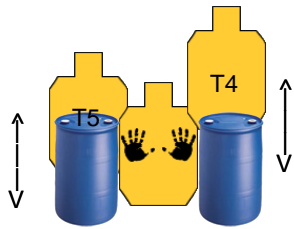
A Bad Place To Visit --- Bay 3

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: At P1, gun loaded to division capacity and holstered, shooter facing up range with hands at side..	
SCENARIO: You enter a small shop and realize you have walked into a bad situation. The bad guys turn around, guns pointed at you. Their friends are blocking the way to your vehicle.	SCORING: Unlimited
	ROUND COUNT: 14
PROCEDURE: On signal shooter will turn in the direction of their gun and draw and engage T1-T3 in Tactical Sequence while retreating. Use cover at P2 and P3 to engage remaining targets as they become visible. All targets receive 2 rounds each.	TARGETS: 07
	DISTANCE: 1 yd to 10 yds.
	SCORED HITS: Best 2 on paper
	PENALTIES: Per IDPA rule book.
	CONCEALMENT: Yes
	NOTES: Be sure shooter does not cross opening with an empty gun or in the process of reloading.



Pirates of Lake Amistad -- Bay 4

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Standing in boat with gun loaded and holstered, fishing pole in hand.	
SCENARIO: You are taking a break from work for the weekend on the lake. Who knew the cardboard gang could float?	SCORING: Unlimited
PROCEDURE: At the buzzer, drop the fishing pole and draw your pistol. Engage T1-T3 in tactical priority with 2 rounds each. Engage S1 until it falls and activates the weeble wobble, then engage T4-T5 with 2 rounds each.	ROUND COUNT: 11
	TARGETS: 05
	DISTANCE: 5 yds to 15 yds.
	SCORED HITS: Best 2 on paper and steel must fall.
	PENALTIES: Per IDPA rule book.
	CONCEALMENT: Yes
	NOTES: Have shooter load before getting on boat. S1 activates T4-T5 weeble wobble.



A Pushover --- Bay 5

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Standing at P1, hands at side, gun loaded to division capacity and holstered.	
SCENARIO: While walking with a friend, a gang-banger approaches you and demands money. When he pulls a gun, you spring into action, but quickly realize the rest of his crew is backing him up.	SCORING: Unlimited
PROCEDURE: On signal, push your friend down (activator) with strong hand, draw and engage T1 with 2 rounds. T2 will fall out - engage T2-T3 with 2 rounds each. Then while moving to cover at P2 engage T4 with 2 rounds. Using cover at P2 engage T5-T7 with 2 rounds each.	ROUND COUNT: 14
	TARGETS: 07
	DISTANCE: 5 yds to 20 yds
	SCORED HITS: Best 2 on paper
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: Steel target is pushed over to activate T2,
	before drawing.

