

The Grinder ----- Bay 1

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Shooter will be standing at P1 with hands at surrender, gun will be loaded to division capacity. The starting mag or cylinder, will be loaded with a snap cap.

SCENARIO:

Neutralize the carboard gang, but how will you handle a failure with your ammo?

PROCEDURE:

The shooter will make their gun ready when told to do so by the SO. The shooter will then eject and hand the mag to the SO. The SO will unload and reload the mag with a snap cap somewhere 2 or more rounds down in the mag. Then hand the mag back to the shooter to load into the gun and holster. If it is a revolver, the SO will take the revolver load a snap cap and then hand it back to the shooter to holster the gun.

At the signal, the shooter will draw and engage each target with one body shot. Then the shooter will go back and reengage each target with one round to the head.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

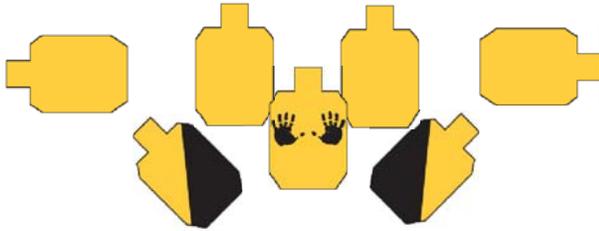
DISTANCE: 10 yards

SCORED HITS: Best hit on body and a hit on the head.

PENALTIES: Per IDPA rule book.

CONCEALMENT: Yes

NOTES:



P1

Safety Line

Shooting Maze ----- Bay 2

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Shooting at P1 with hands on the wall. Gun and mags will be loaded to division capacity.

SCENARIO:

It's maze time. Search the maze and get all the cardboard gang.

PROCEDURE:

At the signal, the shooter will engage T1 from P1 with 3 rounds. Then advance to P2 and engage T2 with 3 rounds. Advance to P3 and engage the 2 clay targets behind the hostage then engage T3 with 3 rounds. Finally advance to P4 and engage T4 with 3 rounds.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 06

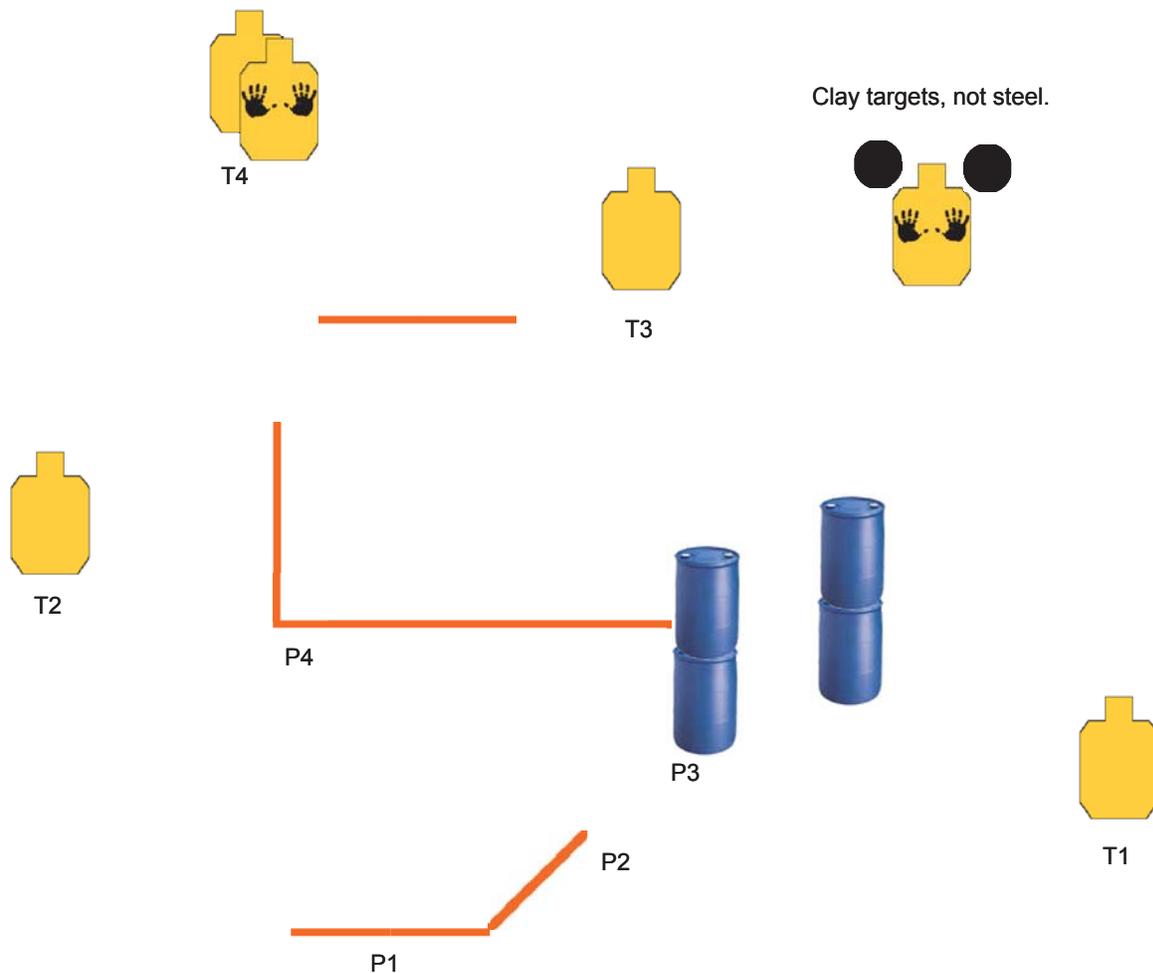
DISTANCE: 10 yards to 20 yards

SCORED HITS: Best 3 hits on paper, clays must break.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

NOTES: T2 can not be reengaged from P4. Clays must break to count, otherwise it is 5 down and a FTN! Watch shooters finger while moving and make sure muzzle stays down range. Make sure shooter is not leaving cover with an empty gun or not finishing a reload.



Watch out for the hostages ----- Bay 3

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Shooter will be standing at P1 and have their hands at their side. Gun and mags will be loaded to division capacity.

SCENARIO:

Time to practice with each hand.

PROCEDURE:

At the signal, shooter will draw and engage targets around the wall at P1 with hand that is on that side. So right side targets will be engaged with only the right hand being used. Left side targets with left hand only. Reloading and clearing of malfunctions will be done with both hands. All paper targets will get 3 rounds each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

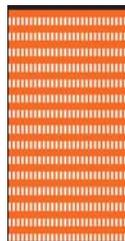
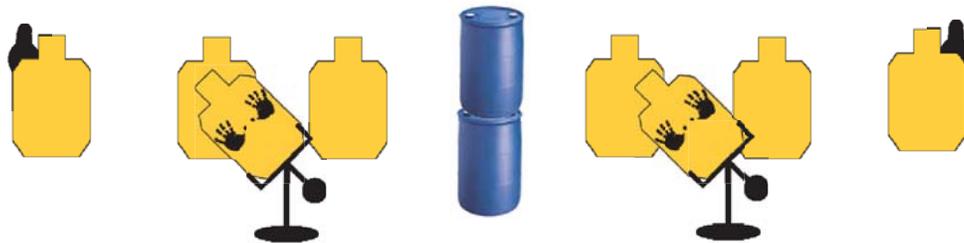
DISTANCE: 10 yards to 15 yards

SCORED HITS: Best 3 hits on paper.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

NOTES:

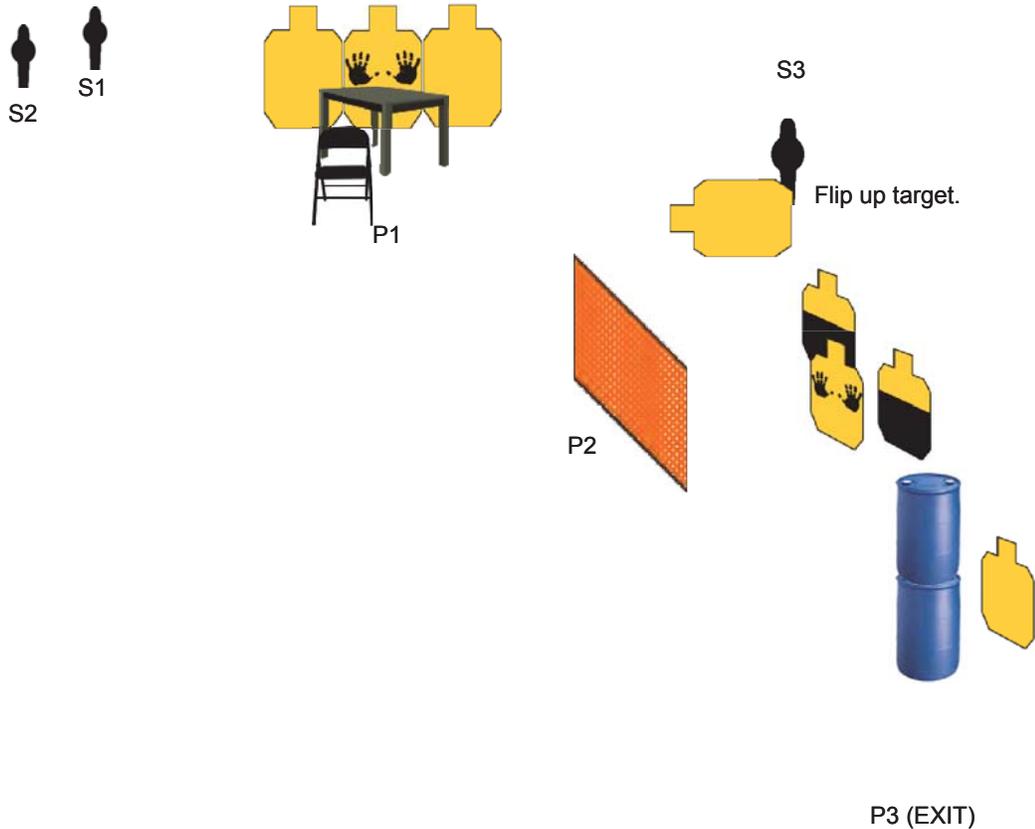


P1

Safety Line

Poker game goes BAD ----- Bay 4

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Shooter will start seated at P1 with hands on table. Gun and mags loaded to division capacity.	
SCENARIO: You are playing poker at a bar. Someone accuses you of cheating and starts to draw a gun. You must fight your way to the exit.	SCORING: Unlimited
PROCEDURE: At the signal, shooter will stand and draw their gun, using BODY INDEXING, will shoot T1 and T2 with 2 rounds each. Then shooter will retreat to P2, as they are retreating, shooter will engage S1 and S2 before they reach P2. From left side of P2, shooter will Engage S3 which will bring up T3 which will get 2 rounds. Then from eith side of P2, shooter will engage T6 and T7 with 2 rounds. Shooter will then move to P3 the EXIT and as they move they will engage T8 with 2 rounds.	ROUND COUNT: 15
	TARGETS: 09
	DISTANCE: 2 feet to 15 yards
	SCORED HITS: Best 2 on paper and steel must fall.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: Watch shooters finger while moving and make sure muzzle stays down range. Make sure shooter is not leaving cover with an empty gun or not finishing a reload.



Safety Line

Trigger control ----- Bay 5

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Shooter will start at P1, hands at side, gun and mags loaded to division capacity.

SCENARIO:

Skills drill to practice shooting Tactical Sequence and head shots.

PROCEDURE:

At the signal, shooter will draw and start to retreat up range to P2. As the shooter retreats, they are to engage each target with only 2 rounds to the body in TACTICAL SEQUENCE! Use cover as needed. Once the shooter has engaged all targets with 2 rounds to the body, they will then advance back down range toward P1 while engaging each target with only 1 round to the head, use cover as needed.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 06

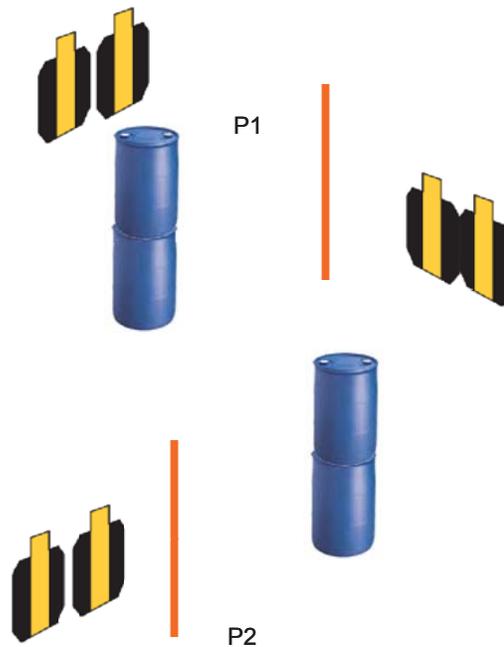
DISTANCE: 5 yards

SCORED HITS: 2 hits on the body and 1 on the head.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: No

NOTES: No make-up shots. Extra shots will be a procedural and loss of one on the best hits on target.



Safety Line