

# Shirts Off Their Backs ----- Bay 1 Sept 2015

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Standing at P1, hands at sides, gun loaded to division capacity.

**SCENARIO:**

As fate would have it, you happen upon several thugs who are attempting to violently rob two innocents of their clothing. Thugs 2, 3, 5, 6, are wearing shirts as is accustomed in our society. Thugs 1 and 4 are using the victims to hide their naked, shirtless bodies.

**PROCEDURE:**

On the signal, draw and engage T1-T8 with 2 rounds each in tactical priority (near to far.)

**SCORING:** Limited

**ROUND COUNT:** 12

**TARGETS:** 06

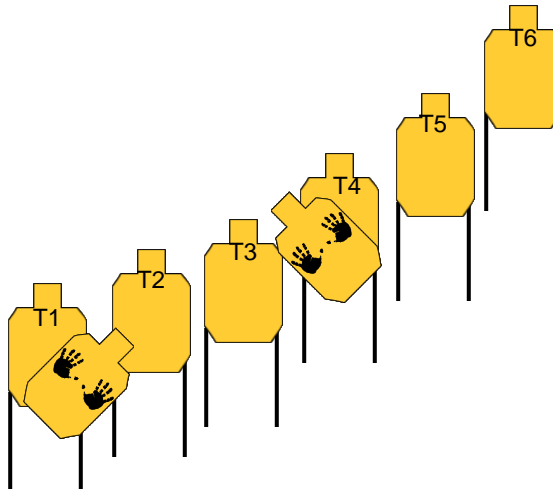
**DISTANCE:** 6, 7, 8, 10, 12, 15 ft.

**SCORED HITS:** 2 hits on each target

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

**NOTES:** Stage is LIMITED. Watch shooters.



Safety Line

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# Payroll Recovery ----- Bay 2 Sept 2015

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Standing at P1 with hands by your side, gun loaded to division capacity.

**SCENARIO:**

Thugs want to take your payroll deposit, and you refuse to give it up.

**PROCEDURE:**

On the buzzer, pick up the briefcase with your weak hand, draw, and engage T1-T2 in Tactical Sequence with three rounds each, strong hand only, while retreating to P2. Place the briefcase on the table (stomp plate) at P2, this will activate T3, then engage with three rounds. T3 will activate T4, engage it with 3 rounds. T3 and T4 must be shot from behind cover.

**SCORING:** Unlimited

**ROUND COUNT:** 12

**TARGETS:** 04

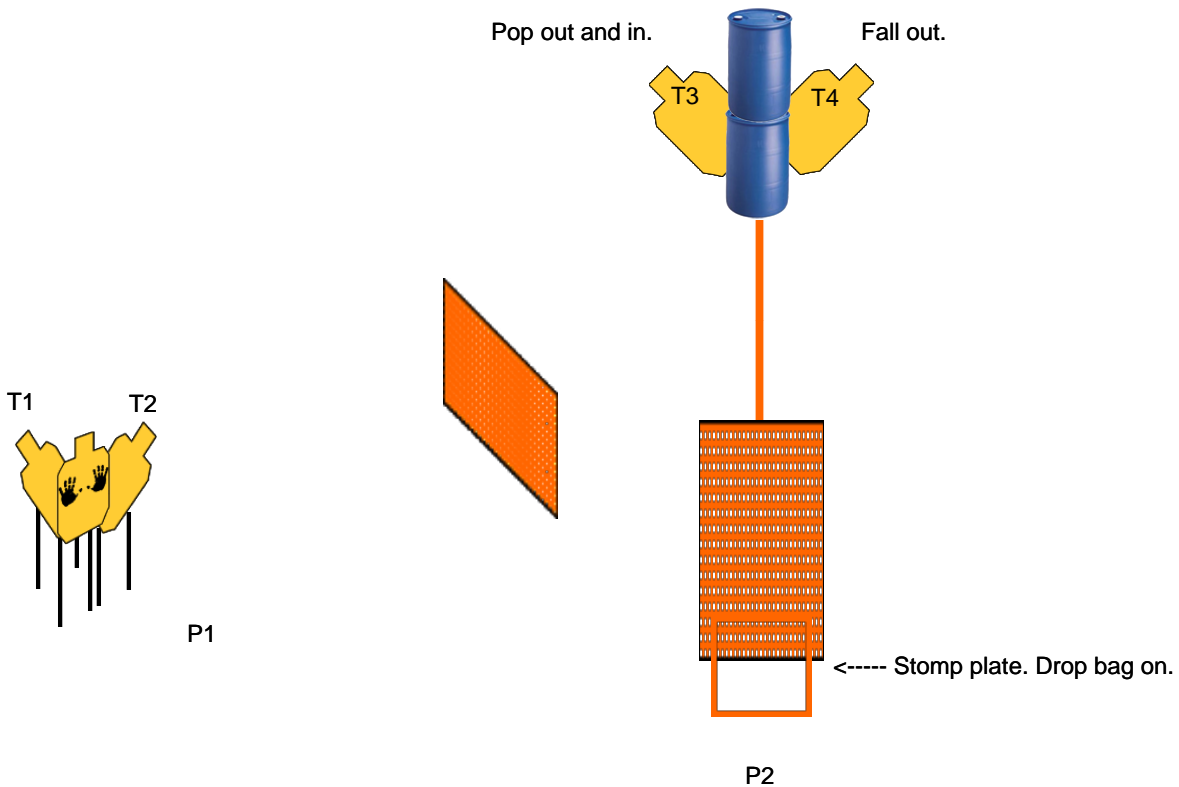
**DISTANCE:** 3 to 10 yards

**SCORED HITS:** Best 3 hits on paper.

**PENALTIES:** Per IDPA Rule book.

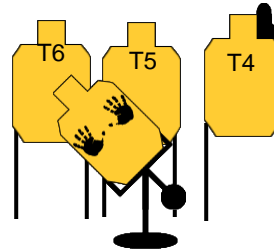
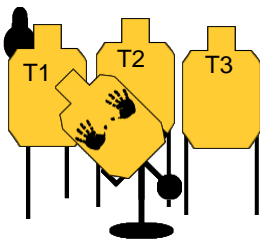
**CONCEALMENT:** Yes

**NOTES:** Watch shooter does not point gun passed 180 rule. Shooter can engage T3 then T4 and go back to T3.



# X-Ray ----- Bay 3 Sept 2015

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> WilliamCooke
<b>START POSITION:</b> Standing at P1 with hands on wall, loaded to division capacity and holstered.	
<b>SCENARIO:</b> Which way to go? Which way do you want to go to get everyone? Doesn't matter, you will have to cross to the other side to get the rest!!	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> On signal, move to P2 (shooter's choice) to engage T1-T3 or T4-T6 (depending on chosen side) in tactical priority with two shots each. Hits on the outermost threat will activate a swinging non-threat on that side. After engaging all three threats on the first side, the shooter will advance and move diagonally to the opposite side of the next barricade. Again, the shooter must engage the remaining three threats in tactical priority. As before, hits on the outside threat will trigger the swinging non-threat.	<b>ROUND COUNT:</b> 12
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 10 to 15 yards
	<b>SCORED HITS:</b> Best 2 hits on paper.
	<b>PENALTIES:</b> Per IDPA Rule book.
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Watch shooters finger while moving from positions.



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P3 P3

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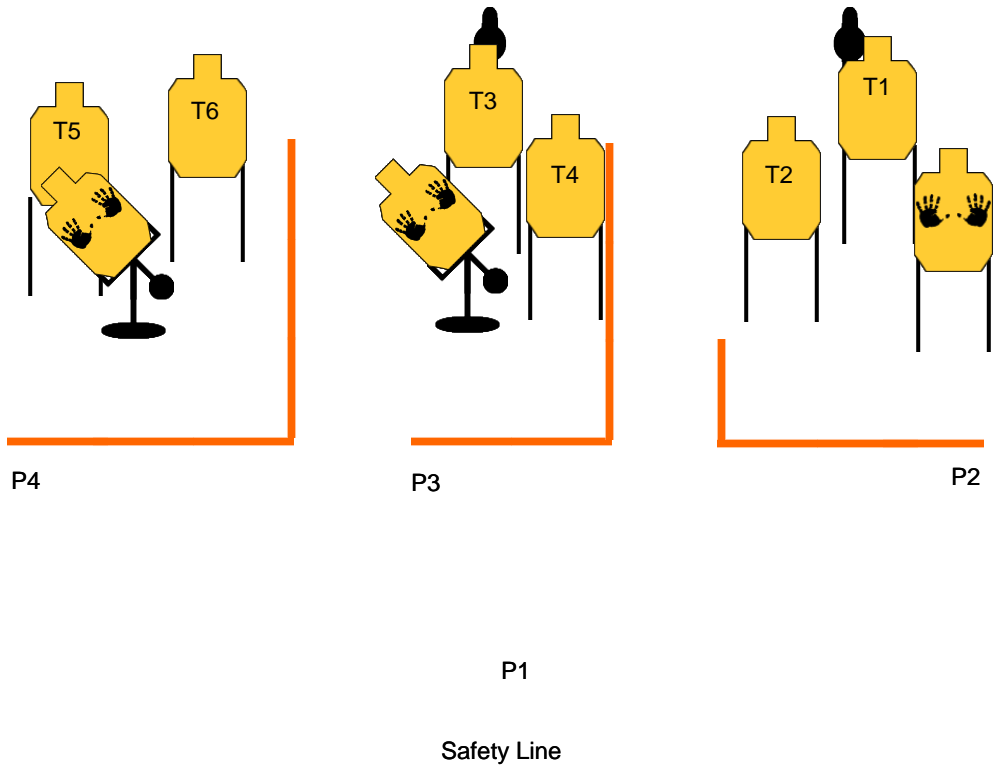
P2 <----- P1 -----> P2

Safety Line

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# Between the Barricades ----- Bay 4 Sept 2015

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> WilliamCooke
<b>START POSITION:</b> Standing at P1, gun loaded to division capacity and holstered.	
<b>SCENARIO:</b> You return from lunch and hear a commotion in the offices. You go to investigate and discover the cardboard gang has shown up to rob your offices. Time to pay them with lead!!	
<b>PROCEDURE:</b> On signal, move to P2 to engage T1 & T2 in Tactical Priority with 2 shots to the body and 1 to the head (Mozambique) . A hit to T1 will activate a swinging non-threat in the next bay. Move to P3 and repeat for T3 & T4. As before, a hit to T3 will activate a swinging non-threat in the next bay. Move to P4 and engage T5 & T6 with 2 to the body and one to the head.	
<b>SCORING:</b> Unlimited	
<b>ROUND COUNT:</b> 18	
<b>TARGETS:</b> 06	
<b>DISTANCE:</b> 3 to 10 yards	
<b>SCORED HITS:</b> Best 2 hits on body and a hit on the head.	
<b>PENALTIES:</b> Per IDPA Rule book.	
<b>CONCEALMENT:</b> Yes	
<b>NOTES:</b> Make sure shooters do not cross openings with empty guns or while doing a reload.	



# Long Game ----- Bay 5 Sept 2015

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Shooter starts at P1, hands at side, gun loaded to division capacity.

**SCENARIO:**

Cardboard gang has decided to take you on and they think they are to far away for you to stop them. Show them they are wrong and then go deal with their associates.

**PROCEDURE:**

At signal, shooter draws from concealment and engages T1 & T2 with 3 rounds each. Move to P2 and engage T3 from behind cover with 3 rounds. Move to P3 and engage T4 & T5 in tactical priority, also with 3 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 05

**DISTANCE:** 4 to 25 yards

**SCORED HITS:** Best 3 hits on paper.

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

**NOTES:** T1 and T2 can not be reengaged from P2.

