

# Hall of Shame ---- Bay 1

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Standing at P1 facing up range, gun loaded to division capacity, holstered and hands at side

**SCENARIO:**

You enter an apartment building to visit a friend, but you quickly discover you have the wrong address. When you turn to leave you discover the Cardboard gang hangs here and they are looking for you. You have to get to the other end of the hall to leave. Use cover and get yourself out.

**PROCEDURE:**

At the buzzer, shooter will turn into their gun and start to work their way down range. They will engage targets through doorways, using door jams for cover. T3 will activate T4 swinger. All targets will get 2 rounds to the body and 1 round to the head (Mozambique). At P2, shooter will use low cover to engage T5, shooter can shoot over the barrel. T4 can be engaged from P2, but shooter must use the barrel for low cover.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 05

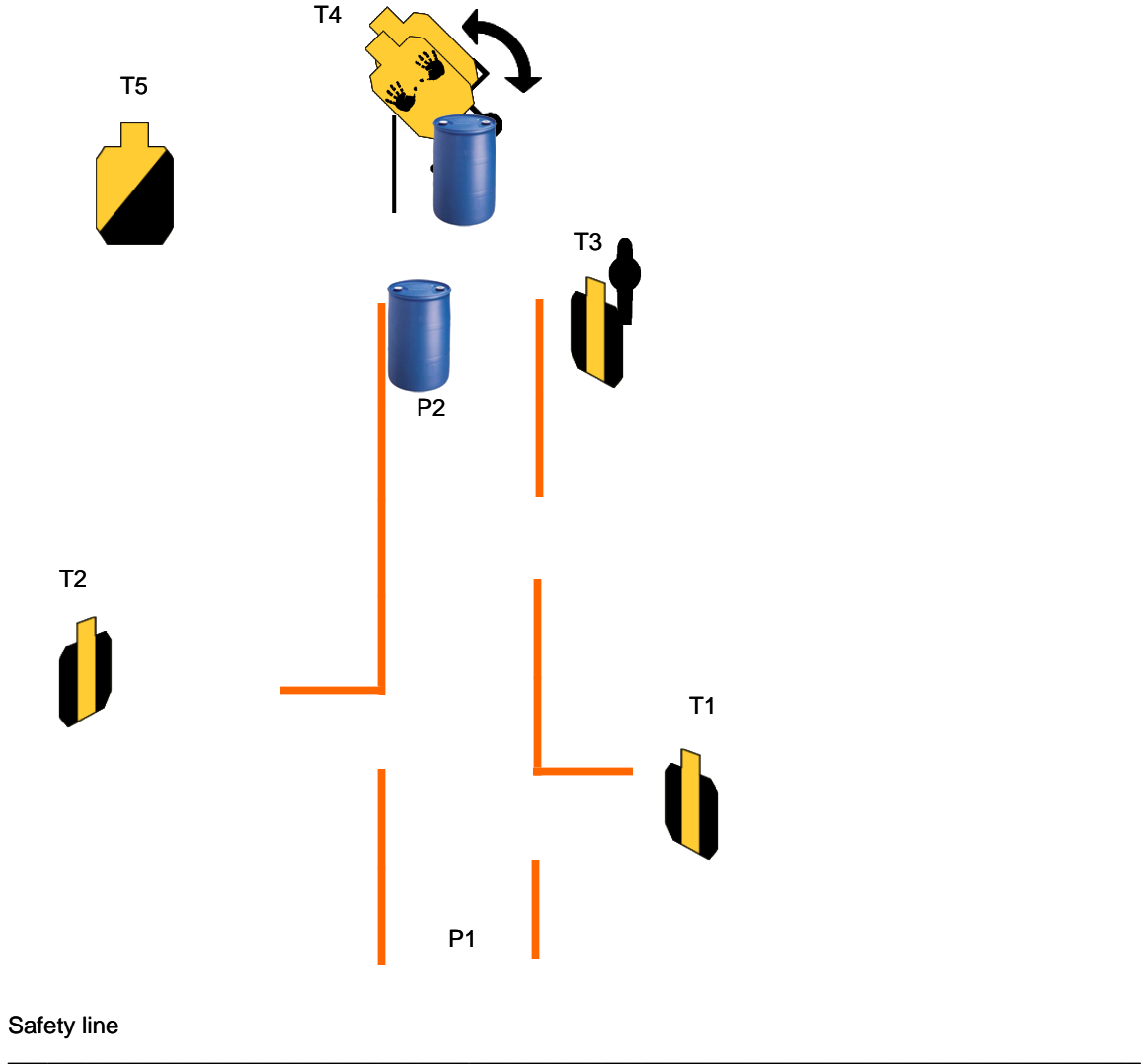
**DISTANCE:** 3 to 10 yards

**SCORED HITS:** Best 2 hits on body and a hit on the head.

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

**NOTES:** Make sure shooters do not cross openings with empty guns or while doing a reload.



# Use Cover --- Bay 2

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Starting at P1, hand on marks on the wall, gun loaded to division capacity and holstered.

**SCENARIO:**

Cardboard gang is hindering from you, go find them and stop them.

**PROCEDURE:**

At the buzzer, shooter will move to P2 and engage T1. Move to P3 and engage T2, then move to P4 and engage T3 and T4. Finally to P5 and engage T5. 3 rounds on each target.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 05

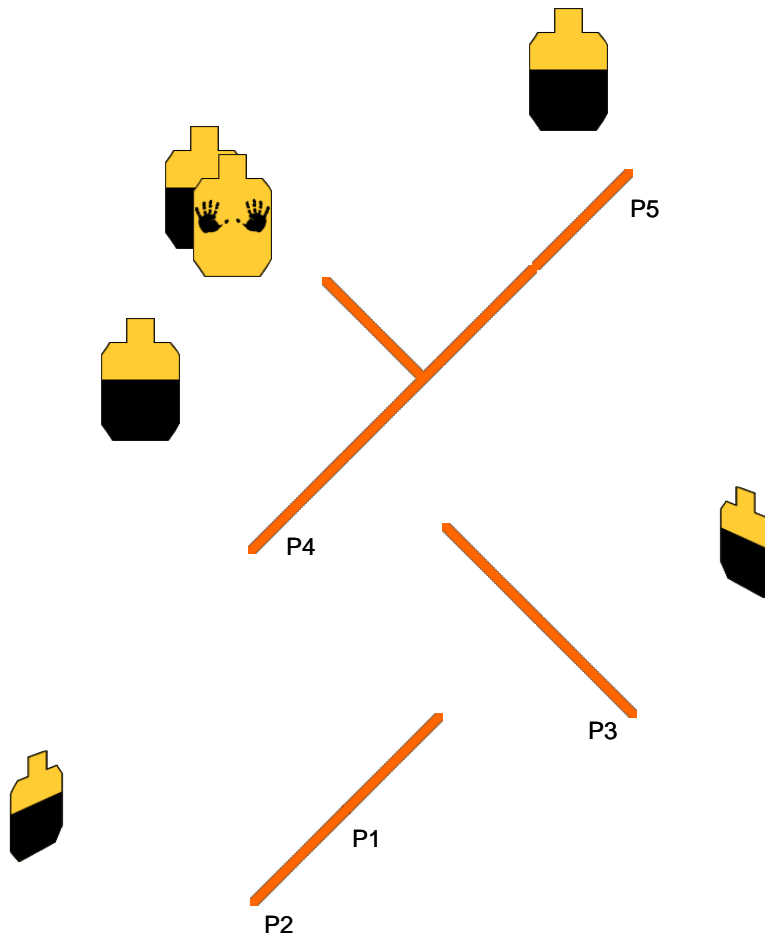
**DISTANCE:** 3 to 10 yards

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

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

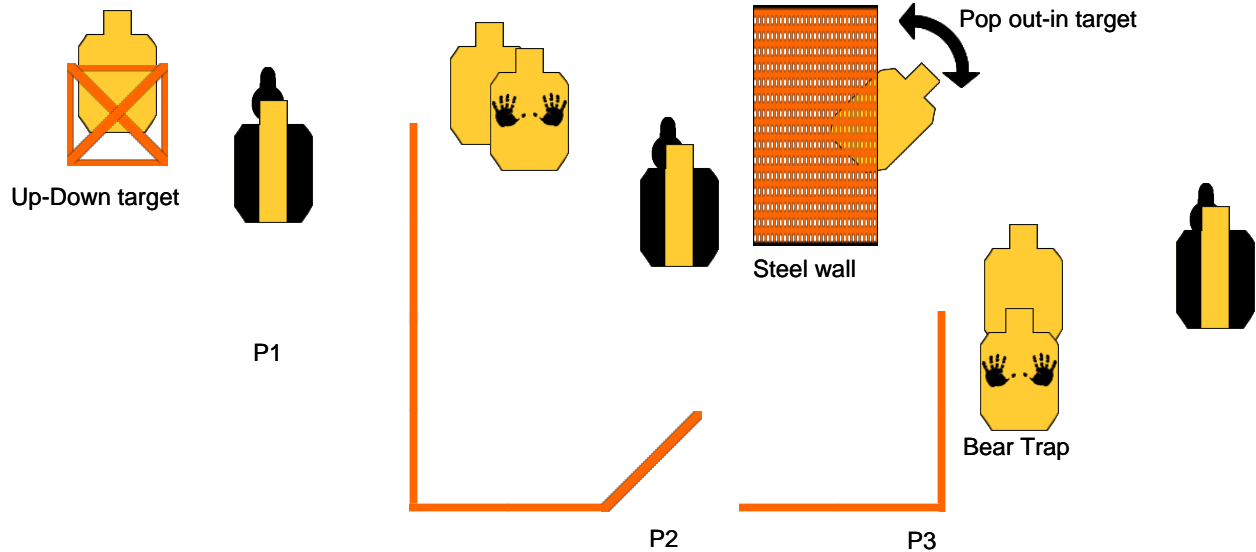
**NOTES:** Watch shooters finger while moving from positions.



Safety line

# Toys gone Wild --- Bay 3

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> WilliamCooke
<b>START POSITION:</b> Starting at P1, gun loaded to division capacity, holstered and hands at sides.	
<b>SCENARIO:</b> Cardboard gang has surprised you, fight your way out.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the buzzer, engage T1, which will activate T2 an up-down. Move to P2, open the door and engage target T3 wich will activate T4 a pop out-in, then engage T5. Be sure to use the door and door frame for cover when engaging T3 and T5. Finally move to P3, engage T6 which will activate T7 the bear trap. All targets get 2 rounds. T2 and T4 are disapearing tatgets, so there is no failure to neutralize on these.	<b>ROUND COUNT:</b> 14
	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> 3 to 10 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.



Safety Line

# Car Jacked --- Bay 4

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Seated in the driver's seat. gun loaded to division capacity, sitting on passanger seat. Cell phone being held in strong hand.

**SCENARIO:**

You and your significant other have stopped to get gas. Your phone rings just as you pull up, and your significant other gets impatient and gets out to start pumping the gas. Just then the cardboard gang spots your new shiny car and wants it. Time to protect your property and life.

**PROCEDURE:**

At the buzzer, drop the cell phone and pick up your gun, engage T1 and T2 through the open driver side window. Then exit the vehicle and move to P2, and engage T3 and T4 with 3 rounds each. Then move to P3 and engage T5 and T6 with 3 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

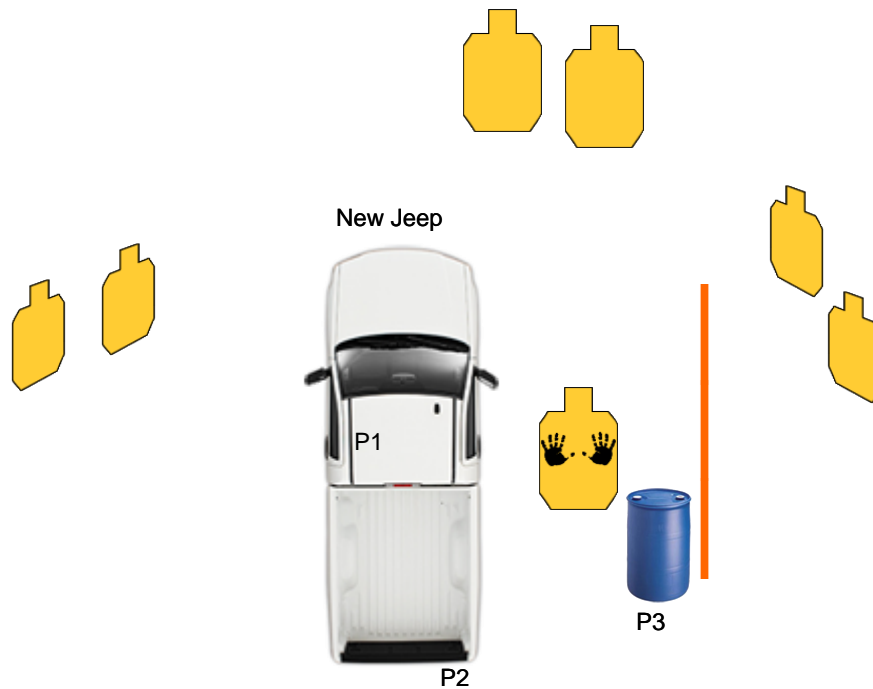
**DISTANCE:** 3 to 10 yards

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

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

**NOTES:** Watch shooters finger while moving from positions.



Safety Line

---

# Rolling Cover --- Bay 5

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Starting at vehicle door, gun loaded to division capacity and holstered. Shooters hands at their sides.

**SCENARIO:**

Cardboard gang has shown up and you need to deal with them.

**PROCEDURE:**

At the buzzer move to P1 or P2. Engage T1 - T3 from P1 with right hand only. Engage T4 - T5 from P2 with left hand only. All targets get 2 rounds each. Shooters can reload between positions.

**SCORING:** Unlimited

**ROUND COUNT:** 12

**TARGETS:** 06

**DISTANCE:** 7 yards

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

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

**NOTES:** Watch shooters finger while moving from positions.



Safety Line

---