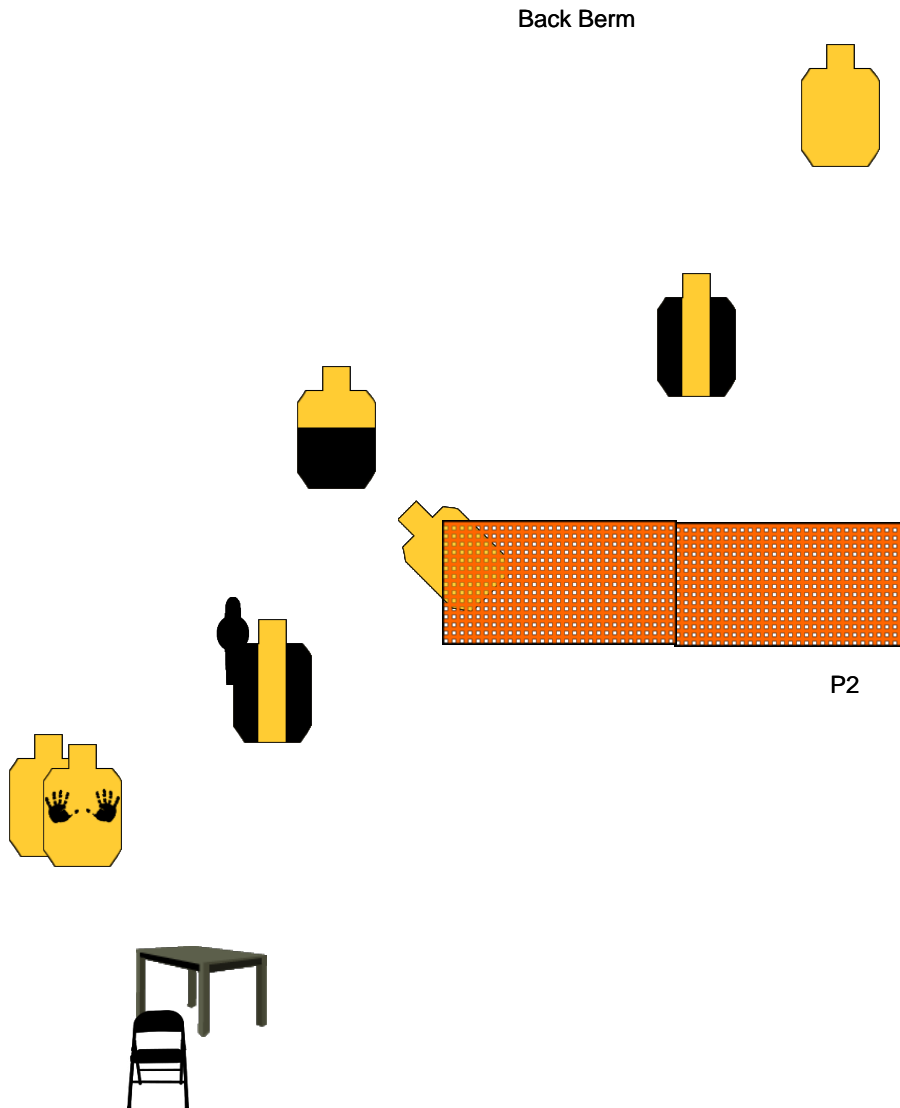


# Bad day at the office ----- Bay 1

<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Gun will be loaded to division capacity and placed inside the IDPA box on the table with the lid closed. All extra mags/ speed loaders are to be placed on the table also. Shooter should not have anymore ammo on their person. Shooter will be seated with hands on knees.	
<b>SCENARIO:</b> A bunch of disgruntled field hands have shown up to teach you a lesson.	<b>SCORING:</b> Vickers
<b>PROCEDURE:</b> Seated at P1 with hands on your knees, at the buzzer, open the box and retrieve you gun. Engage T1 - T4 with 3 rounds each while seated. T2 will activate T3. Shooter will have to pick up all ammo from table and stow it before or as they move to P2, ammo left behind will be a procedural. Then move to P2 and engage T5 - T6 with 3 rounds each.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 3 yds to 20 yds
	<b>SCORED HITS:</b> Best 3 hits on target.
	<b>START/STOP:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
<b>NOTES:</b> Watch finger on move to P2.	



# Terrorists on a bus ----- Bay 2

**RULES:** IDPA RULES

**COURSE DESIGNER:** William Cooke

**START POSITION:** Seated in a chair, hands on lap, gun loaded to division capacity, reloads on belt.

**SCENARIO:** You are on a cross town shuttle to the work, when a group of terrorists climb aboard. They are intent on taking everyone hostage and in doing so shoot the driver. You must act and act fast!

**PROCEDURE:** At the buzzer, draw and engage T1 with 3 shots while seated. Then move to P2, kneeling behind barrel for cover, engage T2 through T5 in tactical priority with 3 shots each.

**SCORING:** Vickers

**ROUND COUNT:** 15

**TARGETS:** 15

**DISTANCE:** 3 yds to 7 yards

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

**START/STOP:**

**PENALTIES:**

**CONCEALMENT:** Yes

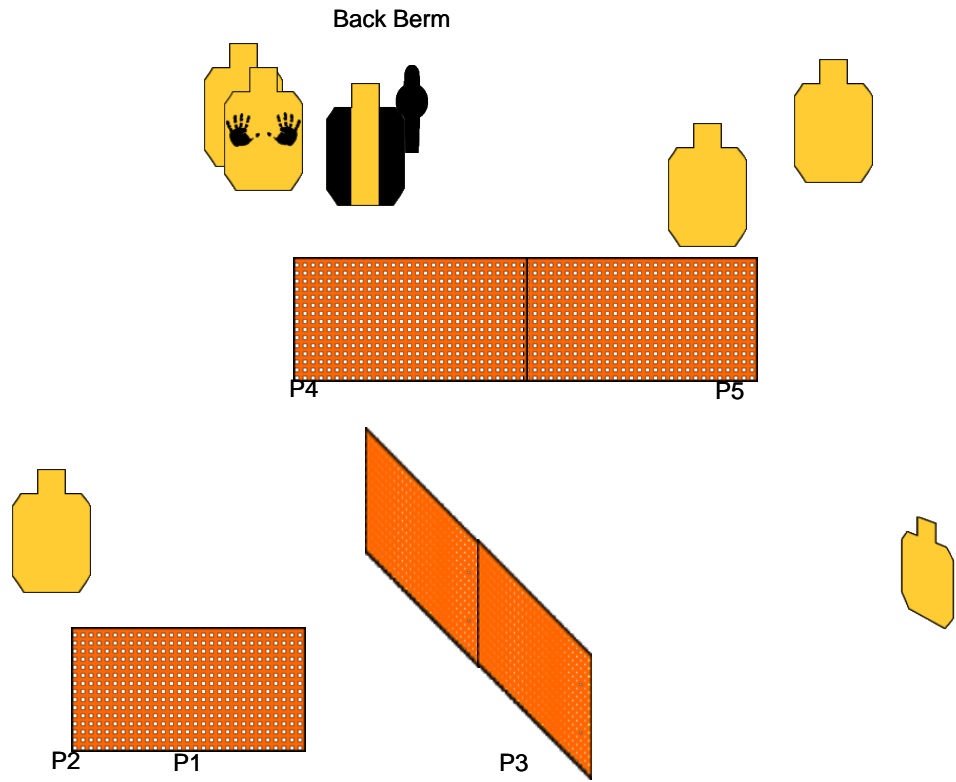
**NOTES:** Make sure shooter does not sweep themselves when drawing.

Back Berm



# Cover Time ----- Bay 3

<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter will have gun loaded to division capacity and holstered, standing at P1 with hands on the marks on the wall.	
<b>SCENARIO:</b> Use cover to neutralize all threats.	<b>SCORING:</b> Vickers
<b>PROCEDURE:</b> Starting at P1, with hands on the wall, at the buzzer move to P2 and engage T1 with 2 body and 1 head, then move to P3, engage with 2 body and 1 head. Then move to P4 and engage T3 & T4 with 2 body and 1 head, T4 will activate T5 & T6. Then move to P5 and engage T5 and T6 with 2 body and 1 head.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 3 yds to 10 yds.
	<b>SCORED HITS:</b> Best 2 body and 1 head shot.
	<b>START/STOP:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
<b>NOTES:</b> Watch shooters use of cover.	



# Which Side ----- Bay 4

**RULES:** IDPA RULES

**COURSE DESIGNER:** William Cooke

**START POSITION:** Standing at P1, Gun loaded to division capacity, hands on the wall.

**SCENARIO:** The bowling alley you work at is being robbed. Where do you start shooting first?

**SCORING:** Vickers

**ROUND COUNT:** 18

**PROCEDURE:** At the buzzer, move to either window and use cover to engage targets in Tactical Priority with 2 rounds to the body and 1 round to the head.

**TARGETS:** 06

**DISTANCE:** 8 to 10 yards

Then move to the other window and use cover to engage targets in Tactical Priority with 2 rounds to the body and 1 round to the head.

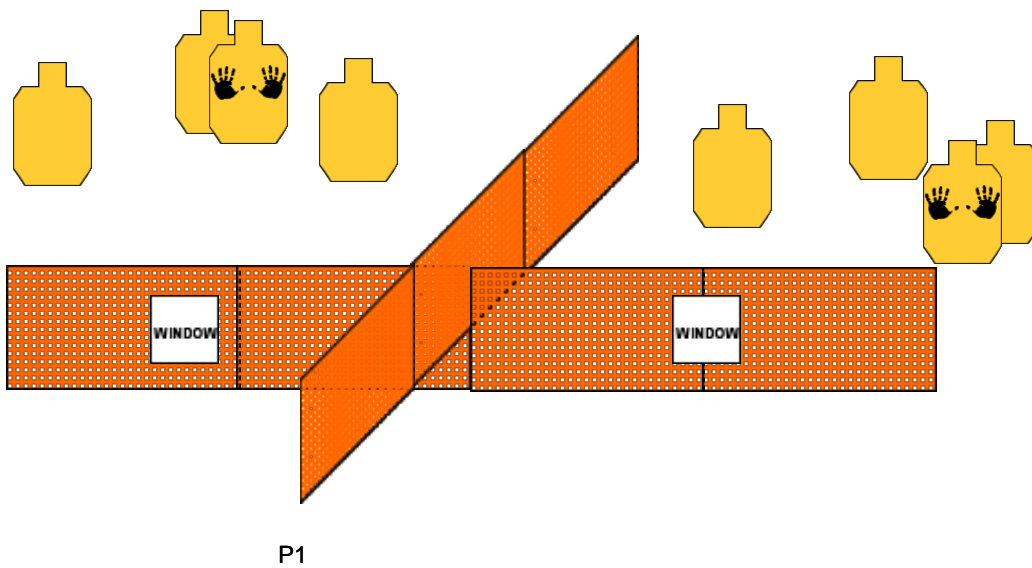
**SCORED HITS:**

**START/STOP:**

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:** SO, watch muzzle and finger as shooter moves from P1 and to each window.



# Zombie Attack ----- Bay 5

**RULES:** IDPA RULES

**COURSE DESIGNER:** William Cooke

**START POSITION:** Gun loaded to division capacity and holstered. Shooter is seated on the bench.

**SCENARIO:** The undead have risen and are looking for brains! Whip them out before they feast on your brains.

**SCORING:** Vickers

**ROUND COUNT:** 16

**PROCEDURE:** At the buzzer, shooter can stay seated and draw or stand-up then draw and engage targets in tactical priority with 2 rounds each. There are 2 "detonators" that can be shot and if hit, will blow up the 2 targets surrounding them, thus neutralizing them. Shooters do not have to shoot these "detonators".

**TARGETS:** 08

**DISTANCE:** 3 yds to 10 yds.

**SCORED HITS:** 2 on each target

**START/STOP:**

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:** If detonators are hit, the 2 surrounding targets are 0 down.

