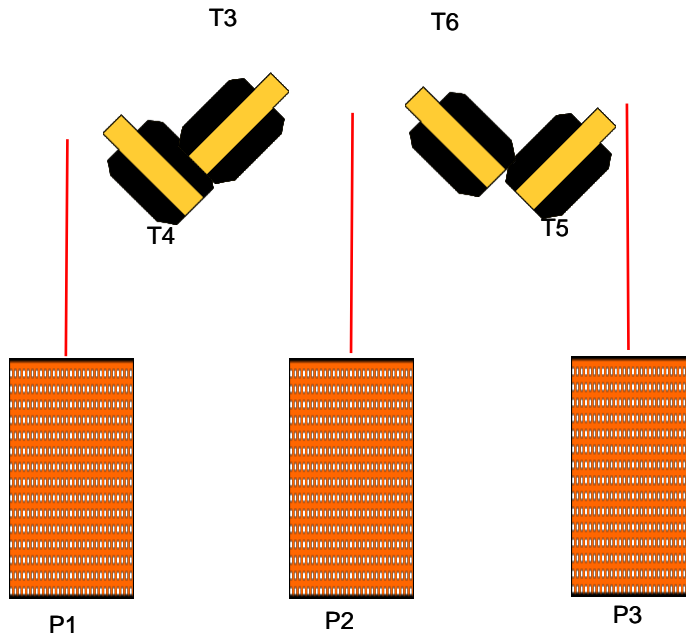


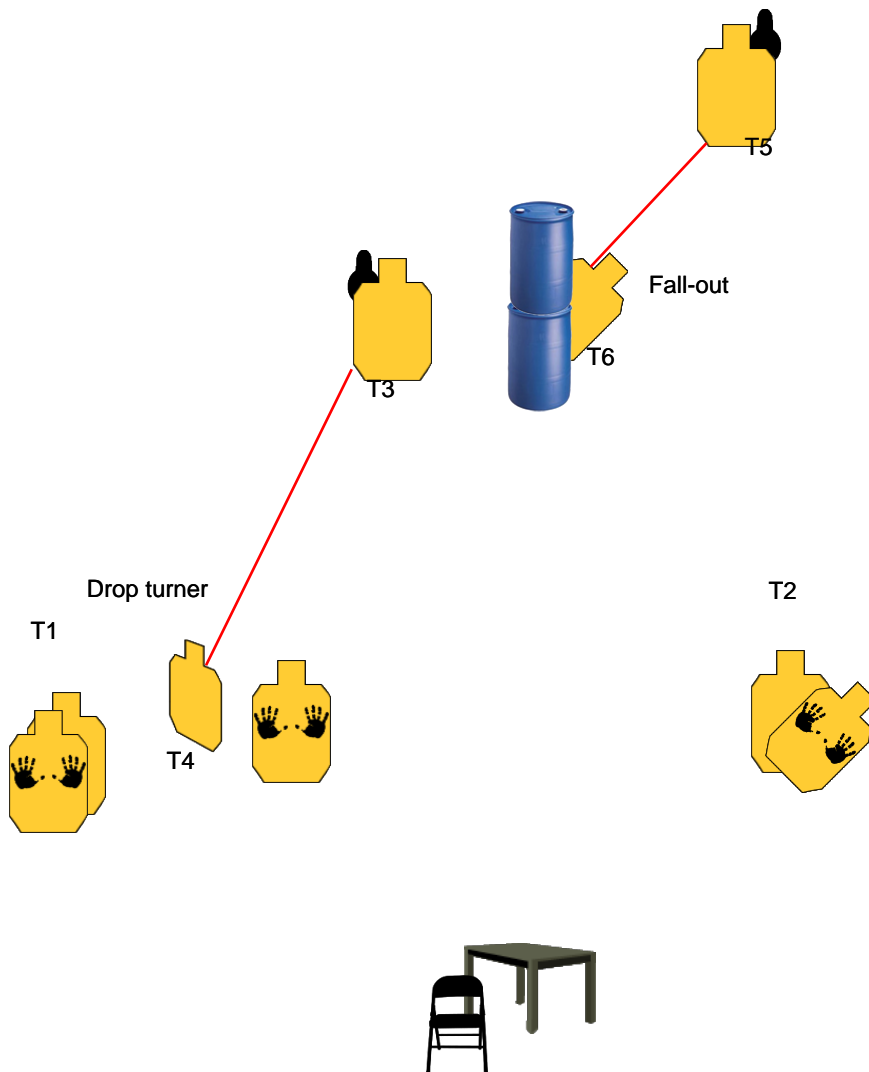
Far and Near --- Bay 1

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Shooter will be standing at P1 or P3, hands relaxed at sides. Gun loaded to division capacity.	
SCENARIO: The cardboard gang wants to see if you can get them all when they are far away and up close.	SCORING: Vickers
PROCEDURE: On signal, T1 - T8 with 2 rounds each while using cover at P1 - P3.	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 8 yds to 20 yds
	SCORED HITS: Best 2 hits on target.
	START/STOP:
	PENALTIES: Per rulebook
	CONCEALMENT: Yes
	NOTES: Be sure shooter does not leave cover with an empty gun or while doing a reload.



CHL goes sideways ---- Bay 2

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Shooter will be seated, first mag will be loaded with 6 rounds. Gun will be empty and inside IDPA box. Shooter will place mag on top of closed box, put hands on mag and then lay their head on their hands. All other mags will be loaded to division capacity and on shooters belt.	
SCENARIO: You are resting your eyes during a break at a CHL class, when the cardboard gang attacks.	SCORING: Vickers
PROCEDURE: On signal, retrieve handgun, load with 6 round mag and engage T1 & T2 with 3 rounds each. Then engage T3 with 1 rounds to the head and body, which will activate the drop turner T4, it gets 2 rounds. Then engage T5 with 1 round to the head and body, which will activate the fall-out T6, which will get 2 rounds. All shots will be made seated!	ROUND COUNT: 14
	TARGETS: 06
	DISTANCE: 3 yds to 20 yds
	SCORED HITS: Best hits on target.
	START/STOP:
	PENALTIES: Per rulebook
	CONCEALMENT: Yes
	NOTES:



Pizza Time -- Bay 3

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION: Shooter will start at P1, gun loaded to division capacity. Shooter will be facing down range with the pizza in the weak hand and strong hand knocking on door jam.

SCENARIO: You are delivering pizza, when the cardboard gang orders one just to take your money.

SCORING: Vickers

ROUND COUNT: 12

TARGETS: 12

DISTANCE: 8 ft to 20 ft.

SCORED HITS: Best 2 hits on target.

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: Yes

NOTES:

PROCEDURE: On signal, shooter will drop the pizza and move to cover on either side of the doorway and engage T1 & T2 with 2 rounds each. Then follow up with 1 head shot to each. Then move to either P2 or P3, use the window as covering and engage the visible target with 1 round to the body and head. That will activate the up-down target, and it will get 2 rounds. Then move to the other window and repeat.

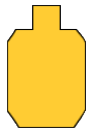
Up-down



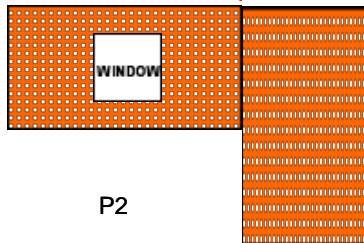
Up-down



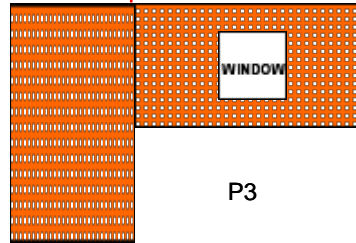
T2



T1



P1



Match is over or is it ---- Bay 4

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION: Standing at P1 with unloaded handgun on table with slide locked open or cylinder open. Both hands are up at surrender position. All mags will be loaded to division capacity and stowed in any legal position.

SCENARIO: You are at the safe table packing up after a match, when the cardboard gang attacks thinking everyone will be out of ammo. Silly cardboard gang.

PROCEDURE: On signal, retrieve gun, load and engage T1 from P1 with 2 rounds. Then move to P2 and engage T2 & T3 with 2 rounds. Move to P3 Engage T4 & T5 with 2 rounds. Then move to P4, and engage T6 - T8 with 2 rounds each.

SCORING: Vickers

ROUND COUNT: 16

TARGETS: 08

DISTANCE: 3 yds to 20 yds

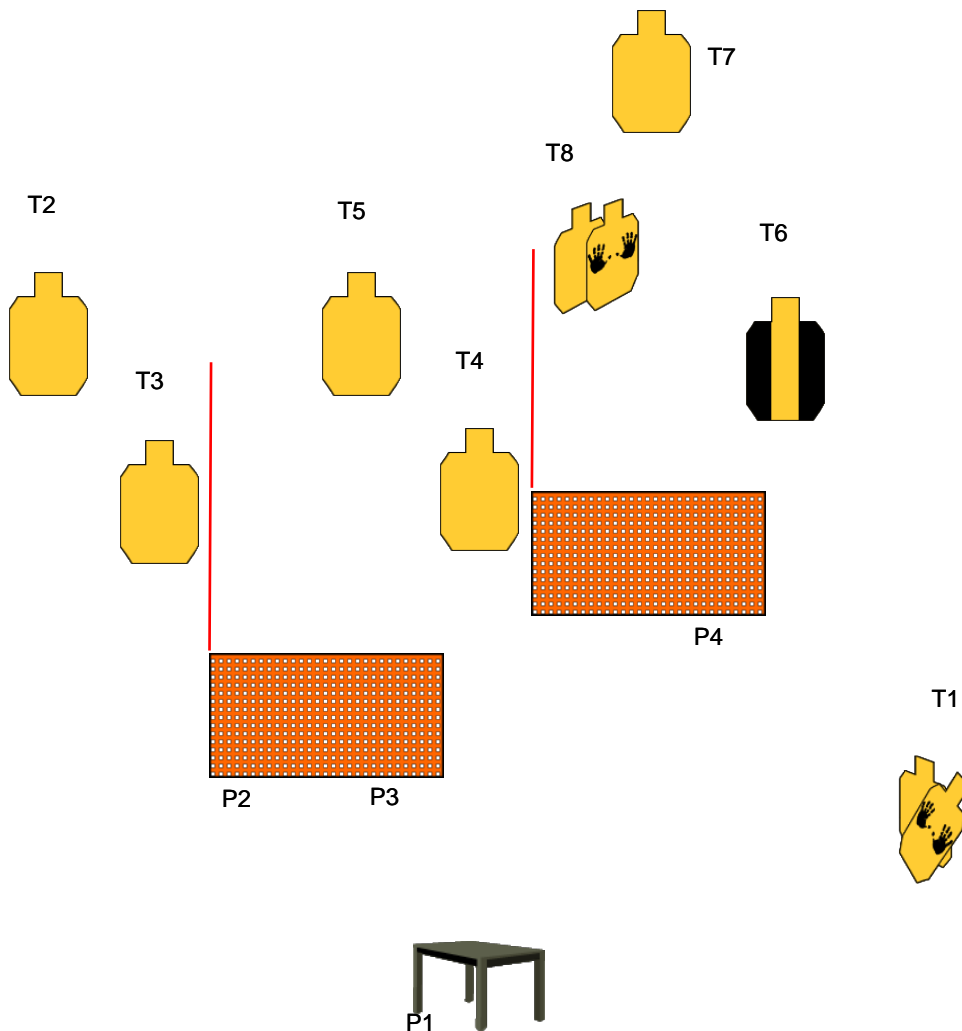
SCORED HITS: Best 2 hits on target.

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: Yes

NOTES: Be sure all mags are loaded to division capacity and no moving in the open with an empty gun or leaving cover while doing a reload.



Work your way down range --- Bay 5

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION: Shooter facing up range at P1. Gun loaded to division and holstered.

SCENARIO: Work your way down range, be careful to engage close to far.

SCORING: Vickers

PROCEDURE: On signal, shooter will turn into their gun, stay at P1 and engage T1 - T6 with 2 rounds each. Then engage S1 or S2 to activate the clam shell target. Engage the clam shell with 2 rounds, then engage the other steel target. All steel targets must fall.

ROUND COUNT: 16

TARGETS: 07

DISTANCE: 3 yds to 20 yds

SCORED HITS: Best 2 on paper and steel until it falls.

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: Yes

NOTES: Be sure targets are being engaged near to far.

