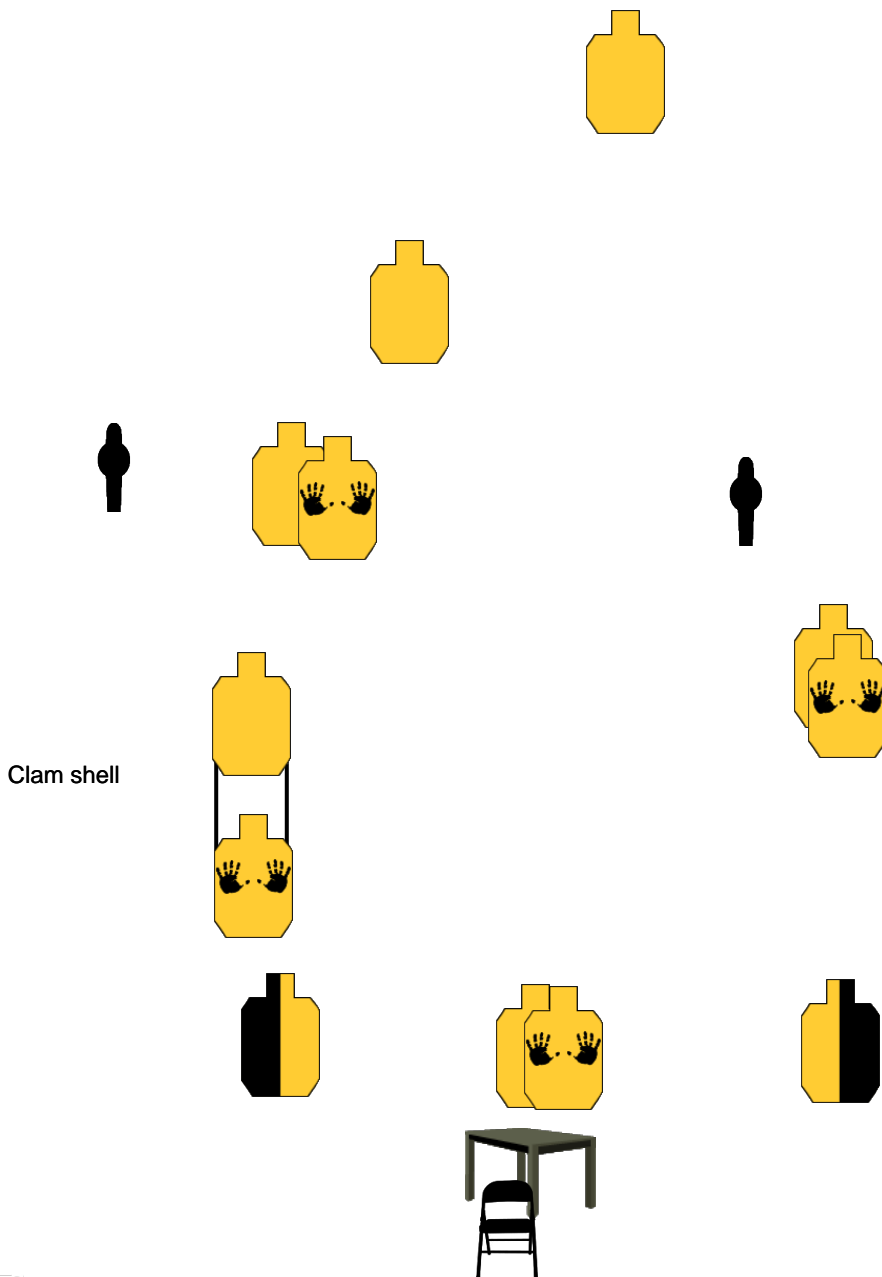


Break Time at work ----- Bay 1

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Seated at P1 with hands on knees. Gun loaded with 6 rounds and placed in IDPA box and lid closed. All magazines / speed-loaders are also on table.	
SCENARIO: Everyone is getting ready to go on break when the cardboard gang attacks.	SCORING: Vickers
PROCEDURE: On signal, retrieve gun from IDPA box and engage T1 - T3 with 2 rounds each in TACTICAL SEQUENCE. Then engage T4 - T8 with 2 rounds each and neutralize S1 - S2 all in TACTICAL PRIORITY. Engage T7 with 2 rounds when it activates. All shots must be made while seated.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE: 5 yds to 20 yds.
	SCORED HITS: Best 2 on paper and steel until it falls.
	START/STOP:
	PENALTIES: Per rulebook
	CONCEALMENT: No
	NOTES: Be sure shooters hands are on knees at the start.



Bad time in your Yard ----- Bay 2

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION: Standing at P1 facing downrange with hands relaxed at shooters side. Gun loaded to division capacity.

SCENARIO: The cardboard gang catches you in the yard. You fight your way inside, only to find they have you surrounded.

SCORING: Vickers

ROUND COUNT: 17

PROCEDURE: On signal, engages S1 - S2 and T1 while advancing to P2. S1 - S2 and T1 can be engaged from P2 if needed. From cover at P3 engage T2 then move to P4 engage T3 - T5. All paper gets 3 rounds.

TARGETS: 05

DISTANCE: 5 yds to 20 yds.

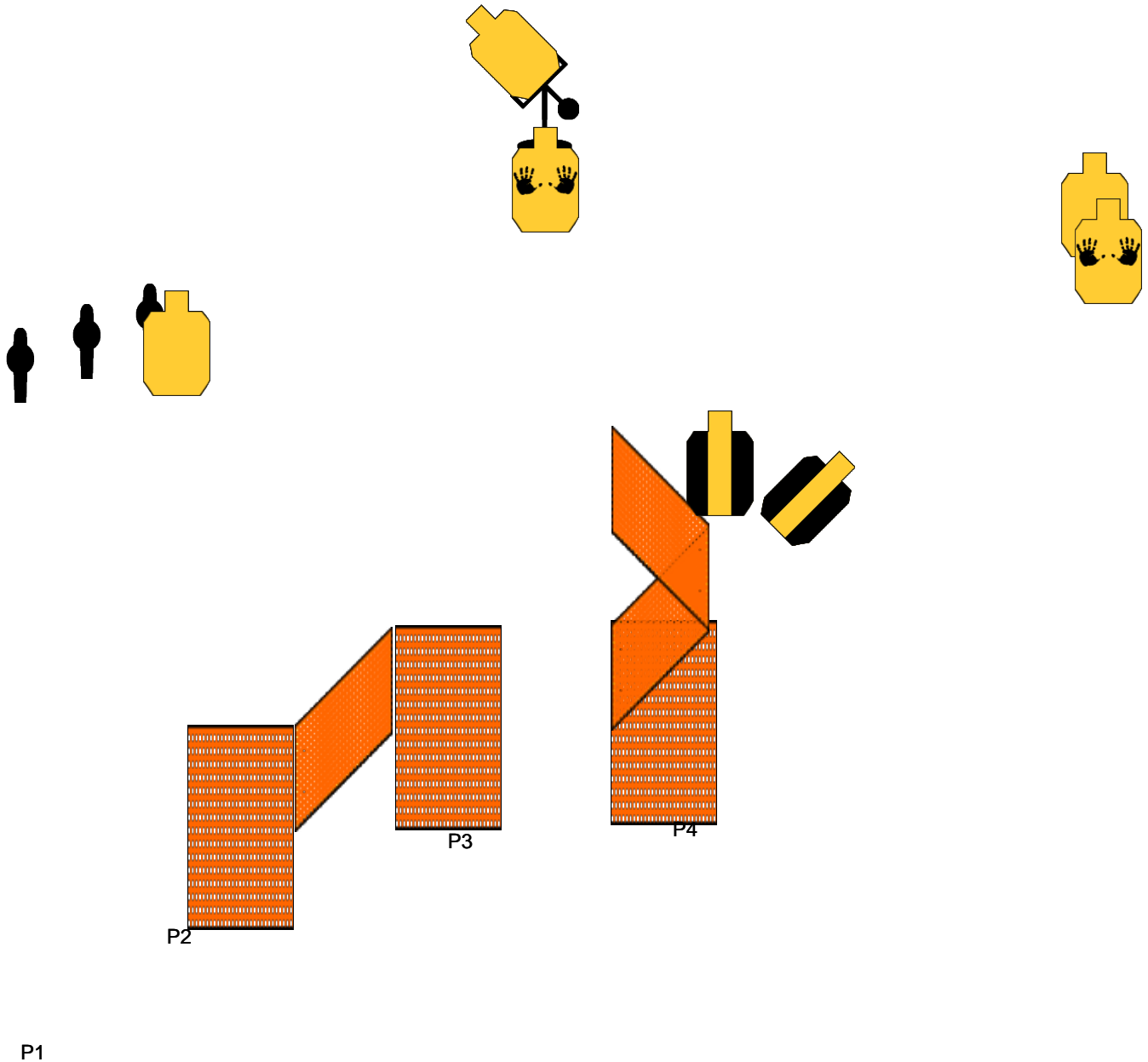
SCORED HITS: Best 3 hits on paper, steel must fall.

START/STOP:

PENALTIES: Per rulebook

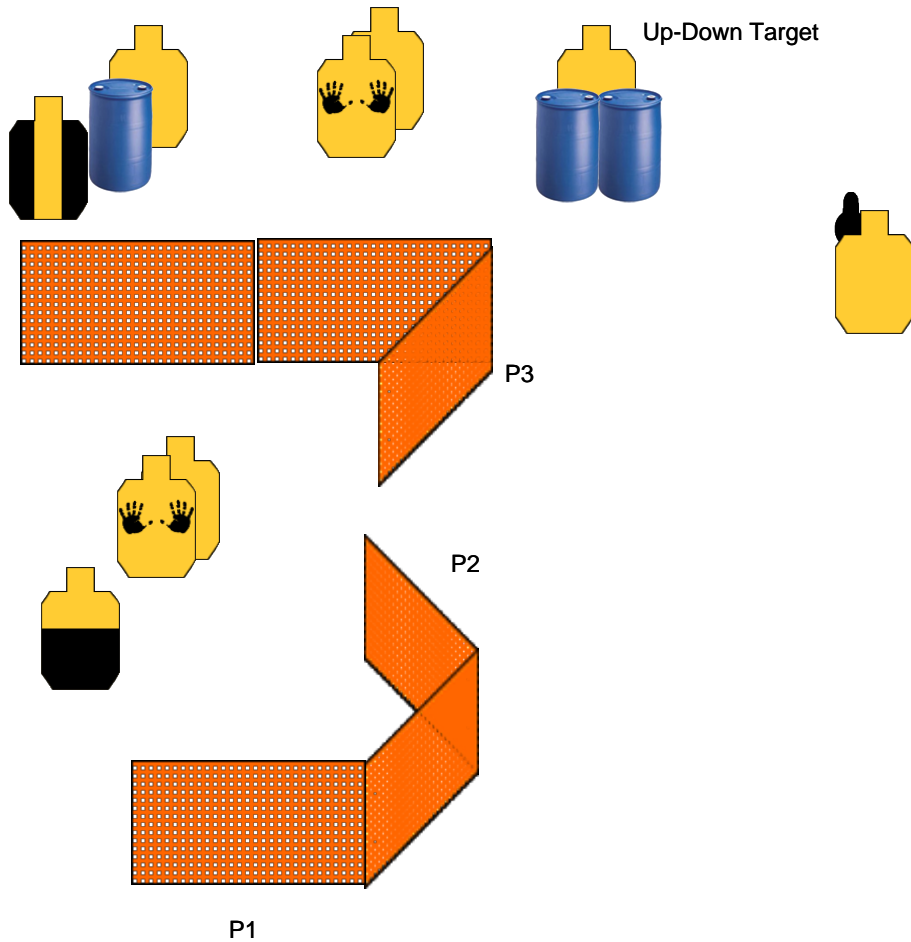
CONCEALMENT: Yes

NOTES:



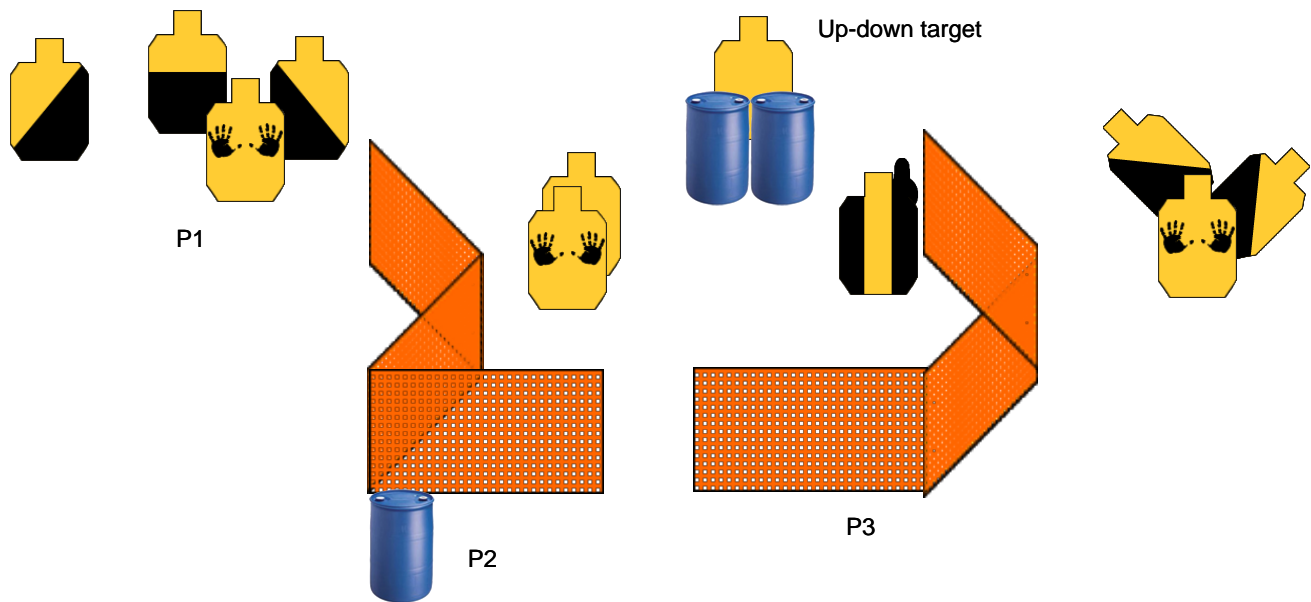
Park Time ----- Bay 3

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Standing at P1, with hands relaxed at shooters side, centered on wall. Gun loaded to division capacity.	
SCENARIO: You are out watching your kids playing at the park, when the cardboard gang shows up to cause problems.	SCORING: Vickers
PROCEDURE: On signal, draw and engage T1 with 2 rounds, this will activate T2, engage it with 2 rounds. Advance to P2, engage T3 - T4 with 2 rounds. Advance to P3, engage T5 - T7 with 2 rounds.	ROUND COUNT: 15
	TARGETS: 07
	DISTANCE: 5 yds to 20 yds.
	SCORED HITS: Best 2 on paper and steel until it falls.
	START/STOP:
	PENALTIES: Per rulebook
	CONCEALMENT: Yes
	NOTES: T2 is a disappearing targes and can not be made as a FTN.



Protect the child ----- Bay 4

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Standing at P1 facing down range with weak hand cradling baby against body. Gun loaded to division capacity. Strong hand relaxed at shooters side.	
SCENARIO: While out for a walk with your child the cardboard gang attacks you and wants to take your child.	SCORING: Vickers
PROCEDURE: On the signal,, engage T1 - T3 with 2 rounds each while retreating to P2, using only your strong hand. At P2, place the baby on the barrel. Then engage T4 - T6 with 2 rounds each. T4 activates T5. Move to P3, engage T7 - T8 with 2 rounds each.	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 1 yd to 20 yds
	SCORED HITS: Best 2 on paper and steel until it falls.
	START/STOP:
	PENALTIES: Per rulebook
	CONCEALMENT: Yes
	NOTES: T5 is a disappearing targes and can not be made as a FTN.



Home from the gun store ----- Bay 5

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION: Shooter will start at P1, hands at side relaxed. Gun will be loaded to capacity.

SCENARIO: You are unloading the stuff you bought at the gun store, when the cardboard gang attacks wanting your stuff.

SCORING: Vickers

ROUND COUNT: 12

PROCEDURE: On signal, engage T1 with 2 rounds, This will activate T2 runner. Engage T2 with 2 rounds. Then engage T3 with 2 rounds, which will activate T4, which will pop out then back in, engage it with 2 rounds. Move to P2 and engage T5 - T6 with 2 rounds each.

TARGETS: 06

DISTANCE: 8 yds to 20 yds

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

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: Yes

NOTES: T2 and T4 are disappearing targes and can not be made as a FTN.

