

No more taxes --- Bay 1

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Sitting at P1 with hands on knees. Gun loaded to division capacity and in drawer on the strong hand side. All reloads are on shooters belt.

SCENARIO:

You are working at your desk at the IRS office, when some crazed IRS employees decide NO MORE TAXES and take it to the extreme threatening you and some other employees.

PROCEDURE:

At the signal, the shooter will retrieve the pistol from the drawer and engage T1 and T2 in Tactical Sequence. Shooter is to stay seated while engaging T1 and T2. Then move to P2 and engage T3 and T4. Move to P3, using the door frame as cover, engage T5 - T7. Finally move to P4, push door open and engage T8 and T9 in Tactical Sequence. Be sure to watch shooter does not sweep their weak hand when opening the door. All targets get 2 rounds.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

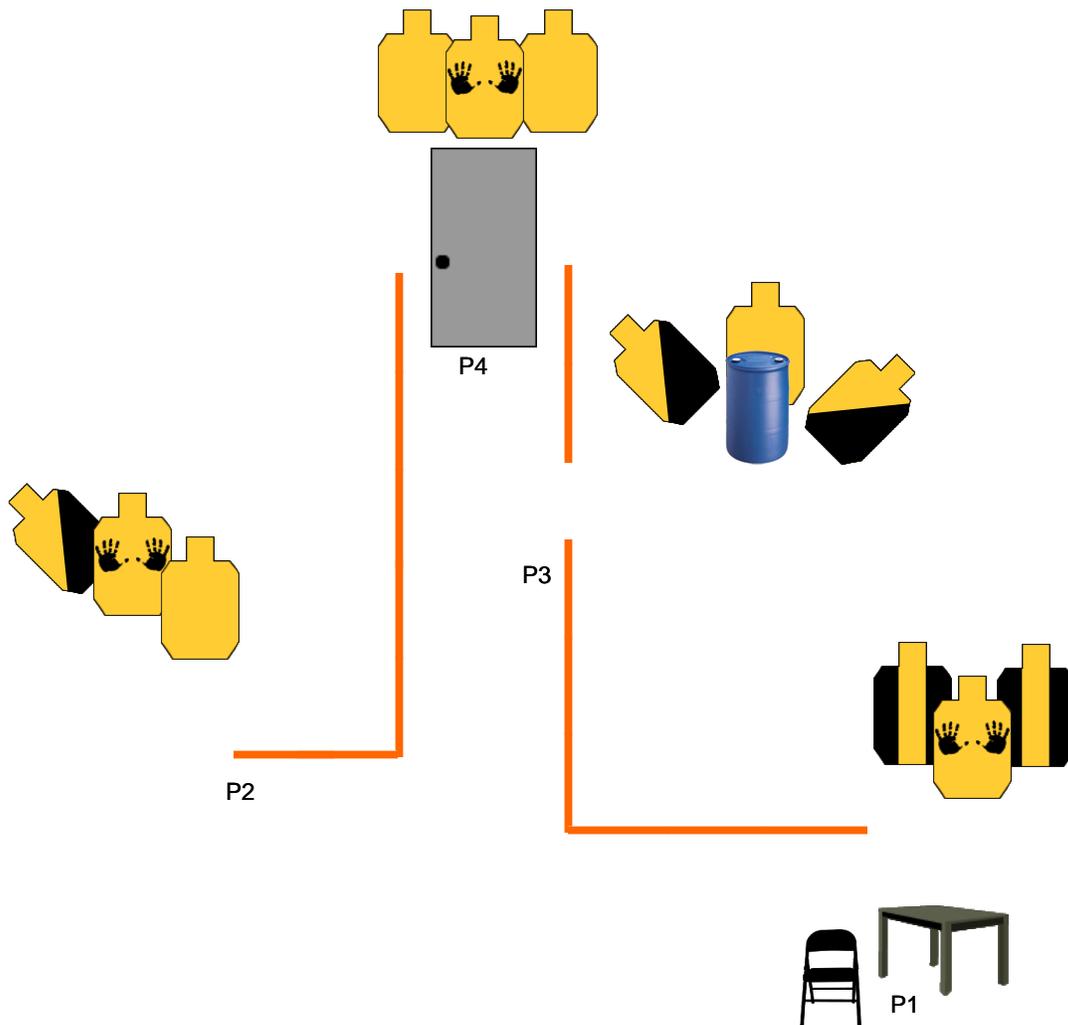
DISTANCE: 2 yds to 7 yds.

SCORED HITS: Best 2 hits on paper.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

NOTES: Watch shooters finger while moving from positions.



Safety Line

Do the Math --- Bay 2

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Shooter will be loaded to division capacity, holding the dice, facing up range.

SCENARIO:

You are playing craps with some friends, when the cardboard gang comes to rob you. It is up to you to deal with them.

PROCEDURE:

At the signal, the shooter will role the dice in the tub and then add the numbers on them. If the sum is an even number the shooter will shoot even number targets as threats. If it is an odd number the same. Each target will get 2 body shots and 1 head shot.

Once the shooter knows what targets to shoot they will turn into their gun and move to the window and engage targets. Shooters must use the window as cover. This means they need to still maintain 50% upper body coverage with the window frame.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

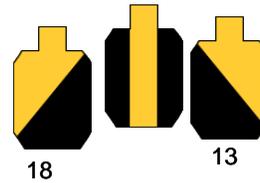
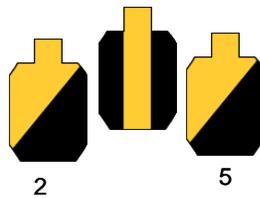
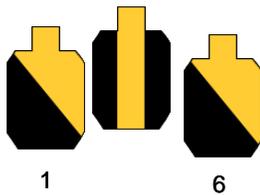
DISTANCE: 7 yds to 10 yds

SCORED HITS: Best 2 body and 1 head shots will be counted.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

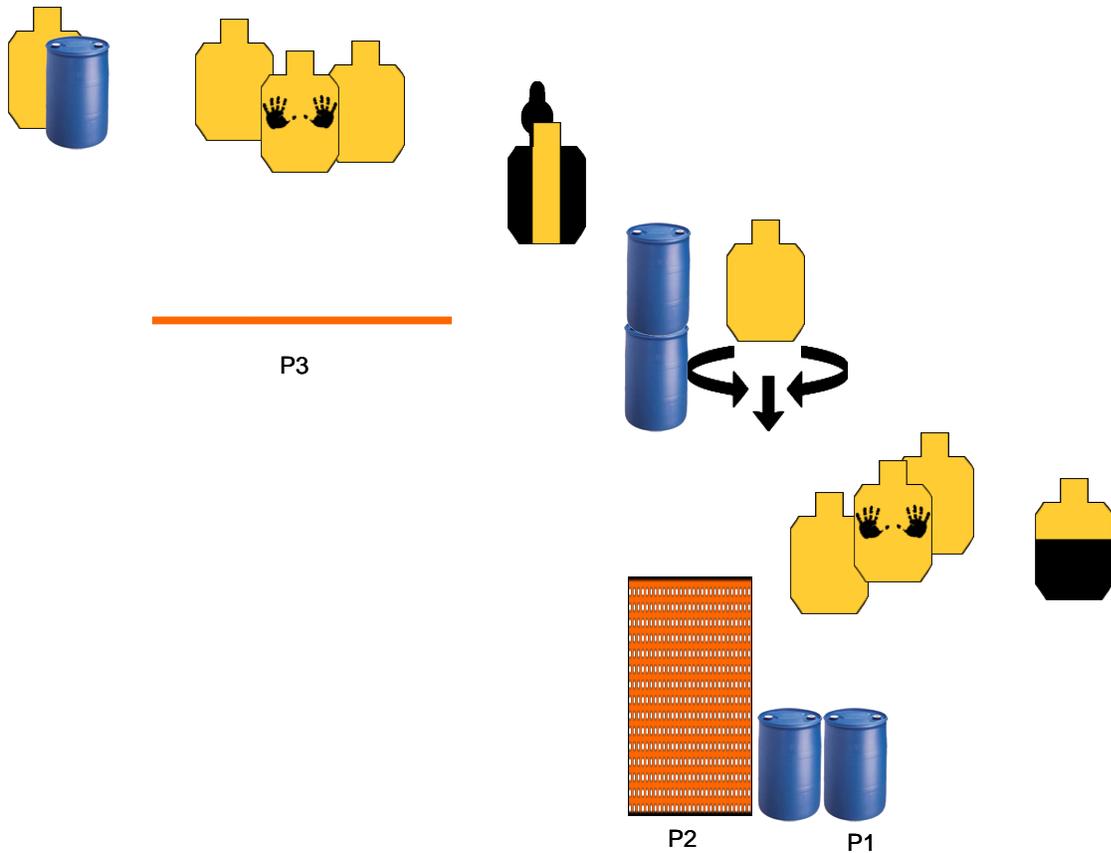
NOTES: Middle Target on each set must be engaged!!



Safety line

Construction Zone Shoot-out --- Bay 3

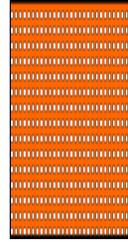
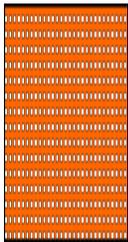
RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Shooter will be standing at P1 with gun loaded to divison capacity and hands on barrel.	
SCENARIO: You are walking home and are passing a construction site. You hear a struggle and then shots, some that pass you! You need to take action to save yourself and possibly others.	SCORING: Unlimited
	ROUND COUNT: 16
PROCEDURE: At the signal, shooter will move to P2 and engage T1 - T5 from behind cover. T4 will activate T5, a drop turner. Then move to P3 and engage T6 - T8 from cover. All targets get 2 rounds each.	TARGETS: 08
	DISTANCE: 7 yds to 15 yds
	SCORED HITS: Best 2 hits on paper.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: Watch shooters finger when moving and reload locations.



Safety line

Run the Square ----- Bay 4

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Shooter will start standing at P1, gun and mags all loaded to division capacity, holstered and arms at their side.	
SCENARIO: This is a Standards Drill.	SCORING: Limited
PROCEDURE: At the buzzer, shooter will advance toward P2, while they are moving they will engage T1 - T3 with 2 rounds each. At P2, they will preform a Loaded Chamber Reload behind cover, then advance to P3, again while moving engage T1 - T3 with 2 rounds each. When they reach P3, they will preform a Loaded Chamber Reload behind cover, then retreat to P4, again while moving engage T1 - T3 with 2 rounds each.	ROUND COUNT: 18
	TARGETS: 03
	DISTANCE: 5 to 10 yards
	SCORED HITS: 6 hits on paper.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: All shots must be made on the move!



P1

P4

Safety Line

Did you see the Runner -- Bay 5

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Standing at P1, gun loaded to division capacity, hands above sholders at surrender.

SCENARIO:

The cardboard gang has shown up to kill you and steal the company payroll. You can not let any of them escape with it.

PROCEDURE:

At the signal, shooter will engage T1 - T3 in Tactical Sequence while retreating. Shooter will then move to P2 and engage T4 and T5. Move to P3 and engage T6, which will activate runner T7. Finally move to P4, and engage T8 and T9. All targets get 2 rounds each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

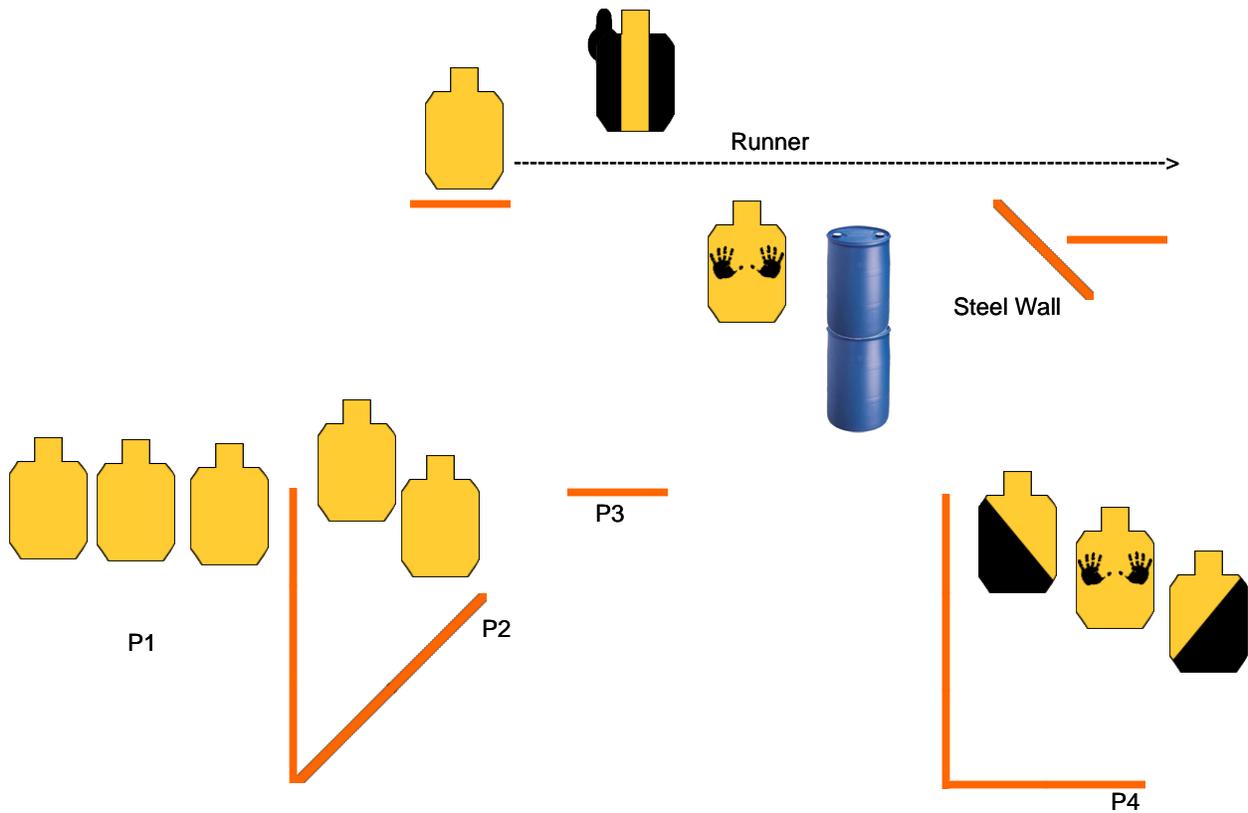
DISTANCE: 1 yd to 12 yds

SCORED HITS: Best 2 hits on paper.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

NOTES: Watch shooters finger while moving from positions.



Safety Line