

# Pigs on the Prowl --- Bay 1

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Standing at P1, gun loaded to division capacity and holstered. Hands at side.

**SCENARIO:**

While hiking with your kids in the Hill country, your kids run ahead on the trail. You hear a scream and looking ahead you see the kids have surprized a group of feral hogs. These oinkers are upset and looking for a fight. The lead boar is grinding his tusks and threatening the kids. Put yourself between the kids and the pack of angry hogs. It's time to make BACON!!

**PROCEDURE:**

At the signal, the shooter will move past the 2 kids heading to P2, sweeping them back with their weak hand and using strong hand only to enagage T1 with 2 body shots. Once the shooter reaches P2, they are to engage the rest of the targest, T2 - T6, with 2 body shots, freestyle. Once all targets have been engaged the shooter is then to reengage all targets with 1 round to the head.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

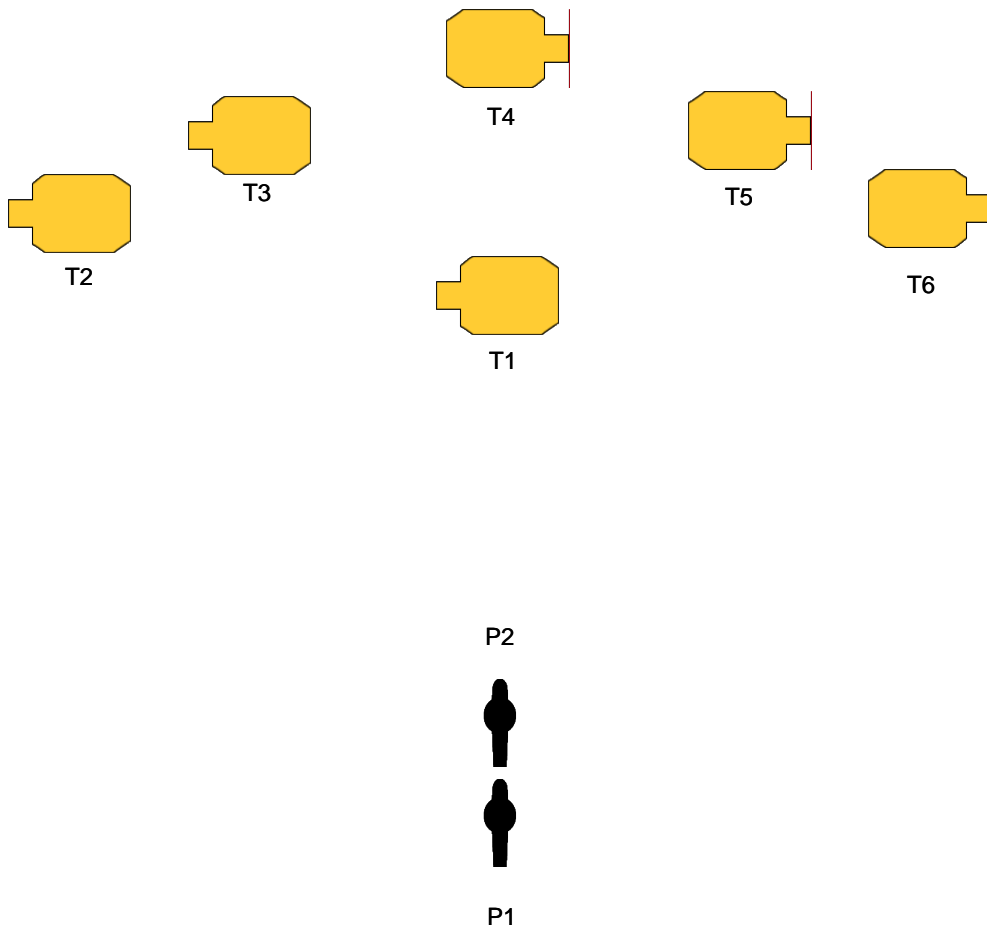
**DISTANCE:** 3 - 10 yards

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

**PENALTIES:** Per IDPA Rule book.

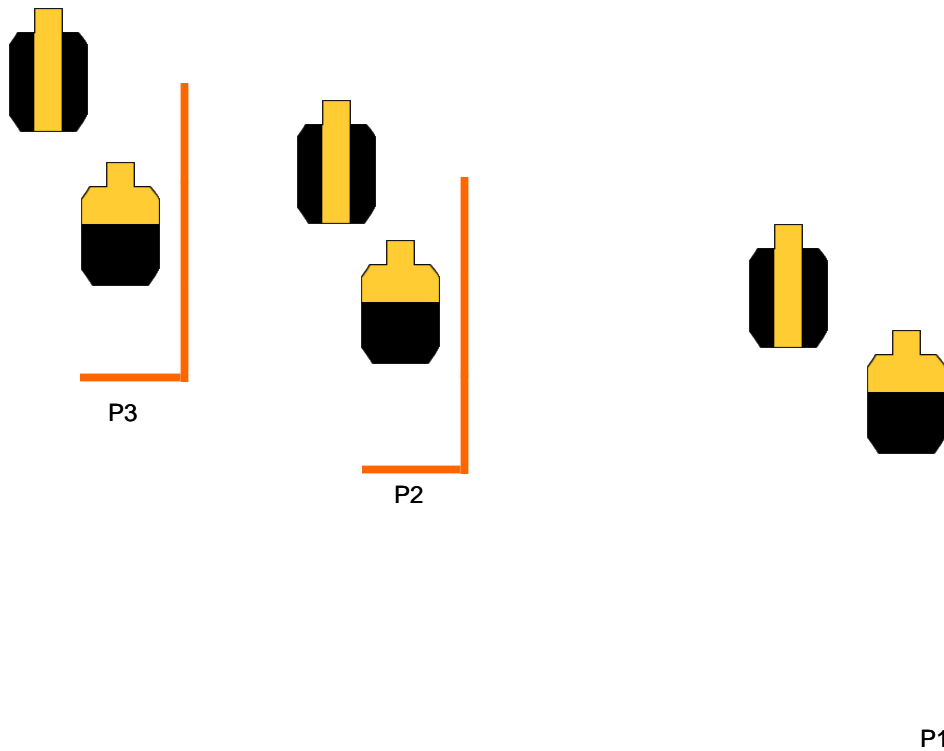
**CONCEALMENT:** Yes

**NOTES:** Shooter does not leave P2, head shots are to be done last.



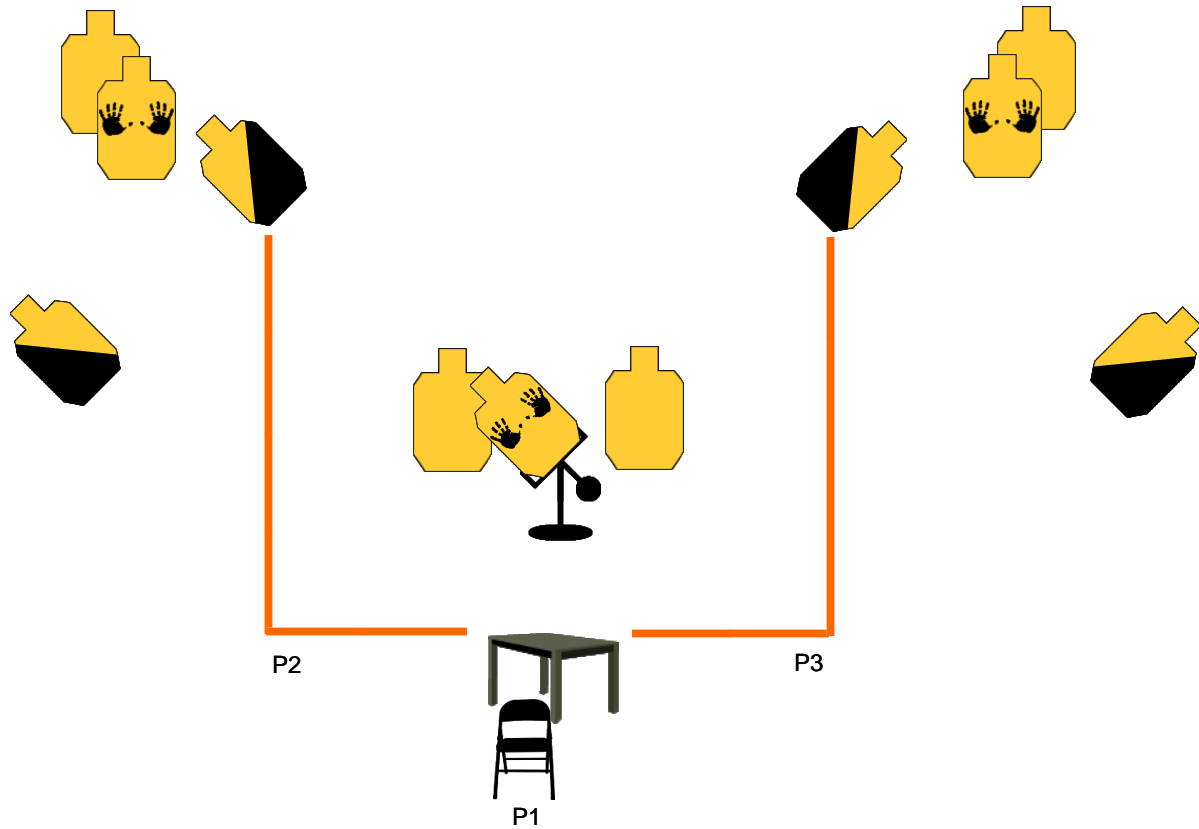
# Boot Scoot n Boogie --- Bay 2

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> WilliamCooke
<b>START POSITION:</b> Standing at P1, gun loaded to division capacity and holstered. Hands at shooters side.	
<b>SCENARIO:</b> The cardboard gand is here to get your boots, so scoot and show them they can't have them.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the signal, the shooter will move toward P2 while engaging T1 - T2 with 2 body and 1 head shot. Once at P2, use cover to engage T3 - T4, again, with 2 body and 1 head shot. Then move to P3 and use cover to engage T5 - T6, again, with 2 body and 1 head shot.	<b>ROUND COUNT:</b> 18
Remember, do not leave cover with an empty gun or while preforming a reload!!!	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 3 - 10 yards
	<b>SCORED HITS:</b> Bets 2 body and 1 head shots will be counted.
	<b>PENALTIES:</b> Per IDPA Rule book.
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Watch shooters finger when moving and reload locations.



# Dangerous Job Being a Bookie --- Bay 3

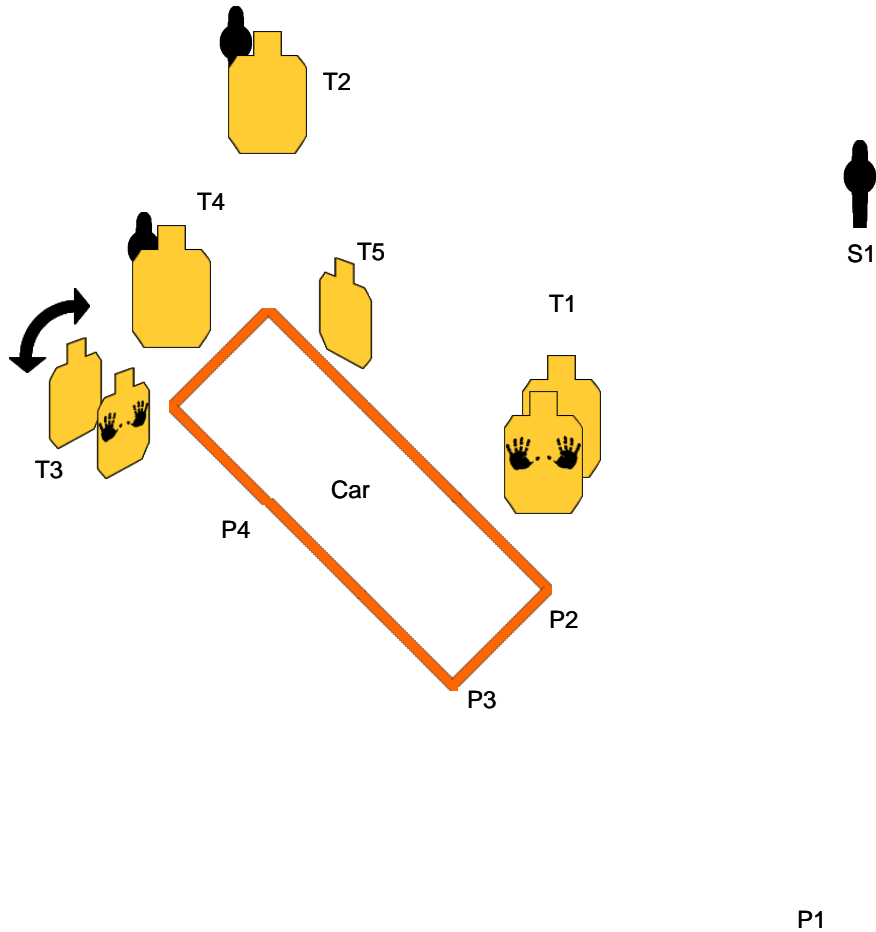
<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> WilliamCooke
<b>START POSITION:</b> Sitting at P1, gun loaded to division capacity and inside IDPA Box. Weak hand on table, strong hand holding the rope to activate the swinger.	
<b>SCENARIO:</b> You are the local bookie. It seems you took bets from some sore losers and they have come to get their money back.	
<b>PROCEDURE:</b> At the signal, shooter is to pull the rope and activate the swinger, drop the rope and retrieve their gun from the box. They are to engage T1 - T2, seated at P1 and through the opening. Once they are done, they may move to P2 or P3 and engage targets from that location using cover. They will then move to the other location and engage the targets there using cover. All targets get 2 shots.	
<b>SCORING:</b> Unlimited	
<b>ROUND COUNT:</b> 16	
<b>TARGETS:</b> 08	
<b>DISTANCE:</b> 3 - 15 yards	
<b>SCORED HITS:</b> Best 2 hits on paper.	
<b>PENALTIES:</b> Per IDPA Rule book.	
<b>CONCEALMENT:</b> Yes	
<b>NOTES:</b> Make sure shooter stays seated at P1, and watch their finger as they move from P2 to P3 or vis versa.	



Safety Line

# From Out of Town --- Bay 4

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> WilliamCooke
<b>START POSITION:</b> Standing at P1, Gun loaded to division capacity and holstered. Shooter will be holding bags in both hands.	
<b>SCENARIO:</b> When the shooter is given the command "Stand by", shooter is to start walking toward P2. At the signal, shooter will drop the bags and engage S1 until it falls as they are moving to P2. At P2, use cover and engage T1 and T2. T2 will activate the swinger T3. Move to P3, use cover and engage T3. Move to P4, use cover and engage T4 which will activate T5.	
<b>PROCEDURE:</b>	
	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 16
	<b>TARGETS:</b> 05
	<b>DISTANCE:</b> 3 - 15 yard
	<b>SCORED HITS:</b> Best 3 hits on paper, and steel must fall.
	<b>PENALTIES:</b> Per IDPA Rule book.
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> S1 must be engaged on the move.



# A Pushover --- Bay 5

**RULES:** IDPA Rules

**COURSE DESIGNER:** WilliamCooke

**START POSITION:**

Standing at P1, gun loaded to division capacity and holstered. Hands at shooters side.

**SCENARIO:**

While standing out front of your house, talking with your buddy, a member of the card board gang walks up and demands everyones money. When he pulls a gun, you spring into action, but quickly realize he is not alone. Act quickly to save your life and your buddies life!!

**PROCEDURE:**

At the signal, the shooter will push down your "buddy", steel activtor, with your strong hand. This will activate T1, an up-down, Then enage T2 - T3. Once done with them start to move to P2, you will see T4 and T5 along the way. You must engage them on the move and before you get to P2. Once at P2, use cover to engage T6 - T8.

All paper get 2 rounds.

Be sure to not to leave cover with an empty gun or in the proces of reloading. If shooter goes empty while moving from P1 to P2, they may not reengage T4 - T5 from P2!!

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

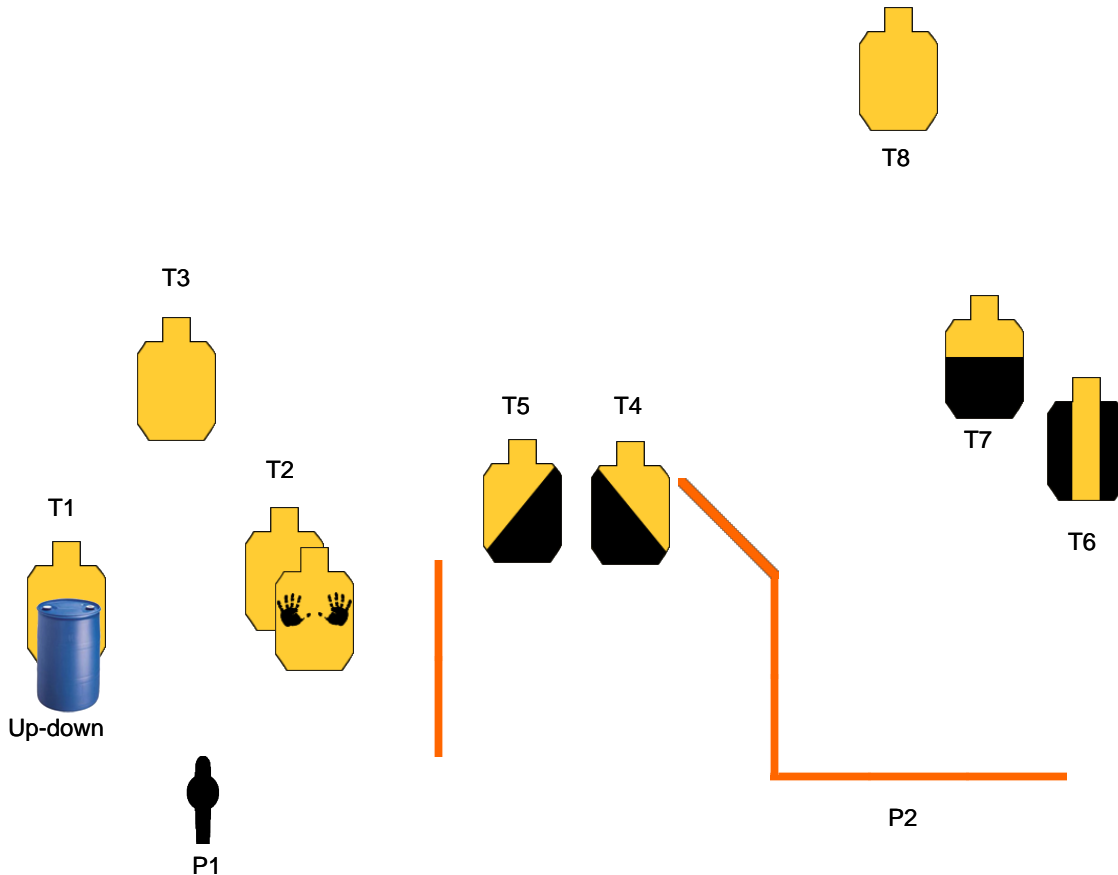
**DISTANCE:** 3 - 15 yards

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

**PENALTIES:** Per IDPA Rule book.

**CONCEALMENT:** Yes

**NOTES:**



Safety Line