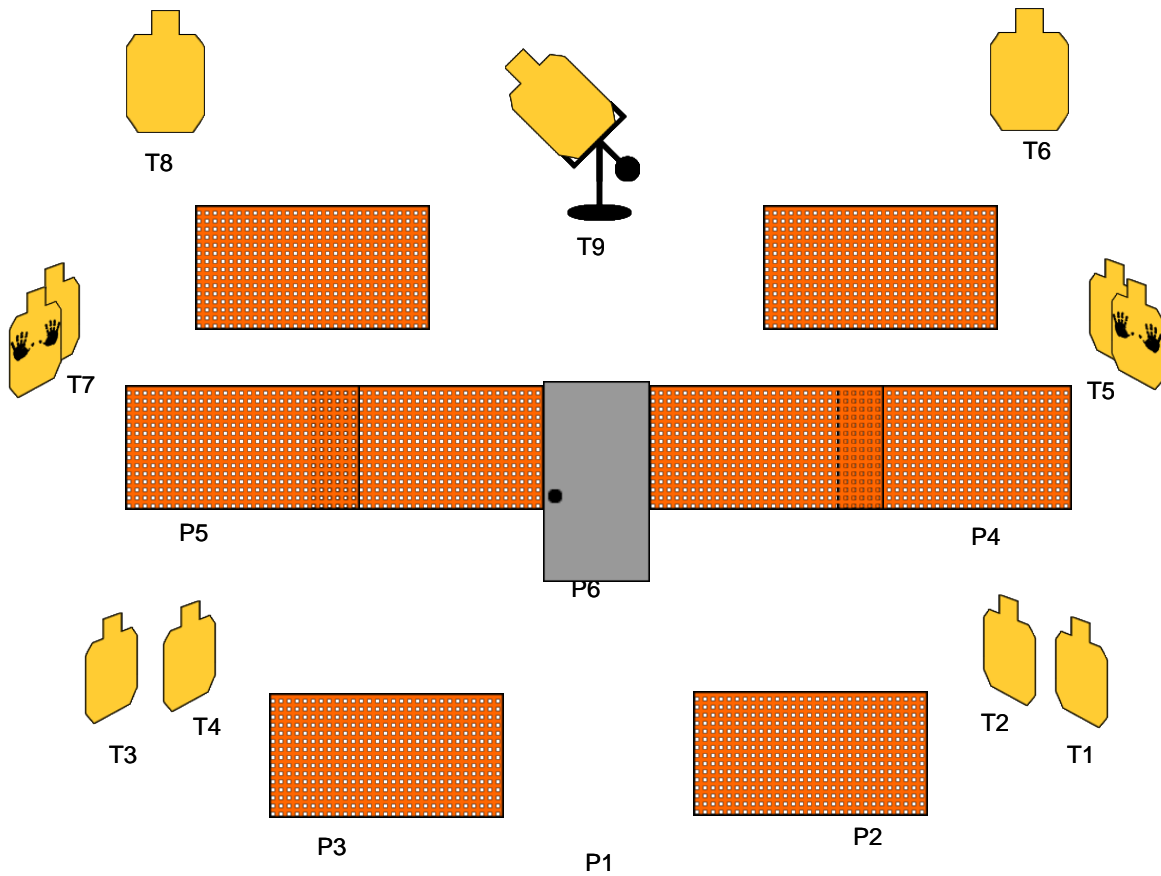


Find the Bad Guys ----- Bay 1

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Shooter will be standing at P1. Gun loaded to division capacity and hands at side.	
SCENARIO: You are at work and you hear the Cardboard gang show up and start shooting. Time to take action.	SCORING: Unlimited
PROCEDURE: Standing at P1, at the buzzer, shooter will move to P2 and engage T1 & T2, then move to P3 and engage T3 & T4. Then move to P4 and engage T5 & T6 then over to P5 and T7 and T8. Finally move to the door and open up the door and step through it to P6. Opening the door will activate T9, a swinger. All targets get 2 rounds.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 3 to 15 yards
	SCORED HITS: Best 2 hits on paper.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: SO's watch the muzzle when moving and when opening door.



Safety line

The V ---- Bay 2

RULES: IDPA Rules

COURSE DESIGNER: WilliamCooke

START POSITION:

Shooter standing a P1 within reach of targets. Gun loaded to division capacity and hands at sides.

SCENARIO:

Fight your way through the "V" to survive.

PROCEDURE:

Standing at P1, at the buzzer, shooter will start backing up while engaging T1 - T3 with 2 rounds each. Then move to P2 and engage T4 - T6. Then move to P3, as you are moving to P3, engage T7. Once at P3, engage T8 and T9. All targets get 2 rounds.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

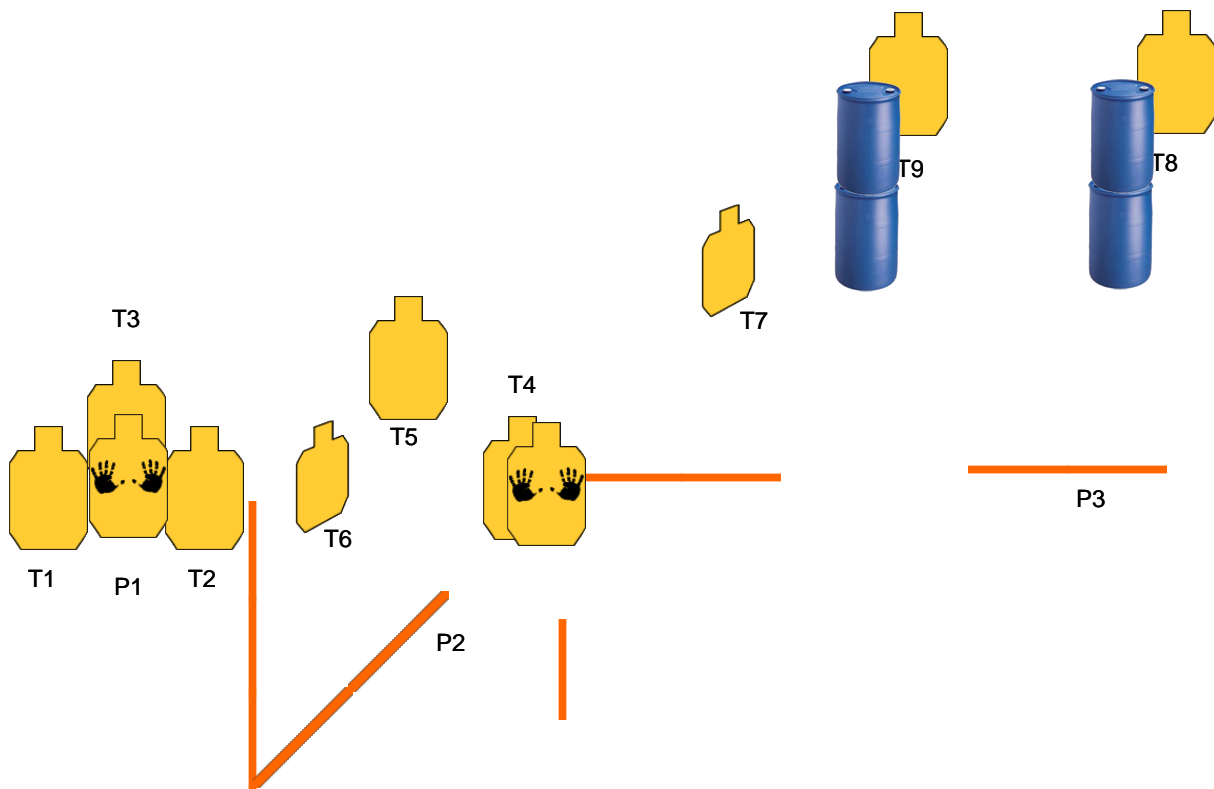
DISTANCE: 1 - 15 yards

SCORED HITS: Best 2 hits on paper.

PENALTIES: Per IDPA Rule book.

CONCEALMENT: Yes

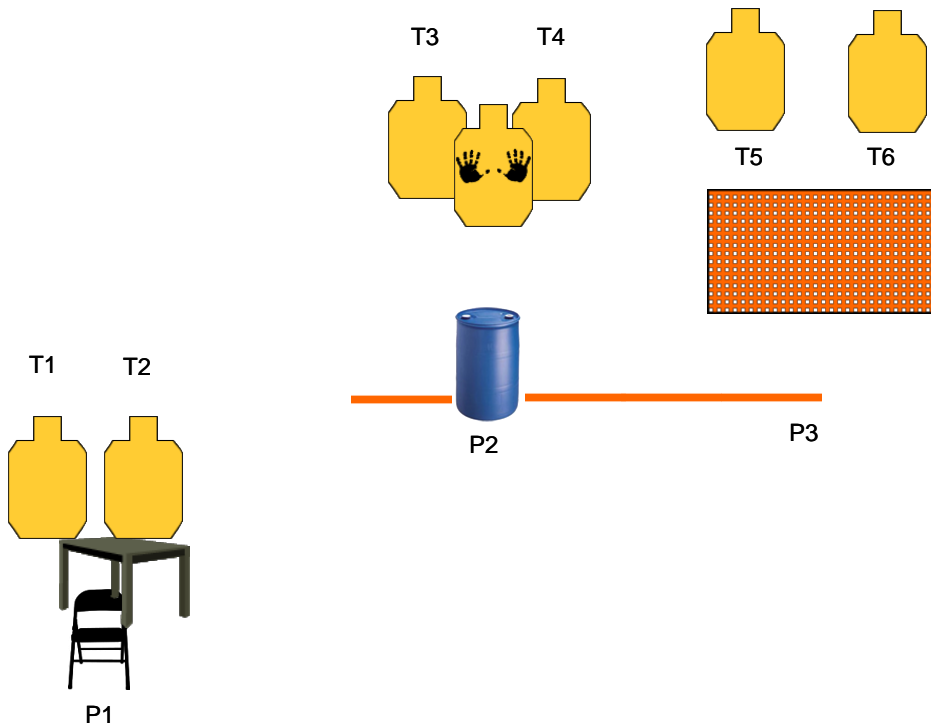
NOTES: SO's make sure T7 is engaged on the move.



Safety Line

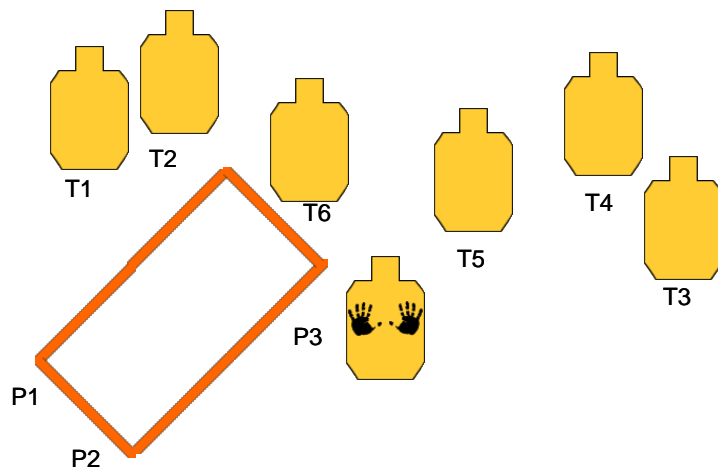
Bad day to be Cardboard ---- Bay 3

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Sitting at P1, hands on your knees. Gun loaded with 6 rounds and in the IDPA Box.	
SCENARIO: You are at a repair shop looking to get your car fixed, but you soon find out that it is a front for the Cardboard gang and they plan to rip you off. Take action to save yourself.	SCORING: Unlimited
	ROUND COUNT: 18
PROCEDURE: Sitting at P1, at the buzzer, retrieve your gun from the box and engage T1 - T2 in Tactical Sequence with 3 rounds each. Shooter will then reload and then move to P2. At P2, engage T3 - T4 with 3 rounds each through the barrel. Then move to P3 and engage T5 and T6 through the netted wall Mozambique style (2 body and 1 head)	TARGETS: 06
	DISTANCE: 1 to 5 yards
	SCORED HITS: Best 3 hits on paper.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: SO's, be sure shooter finishes their reload before leaving P1.



Attempted Robbery ----- Bay 4

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Shooter will be at P1 with their hands inside the engine bay. Gun will be loaded to division capacity.	
SCENARIO: You and your spouse are out and have car trouble. Your spouse has gone to the back to get you a screw driver, when trouble pulls up. Time to save the day. But watch out, one is hiding at the back of your car.	SCORING: Unlimited
PROCEDURE: Shooter is at P1 with hands in the engine bay. At the buzzer shooter will use the engine as cover and engage T1 and T2. Move to P2 and again using the truck and cover engage T3 - T5. Then move to P3 and engage T6. All targets 2 rounds to the body and 1 round to the head.	ROUND COUNT: 18
	TARGETS: 06
	DISTANCE: 3 - 10 yards
	SCORED HITS: Best 2 body hits and 1 head hit.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: SO's watch the muzzle!!



Safety Line

Sea of Bad Guys ----- Bay 5

RULES: IDPA Rules	COURSE DESIGNER: WilliamCooke
START POSITION: Standing at P1 with your hands on the wall. Gun loaded to division capacity.	
SCENARIO: The Cardboard gang is mad about what happened at their repair shop and are here to get revenge.	SCORING: Unlimited
PROCEDURE: Standing at P1 with hands on wall. At the buzzer shooter can move to either end of the wall to engage targets in Tactical Sequence. Shooter may have to move to opposite end of wall to finish engaging targets. All targets get 2 rounds. Warning!!!! Pass-throughs count!!	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 3 - 15 yards
	SCORED HITS: Best 2 hits on paper.
	PENALTIES: Per IDPA Rule book.
	CONCEALMENT: Yes
	NOTES: SO's watch fingers and muzzles when shooter is moving.

