

# Bay 1 --- Right - Left - Freestyle

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

The shooter will be standing at P1 gun will be loaded to division capacity. The gun will be in shooters RIGHT hand and held at a 45-degree angle to the ground.

**SCENARIO:**

This is a standard and will work on your gun control with each hand.

**PROCEDURE:**

Standing at P1, at the buzzer, start moving toward P2, while on the move, engage T1 - T3 with the right hand only. From P2 move toward P3, while on the move, engage T4 - T6 left hand only. From P3, engage T7 - T9 from either side of cover.

All targets get 2 rounds.

Shooter may reload behind cover at P2 before advancing, but may not leave P2 with an empty gun.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

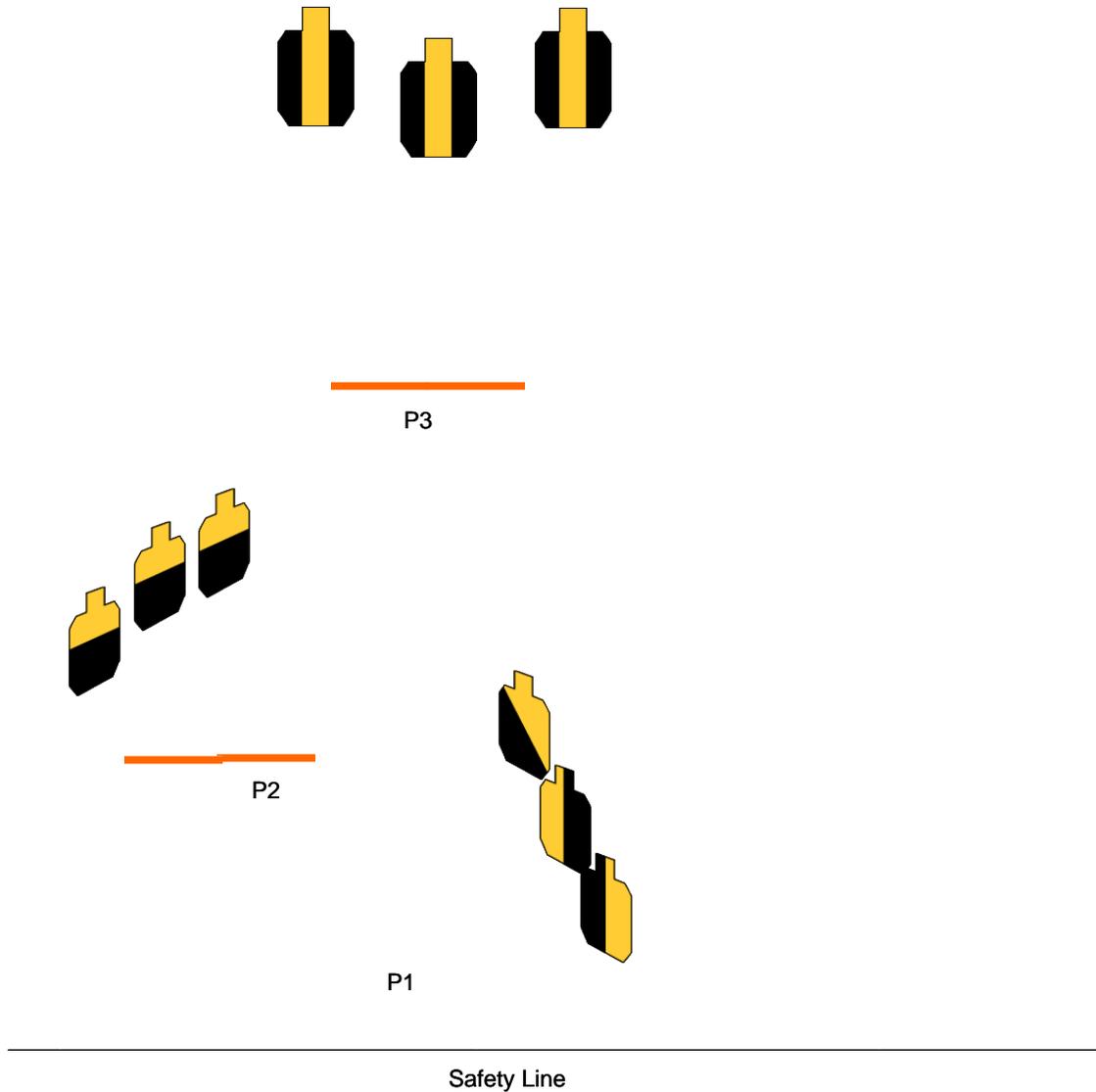
**DISTANCE:** 3 yds to 10 yds

**SCORED HITS:** 2 hits on target

**PENALTIES:** Per IDPA Rule book

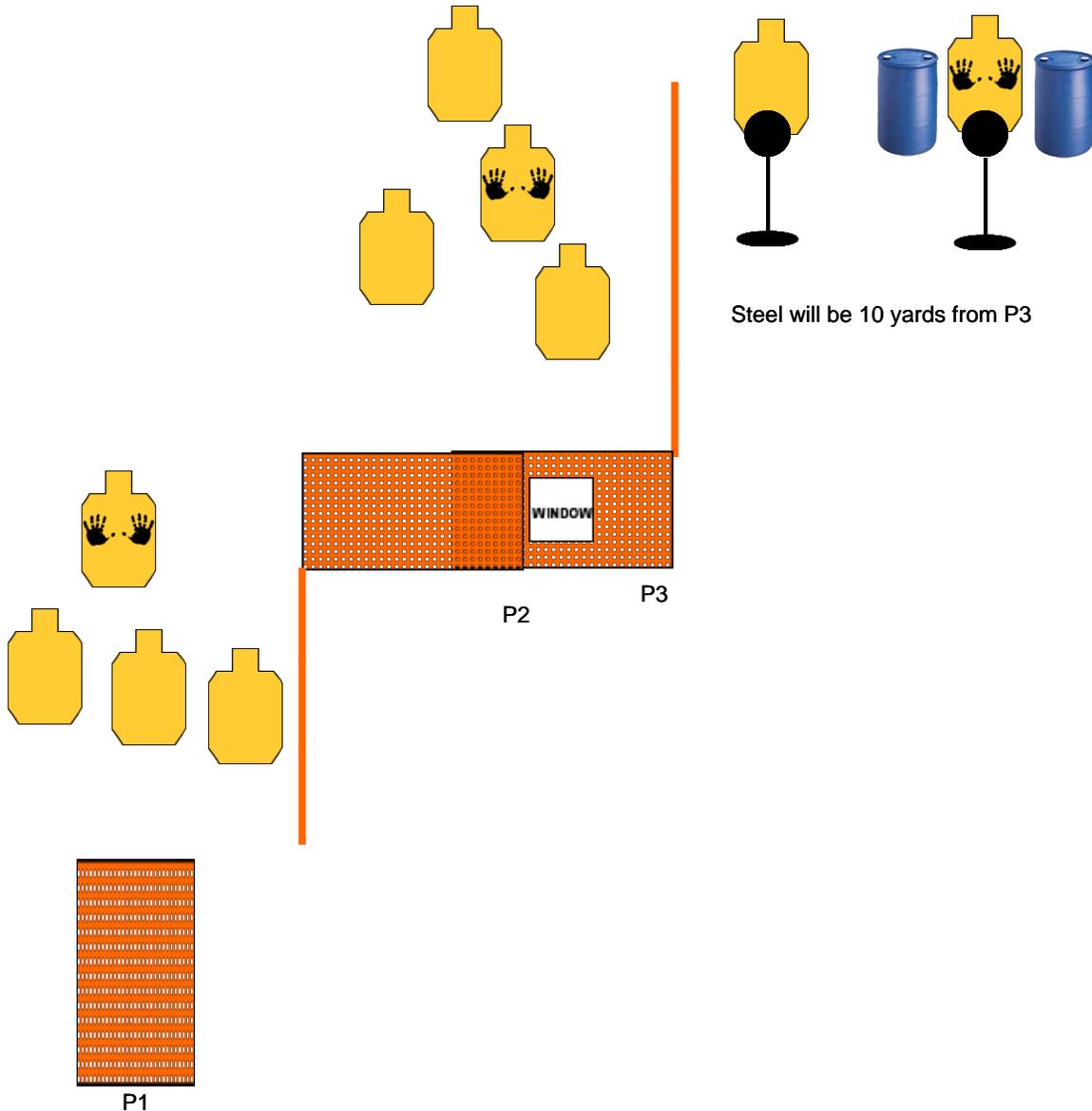
**CONCEALMENT:** No

**NOTES:** Watch muzzle and finger while moving.



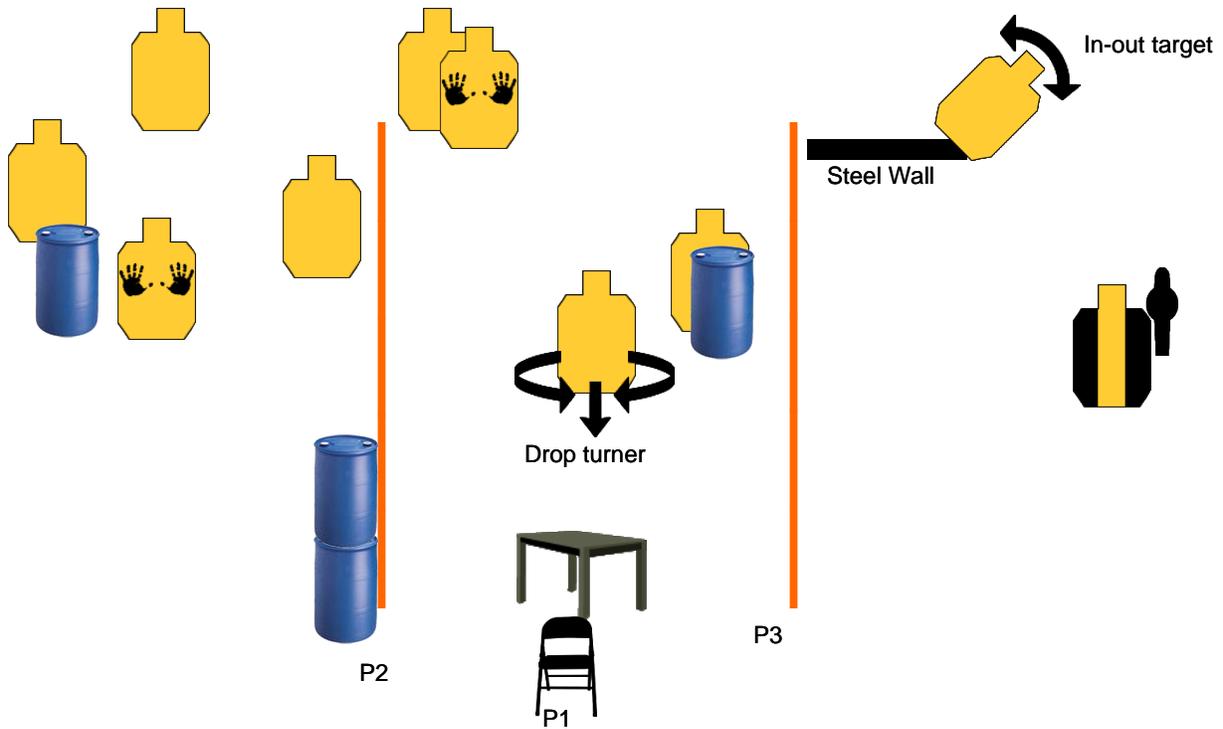
# Bay 2 -- ATM Gone Wrong

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter standing at P1, gun loaded to division capacity and holstered. Both hands on the ATM and the strong hand holding the ATM card.	
<b>SCENARIO:</b> You are out and are in need of more cash. So you stop off at an ATM to pick up some when you are set upon by the cardboard gang. You also hear your family is also being attacked by them in the shop and you must save them also.	
<b>PROCEDURE:</b> At the buzzer, shooter can drop the the ATM card and while using the ATM as cover, engage T1 - T3 with 2 rounds each from either side of the ATM. Then move to P2, and engage T4 - T6 with 2 rounds each through the window. Finally, move to P3, and engage both S1 and S2 and T7 as you see them from cover.	
<b>SCORING:</b> Unlimited	
<b>ROUND COUNT:</b> 16	
<b>TARGETS:</b> 09	
<b>DISTANCE:</b> 7 to 20 yds	
<b>SCORED HITS:</b> Best 2 hits on paper, steel must fall.	
<b>PENALTIES:</b> Per Rule Book	
<b>CONCEALMENT:</b> Yes	
<b>NOTES:</b> Watch Shooters finger when moving.	



# Bay 3 --- Hard Day at the Office

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter will be seated at P1. Gun will be loaded to division capacity and inside the IDPA Box on the table. Shooter will have both hands on the table top and the rope will be in strong hand.	
<b>SCENARIO:</b> You are sitting at work, wishing you were at the range shooting instead. You heard a commotion and then the cardboard gang busts in and wants your cash. Time to get a little trigger time and save your co-workers.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the buzzer, shooter will pull the activator rope with the strong hand and then retrieve their gun from the box and engage T1 - T3 with 2 rounds each while remaining seated. Then they are to move to P2 and engage T4 - T6 with 2 rounds each. Finally, move to P3 and engage T7 - T8, T7 will activate T8, so shooter must hit and activate on T7 before they can shoot T8.	<b>ROUND COUNT:</b> 16
	<b>TARGETS:</b> 08
	<b>DISTANCE:</b> 2 yds to 15 yds
	<b>SCORED HITS:</b> Best 2 on paper
	<b>PENALTIES:</b> Per rule book
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Watch shooters finger while moving.



# Bay 4 --- Nightmare on the Street

**RULES:** IDPA Rules

**COURSE DESIGNER:** William Cooke

**START POSITION:**

Shooter will be standing at P1, with shopping bags in each hand. Gun loaded to division capacity and holstered.

**SCENARIO:**

You are leaving the last store of your shopping adventure when the cardboard gang descends upon you and you must protect yourself. After dealing with the first bunch a second bunch pops up and you must deal with them!

**PROCEDURE:**

At the buzzer, the shooter needs to toss away the shopping bags and use either side of the doorway as cover, Then they are to engage T1 - T4 with 2 rounds each. Then they are to move toward P2, they will step on the activator and engage T5 and T6 with 2 rounds each, while still on the move. When the shooter reaches P2, they are to engage T7 - T9 with 2 rounds each while using cover.

All targets get 2 rounds.

T5 and T6 must be engaged on the move!!

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

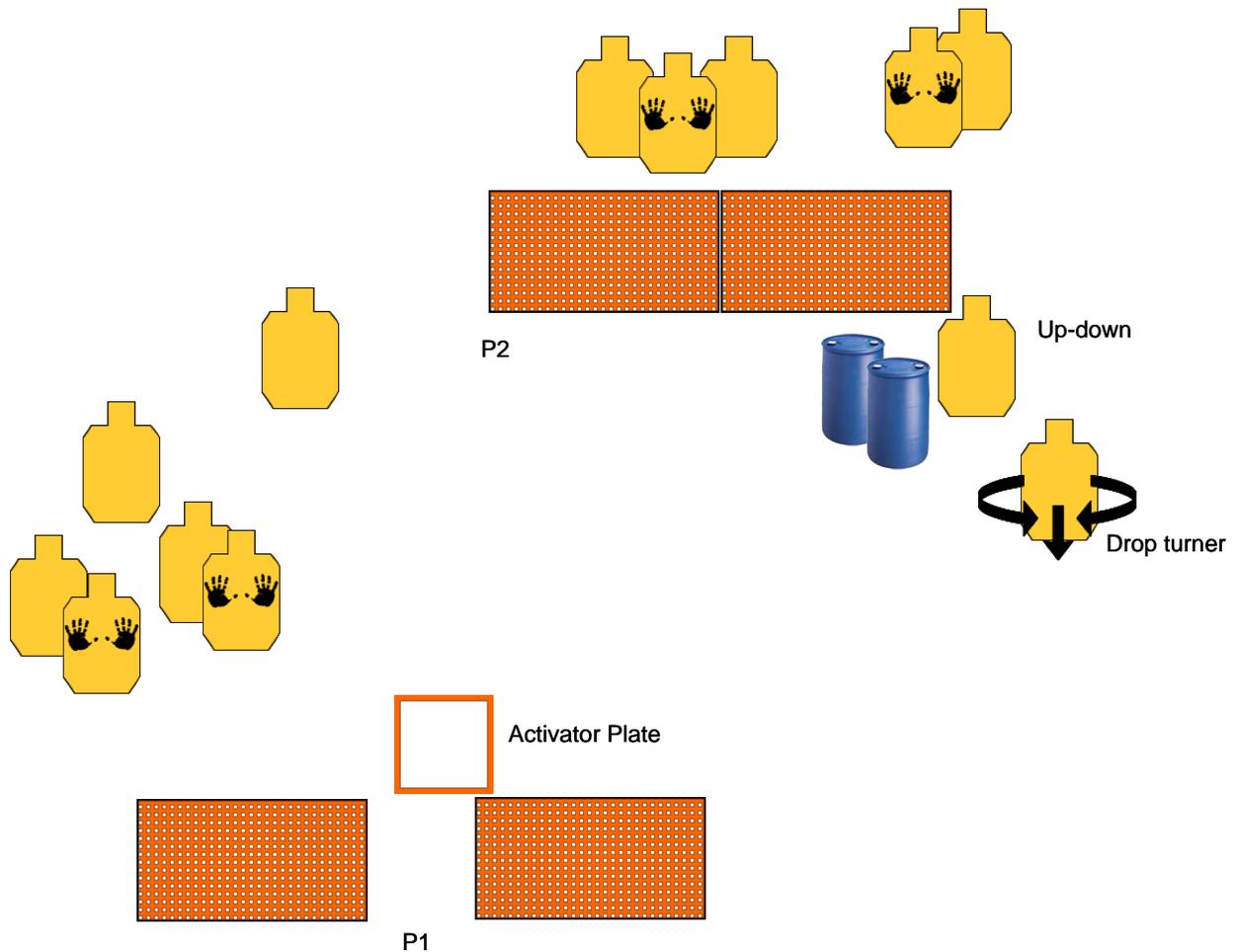
**DISTANCE:** 5 yds to 15 yds

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

**PENALTIES:** Per rule book

**CONCEALMENT:** Yes

**NOTES:** Watch shooter finger when moving.



# Bay 5 --- Run away hoodlum

<b>RULES:</b> IDPA Rules	<b>COURSE DESIGNER:</b> William Cooke
<b>START POSITION:</b> Shooter will be standing at P1, gun loaded to division capacity and holstered.	
<b>SCENARIO:</b> While you are out walking, a few of the cardboard gang come to take what you have.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the buzzer, from the right side of the wall, engage T1 with 2 rounds then engage S1, until it falls, then engage T2 (the runner) with 2 rounds. then move to P2 and engage T3 - T6 with 2 rounds each from the left side of the wall. Be sure you do not leave cover with an empty gun.	<b>ROUND COUNT:</b> 13
	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> 3 to 15 yds
	<b>SCORED HITS:</b> Best 2 hits on paper, steel must fall
	<b>PENALTIES:</b> Per rule book
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Watch shooter finger as they move.

