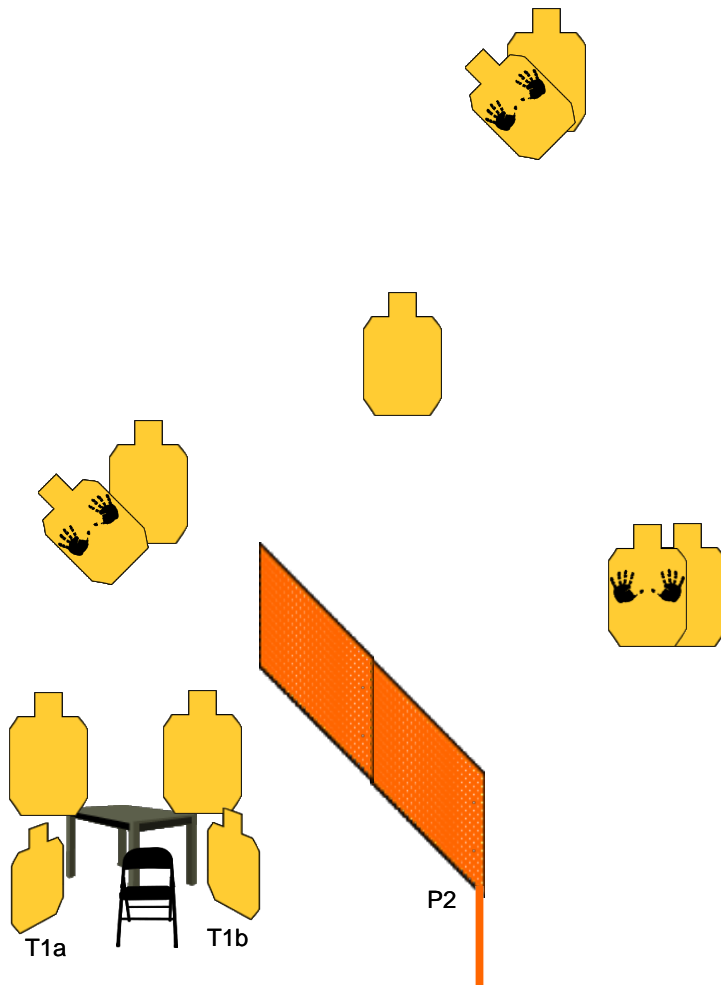


Bay 1 - Poker with a point

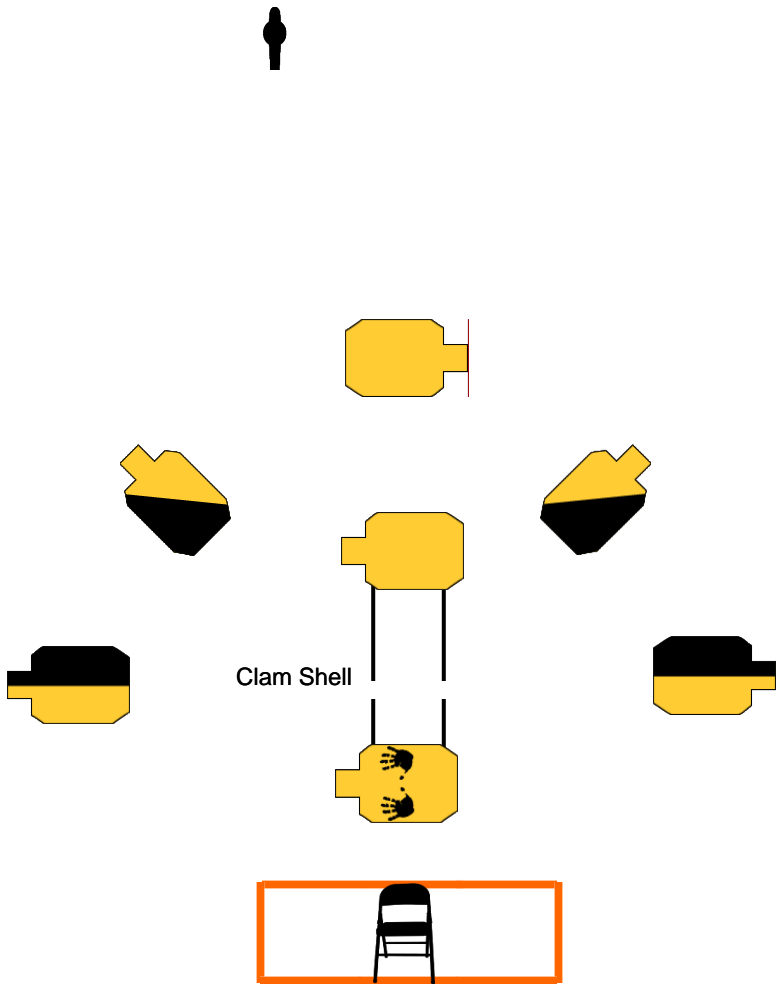
RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Shooter will be seated at the card table, knife in strong hand. Gun will be loaded to division capacity and holstered.	
SCENARIO: You are winning big at cards, and the other patrons don't like it and attempt to take your money by force.	SCORING: Unlimited
PROCEDURE: At the buzzer, the shooter will "stab" the target on their strong side, then draw and engage T2 - T4 from the seated position. Then move to P2 and engage T5 - T7 from cover. T1a and T1b will have the zero zone cut out. The knife must pass through the zero zone hole for the target to be neutralized.	ROUND COUNT: 14
	TARGETS: 07
	DISTANCE: 1 - 10 yds
	SCORED HITS: Best 2 hits on paper
	PENALTIES: Per rule book
	CONCEALMENT: Yes
	NOTES: T1 - T4 engaged while seated.



T1a or b, one will be a threat and the other will be a non-threat, depending on which hand is the strong hand of the shooter.

Bay 2 - Hog Problem

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Shooter will be sitting on the boat with the fishing pole in their hands, gun loaded to division capacity and holstered.	
SCENARIO: You're out fishing and suddenly find yourself trapped amongst some bad piggies that don't want you there. Stop these porkers before they get you or your dog.	SCORING: Unlimited
PROCEDURE: Sat the buzzer, the shooter is to drop the fishing pole and stand and engage targets T1 - T5. Then engage the steel target, which will activate the clam shell target.	ROUND COUNT: 13
	TARGETS: 07
	DISTANCE: 2 yds to 20 yds
	SCORED HITS: Best 2 hits on paper and steel must fall
	PENALTIES: Per rule book
	CONCEALMENT: Yes
	NOTES:



Bay 3 - Ocean Basket Dinner

RULES: IDPA Rules

COURSE DESIGNER: William Cooke

START POSITION:

Shooter is standing at P1 facing up range, wrists above shoulders. Gun loaded to division capacity and holstered.

SCENARIO:

After exiting your favorite seafood restaurant, the Ermelo Gangsters approach on your way back to the parking lot and demand your wallet. As you take care of them, their cousins return fire from their getaway car. Stop their car, then stop them.

PROCEDURE:

At the buzzer, the shooter will turn into their gun side and then draw and engage T1-T3 while retreating to P2. At P2, engage the steel target until it falls, then engage T4 - T5 behind cover.

SCORING: Unlimited

ROUND COUNT: 11

TARGETS: 06

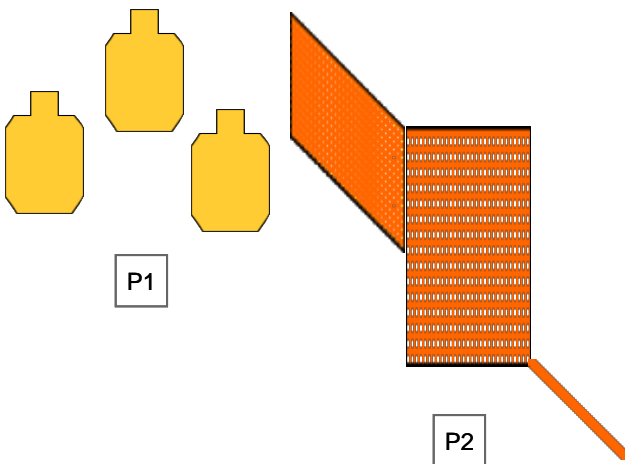
DISTANCE: 1 - 15 yds

SCORED HITS: Best 2 hits on paper and steel must fall.

PENALTIES: Per rule book

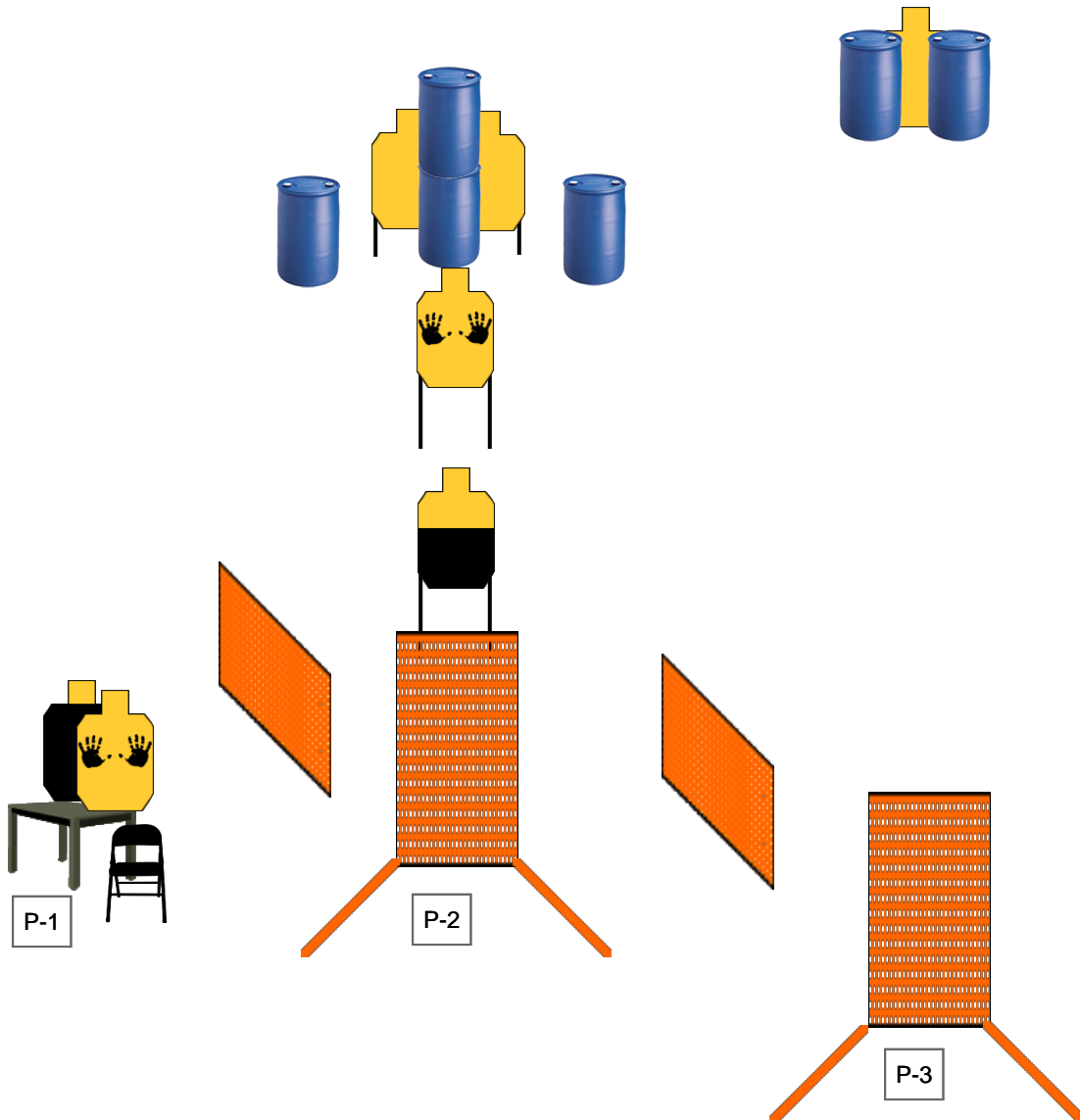
CONCEALMENT: Yes

NOTES: T4 and T5 is not available until steel falls.



Bay 4 - CANTINA Problem

RULES: IDPA Rules	COURSE DESIGNER: William Cooke
START POSITION: Shooter will be seated in the chair at P1, hands on the table. Gun loaded to division capacity and holstered.	
SCENARIO: You are sitting at a local Cantina when in walks a gang of bandits. The leader notices you looking at him and doesn't appreciate the looks you are giving him and approaches you with the intent of doing great harm. You must fight your way out.	SCORING: Unlimited
	ROUND COUNT: 12
PROCEDURE: At the buzzer, the shooter will draw and shoot T-1 with 2 shots to the head while seated. Advance to P-2 and engage T-2 thru T-4 from either side of the barricade. Then advance to P-3 and engage T-5 with 2 shots.	TARGETS: 05
	DISTANCE: 1 yd - 15 yds
	SCORED HITS: Best 2 hits on paper
	PENALTIES: Per rule book
	CONCEALMENT: Yes
	NOTES: Watch shooters muzzle and finger when moving between positions.



Bay 5 - Double trouble

RULES: IDPA Rules

COURSE DESIGNER: Dean Dunning

START POSITION:

Shooter will be standing at P1, with bags in both hands. Gun will be loaded to division capacity and holstered.

SCENARIO:

You are done shopping and putting up your shopping bags, when the cardboard gang shows up and wants your shopping and car. Time to save yourself.

PROCEDURE:

At the buzzer, the shooter will drop the shopping bags and engage T1, then move to P2 and engage T2 - T3. Then move to P3 and engage T4 - T7. T5 will activate the non-threat singer for T6 and T7. It must activate before shooter can move on.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

DISTANCE: 3 yds - 15 yds

SCORED HITS: Best 2 hits on paper

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES: Watch shooters finger and muzzle while moving.

