

Bay 2 --- Oil Country

RULES: IDPA Rules

Created By: William Cooke

START POSITION:

The shooter will be seated at P1. Gun loaded and in the carpetbag, ammunition loading devices on the belt, holding utensil in each hand.

SCENARIO:

You are having dinner with Col. Edwin Drake in Titusville to talk about your future in the booming oil industry when oil pirates appear. Col Drake is distressed - be calm and handle the situation.

PROCEDURE:

At the buzzer, pull utensils to activate the Col Drake swinger NT and then draw their gun from carpetbag. Engage each bad guy in tactical priority while remaining seated.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

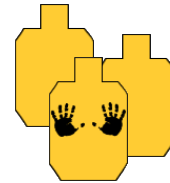
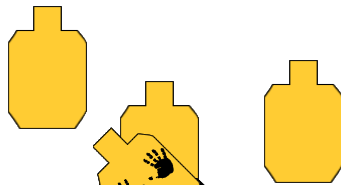
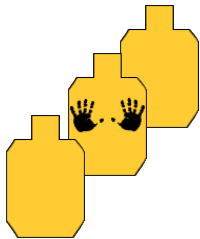
DISTANCE: 1 to 15 yards

SCORED HITS: Best 2 hits on paper

PENALTIES: Per rule book

CONCEALMENT: No

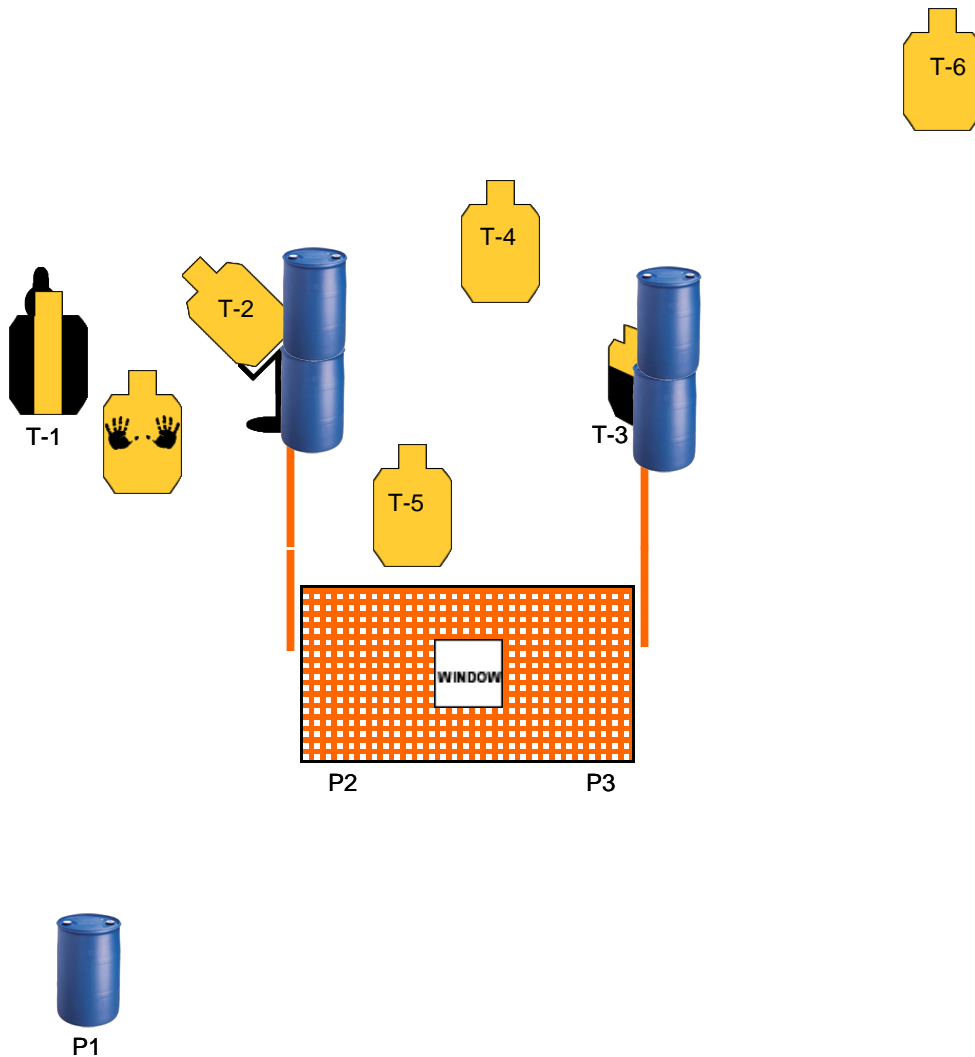
NOTES:



P1

Bay 3 --- Teed Off

RULES: IDPA Rules	Created By: William Cooke
START POSITION: Standing at P1, loaded to division capacity and holstered, hands relaxed at sides	
SCENARIO: The greens keepers watched you in the sand traps, digging trenches, for the last 17 holes, and have decided to confront you on the 18th. After they see your scorecard has you at par, they go berserk and attack you with sand rakes. BTW they are wearing safety vests designed to protect them from stray golf balls, you're gonna have to re-engage.....Protect yourself and get to safety!	SCORING: Unlimited
	ROUND COUNT: 18
	TARGETS: 06
	DISTANCE: 3 to 10 yards
	SCORED HITS: Best 2 body hits and 1 required head shot.
	PENALTIES: Per Current IDPA Handbook
PROCEDURE: At the signal, the shooter will engage T1 to activate T2. T2 will be a fall-out target. Move to P2 and through the window engage T3 - T5. Finally, move to P3 and engage T6.	CONCEALMENT: Yes
	NOTES:



Bay 4 --- Back To School

RULES: IDPA Rules	Created By: William Cooke
START POSITION: The shooter will be standing at P1 with the backpack over their weakside shoulder. Gun loaded to division capacity and holstered.	
SCENARIO: You are walking to school when you walk upon a robbery/shooting taking place.	SCORING: Unlimited
	ROUND COUNT: 14
	TARGETS: 07
	DISTANCE: 5 to 10 yards
	SCORED HITS: Best 2 hits on paper
	PENALTIES: Per rule book
	CONCEALMENT: Yes
	NOTES:



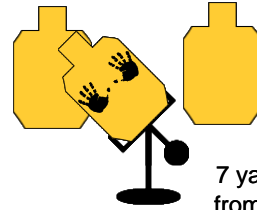
p3



5 yards
from p2



p2



7 yards
from p1



p1

Bay 5 --- I wanna be John Wick

RULES: IDPA Rules	Created By: William Cooke
START POSITION: At P1 facing up-range, hands relaxed at sides. Gun will be loaded to division capacity and holstered.	
SCENARIO: John Wick knows that one round to the body slows an opponent and one round to the head puts them down for good. Be like John Wick!	SCORING: Unlimited
PROCEDURE: At the signal, the shooter will turn, draw and engage T1-T2 with one to the body and one to the head. Then on the retreat to P2, engage T3 in the same fashion. At P2, engage T4 - T6 with one to the body and one to the head. Move to P3 and engage T7-T9 with one to the body and one to the head each.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 1 - 10 yds
	SCORED HITS: Best body hit and 1 required head shot.
	PENALTIES: Per rule book
	CONCEALMENT: Yes
	NOTES:

