

# Museum Attack --- Bay 1

**RULES:** IDPA Rules

**Created By:** William Cooke

**START POSITION:**

The shooter will be standing at P1 with their gun loaded to division capacity and holstered.

**SCENARIO:**

You are at the museum when a group of thugs starts attacking some patrons. Save the good guys and shoot the Worthless Turds.

**PROCEDURE:**

At the signal, the shooter will draw and from cover, engage T1 - T5. Then move to P2 and using cover, engage T6- T7.  
All targets get 2 rounds.

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 07

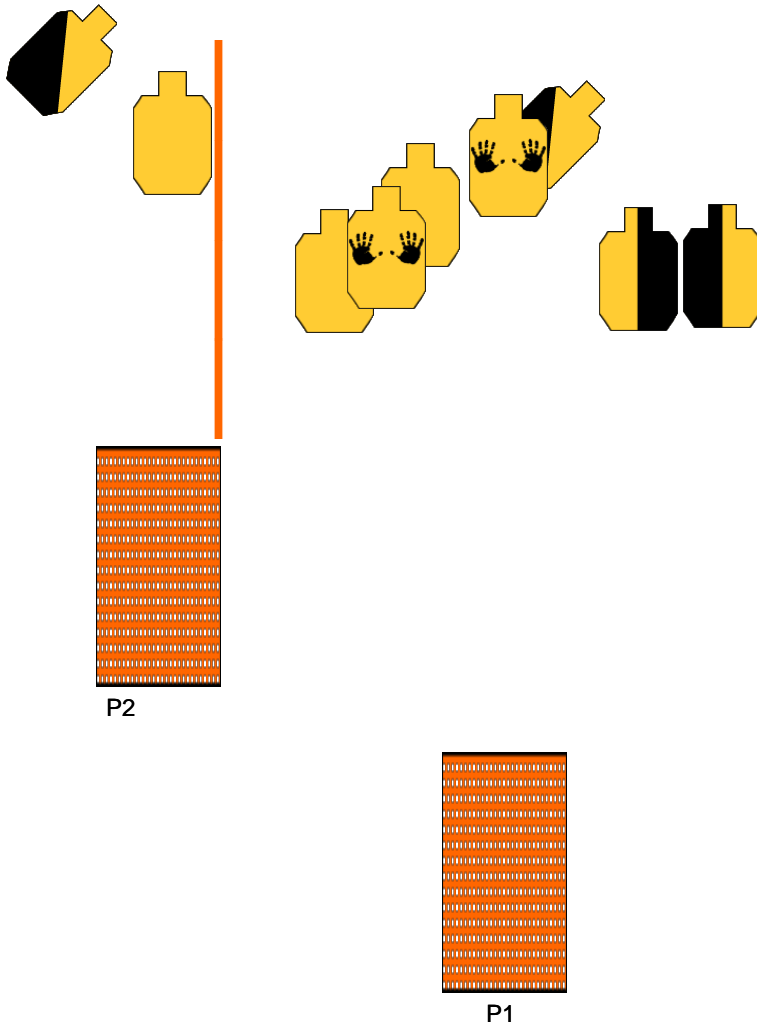
**DISTANCE:** 5 to 10 yards

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

**PENALTIES:** Per rule book

**CONCEALMENT:** Yes

**NOTES:**



# The Bank is being held-up --- Bay 2

**RULES:** IDPA Rules

**Created By:** William Cooke

**START POSITION:**

Standing at P1, hands at your sides with gun loaded to division capacity and holstered

**SCENARIO:**

You are entering the bank and find yourself in the middle of a hold-up. Take out the bad guys and save the day.

**PROCEDURE:**

At the signal, the shooter will draw and shoot the bad guys in tactical priority, reload as necessary. The shooter may advanced down range if they wish.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 06

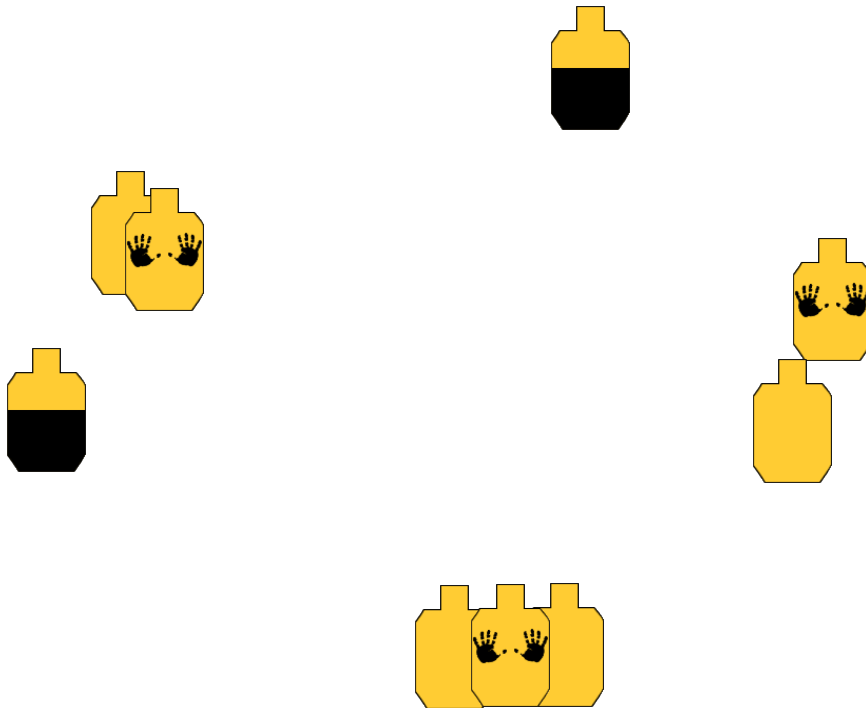
**DISTANCE:** 5 to 15 yards

**SCORED HITS:** Best 3 hits on paper

**PENALTIES:** Per rule book

**CONCEALMENT:** Yes

**NOTES:**



P1

# Car Wash --- Bay 3

**RULES:** IDPA Rules

**Created By:** William Cooke

**START POSITION:**

The shooter will be standing at P1, facing up range, holding a "foaming scrub brush" with both hands. Gun will be loaded to division capacity and holstered.

**SCENARIO:**

You are at the car wash giving your SUV a good cleaning and the cardboard gang shows up wanting to do a different kind of cleaning, like cleaning you all of your money, cars and anything else of value. Time to take out the trash.

**PROCEDURE:**

At the signal, the shooter will drop the "foaming cleaning brush" and turn and engage T1, then move to P2. At P2 engage T2 - T4, T2 will activate T3 an in-out target. Once done, the shooter will move to P3 and engage T5 - T7, T5 will activate T6 another in-out target.

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 07

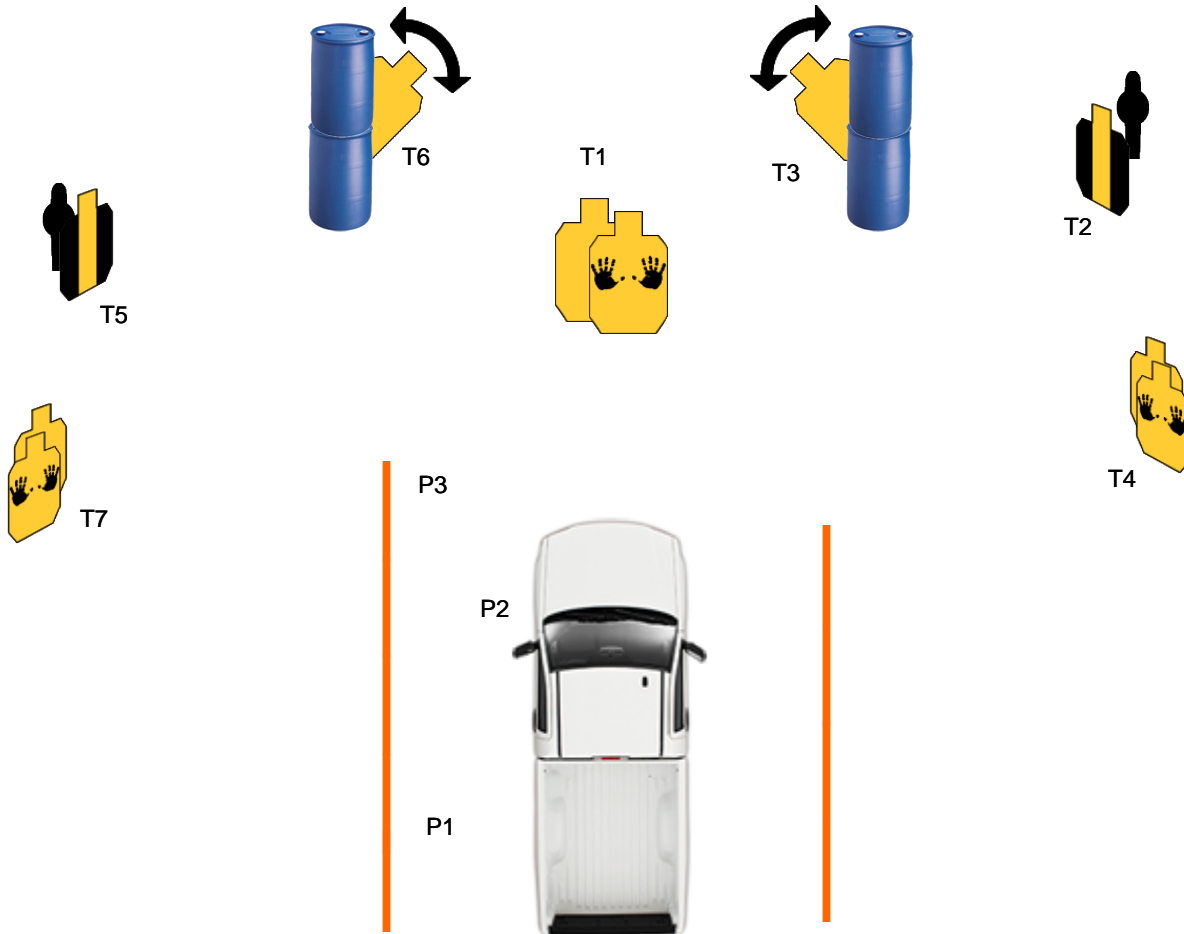
**DISTANCE:** 5 yds to 15 yds

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

**PENALTIES:** Per rule book

**CONCEALMENT:** Yes

**NOTES:**



# Zombie land --- Stage 4

**RULES:** IDPA Rules

**Created By:** William Cooke

**START POSITION:**

The shooter will be sitting at P1, hands-on lap with the pistol in holster loaded to division capacity.

**SCENARIO:**

After escaping the zombies you reach your house to discover the street is overflowing with zombies and Johnny is laying out in the yard. Save Johnny and make it to your house.

**PROCEDURE:**

At the signal, stand up and engage T1 - T3 while staying at P1. T1 will activate T2, a fall-out target. Then move to P2, pick Johnny up and engage T4 through T5 with one hand. Go into the house put Johnny in the crib and proceed to engage the zombies, T6 through T8, hiding in the side yard.

All targets get 2 rounds

Since we are dealing with Zombies, headshots are going to be needed!!

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

**DISTANCE:** 4 - 10 yds

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

**PENALTIES:** Per rule book

**CONCEALMENT:** Yes

**NOTES:** T4 and T5 must be engaged with only 1 hand and Johnny must stay in the crib.

