

# Warmup – Miami Mozambique

All Bays	START POSITION: P1	COURSE DESIGNER: MW
<b>Scenario</b> Iconic 1980s TV Series 'Miami Vice' was among the first to attempt realistic gun handling and cutting edge guns (e.g., Bren Ten). Early ISPC competitor Jim Zubiena trained the lead characters and in one famous episode performed a blazing fast Mozambique in 1.3 seconds, from concealment. Pay homage to impact of that TV series with a similar Mozambique.	<b>SCORING</b> <b>SCORING:</b> Unlimited <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> IDPA 3 <b>CONCEALMENT GARMENT:</b> Required <b>RELOADS:</b> Any IDPA legal reload <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> IDPA Standard	
<b>COF PROCEDURE</b> Shooter starts at P1 with firearm loaded with exactly <b>3</b> rounds; holding prop shotgun with both hands with wrists above shoulders. Upon signal, drop the shotgun and engage T1 in the open with 2 rounds to the body <b>then</b> 1 round to the head from behind fault line.		



P1

# Alley Oops

Bay 2

START POSITION: P1

COURSE DESIGNER: JT

## Scenario

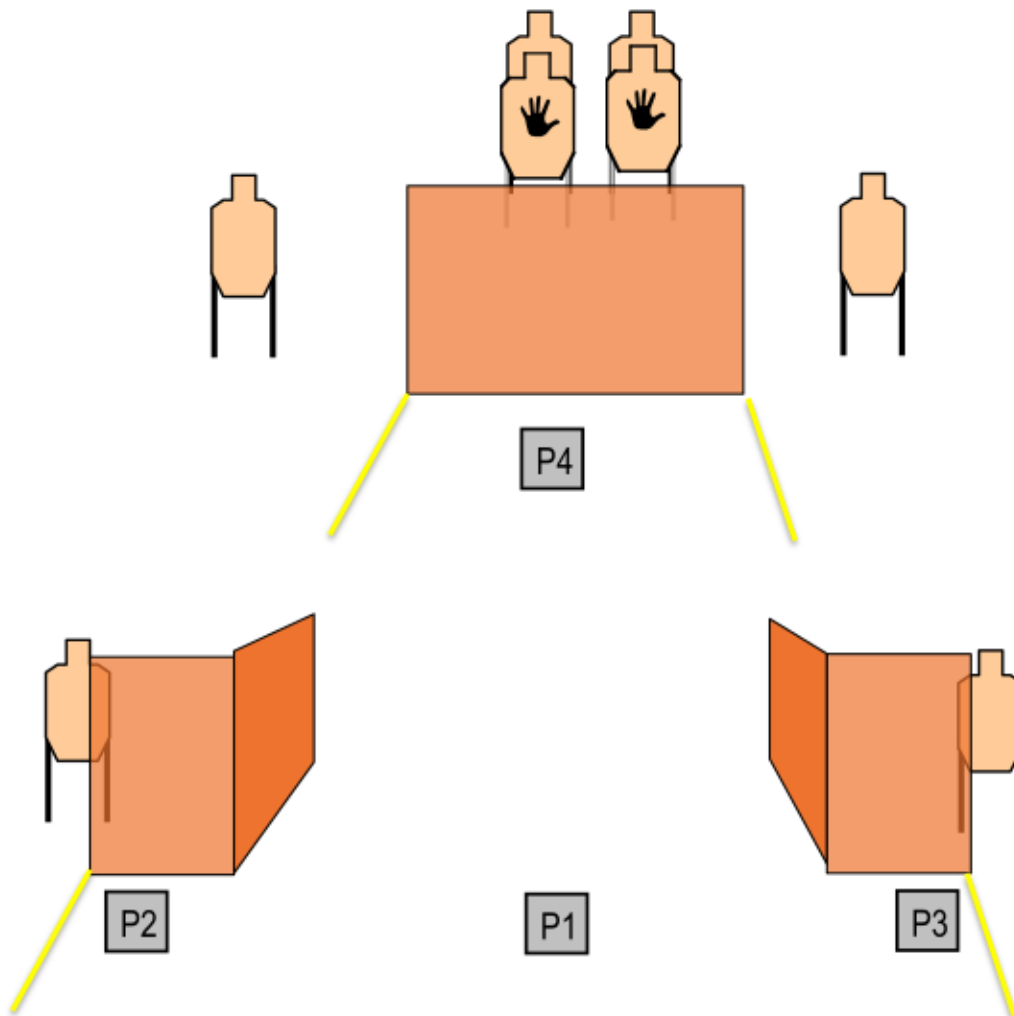
You are minding your business when some vandals come out of the alley. Defend yourself and avoid collateral damage.

## SCORING

**SCORING:** Unlimited  
**TARGETS:** IDPA  
**SCORED HITS:** IDPA 18  
**CONCEALMENT GARMENT:** Required  
**RELOADS:** Any IDPA legal reload  
**START-STOP:** Audible - Last shot  
**PENALTIES:** IDPA Standard

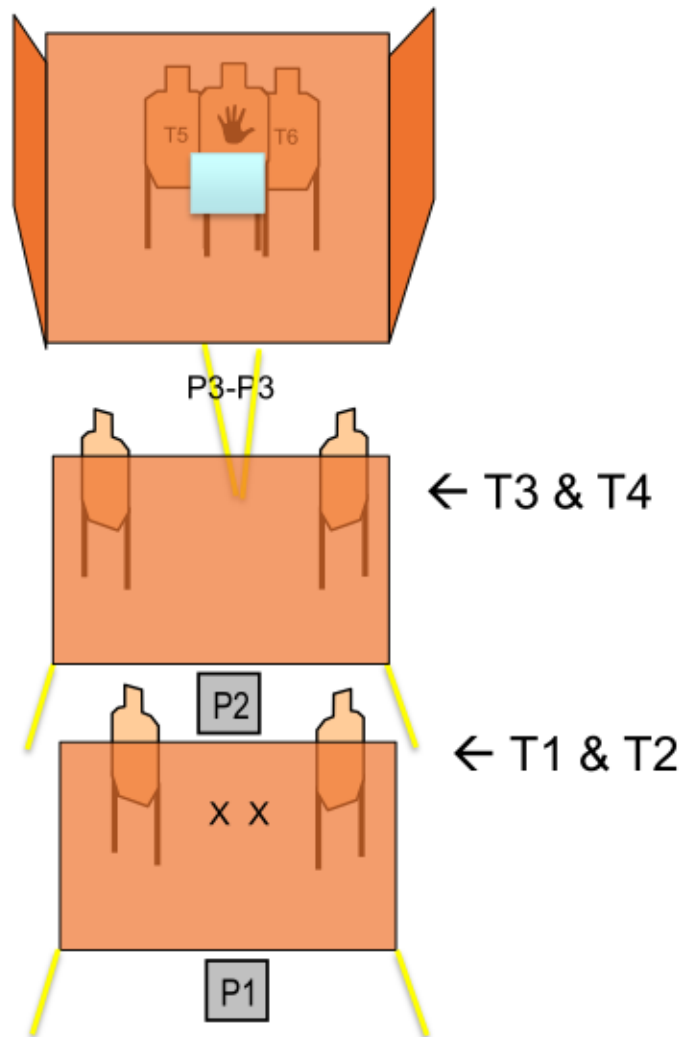
## COF PROCEDURE

Shooter starts at P1. Upon signal, engage available targets in the open. Then advance to positions of cover and engage all remaining targets as encountered. All targets require 2 rounds to the body **and** 1 round to the head.



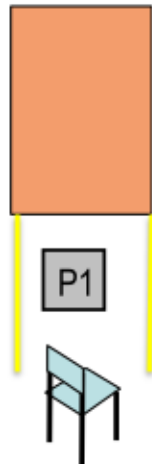
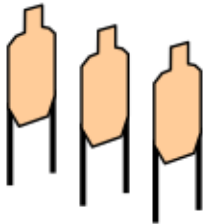
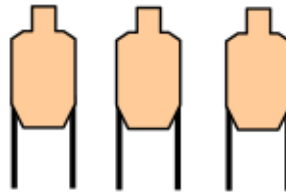
# One at Every Corner

<b>Bay 4</b>	<b>START POSITION:</b> P1	<b>COURSE DESIGNER:</b> EW
<b>Scenario</b> Bad guys everywhere you look. Get them before they get you...		<b>SCORING</b> <b>SCORING:</b> Unlimited <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> IDPA 18 <b>CONCEALMENT GARMENT:</b> Required <b>RELOADS:</b> Any IDPA legal reload <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> IDPA Standard
<b>COF PROCEDURE</b> Start at P1 with <b>palms</b> on the Xs. At start signal, engage T1 thru T4 as they become available. Engage T5 and T6 through the port. All targets require <b>3</b> rounds each.		



# Close 'n Fast – Far 'n Steady

Bay 1	START POSITION: P1	COURSE DESIGNER: MW
Standards	Scenario	<b>SCORING</b> SCORING: Unlimited TARGETS: IDPA SCORED HITS: IDPA 12 CONCEALMENT GARMENT: Optional RELOADS: Any IDPA legal reload START-STOP: Audible - Last shot PENALTIES: IDPA Standard
<b>COF PROCEDURE</b> Shooter starts seated at P1 with back against chair and palms on knees. Upon signal, stand and engage targets from available cover. All targets require 2 rounds each.		



# Wisconsin Peacock

<b>Bay 6</b>	<b>START POSITION: P1</b>	<b>COURSE DESIGNER: JS</b>
<b>Scenario</b>	<b>SCORING</b>	
Standards	<b>SCORING:</b> Limited	
	<b>TARGETS:</b> IDPA	
	<b>SCORED HITS:</b> IDPA 15	
	<b>CONCEALMENT GARMENT:</b> Optional	
	<b>RELOADS:</b> Any IDPA legal reload	
	<b>START-STOP:</b> Audible - Last shot	
	<b>PENALTIES:</b> IDPA Standard	

## COF PROCEDURE

Shooter starts at Pt with toes touching marks. Gun is loaded with exactly 4 rounds only with trigger guard centered on "X" on barrel. At start signal, retrieve firearm and engage each target with 1 round each freestyle. Then reengage each target with one round each Strong Hand Only. Finally, reengage each target with one round each Weak Hand Only.

