

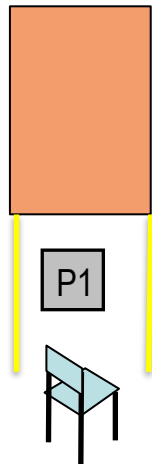
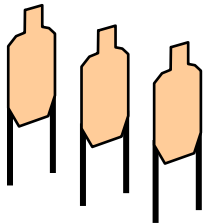
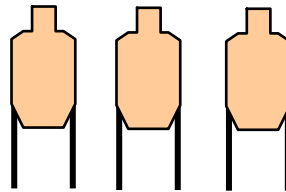
Warmup – Miami Mozambique

All Bays	START POSITION: P1	COURSE DESIGNER: MW
Scenario 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.	SCORING SCORING: Unlimited TARGETS: IDPA SCORED HITS: IDPA 3 CONCEALMENT GARMENT: Required RELOADS: Any IDPA legal reload START-STOP: Audible - Last shot PENALTIES: IDPA Standard	
COF PROCEDURE Shooter starts at P1 with firearm loaded with exactly 3 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 then 1 round to the head from behind fault line.		



Close 'n Fast – Far 'n Steady

Bay 1	START POSITION: P1	COURSE DESIGNER: MW
Standards	Scenario	SCORING SCORING: Unlimited TARGETS: IDPA SCORED HITS: IDPA 12 CONCEALMENT GARMENT: Optional RELOADS: Any IDPA legal reload START-STOP: Audible - Last shot PENALTIES: IDPA Standard
COF PROCEDURE 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.		

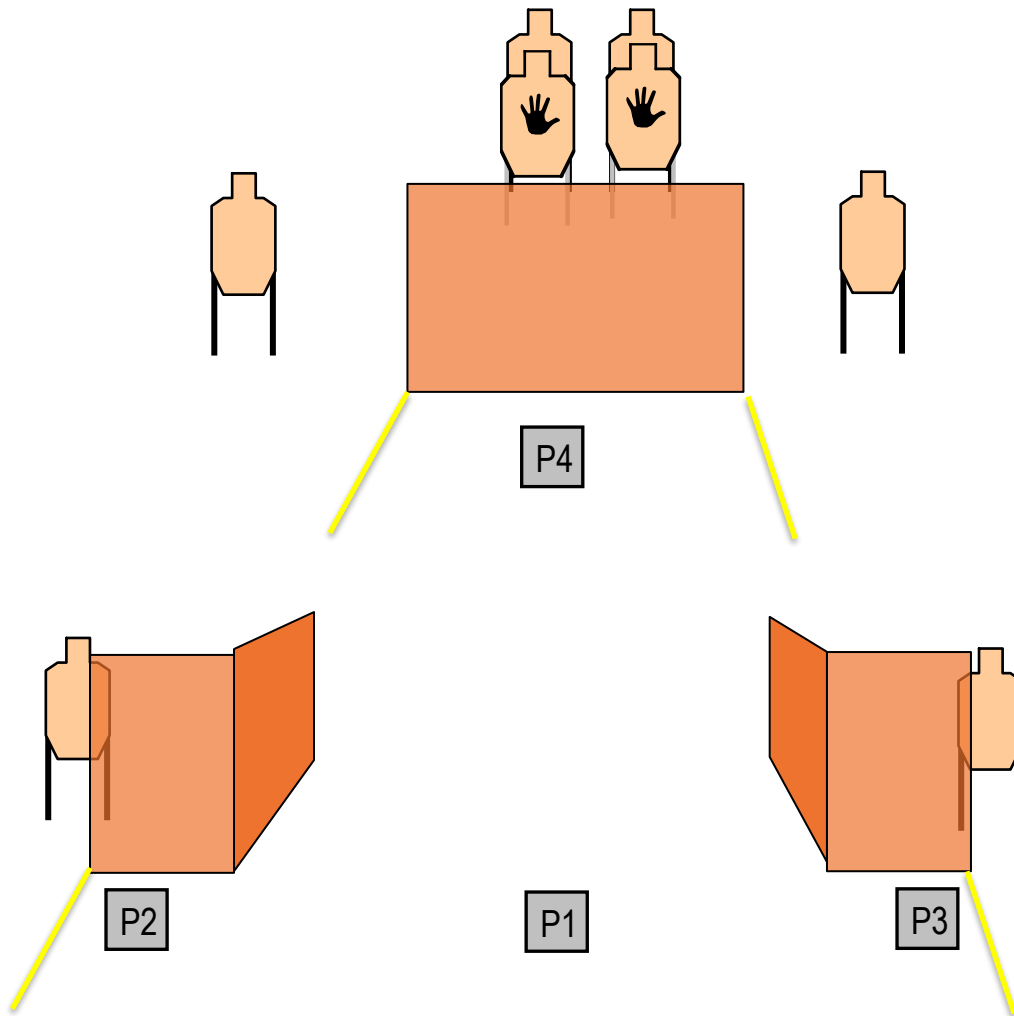


Alley Oops

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.



Window Shopping

Bay 3

START POSITION: P1

COURSE DESIGNER: JT

Scenario

When you see an innocent being assaulted you get off-line to get a safer shot, but as you advance you realize the fight isn't over. Neutralize all threats including the one fighting from the ground.

SCORING

SCORING: Unlimited

TARGETS: IDPA

SCORED HITS: IDPA 18

CONCEALMENT GARMENT: Required

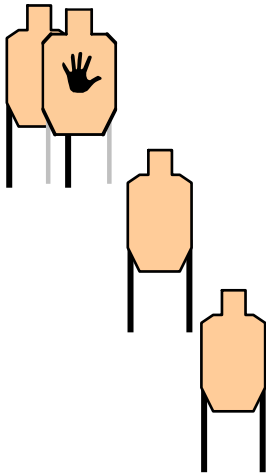
RELOADS: Any IDPA legal reload

START-STOP: Audible - Last shot

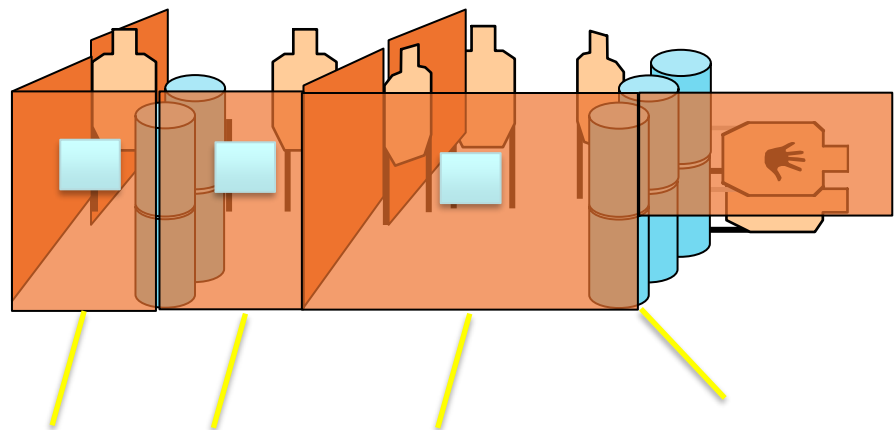
PENALTIES: IDPA Standard

COF PROCEDURE

Shooter starts at P1. Upon signal, engage available targets in the open. Engaging remaining targets as encountered from positions of cover. The final position requires LOW COVER. All targets require 2 rounds each.

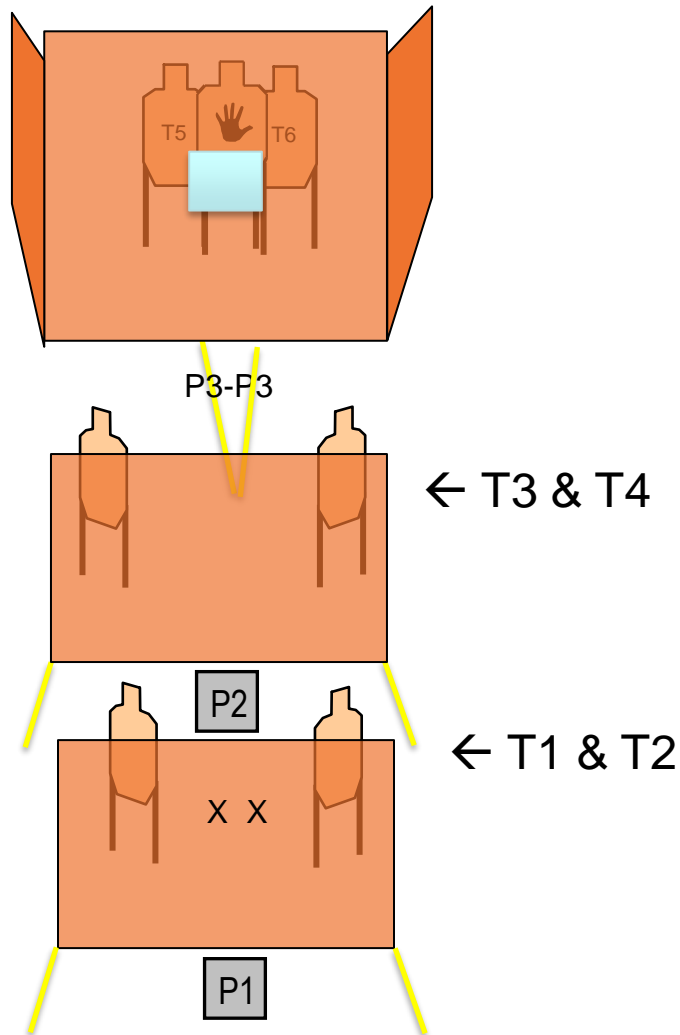


P1



One at Every Corner

Bay 4	START POSITION: P1	COURSE DESIGNER: EW
Scenario Bad guys everywhere you look. Get them before they get you...	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 Start at P1 with palms on the Xs. At start signal, engage T1 thru T4 as they become available. Engage T5 and T6 through the port. All targets require 3 rounds each.		



Burn

Bay 5

START POSITION: P1

COURSE DESIGNER: JS

Scenario

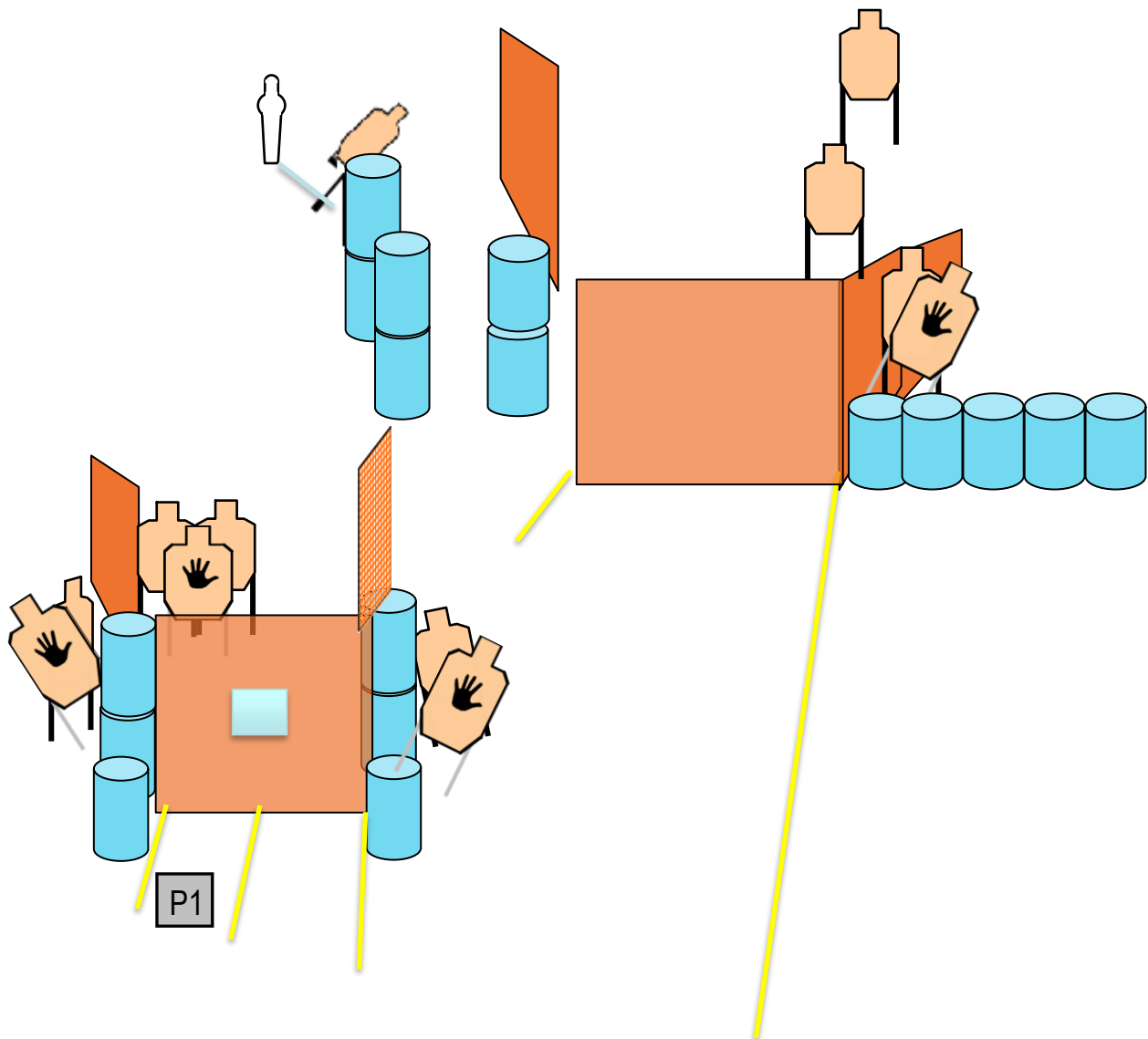
You're standing outside the store catching some fresh air when you hear screams from inside your store. A bunch of gang bangers are robbing the place and threatening to immediately shoot hostages. It's time to burn some powder.

SCORING

SCORING: Unlimited
TARGETS: IDPA (8 paper & 1 steel)
SCORED HITS: IDPA 17
CONCEALMENT GARMENT: Required
RELOADS: Any IDPA legal reload
START-STOP: Audible - Last shot
PENALTIES: IDPA Standard

COF PROCEDURE

Shooter starts at P1 facing up range with toes touching marks. Upon signal, engage targets from available positions of cover. All targets require 2 rounds each and steel must fall to score.

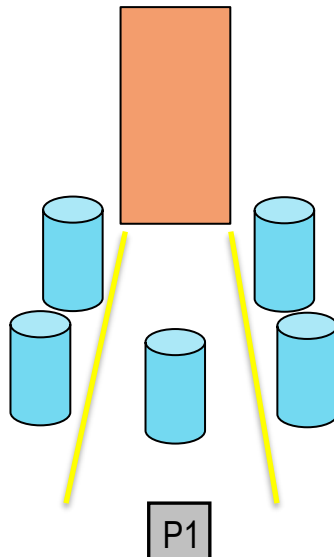
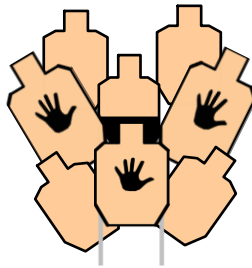


Wisconsin Peacock

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

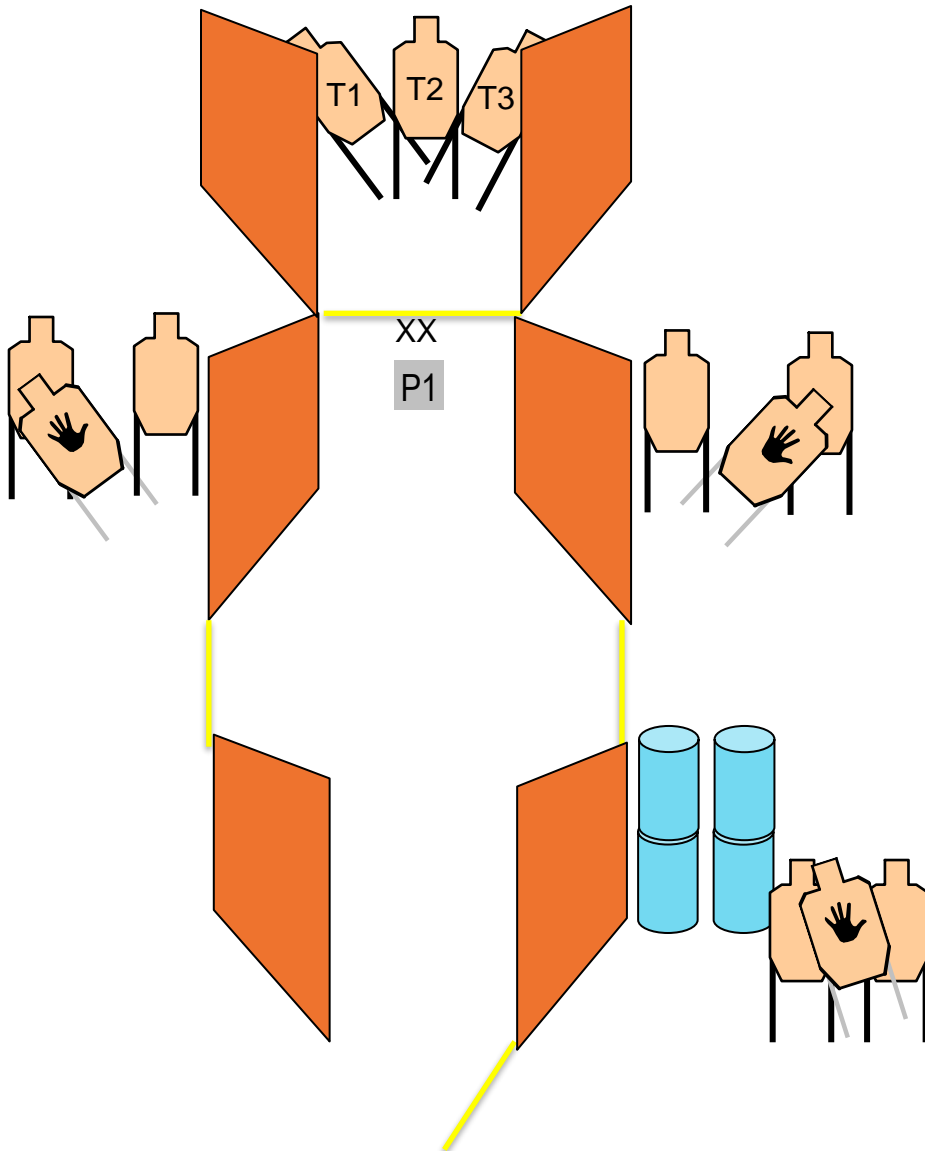
COF PROCEDURE

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.



Say When

Bay 7	START POSITION: P1	COURSE DESIGNER: SH
<p>Scenario</p> <p>The bad guys have you cornered. You realize you didn't fully load your magazine but the bad guys don't care. Show them what you're made of when you tell them "Say When".</p>	<p>SCORING</p> <p>SCORING: Unlimited TARGETS: IDPA SCORED HITS: IDPA 18 CONCEALMENT GARMENT: Required RELOADS: Any IDPA legal reload START-STOP: Audible - Last shot PENALTIES: IDPA Standard</p>	
<p>COF PROCEDURE</p> <p>Shooter starts at P1 with toes touching marks. Upon signal, engage T1 –T3 in the open. Then move to available positions of cover to engage remaining targets. All targets require 2 rounds each.</p>		



Open House

Bay 8

START POSITION: P1

COURSE DESIGNER: JS

Scenario

You've just arrived home to find a bunch of thugs have taken your realtor and family hostage after an Open House. It's time to clean house to prep for the next showing. Eliminate the threats to save the innocents.

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 from available positions of cover. All targets require 2 rounds each. Note target behind barrels at P3 is a surprise target.

