

Strange Brew

RULES: IDPA RULES

COURSE DESIGNER: Jerome Turner

START POSITION: Standing with you palms flat on the center of the bar, gun loaded and holstered.

SCENARIO: Exhausted, you stop at the bar for a quick beer only to find more rotting service. Show the Zombies to is unwise to stand between you and a cold one. Clean out the bar of Zombies and call it a day.

SCORING: Vickers

ROUND COUNT: 16

PROCEDURE: Upon start, engage T1 and T2, tactical sequence with 2 to the head each. Clear out the center, T3 and T4, two to the head each, then the remaining targets with two to the head using the cover right and left.

TARGETS: 08

DISTANCE: varies

SCORED HITS: best two to upper zero zone

START/STOP:

PENALTIES: standad

CONCEALMENT: Yes

NOTES:

Bar 13

