

# CRGC - Bad People

**RULES:** IDPA RULES

**COURSE DESIGNER:**

**START POSITION:** Start at P1 with both hands relaxed by your side and firearm loaded to maximum division capacity.

**SCENARIO:** Bad people want you dead. Stop them.

**PROCEDURE:** At the start signal, engage T1-T3 from P1. Move to the window then engage S1-S3 through the window. Then WHILE MOVING to the door, engage PP1-PP2, and T4. Open the door and engage T5-T6. All silhouettes require two shots each.

**SCORING:** Vickers

**ROUND COUNT:** 17

**TARGETS:** 11

**DISTANCE:**

**SCORED HITS:**

**START/STOP:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**

