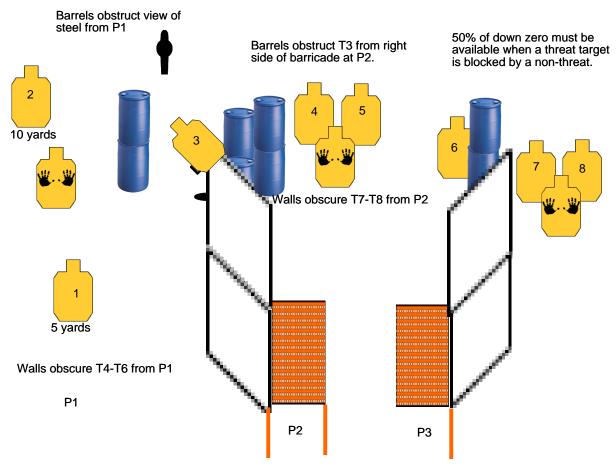
Cocaine Cartel - Bay 2	
RULES: IDPA Rules	Created By: ScottTripp
START POSITION: Standing at P1. Chambered round, holstered gun. Concealment required.	
SCENARIO:	SCORING: Unlimited
partner are clearing out a hallway of the cartel, several goons bust through doors down the hall separating you and your partner.  PROCEDURE:  At the signal, engage targets T1-T2 with two rounds each, in tactical priority.  Move to P2 and from cover (or moving) engage PP1 (that activates T3) and T3.	ROUND COUNT: 17
	TARGETS: 08
	DISTANCE:
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:

CoF setup notes: Don't shoot the grass. Don't shoot the trees. All shots must go into the berm.



Side walls are parallel to one another and are perpendicular to the walls/barricades at P2/P3.

CoF diagram is a guideline and may be adjusted to adhere to Ant Hill &/or IDPA rules.

