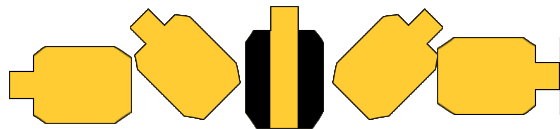


# Couch Potato BUG

|  |   |
|--|---|
| <b>RULES:</b> IDPA RULES   | <b>COURSE DESIGNER:</b> john iacomini   |
| <b>START POSITION:</b> Start Position String 1: ^ Lying down on couch, gun on table loaded to division capacity all ammo carriers on table.<br>Start Position String 2: ^ Laying on back, gun on ground over head facing down range.^    |   |
| <b>SCENARIO:</b> String 1: You are watching the Red Sox lose another game when a bunch of punks decide to try a home invasion. Protect the house. String 2: ^ You are working on your car when the neighbors attack. ^ Deal with it. ^ ^ | <b>SCORING:</b> Limited Vickers   |
| <b>PROCEDURE:</b> String 1: ^ On the signal retrieve gun from table and engage each target with 1 shot each while lying on couch. ^ String 2: ^ On the signal retrieve the gun and engage all targets with one round.^                   | <b>ROUND COUNT:</b> 05  |
|  | <b>TARGETS:</b> 06  |
|  | <b>DISTANCE:</b> not more than 5 yards  |
|  | <b>SCORED HITS:</b> Best 1 on paper   |
|  | <b>START/STOP:</b>  |
|  | <b>PENALTIES:</b> per IDPA rules  |
|  | <b>CONCEALMENT:</b> No  |
|  | <b>NOTES:</b> T1 and T6 are engaged through window. S1 behind T6 activates out and back T4. |



String 2

Laying on platform

