

# 1. Quickly. Carefully. Precisely.

## Bay 1 Stage 1 "Quickly. Carefully. Precisely." Drill

<p><b>Scenario:</b> Drill  <b>Start Position:</b> At P1, loaded to division capacity.  <b>Procedure:</b> At signal, draw, fire 3 quick rounds into large rectangle, 2 carefully-aimed rounds into medium circle, then 1 precisely-aimed round into small triangle.  <b>Notes:</b> Not IDPA compliant.          Tom Givens notes that most shooters shoot at nearly the same speed despite the size or distance of the target, meaning they shoot too slowly at a large close target, and too quickly at a small far target. Learn to throttle up and down as needed.          Replace target after each shooter.</p>	<p><b>Scoring:</b> Limited  <b>Round count:</b> 6  <b>Max Distance:</b> 4 yards  <b>Concealment:</b> Required  <b>Course Design:</b> Tim Reedy &amp; Phil Yantis, with credit to Tom Givens</p>
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4 yards



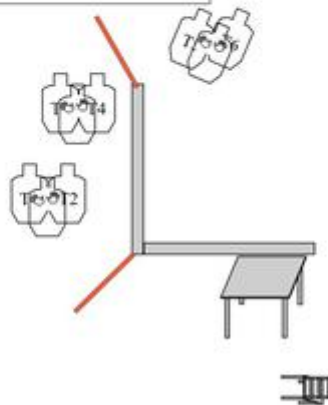
Scoring	Limited	Firearm	Handgun	Rounds	6
Targets	1 paper,	Total	1 targets	Strings	1

Scenario & Procedure	Scenario : Drill Start Position: At P1, loaded to division capacity. Procedure: At signal, draw, fire 3 quick rounds into large rectangle, 2 carefully-aimed rounds into medium circle, then 1 precisely-aimed round into small triangle.
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	1 pt on large rectangle. 2 pts on med. circle. 5 pts on small triangle.
Safety	L/R
Setup	4 Yards.

## 2. "Retrieve and Move"

### Bay 1 Stage 2 "Retrieve and Move"

<p><b>Scenario:</b> Sitting in your bedroom typing an email on cell phone, you hear the sounds of a home invasion from outside your bedroom. Defend yourself and your family.</p> <p><b>Start Position:</b> Seated in chair, "cell phone" in support hand, strong hand "typing"</p> <p><b>Procedure:</b> Seated in chair, holding cartridge tray simulating "cell phone" in support hand typing an email with strong hand. At signal, retrieve pistol and ammo from "safe" (IDPA box) on nightstand. Load pistol, move to POCs, and reward each home invader with two shots.</p> <p><b>Notes:</b> Non-threat positions may indicate head shots only.</p>	<p><b>Scoring:</b> Unlimited  <b>Round count:</b> 12 rounds minimum  <b>Max Distance:</b> 4 yards  <b>Concealment:</b> Required  <b>Course Design:</b> Phil Yantis &amp; Tim Reedy, with credit to Claude Werner</p>
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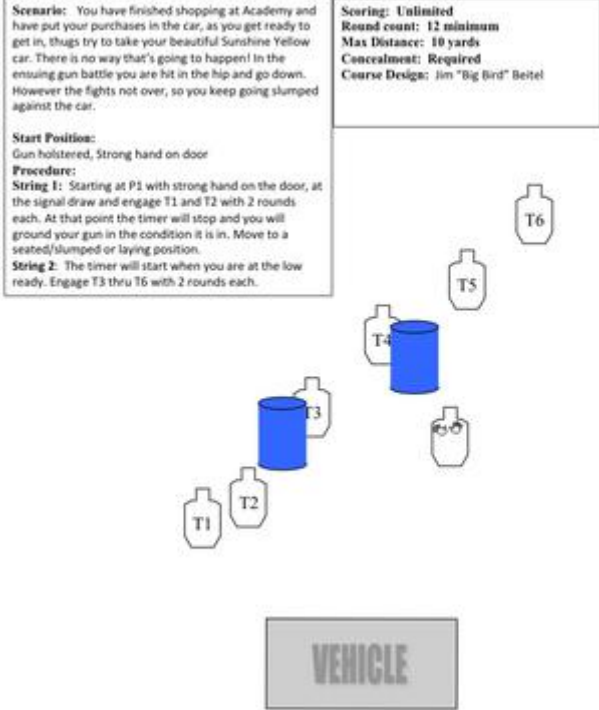


Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 3 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	Scenario: Sitting in your bedroom typing an email on cell phone, you hear the sounds of a home invasion from outside your bedroom. Defend yourself and your family. Start Position: Seated in chair, "cell phone" in support hand, strong hand "typing" Procedure: Seated in chair, holding cartridge tray simulating "cell phone" in support hand typing an email with strong hand. At signal, retrieve pistol and ammo from "safe" (IDPA box) on nightstand. Load pistol, move to POCs, and reward each home invader with two shots.
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	Notes: Non-threat positions may indicate head shots only.

# 3. "Academy Shoot Out"

## Bay 2 - Stage 3 "Academy Shoot Out"



**Scenario:** You have finished shopping at Academy and have put your purchases in the car, as you get ready to get in, thugs try to take your beautiful Sunshine Yellow car. There is no way that's going to happen! In the ensuing gun battle you are hit in the hip and go down. However the fights not over, so you keep going slumped against the car.

**Start Position:**  
Gun holstered, Strong hand on door

**Procedure:**  
**String 1:** Starting at P1 with strong hand on the door, at the signal draw and engage T1 and T2 with 2 rounds each. At that point the timer will stop and you will ground your gun in the condition it is in. Move to a seated/slumped or laying position.  
**String 2:** The timer will start when you are at the low ready. Engage T3 thru T6 with 2 rounds each.

**Scoring: Unlimited**  
**Round count: 12 minimum**  
**Max Distance: 10 yards**  
**Concealment: Required**  
**Course Design: Jim "Big Bird" Beitel**

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	2

Scenario & Procedure	Scenario: You have finished shopping at Academy and have put your purchases in the car, as you get ready to get in, thugs try to take your beautiful Sunshine Yellow car. There is no way that's going to happen! In the ensuing gun battle you are hit in the hip and go down. However the fights not over, so you keep going slumped against the car. Start Position: Gun holstered, Strong hand on door Procedure: String 1: Starting at P1 with strong hand on the door, at the signal draw and engage T1 and T2 with 2 rounds each. At that point the timer will stop and you will ground your gun in the condition it is in. Move to a seated/slumped or laying position. String 2: The timer will start when you are at the low ready. Engage T3 thru T6 with 2 rounds each.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 4. IDPA 5x5 Classifier



<b>Scoring</b>	Limited	<b>Firearm</b>	Handgun	<b>Rounds</b>	25
<b>Targets</b>	1 paper,	<b>Total</b>	1 targets	<b>Strings</b>	4
<b>Scenario &amp; Procedure</b>	String 1: Draw and fire 5 shots freestyle. String 2: Draw and fire 5 shots using Strong Hand Only. String 3: Start with only 5 rounds in your gun. Draw and fire 5 shots, emergency reload and fire 5 additional shots freestyle. String 4: Draw and fire 4 shots to the body and one shot to the head freestyle				
<b>Start pos</b>	Shooter Position 1 (P1)				
<b>Start on</b>	Audible signal				
<b>Stop on</b>	Last shot				
<b>Penalties</b>	As per current edition of rules				
<b>Safety</b>	L/R				
<b>Setup</b>	See image				

# 5. "Hedging your bet"

## Bay 4 - Stage #5 "Hedging your bet"

Scenario: 3 Gang members and their 6 dogs are threatening your life. Defend yourself.  
 Start Position: Standing at P1, facing 90 degrees right or left, gun holstered and loaded to division capacity.  
 Procedure: At the signal, turn then draw. Engage 3 paper targets with two rounds each, then 6 steel until they drop.  
 Notes: Stage is not IDPA compliant due to #size of steel. The "hedge" is soft cover. John Correia's research shows most people treat concealment as cover, and won't shoot what they can't see. Train yourself to shoot through soft cover to defend yourself when appropriate.

Scoring: Unlimited  
 Round count: 12 minimum.  
 Distance: Paper: 5 yards. Steel 10 yards  
 Concealment: Required  
 Course Design: Phil Yantis & Tim Reedy



P1

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	3 paper, 6 plates,	Total	9 targets	Strings	1

Scenario & Procedure	Scenario: 3 Gang members and their 6 dogs are threatening your life. Defend yourself. Start Position: Standing at P1, facing 90 degrees right or left, gun holstered and loaded to division capacity. Procedure: At the signal, turn then draw. Engage 3 paper targets with two rounds each, then 6 steel until they drop.
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

# 6. “El Presidente con Mozambique”

## Bay 4 - Stage 6 “El Presidente con Mozambique”

<p><b>Scenario:</b> Drill  <b>Start Position:</b> P1, facing up range, wrists above shoulders. Handgun initially downloaded to 6 rounds. Subsequent magazines loaded to division capacity.</p> <p><b>Procedure:</b> At the signal turn then draw and engage T1 – T3 with 2 rounds each, perform an empty reload and re-engage the target array with 2 rounds each, then perform one headshot on each target.</p> <p><b>Notes:</b></p>	<p><b>Scoring:</b> Unlimited  <b>Round count:</b> 15 minimum  <b>Max Distance:</b> 7 yards  <b>Concealment:</b> Not Required  <b>Course Design:</b> Phil Yantis &amp; Tim Reedy</p>
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Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Scenario: Drill Start Position: P1, facing up range, wrists above shoulders. Handgun initially downloaded to 6 rounds. Subsequent magazines loaded to division capacity. Procedure: At the signal turn then draw and engage T1 – T3 with 2 rounds each, perform an empty reload and re-engage the target array with 2 rounds each, then perform one headshot on each target				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					