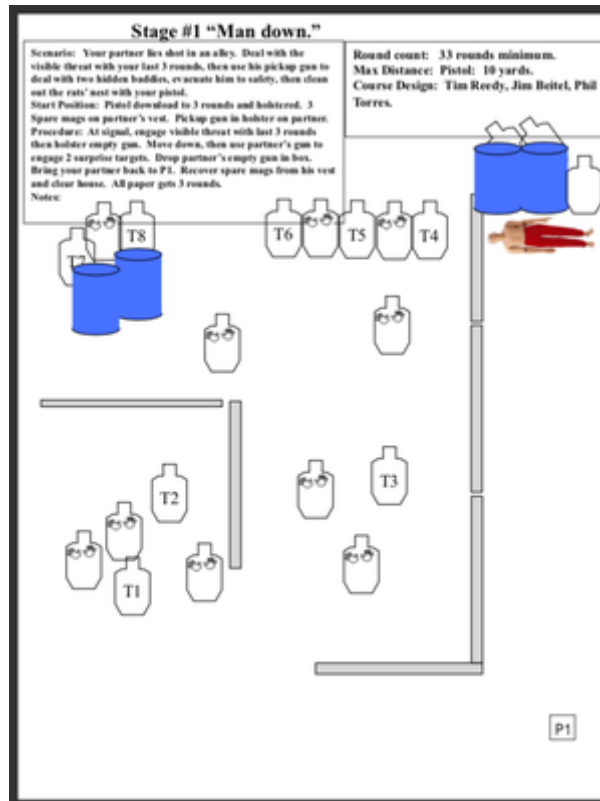


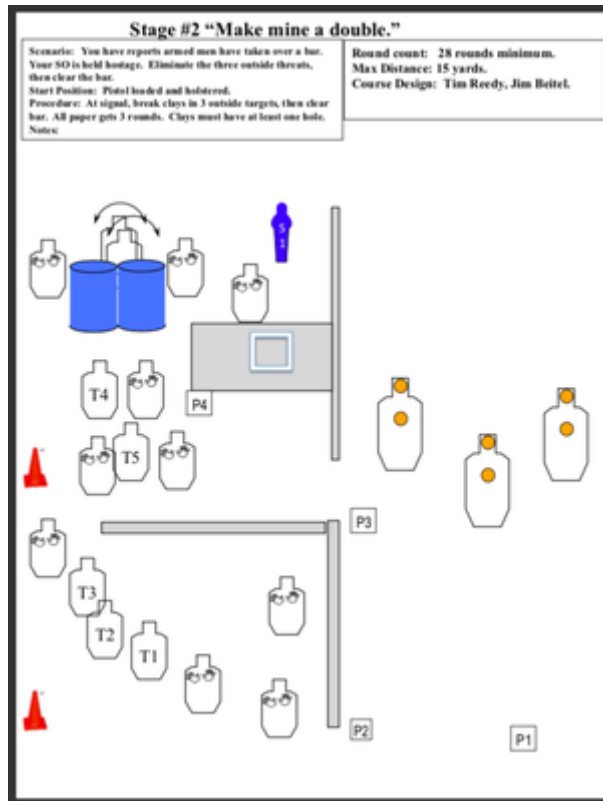
# 1. Man Down



Scoring	Unlimited	Firearm	Handgun	Rounds	33
Targets	8 paper, 10 no-shoot	Total	8 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

## 2. Make Mine a "Double"



Scoring	Unlimited	Firearm	Handgun	Rounds	28
Targets	7 paper, 1 popper, 6 plates, 10 no-shoot	Total	14 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

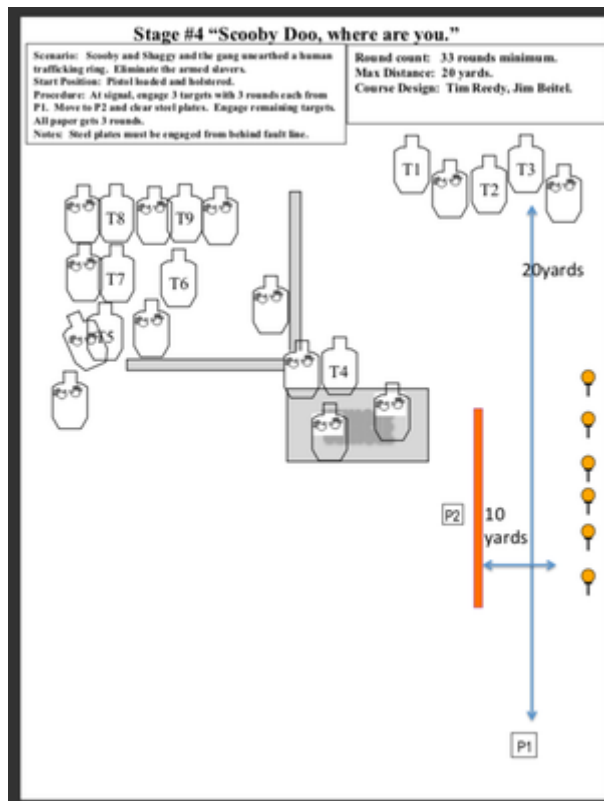
# 3. Duel at the Casino

Bay 3 Stage 3 String 1 "Duel at the Casino"	Stage 3 String 2 "Duel at the Casino"
<p><b>Scenario:</b> Casino Drill  <b>Start Position:</b> String 1: Sitting at table. Pistol at slide lock and 3 magazines downloaded to 7 rounds ea. on table.  <b>Procedure:</b> String 1: At signal, shooter retrieves and loads pistol. Shoot the numbered targets, in order, with the number of rounds specified, reloading where necessary.  <b>Notes:</b> 3 seconds added for each miss on casino target</p>	<p><b>Scenario:</b> Casino Drill + Dueling Trees  <b>Start Position:</b> String 2: Standing at P1. Pistol loaded and holstered. Spare mags on belt.  <b>Procedure:</b> At signal, shooter moves from P1 to fault line then engage Texas Star and dueling trees freestyle. All Star plates must fall, all tree plates must show red when done.  <b>Notes:</b> 3 seconds added for each plate showing white or left on Star.</p>
<p>Round count: 21 max. Limited.            Max Distance: 7 yards for casino            Course Design: Tom Given, Jim Beitel, Tim Reedy.</p>	<p>Rounds: 12 minimum. Unlimited.            Max Distance: 15 for tree.            Course Design: Jim Beitel, Tim Reedy, David Gazman.</p>
<p>String 1 Start Position</p>	<p>P1. String 2 Start Position</p>

Scoring	Unlimited	Firearm	Handgun	Rounds	32
Targets	1 paper, 11 plates,	Total	12 targets	Strings	2

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

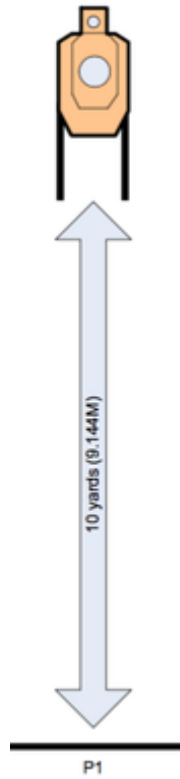
## 4. Scooby Doo, Where Are You?



Scoring	Unlimited	Firearm	Handgun	Rounds	33
Targets	9 paper, 6 plates, 13 no-shoot	Total	15 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

## 5. 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				