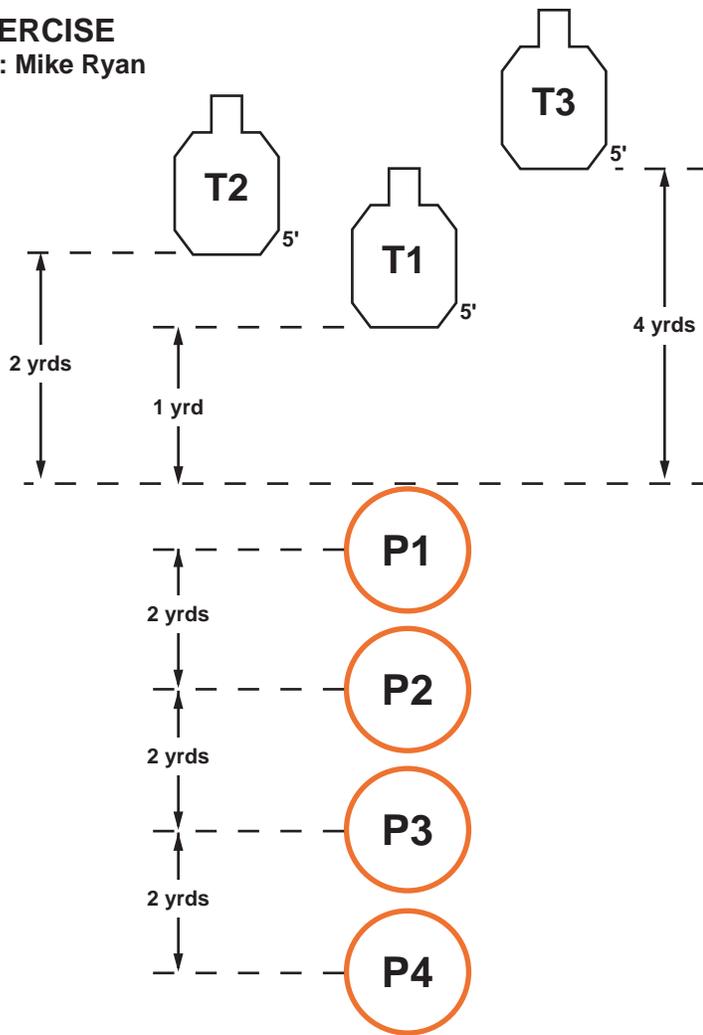


YARDAGE EXERCISE
Course Designer: Mike Ryan



Equipment list
3- target stands
3- Standard targets

STANDARDS STAGE - Limited count - Scored hits: 2 rounds per target per string

6 rounds per string - 24 rounds per Cof Scored Hits 8 rounds on Paper

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

Targets are engaged in Tactical sequence 1-1-2-1-1. DOMINANT HAND ONLY.

STRING ONE -Starting at P1

- At the signal draw and engage T1, T2, and T3 in tactical sequence.

Reload and Reholster. Move to P2

STRING TWO -Starting at P2

- At the signal draw and engage T1, T2, and T3 in tactical sequence.

Reload and Reholster. Move to P3

STRING THREE-Starting at P3

- At the signal draw and engage T1, T2, and T3 in tactical sequence.

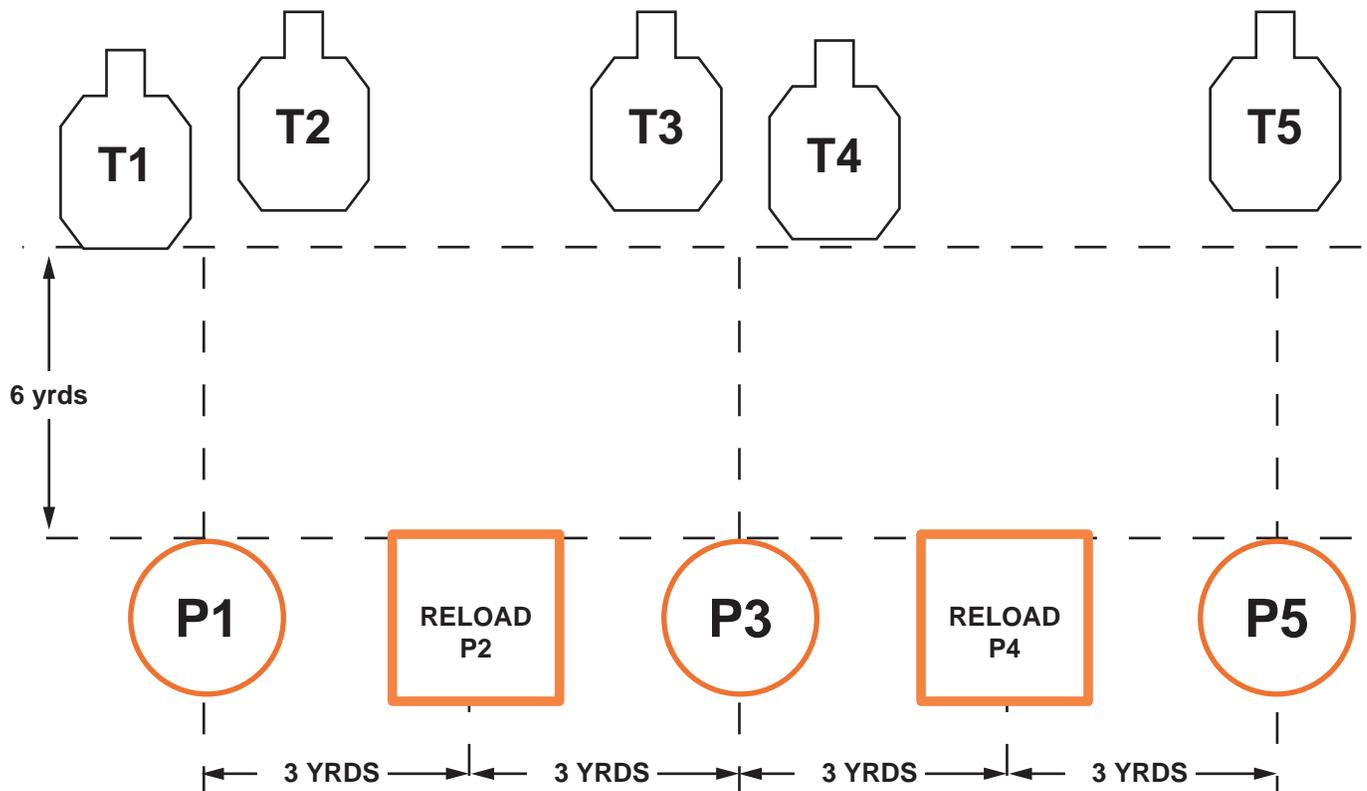
STRING FOUR -Starting at P4

- At the signal draw and engage T1, T2, and T3 in any order.

Unload - show clear

Score and tape - 8 rounds per target.

WITH RETENTION



Equipment list
5- target stands
6- Standard targets

Standards Stage - Limited count - 2 rounds per target - 10 rounds per string - 20 rounds Cof

2 Magazines or Speedloaders per string ONLY - 1 for Initial load, one spare.

Starting position At P1, pistol loaded to division capacity and holstered. Hands at sides.

STRING ONE

- At the signal, draw and engage T1 & T2 with two rounds each - move to Box P2
- In box P2 perform tactical reload - then move to P3.
- In P3 engage T3 & T4 with 2 rounds each - move to Box P4
- In Box P4 perform tactical reload with previously stowed ammunition carrier (or 2 loose rounds) - then move to P5.
- in P5 engage T5 with 2 rounds.

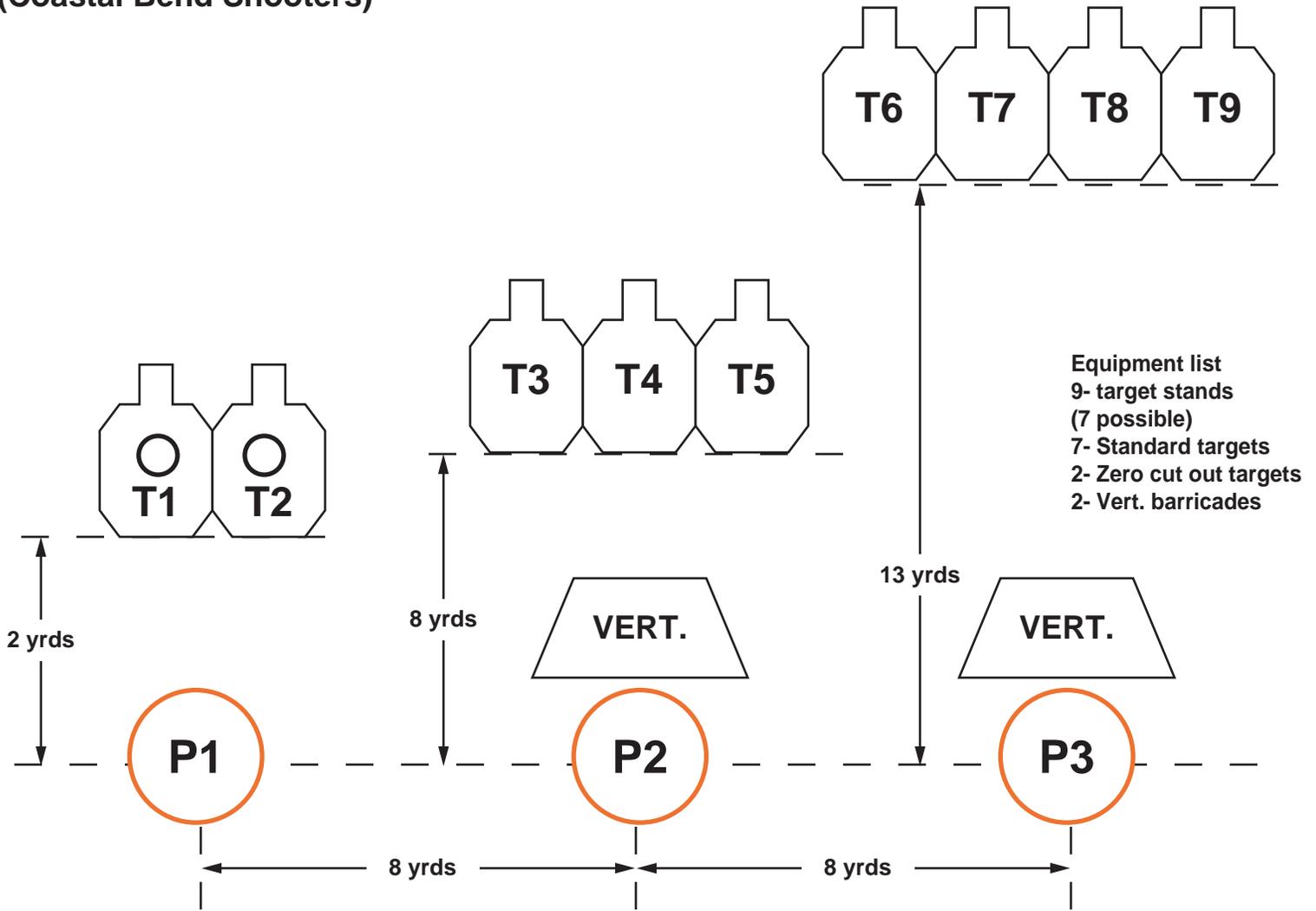
Reload reholster

STRING TWO- repeat first string.

Unload show clear

Score and tape - 4 rounds per target

Triple attack (Coastal Bend Shooters)



STANDARDS STAGE - Limited count
 18 rounds per Cof Scored Hits 2 on Paper

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered. Targets can be engaged from either side of the barricades.

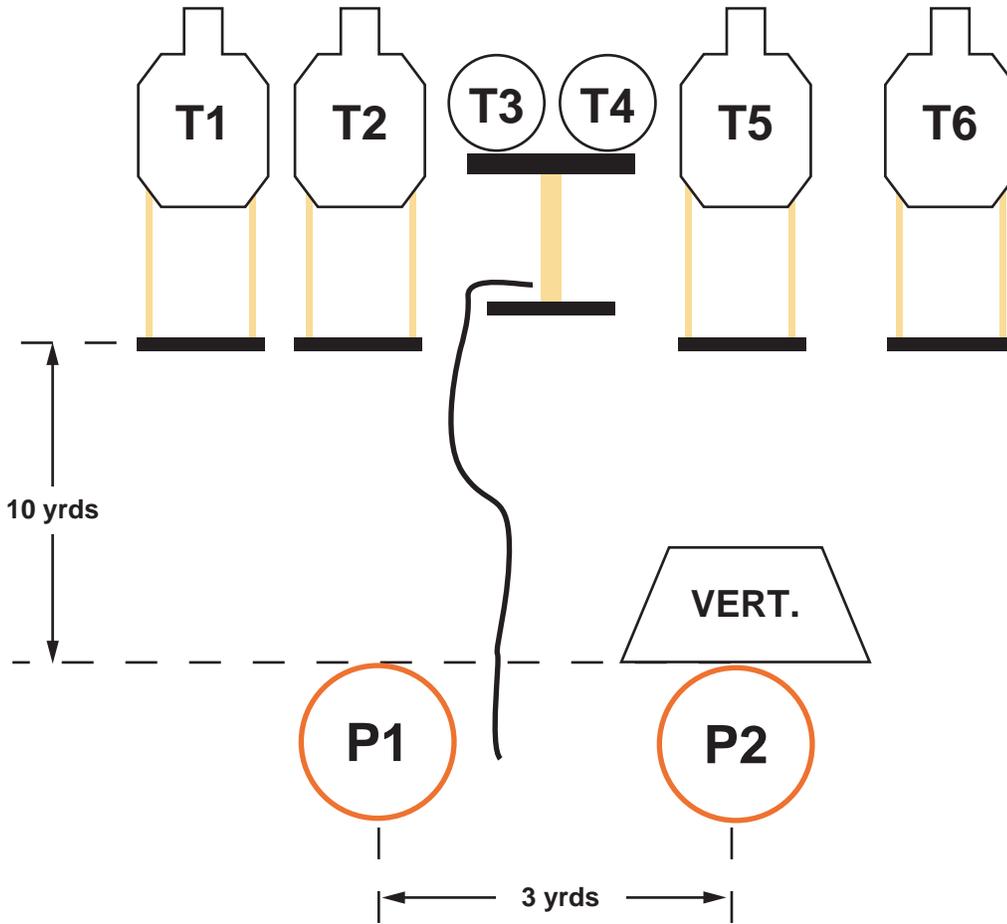
STRING ONE -Starting at P1

- At the signal stand, draw and fire 2 rounds at T1 and T2 - tactical sequence is OPTIONAL - move to cover at P2.
- At P2 engage T3, T4, and T5 with 2 rounds each - reload as required - move to cover at P3.
- At P3 engage T6, T7, T8, and T9 with 2 rounds each - reload as required.

Unload show clear.

Score and tape - 2 rounds per target.

THE STEEL GRINDER



Equipment list
4- target stands
4- Standard targets
1- Dual Plate rack
1 - Vert. Barricade

STANDARDS STAGE - Limited count- Scored hits Paper: - 1 round per target each string - Steel Must Fall

6 rounds per string - 18 rounds per Cof Missed steel has to be scored between strings.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing Relaxed with hands at sides, pistol holstered and loaded to Division capacity.

STRING ONE -Starting at P1

- At the signal draw and engage T1 - T6 with 1 round each.

Reload and Reholster. Reset Steel.

STRING TWO- Starting at P1.

- At the signal - draw and engage T1 - T6 with 1 round each while moving to cover at P2.

Reload and Reholster. Reset Steel

STRING THREE- Starting at P2.

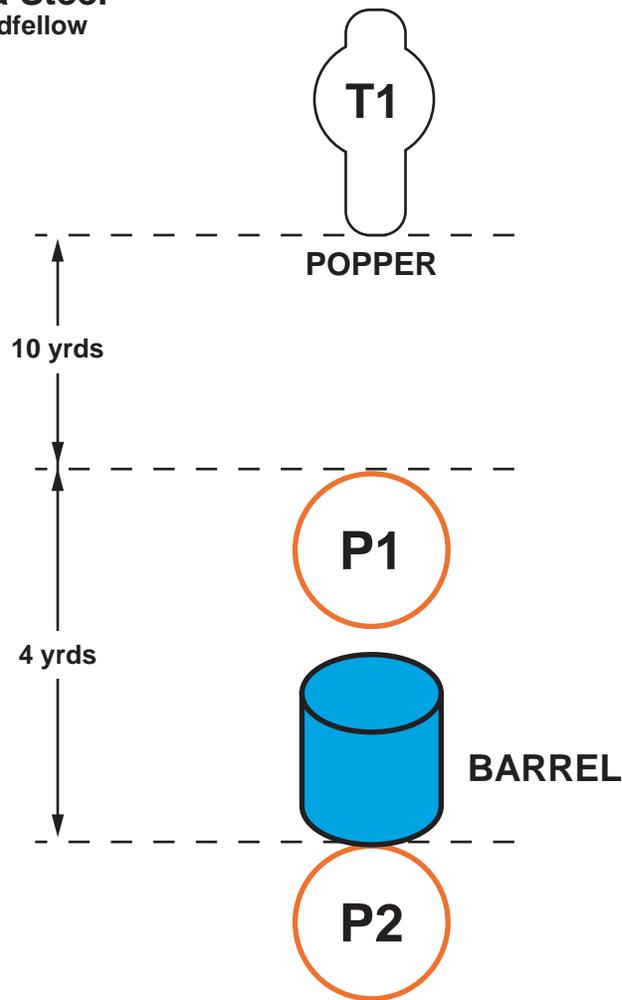
- At the signal draw and engage T1 - T6 with 1 round each.

Unload show clear.

Score and tape - 3 rounds per target.

Curse of the Parma Steel

Designed by Aaron Goodfellow



Equipment list
1- Steel Popper
1- Barrel

STANDARDS STAGE - Limited count - Steel must fall

1 round min. per string - 3 rounds min. per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to with one round.

STRING ONE -Starting at P1 - pistol loaded with one round only.

- At the signal, draw and fire 1 round at T1 - if steel falls the string is done. If missed retreat to P2 and reload to engage steel until it falls (or six rounds are fired.)

Reload with one round only and Reholster. Reset steel.

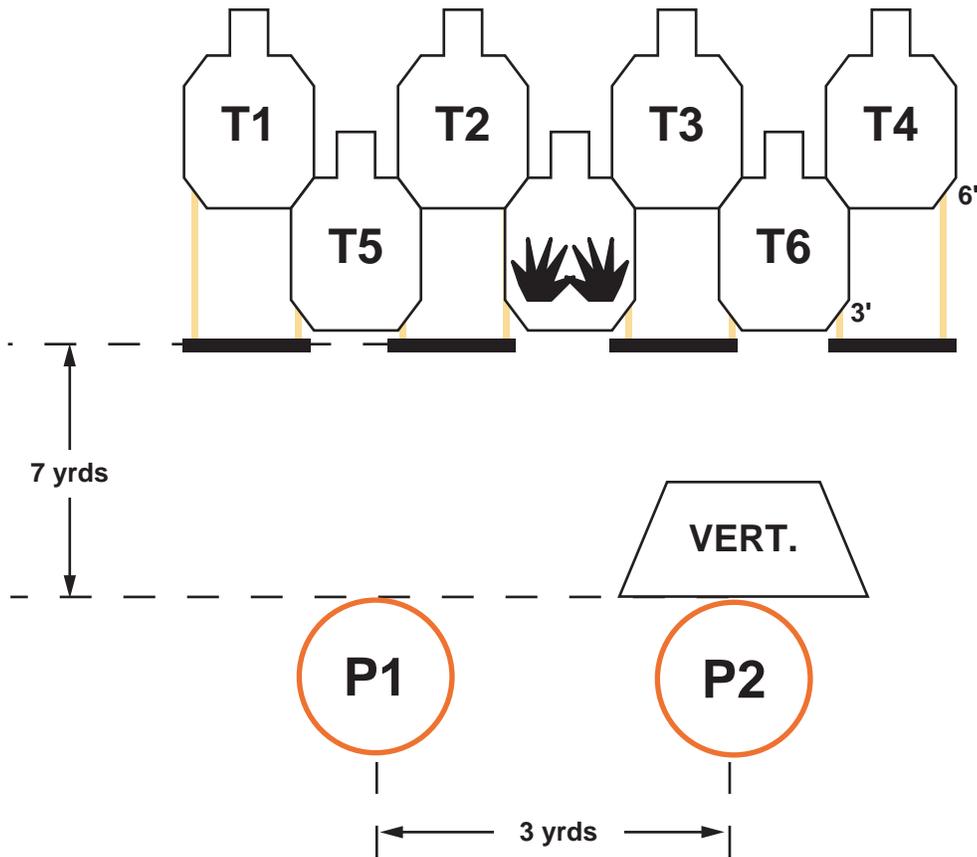
STRING TWO- repeat first string.

Reload with one round only and Reholster. Reset steel.

STRING THREE- repeat first string.

Unload show clear.

THE GRINDER



Equipment list
4- target stands
5- Standard targets
1- Non-threat
1 - Vert. Barricade

STANDARDS STAGE - Limited count- Scored hits: 1 Head -2 body

6 rounds per string - 18 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing with hands relaxed at sides, pistol holstered and loaded to Division capacity

STRING ONE -Starting at P1

- At the signal draw and engage T1 - T6 with one round to the head.

Reload and Reholster.

STRING TWO- Starting at P1.

- At the signal - move to cover at P2 - draw and engage T1 - T6 with one round each.

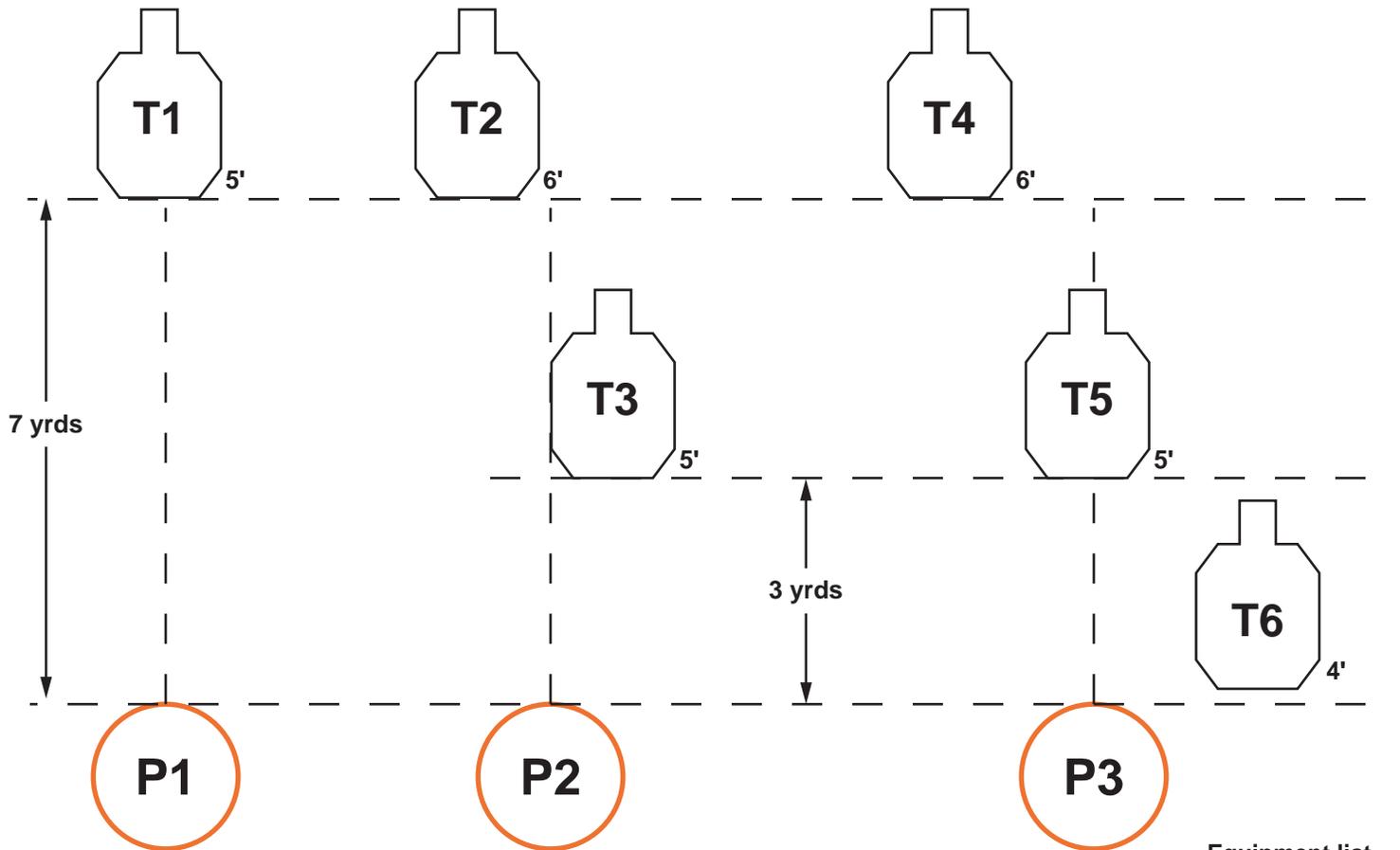
STRING THREE- Starting at P2.

- At the signal draw and engage T1 - T6 with one round each.

Unload show clear.

Score and tape - 3 shots per target - one head shot required.

Tueller On Paper (<1.5)



Equipment list
6- target stands
6- targets

STANDARDS STAGE - Limited count - Scored hits: 3 rounds per target - 18 rounds per Cof

180 Degree Muzzle rule in effect

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

(1 round per Target) -----

STRING ONE -Starting at P1 - At the signal - draw and fire 1 round at T1 - reholster.

STRING TWO -Starting at P2 - At the signal - draw and fire 1 round at T2 and T3 - reholster.

STRING THREE -Starting at P3 - At the signal - draw and fire 1 round at T4, T5 and T6 - reload and reholster.

(2 rounds per Target) -----

STRING FOUR -Starting at P1 - At the signal - draw and fire 2 rounds at T1 - reholster.

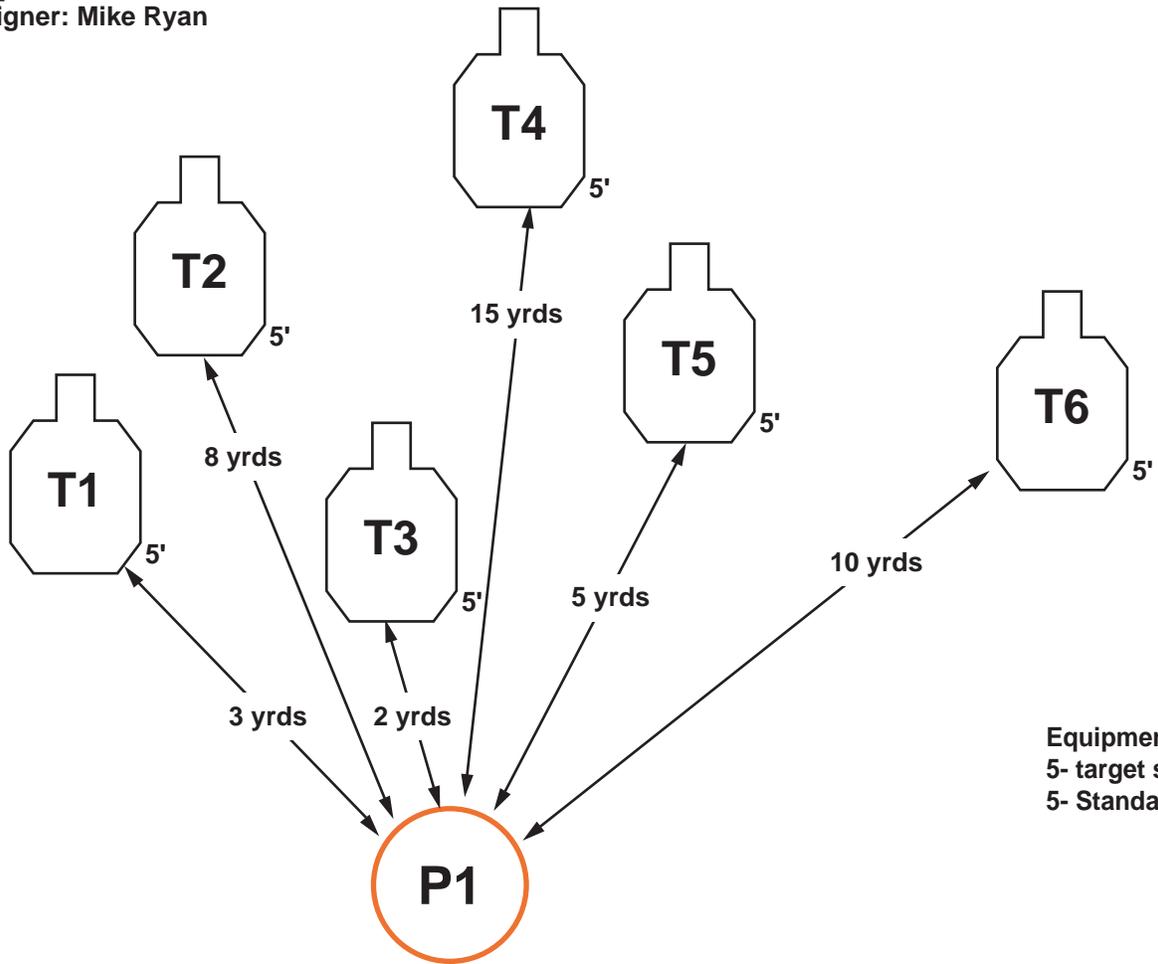
STRING FIVE -Starting at P2 - At the signal - draw and fire 2 rounds at T2 and T3 - reload and reholster.

STRING SIX -Starting at P3 - At the signal - draw and fire 2 rounds at T4, T5 and T6 - Unload show clear.

Score and tape - 3 rounds per target.

Target Spread Exercise

Course Designer: Mike Ryan



STANDARDS STAGE - Limited count - 1 round per target each string

6 rounds per string - 18 rounds per Cof Scored Hits: 3 on Paper

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -At the signal engage targets from left to right T1, T2, T3, T4, T5, T6 one round each.

Reload and Reholster.

STRING TWO -At the signal engage targets from right to left T6, T5, T4, T3, T2, T1 one round each.

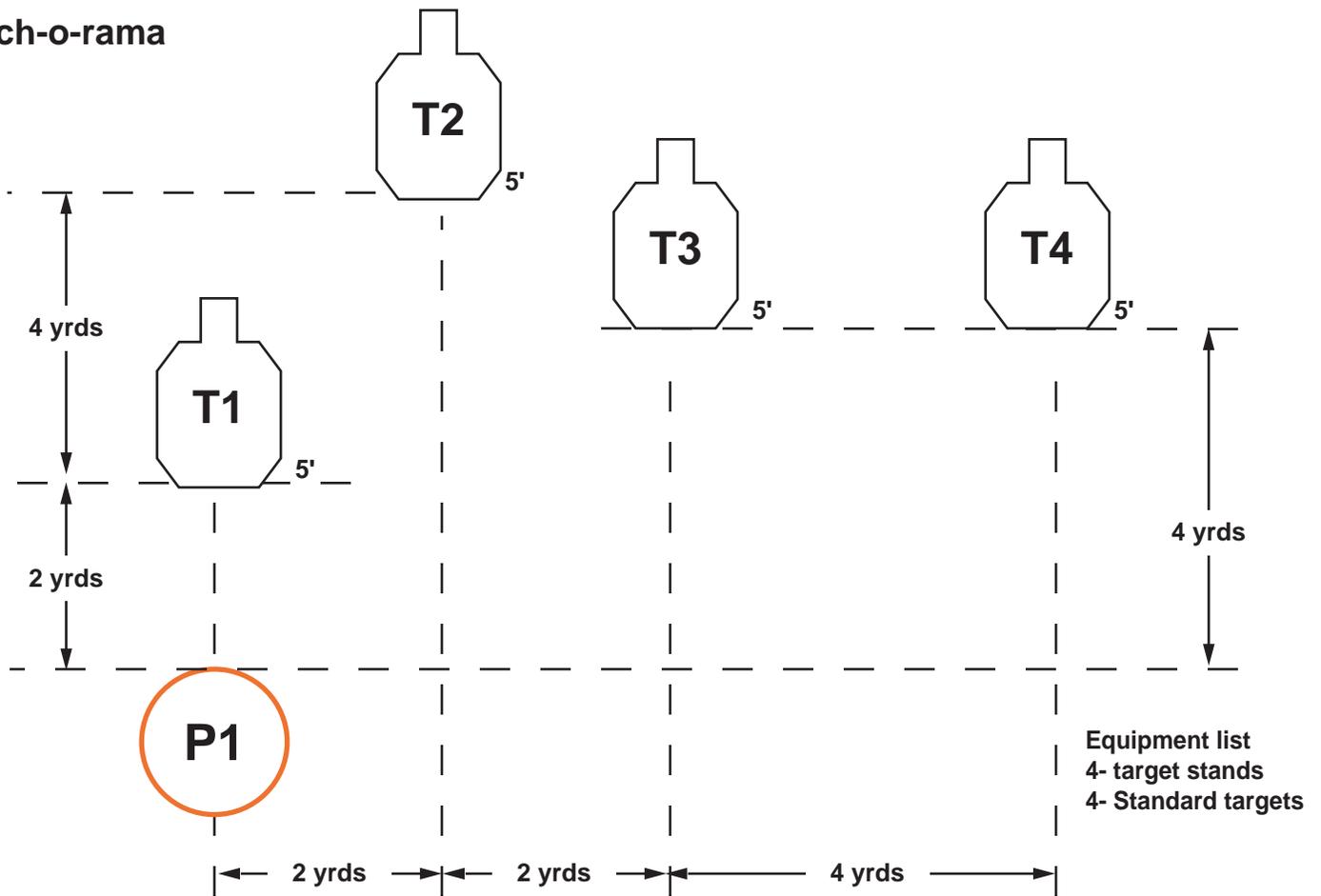
Reload and Reholster.

STRING THREE - At the signal engage targets form near to far T3, T1, T5, T2, T6, T4 one round each.

Unload show clear.

Score and tape - 3 rounds per target.

Switch-o-rama



**STANDARDS STAGE - Limited count - Scored hits: 6 rounds T1 - 2 round all others for 6 rounds each string
12 rounds per CoF**

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1 (not moving)

- At the signal, and draw inside P1 and fire 1 round at T1, 1 round at T2
1 round at T1, 1 round at T3
1 round at T1, 1 round at T4

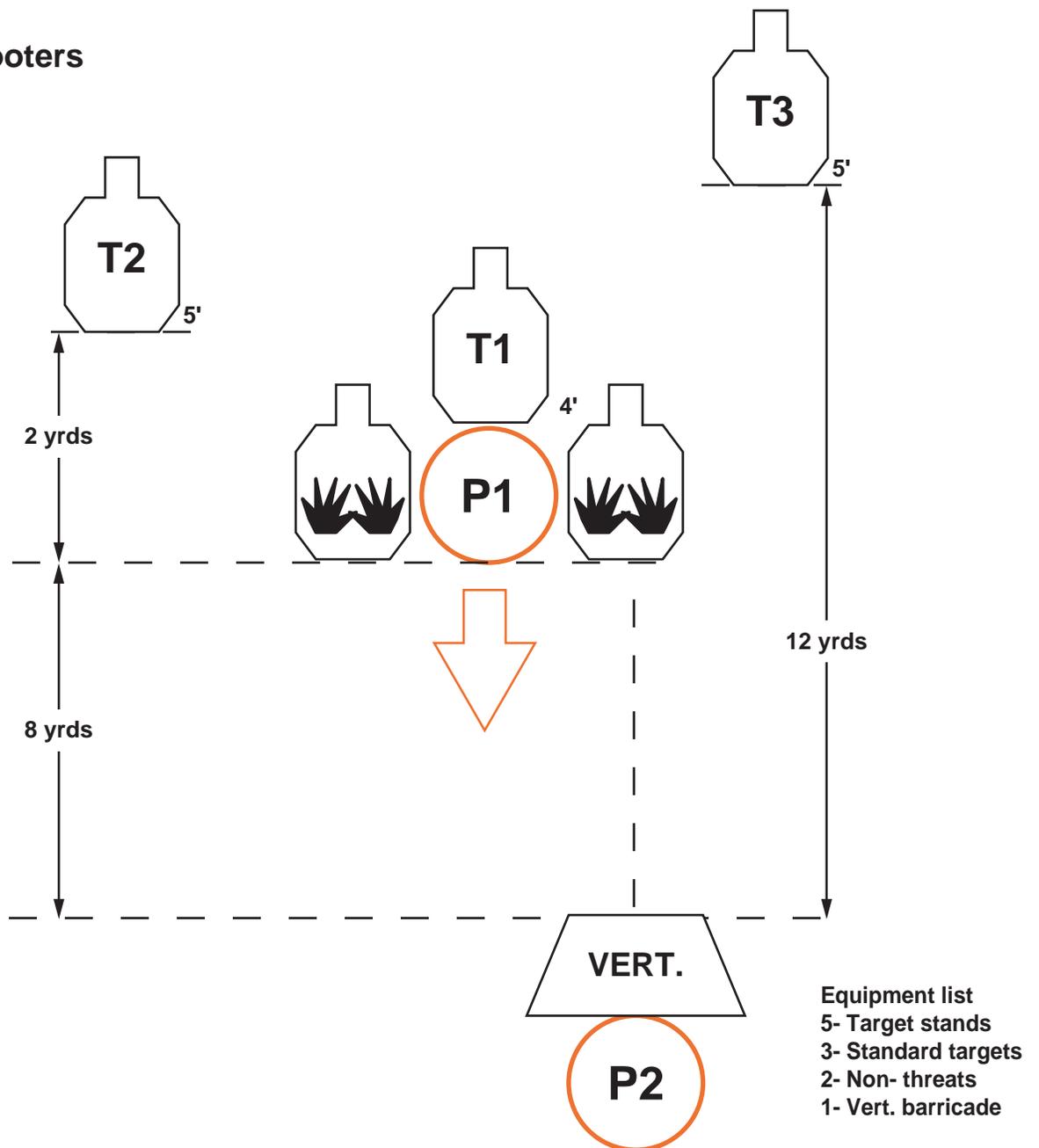
STRING TWO-Starting at P1 (with movement)

- At the signal, and draw inside P1 and fire while moving 1 round at T1, 1 round at T2
1 round at T1, 1 round at T3
1 round at T1, 1 round at T4

Unload show clear.

Score and tape - 6 rounds on T1, 2 rounds all other targets.

Subway Attack Coastal Bend Shooters



STANDARDS STAGE - Limited count - Scored hits: 6 rounds per target - 18 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing at P1 facing UP range - hands relaxed at sides - Pistol loaded to div. capacity and holstered. Retention grip on first two shots requires shooting side elbow to touch the body (close present). Safety Officers have to be ready to move back at the signal to avoid barricade.

STRING ONE -Starting in P1 facing uprange- back to T1

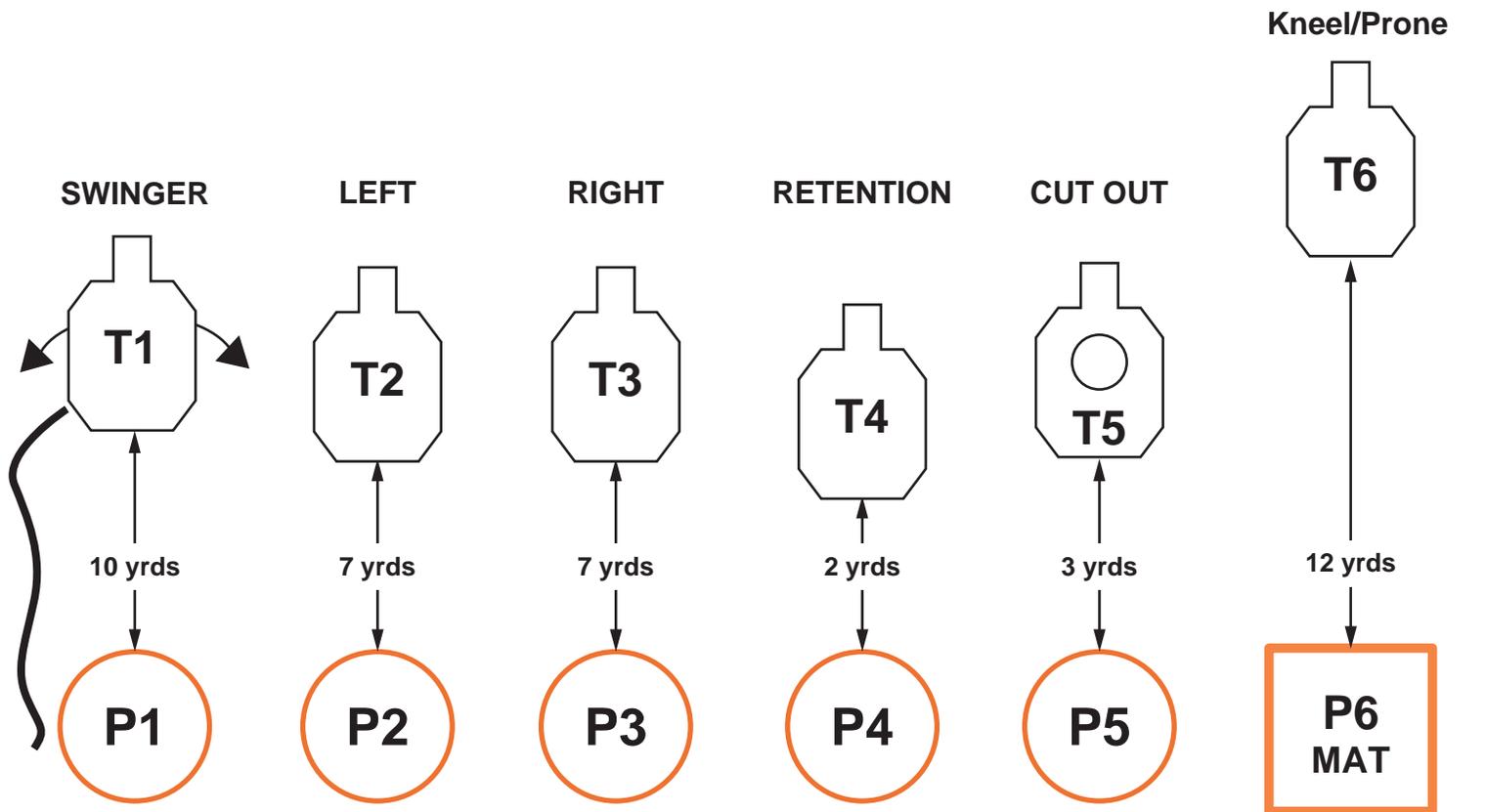
- At the signal, turn, draw and fire 2 rounds at T1 using retention grip- retreat to P2 while engaging T2 and T3 in any order with 2 rounds each.

Once at P2, re-engage all targets from one side of the Vertical barricade with 2 rounds each, shift to the other side of the barricade and engage all targets with 2 rounds each.

Unload show clear.

Score and tape - 6 rounds per target.

Six Modes



Equipment list
5- target stands
4- Standard targets
1- Cut out target
1- Swinger set
1- Mat

STANDARDS STAGE - Limited count - Scored hits: 3 rounds per target

18 rounds per string - 18 rounds per Cof. All shots and reloads done in shooting positions.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

180 degree muzzle rule is in effect.

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered. Retention grip requires shooting elbow touch the body.

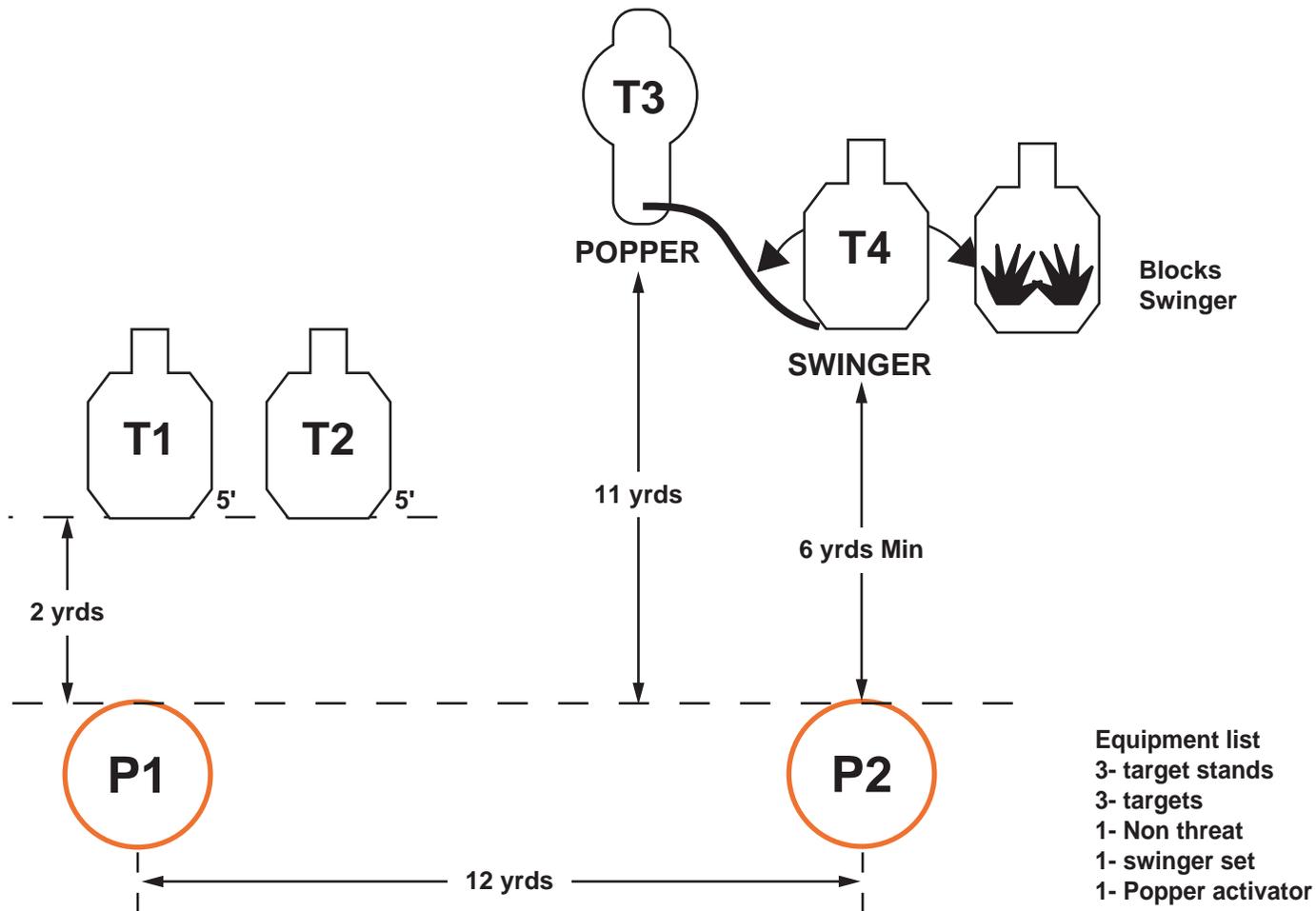
Course of Fire- Starting in P1

- At the signal pull the lanyard to activate the Swinger T1, draw and fire 3 rounds at T1 - move to P2
- At P2 Engage T2 with 3 rounds using the LEFT Hand - reload if required - move to P3
- At P3 Engage T3 with 3 rounds using the RIGHT Hand - reload if required - move to P4
- At P4 Engage T4 with 3 rounds using Retention Grip (shooting elbow on body) - reload if required - move to P5
- At P5 Engage T5 with 3 rounds using Freestyle form - reload if required - move to Mat P6
- At P6 - Kneel or go prone (shooter's choice) and engage T6 with 3 rounds using Freestyle form

Unload show clear.

Score and tape - 3 rounds per target.

Ping and Swing



STANDARDS STAGE - Limited count - Scored hits: 4 rounds per target - Steel must fall and activate swinger

7 rounds (min) per string - 14 rounds (min) per Cof. Make up shots allowed for steel. Reload at any time.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

- At the signal, draw and engage T1 and T2 in Tactical sequence (1-2-1) - advance to P2 while engaging the popper T3 to activate the Swinger T4 and engage the swinger with 2 rounds.

Reload and Reholster. Reset stage.

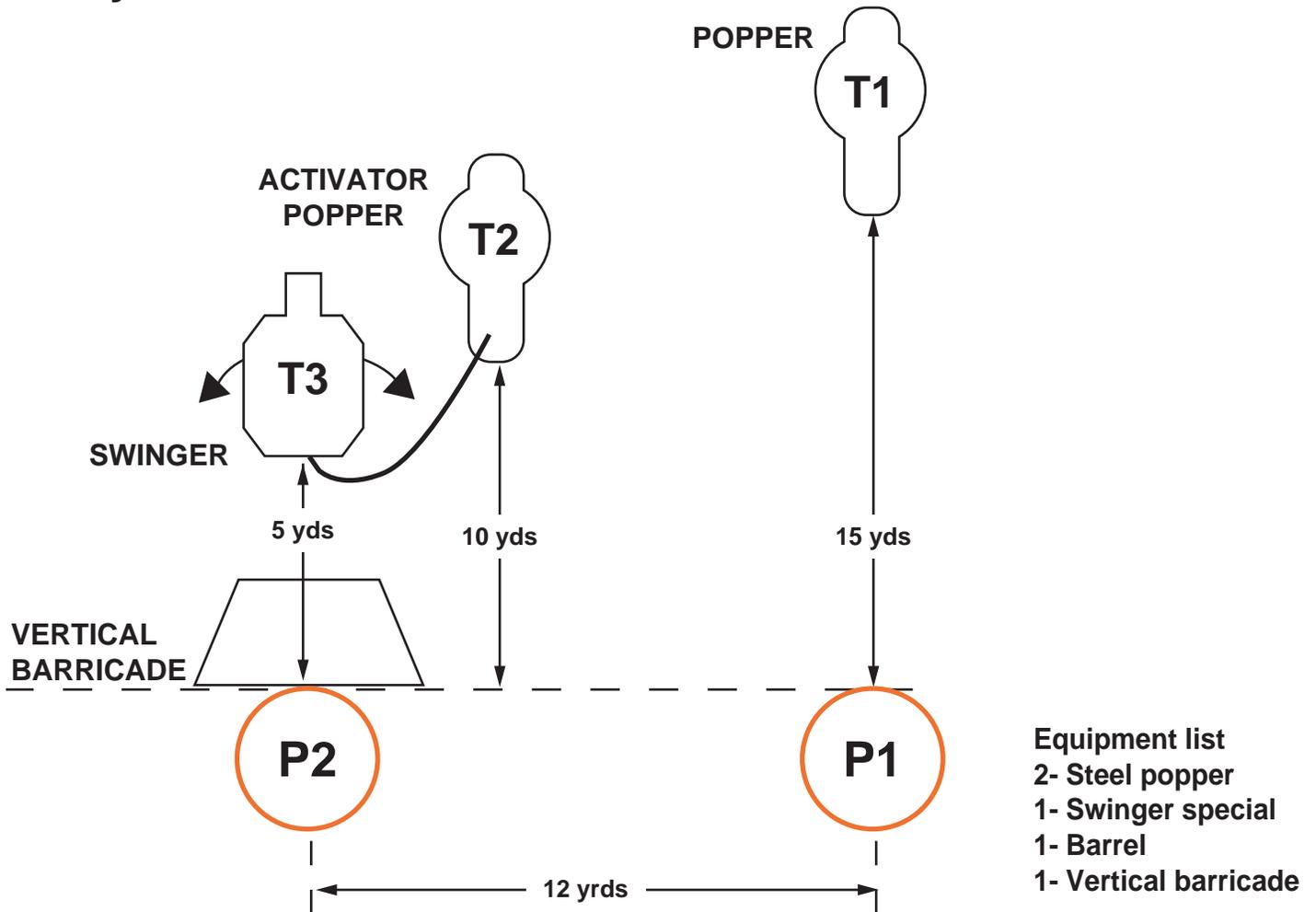
STRING TWO- Starting at P2

- At the signal, draw and engage the popper T3 to activate the swinger T4 and engage the swinger with 2 rounds. move to P1 and engage T2 and T1 with 2 rounds (sequence is optional).

Unload show clear.

Score and tape - 4 rounds per target.

It's Only Steel 8-2014



STANDARDS STAGE - Limited count- Scored hits: 6 rounds on paper per string - Steel must fall

8 rounds minimum per string - 16 rounds minimum per Cof. 6 shots max. each steel

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

- At the signal draw and move to P2 while engaging T1 and T2.

At P2 engage any steel that did not fall, then fire 6 rounds at the swinger T3.

Unload show clear. Score and tape - 6 rounds on paper.

Reset Stage.

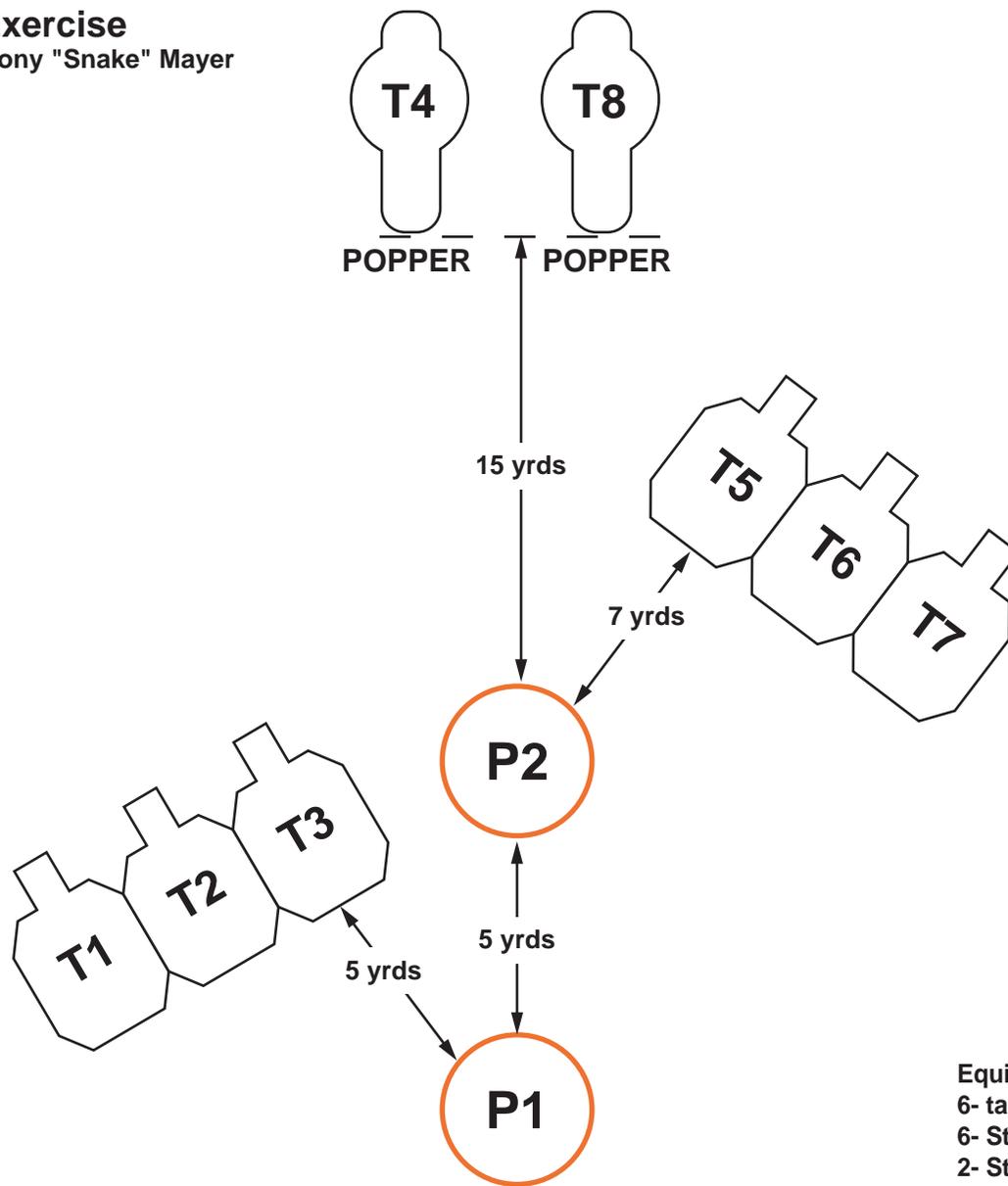
STRING TWO- Starting at P2.

- At the signal draw and engage T1 and T2. Engage the Swinger with 6 rounds once activated.

Unload show clear. Score and tape - 6 rounds on paper.

Near to Far Exercise

Course Design : Tony "Snake" Mayer



Equipment list
6- target stands
6- Standard targets
2- Steel Poppers

STANDARDS STAGE - Limited count - Round count: Paper 3 shots- maximum of 3 on Steel.

10 rounds per string - 20 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting in P1

- At the signal draw and fire 3 rounds each at T1,T2, and T3 - then engage T4 until it falls or Max. 3 shots.

Reload and Reholster.

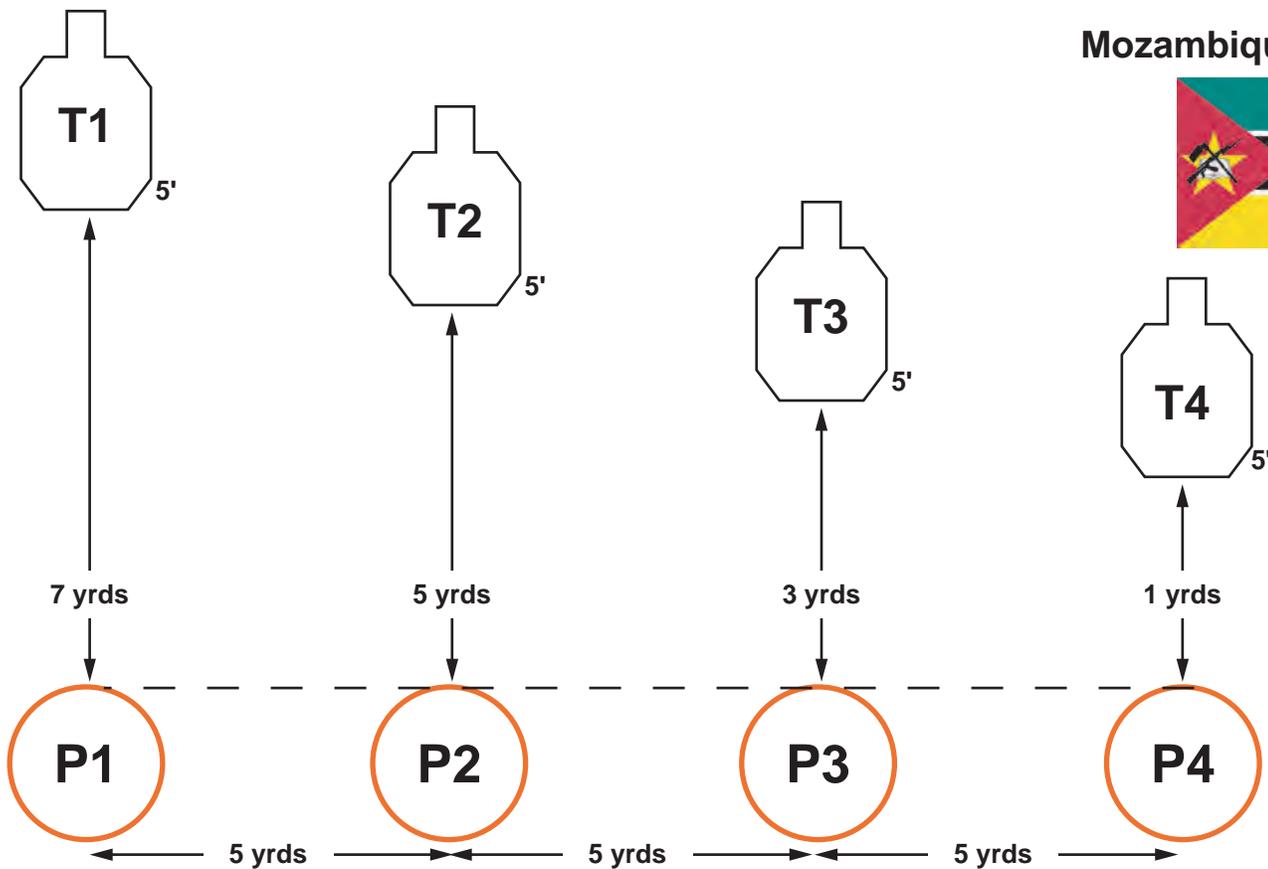
STRING TWO- Starting at P1

- At the signal draw and advance to P2 while engaging T5,T6, and T7 with 3 rounds each- then engage T8 until it falls or Max. 3 shots.

Unload show clear.

Score and tape - 3 rounds per target.

Mozambique shuffle



Equipment list
4- target stands
4- 5' targets

A popular dance in Southern Africa in the late 70s

An exercise in firing quickly from 4 distances.

Two to the body, one to the head.
Limited count - reload when required.

STRING ONE -Using freestyle form -Starting facing downrange at P1

At the signal draw and fire two to the body and one to the head - move to P2

At P2 fire two to the body, and one to the head - move to P3

At P3 fire two to the body and one to the head - move to P4

At P4 fire two to the body and one to the head - fresh magazine - reholster

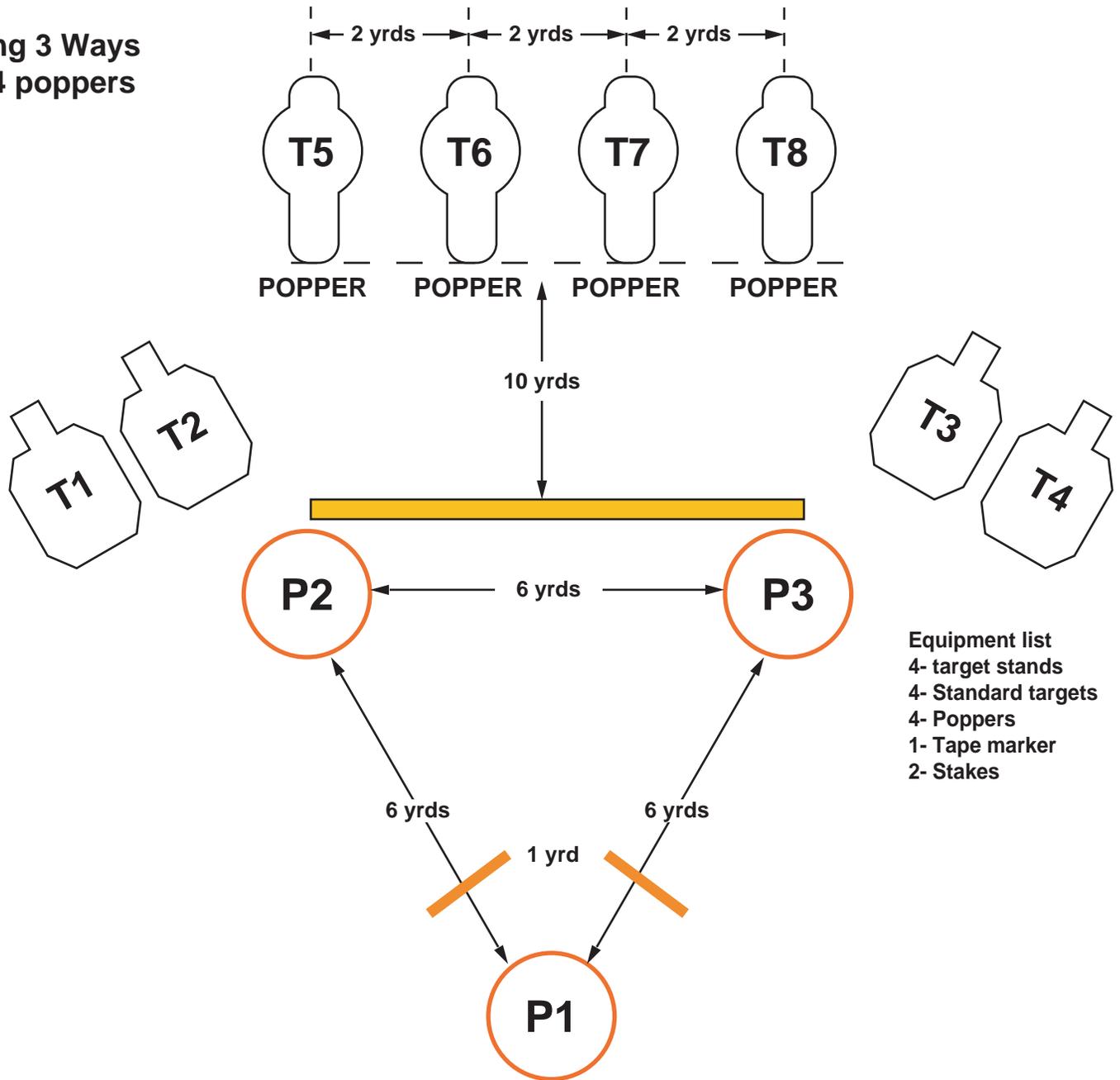
STRING TWO

Repeat in reverse order

Unload show clear - score and tape.

24 shots total - 2 head shots and 4 body shots each target for scoring

Moving 3 Ways with 4 poppers



- Equipment list**
- 4- target stands
 - 4- Standard targets
 - 4- Poppers
 - 1- Tape marker
 - 2- Stakes

STANDARDS STAGE - Limited count - Scored hits: 3 rounds per target per string - Steel must fall 180 degree muzzle rule in effect.

16 rounds per string - 32 rounds per Cof (make up shots are allowed on steel)- reloads are performed in firing position.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1 - Freestyle form.

- At the signal, draw and engage T1 and T2 with 3 rounds while advancing to P2 - first shot must occur before stepping over fault line. Perform mandatory reload at P2.

Advance to P3 while engaging all steel (T5 through T8). Shooter has the option of make up shots at P3 for remaining steel.

Perform a Mandatory reload at P3 and retreat towards P1 while engaging T3 and T4 with 3 rounds each.

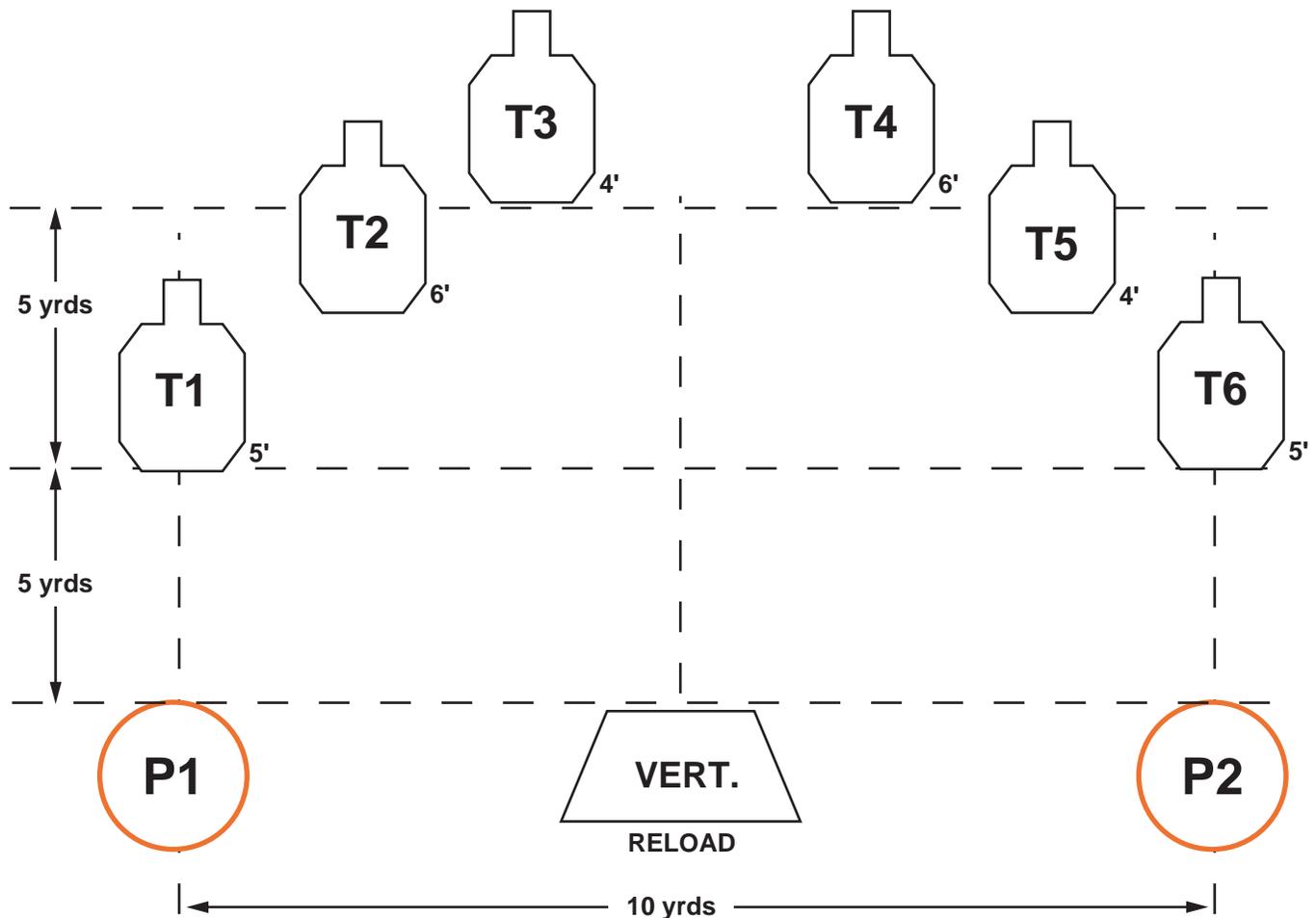
Reload and Reholster. Reset steel

STRING TWO- Dominant hand. Repeat first string in reverse order - P1 to P3 to P2

Unload show clear.

Score and tape - 6 rounds per target

Move and Shoot



Equipment list
6- target stands
6- Standard targets
1- barricade

STANDARDS STAGE - Limited count - Scored hits: 4 rounds per target

12 rounds per string - 24 rounds per Cof - all reloads done behind cover.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

- At the signal draw inside P1 and move to P2 while engaging T1 through T6 - all reloads done behind cover.

Reload and Reholster.

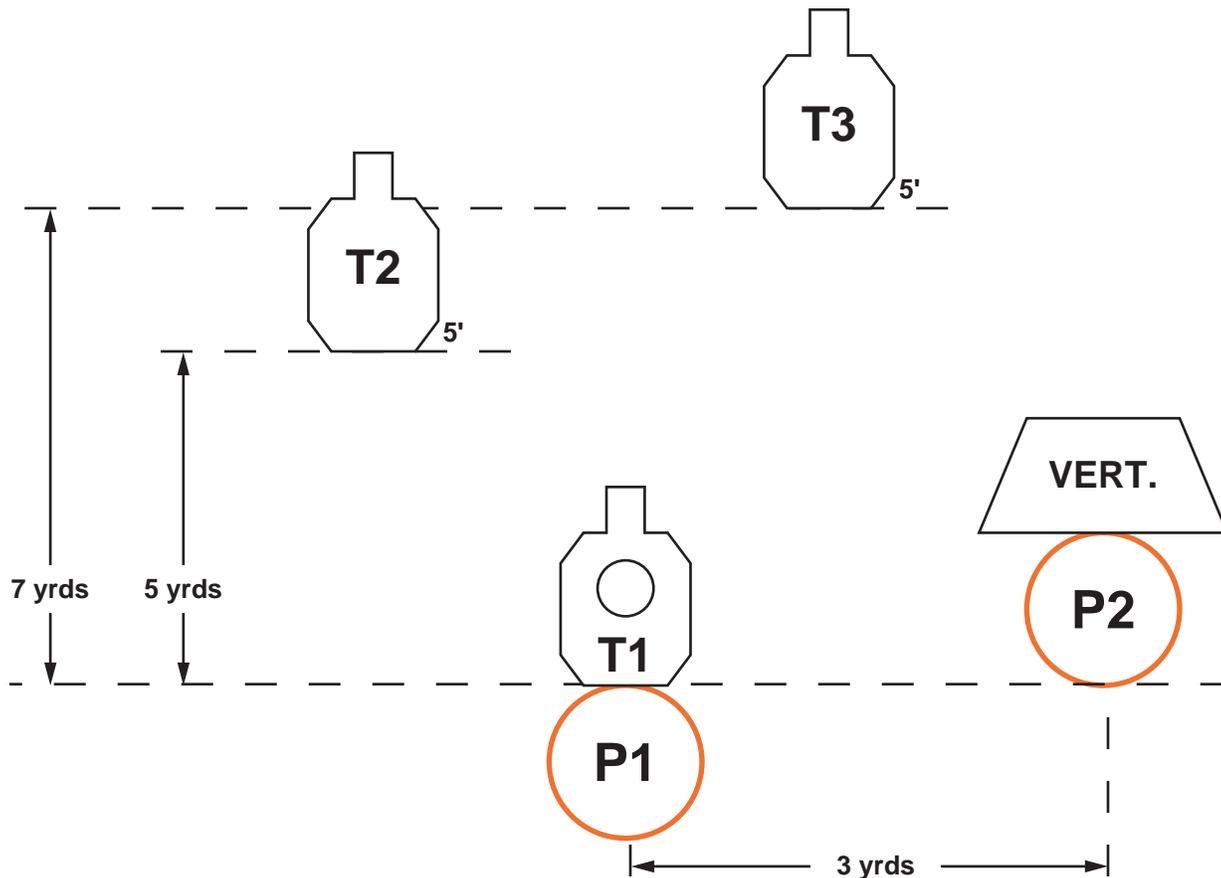
STRING TWO- Starting at P2.

- At the signal draw inside P2 and move to P1 while engaging T6 through T1 - all reloads done behind cover.

Unload show clear.

Score and tape - 4 rounds per target.

Knife Wounds



Equipment list
3- Target stands
2- Standard targets
1- Cut out Target
1- Vertical Barricade

STANDARDS STAGE - Limited count - Scored hits: 6 rounds per target

6 rounds per string - 18 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes
First target - T1- engaged using retention grip, firing side elbow touching body.

Starting Position - Standing at P1 facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -

- At the signal - draw and fire 2 rounds at T1 using a retention grip - your Strong side arm is slashed - advance to cover at P2 - once at cover - engage T2 and T3 in tactical priority using your Support Hand only.

Reload and Reholster.

STRING TWO-

- At the signal - draw and fire 2 rounds at T1 using a retention grip - your Weak side arm is slashed - advance to cover at P2 - once at cover - engage T2 and T3 in tactical priority using your Strong Hand only.

Reload and Reholster.

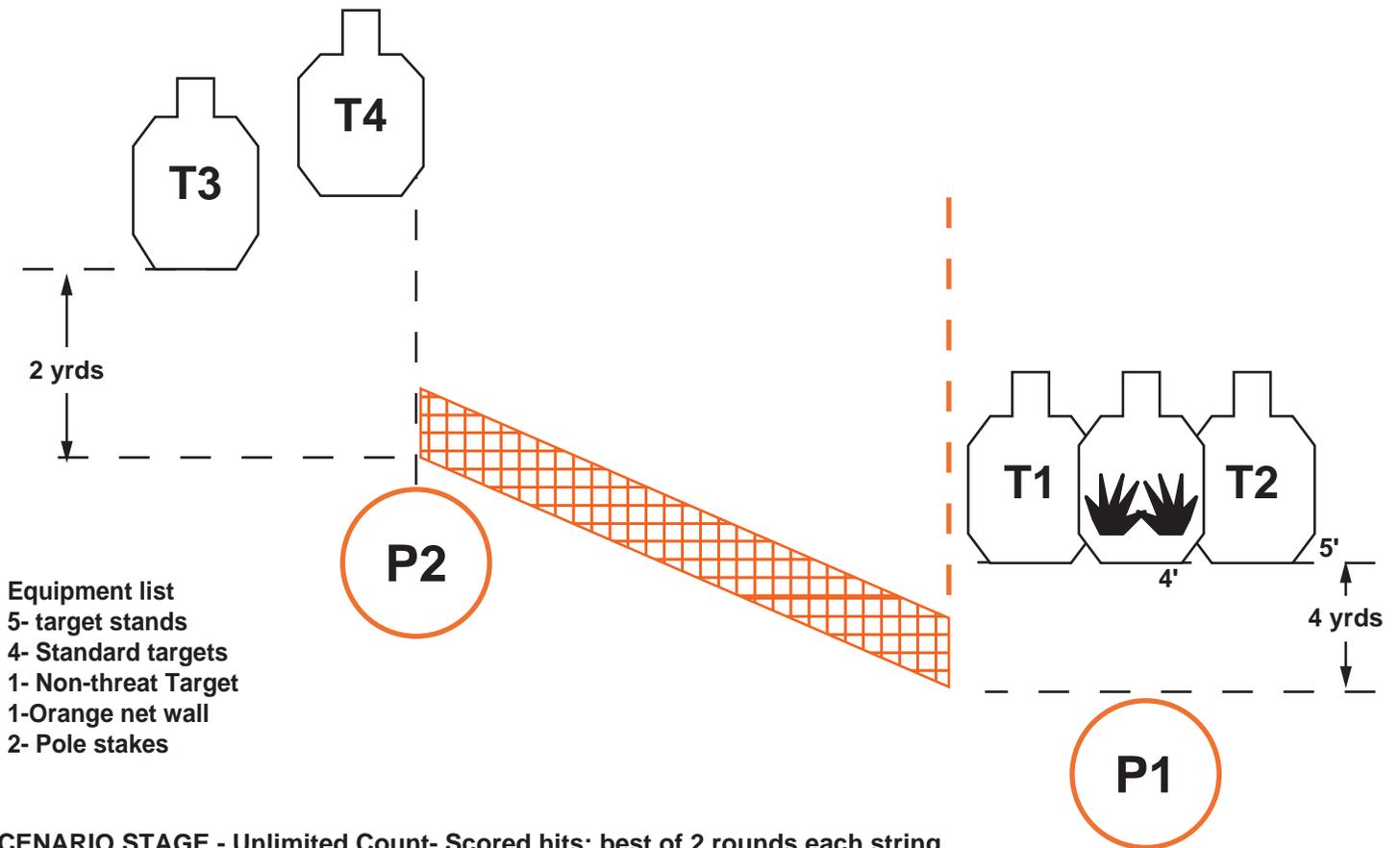
STRING THREE-

- At the signal - draw and fire 2 rounds at T1 using a retention grip - you get stabbed in the leg and can't move- engage T2 and T3 in tactical priority (near to far) using freestyle grip.

Unload show clear.

Score and tape - 6 rounds per target.

Home Defense 1



**SCENARIO STAGE - Unlimited Count- Scored hits: best of 2 rounds each string.
16 rounds per CoF**

When arriving at home you find your garage door open and a family member being threatened by two hostiles. After dealing with the initial threat , you move to the side yard to engage two more threats.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

- At the signal, and draw inside P1 and engage T1 and T2 with a minimum of 2 rounds each in tactical SEQUENCE. Once the initial threats are engaged, move to P2 and engage T3 and T4 as they become visible with a minimum of 2 rounds each.

Unload show clear.

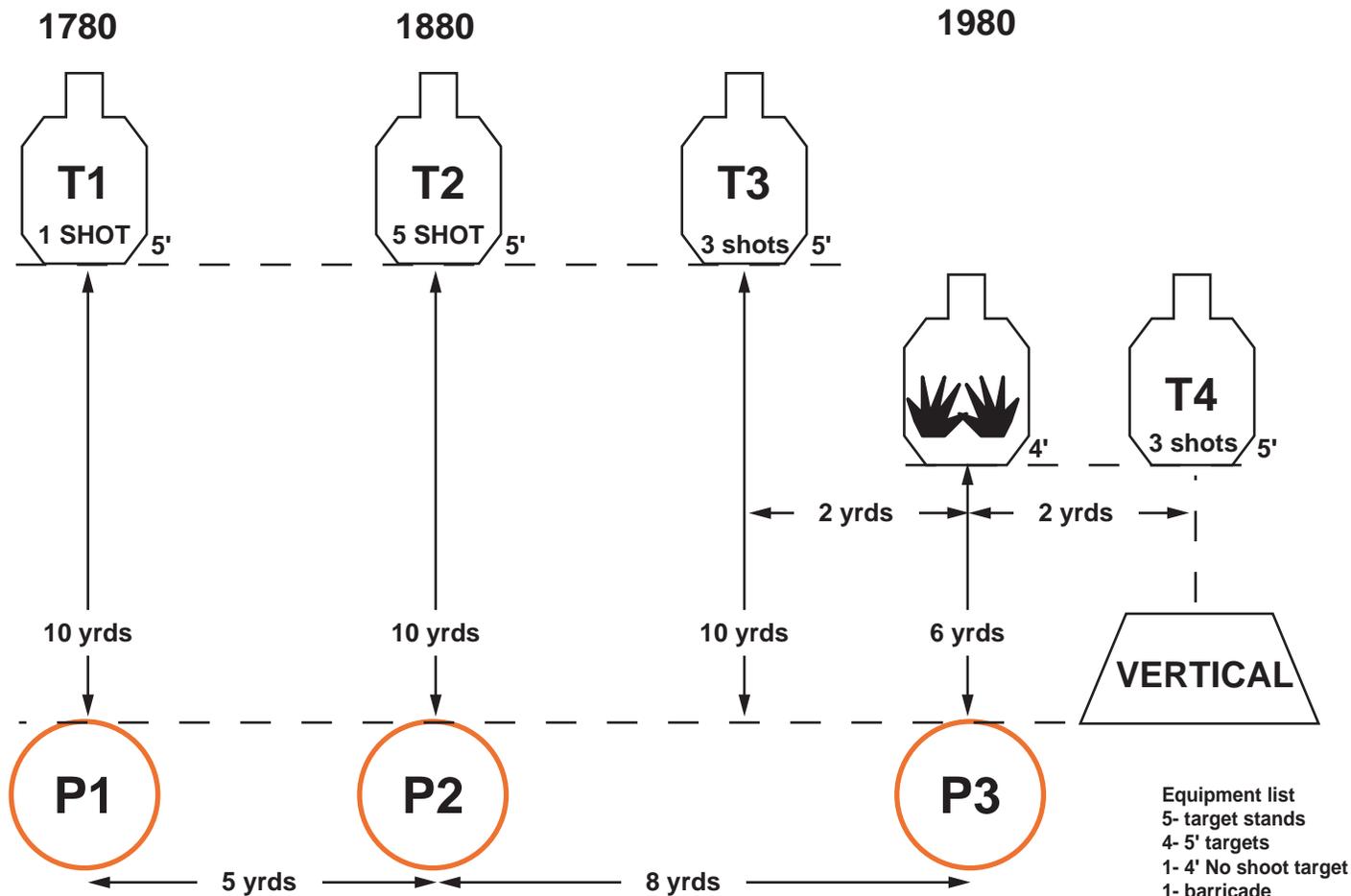
Score and tape - best of 2 rounds on all targets.

STRING TWO- repeat first string

Unload show clear.

Score and tape - best of 2 rounds on all targets.

One, Five, and Six



Pistol craft required in a 300 year span

Standards Stage-

Exercise in firing with accuracy with limited ammo. 180 degree rule in effect.
Limited count.

24 rounds total

STRING ONE -Starting facing uprange at P1- back to T1 (muzzle loader duel) - 1780

- At the signal turn, draw, and fire ONE ROUND at T1. Reholster.

STRING TWO- Start at P2 facing T2 (high noon, SAA hammer on empty chamber) -1880

- At the signal draw, and fire 5 ROUNDS at T2. Reload and Reholster.

STRING THREE Start at P3 facing T3 and T4 (Interrupting an armed robbery) - 1980

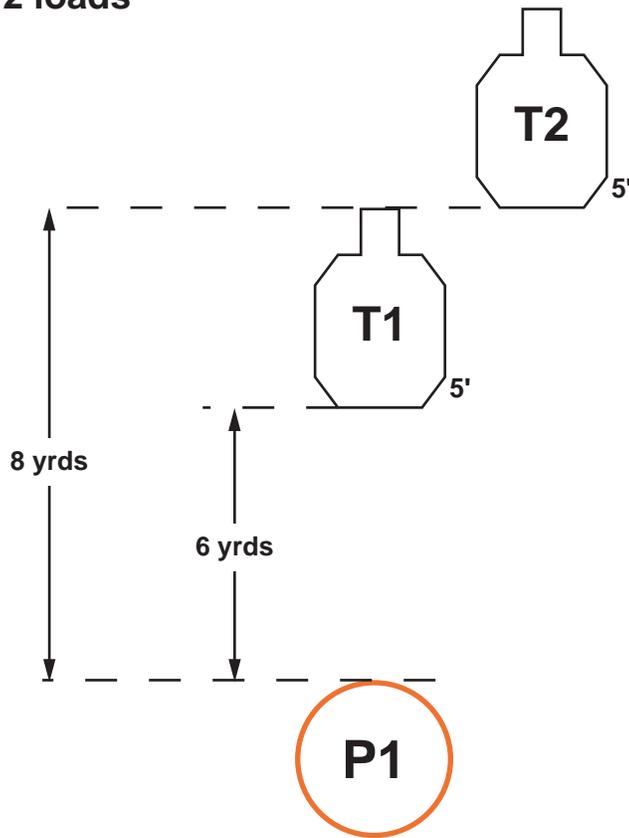
-At the signal, draw and engage T3 with 3 rounds while moving to cover. Once behind cover, engage T4 with 3 rounds.

Reload Reholster

REPEAT FIRST THREE STRINGS - DOMINANT HAND ONLY

SCORE AND TAPE

Hammer with 2 loads



Equipment list
2- target stands
2- Standard targets

STANDARDS STAGE - Limited Vickers

6 rounds per target per string - 24 rounds per Cof Scored Hits 12 on Paper

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol UNLOADED and holstered - first load will only be 6 rounds.

STRING ONE - Starting in P1. All shots and reloads inside P1.

- At the signal - draw, load with 6 rounds, and engage T1 with six rounds, reload and engage T2 with 6 rounds.

UNLOAD and Reholster.

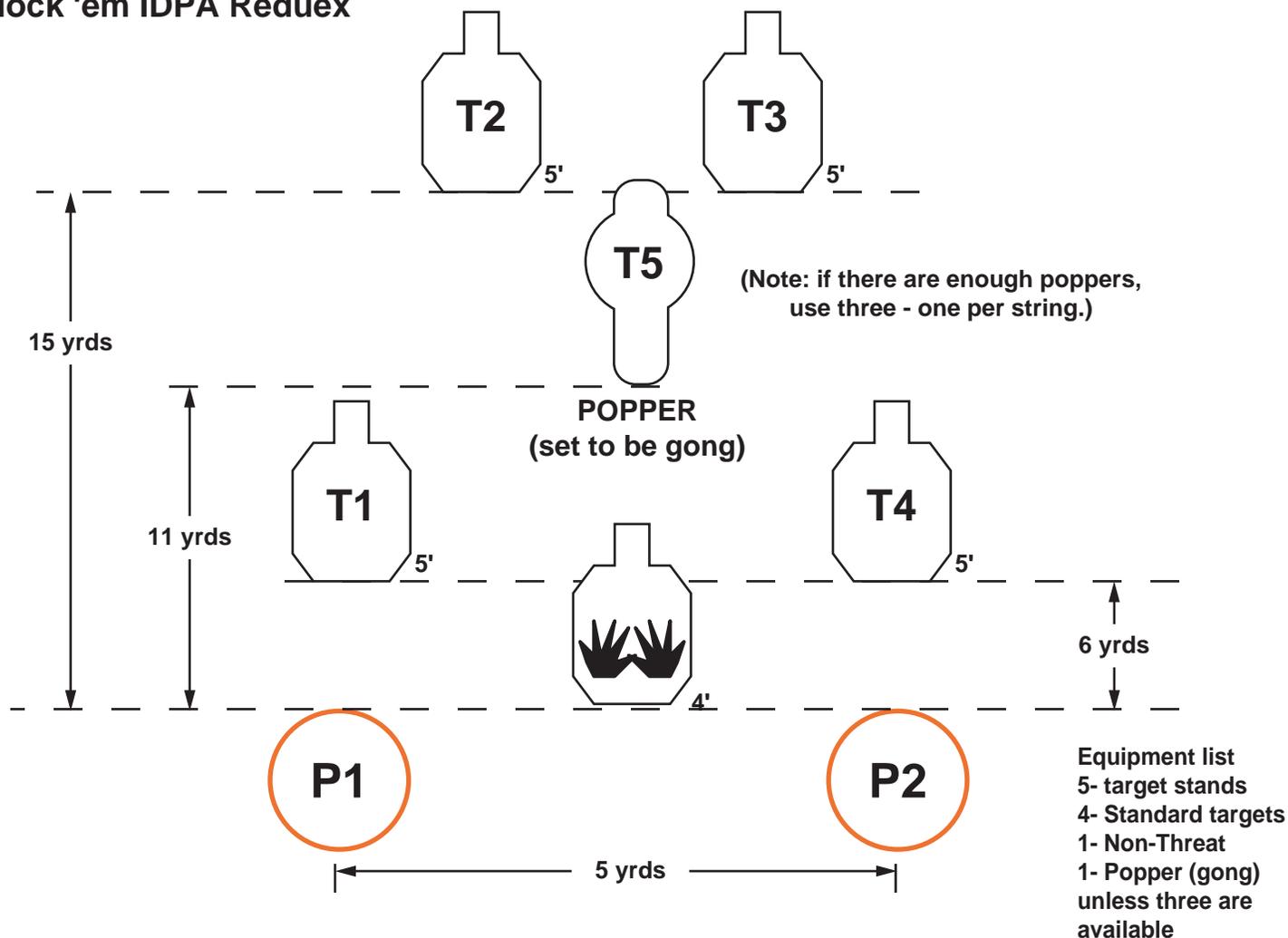
STRING TWO- Starting in P1. Shots fired and reloads done ON THE MOVE.

- At the signal - draw, load with 6 rounds, and engage T1 with six rounds while moving, reload and engage T2 with 6 rounds also while moving.

Unload show clear.

Score and tape - 12 rounds per target.

Glock 'em IDPA Reduex



STANDARDS STAGE - Limited count - Scored hits: 3 rounds per target - Steel must ring -ONE SHOT ONLY on steel 1 round per target per string - 15 rounds per Cof - all shots fired while moving.

180 degree muzzle rule in effect.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

- At the signal draw inside P1 and engage all targets with one round only while moving towards P2. Reload and Reholster.

STRING TWO-Starting at P2

- At the signal draw inside P2 and engage all targets with one round only while moving towards P1. Reload and Reholster.

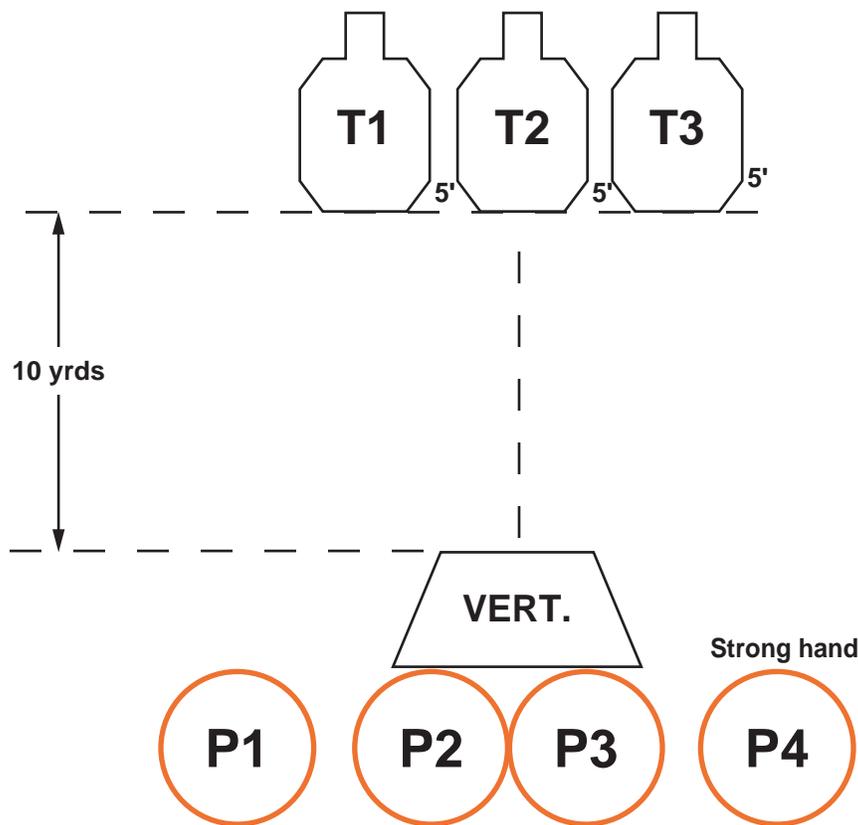
STRING THREE -Starting at P1

- At the signal draw inside P1 and engage all targets with one round only while moving towards P2.

Unload show clear.

Score and tape - 3 rounds on paper - paint steel if weather permits.

Glock Da Plates _Paper-IDPA Reduex



Scoring:
Head shots - 4 required
Body - Best of 4

Equipment list
3- target stands
3- targets
1- barricade

STANDARDS STAGE - Limited count - Scored hits: 6 rounds per target 24 rounds per COF
Reload between strings. 180 degree muzzle rule in effect.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range at P1 - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE - at P1 -At the signal, draw and engage all targets with 1 round to the head and 1 round to the body. Reload and Reholster

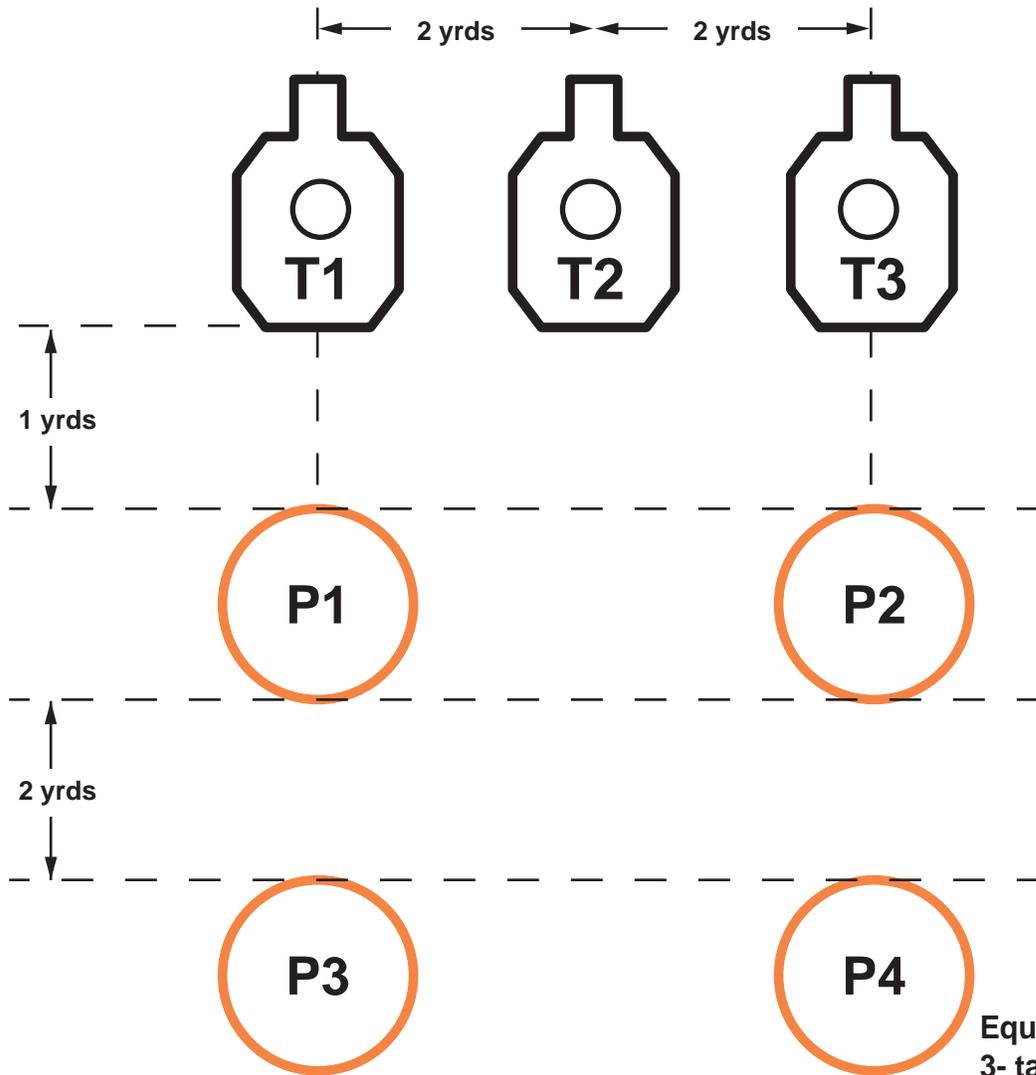
STRING TWO- at P2 -At the signal, draw and engage all targets with 1 round to the head and 1 round to the body from the left edge of cover. Reload and Reholster

STRING THREE- at P3 -At the signal, draw and engage all targets with 1 round to the head and 1 round to the body from the right edge of cover. Reload and Reholster

STRING FOUR- at P4 -At the signal, draw with Strong side hand and engage all targets with 1 round to the head and 1 Unload show clear.

Score and tape - 4 rounds per head required - Best of 4 to the body - 8 total.

COLD WEATHER BAY 4- "IN THE HOLE"



Equipment list
3- target stands
3- targets with down
zero cut away in center

18 total rounds

Exercise in Precise shooting while moving

Limited Vickers

This drill will require no tape if shot clean.

String 1 -

Standing relaxed in P1- at the signal draw and fire two rounds at each target while moving to P2. Reload and reholster.

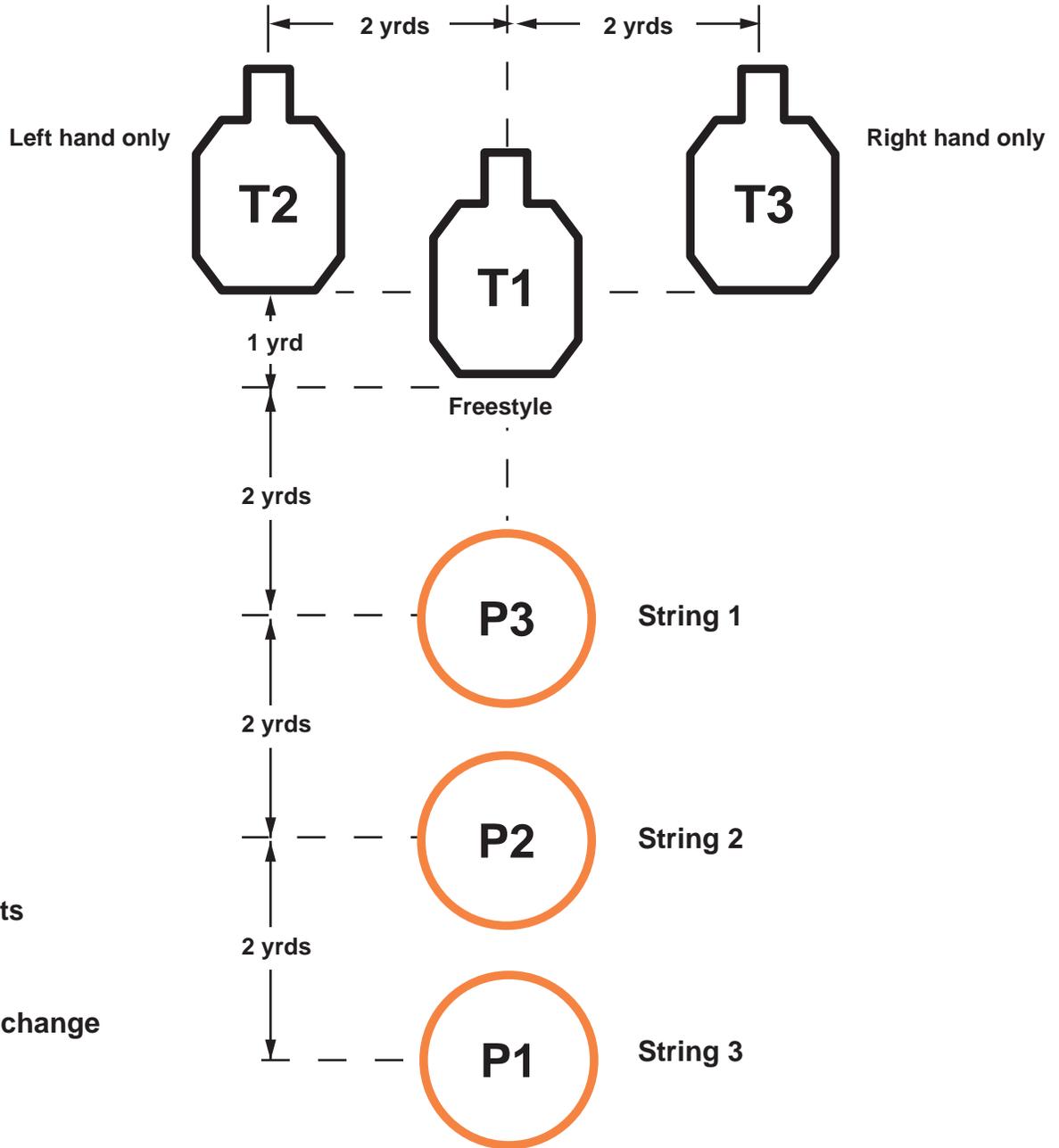
String 2 -

Standing relaxed in P2- at the signal draw and fire two rounds at each target while moving to P1. Reload and reholster.

String 3-

**Standing relaxed in P3- at the signal draw and fire one round at each target while moving to P4
Score and tape**

COLD WEATHER BAY 3- "3 way change"



Equipment list
3-Target stands
3- Standard targets

18 rounds total
Exercise in grip change
Limited Vickers

String 1 -

Standing relaxed in P1 - at the signal - Draw and engage T1 freestyle with 2 rounds - switch to left hand grip fire 2 rounds at T2 - switch to right hand grip - fire 2 rounds at T3. Reload and reholster.

String 2 -

Standing relaxed in P2 - at the signal - Draw and engage T1 freestyle with 2 rounds - switch to left hand grip fire 2 rounds at T2 - switch to right hand grip - fire 2 rounds at T3. Reload and reholster.

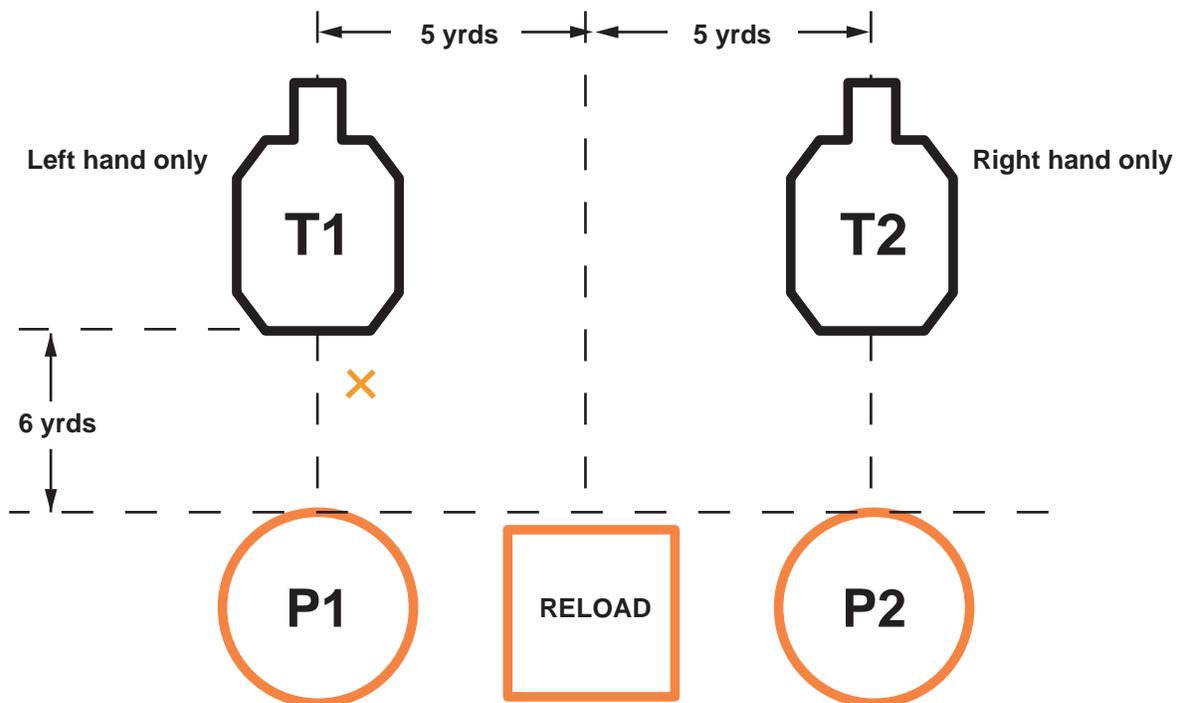
String 3 -

Standing relaxed in P3 - at the signal - Draw and engage T1 freestyle with 2 rounds - switch to left hand grip fire 2 rounds at T2 - switch to right hand grip - fire 2 rounds at T3

Unload show clear.

Score and tape

COLD WEATHER BAY 2- "COUNT TO SIX"



Equipment list
2- target stands
2- Standard targets
Aim point marker

STANDARDS STAGE - Limited Vickers

12 rounds per string - 24 rounds per Cof Scored Hits: 6 rounds on paper

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides -

Pistol loaded to div. capacity at low ready.

String 1 -

Standing relaxed in P1- Pistol in left hand at low ready - at the signal - fire six rounds at T1 - move to reload box - change grip to right hand - reload as required - move to P2 and fire 6 rounds at T2. (Lefties reload before grip change).

Reload and reholster.

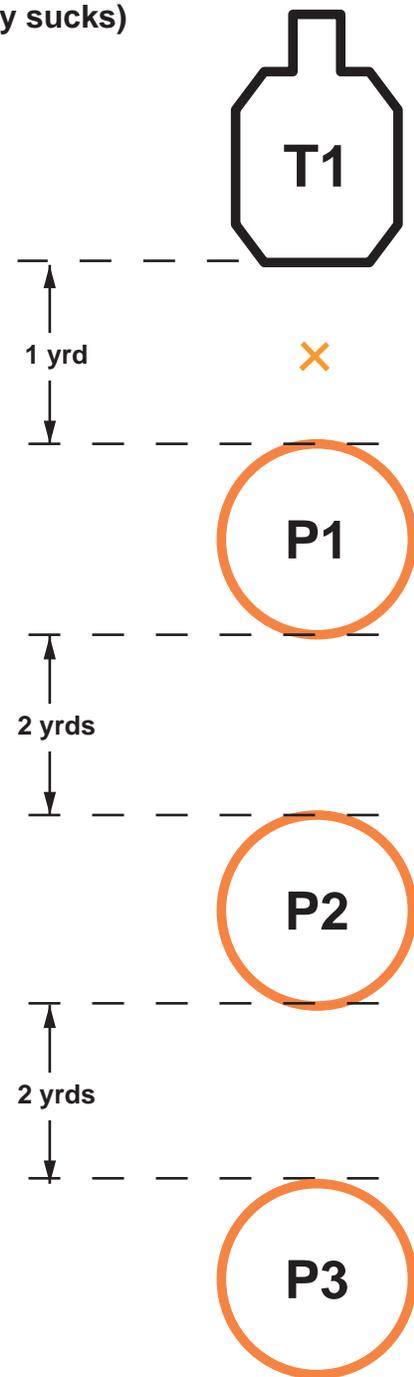
String 2 -

Repeat string 1

Unload show clear.

Score and tape

COLD WEATHER BAY 1 - "weak side challenge" (or this really sucks)



Equipment list

- 1- target stand
- 1- muzzle aim point marker

12 total rounds

**Exercise in shooting with weak side at different ranges while moving to shooting boxes.
Limited Vickers**

All shots using weak hand only- start from low ready

String 1 -

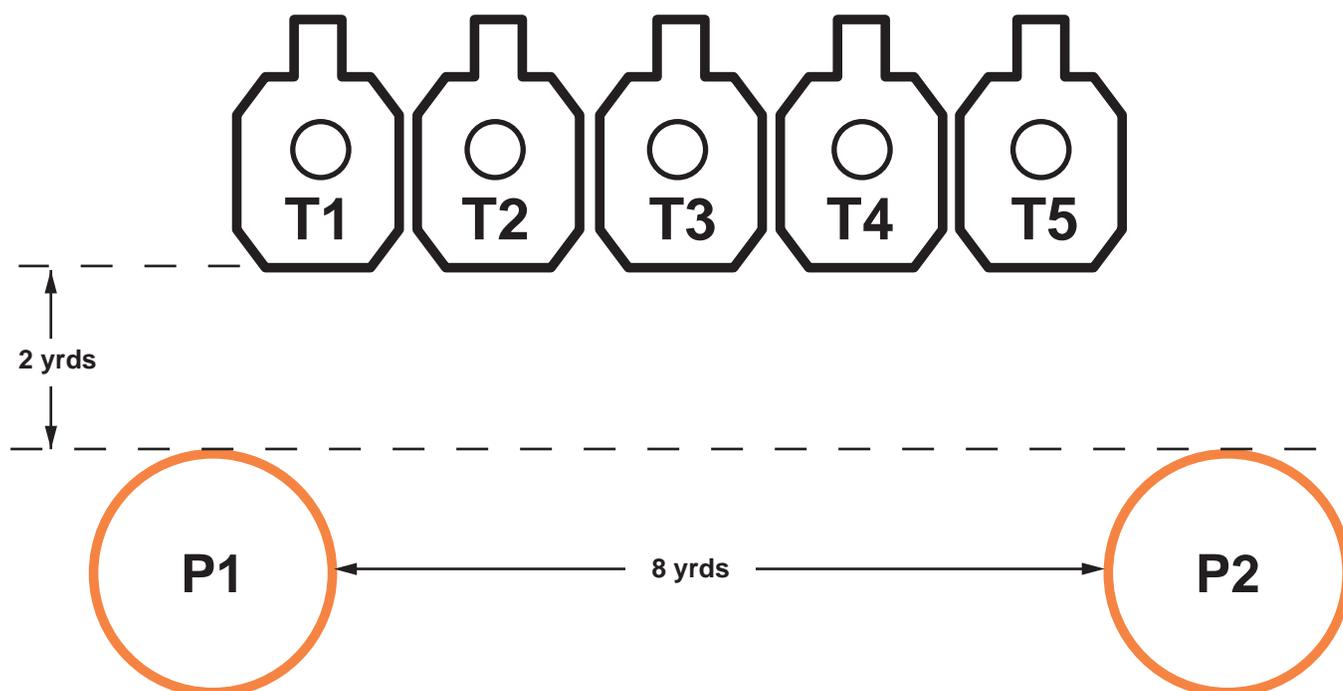
**Standing at low ready in P1- at the signal draw and fire two rounds at T1 while backing up to P2 - when both feet are in P2 , fire 2 rounds while backing up to P3 - when both feet are in P3, fire 2 more rounds at T1.
Reload and reholster.**

String 2 -

**Standing at low ready in P3- at the signal draw and fire two rounds at T1 while advancing to P2 - when both feet are in P2 , fire 2 rounds while advancing to P1- when both feet are in P1, fire 2 more rounds at T1.
Unload show clear**

Score and tape

THE CUT OUT BUG DRILL



Equipment list

5- target stands
5- targets with down
zero cut away in center
placed as close together
as possible

15 total rounds

Exercise in Precise shooting while moving in BUG division

Limited Vickers

This drill will require no tape if shot clean.

String 1 - 5 rounds in pistol.

Standing relaxed in P1- at the signal draw and fire one round at each target while moving to P2.
Reload and reholster.

String 2 - 5 rounds in pistol.

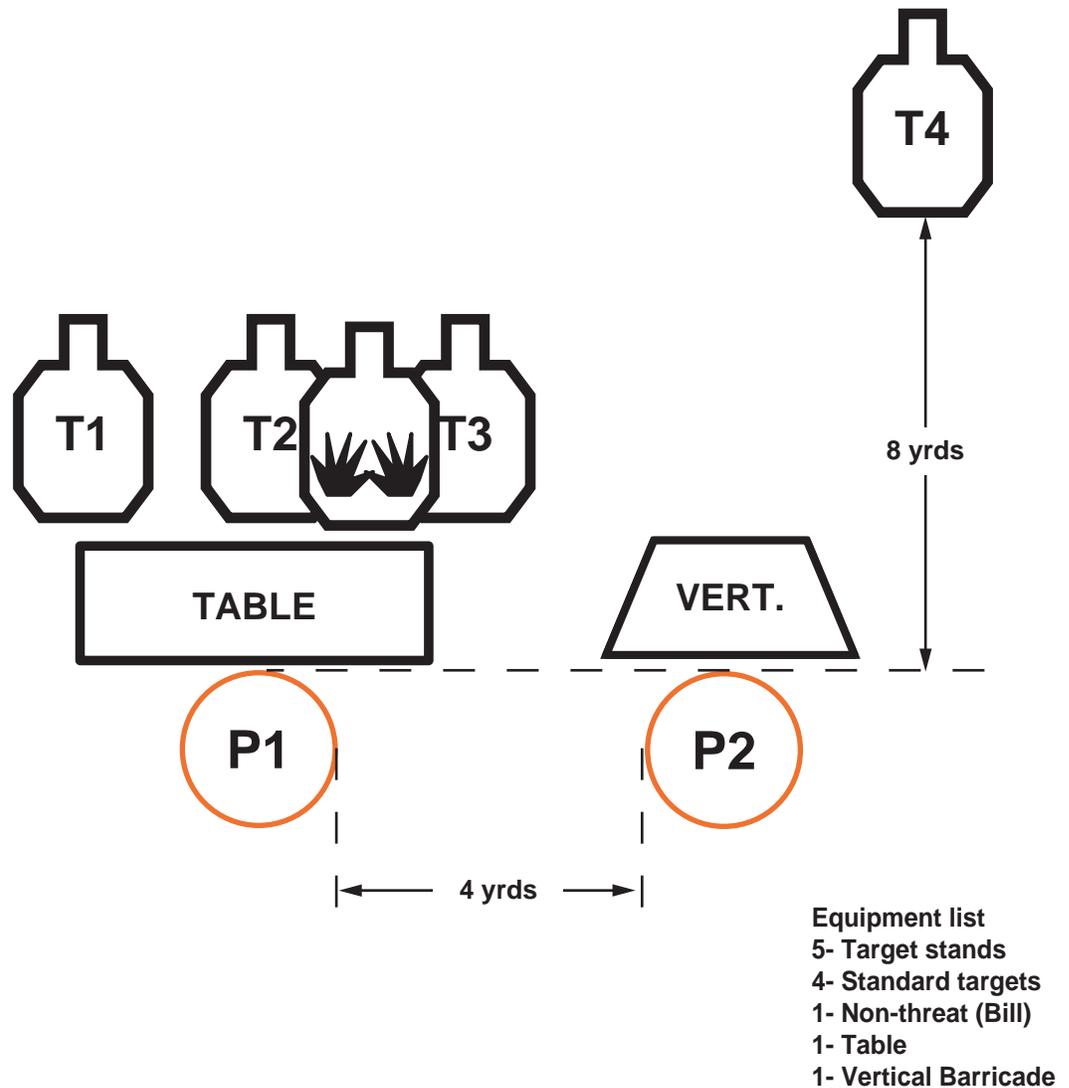
Standing relaxed in P2- at the signal draw and fire one round at each target while moving to P1.
Reload and reholster.

String 3- 5 rounds in pistol.

Standing relaxed in P1- at the signal draw and fire one round at each target while moving to P2.
Unload show clear.

Score and tape

Playin' cards with Bill



Scenario-

The card game isn't friendly after all. Engage the hostiles at the table, move to cover to reload, and neutralize the hostile blocking the door.

Vickers count - FTN in effect - 8 round minimum

Start standing at P1 - pistol holstered and loaded to division capacity.

- At the signal - draw and engage T1, T2, and T3 in tactical sequence (one per target first) with at least 2 rounds per target. Try not to shoot Bill.

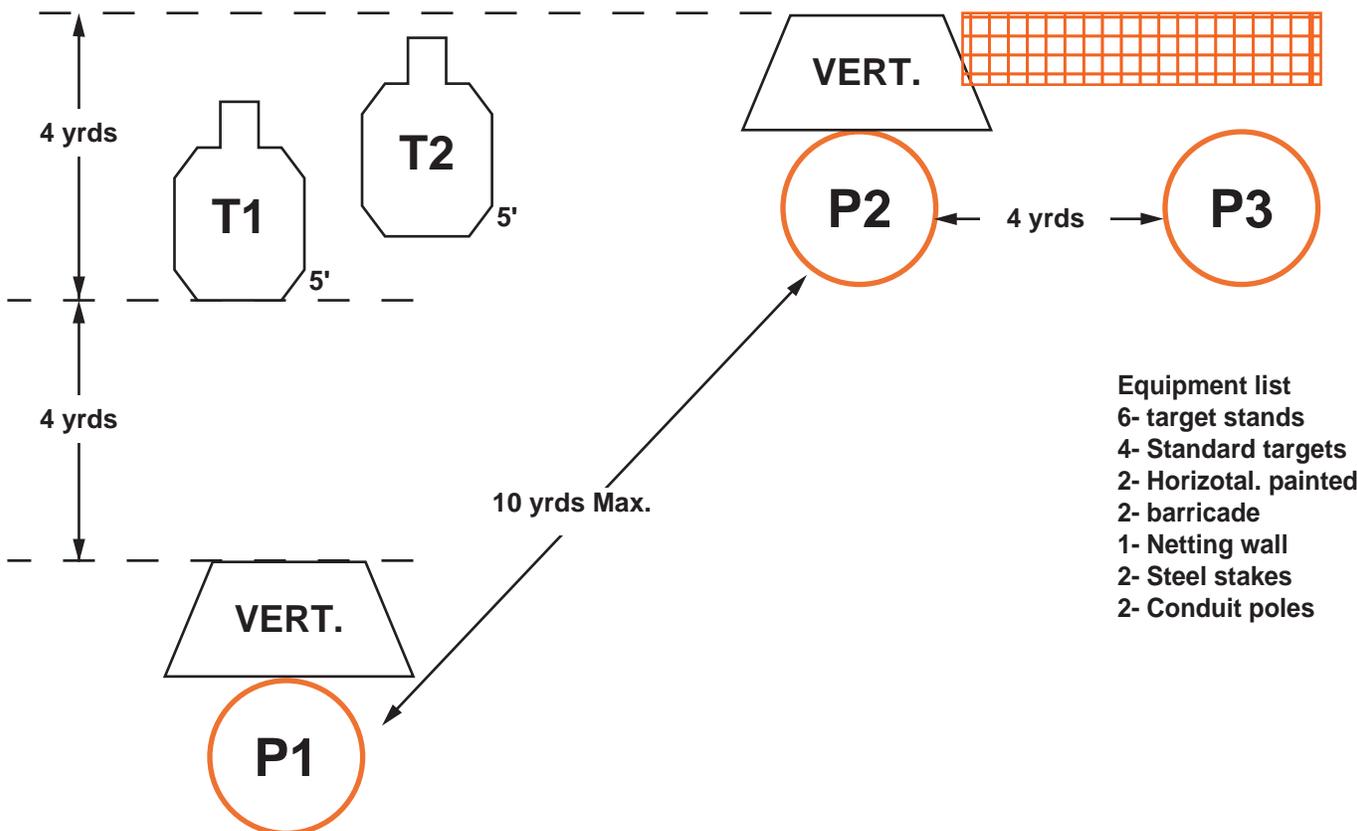
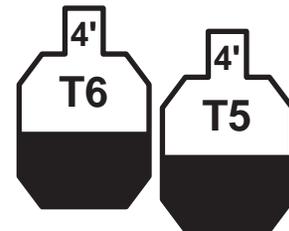
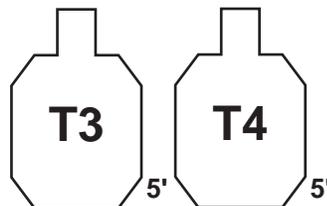
Move to cover at P2 and perform a reload if required, fire at least 2 rounds at T4.

Unload show clear.

Score and tape - score best 2 rounds on each target.

Famous last stands of History -2

Butch in Bolivia - Nov. 7 1908



- Equipment list
- 6- target stands
 - 4- Standard targets
 - 2- Horizontal. painted
 - 2- barricade
 - 1- Netting wall
 - 2- Steel stakes
 - 2- Conduit poles

STANDARDS STAGE - Limited count - Scored hits: 2 rounds per target - 12 rounds per string
 180 degree muzzle rule in effect.

Your not-so-brilliant business partner has brought you to Bolivia were the "pickens are better" and we all know how that ends up...

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: No - what's the point?

Starting Position - Standing at P1 - facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

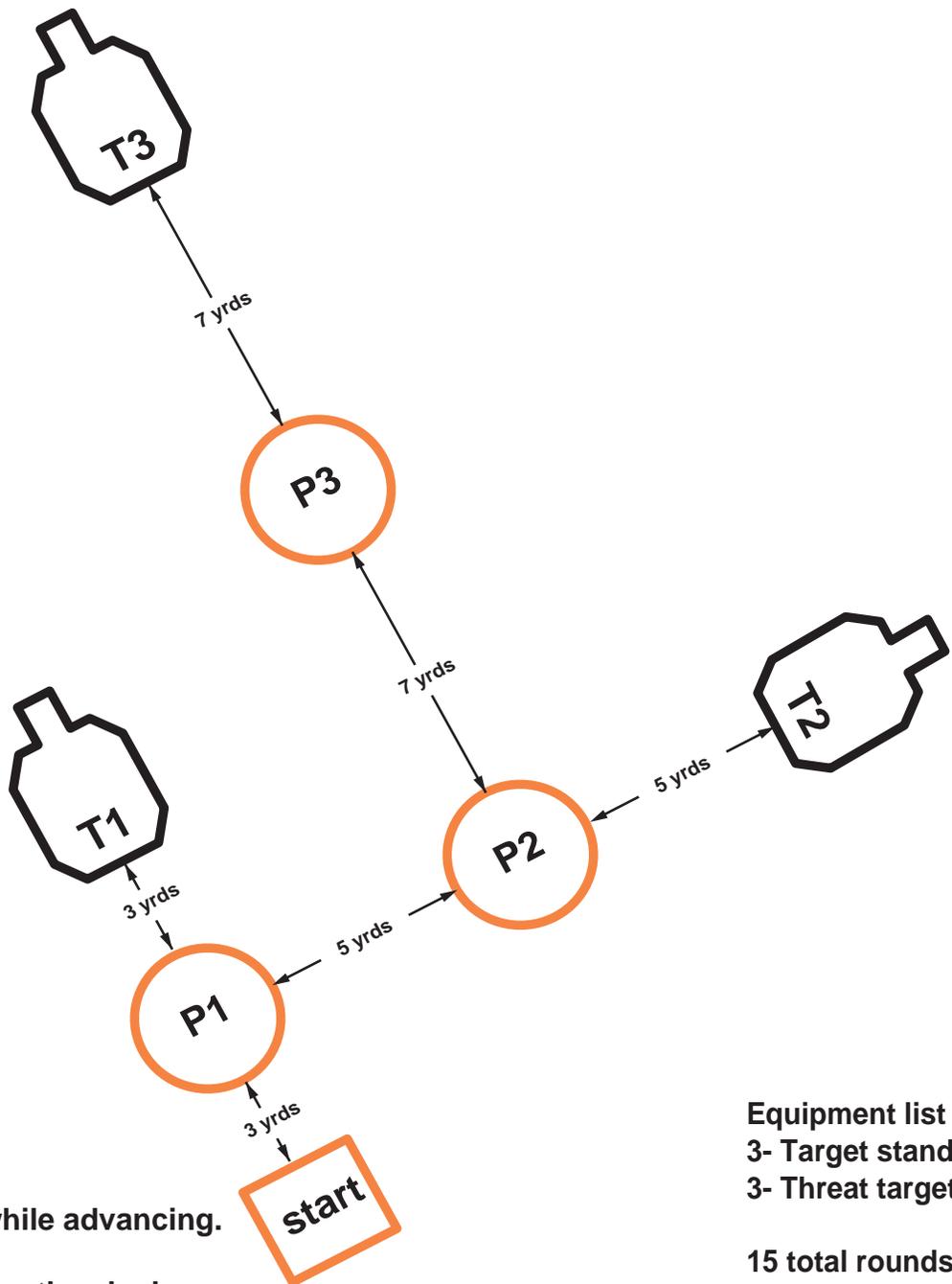
STRING ONE

- At the signal, draw inside P1 and fire 2 rounds at T1 and T2 while advancing to P2.
 - When at P2, engage T3 and T4 with 2 rounds from the LEFT side of the barricade, move to P3.
 - From P3 engage T5 and T6 with 2 rounds from cover -OR- while advancing in cinematic glory.
- (Then comes the career ending hail of gunfire).

Unload show clear.

Score and tape - 2 rounds per target.

THE BUG OUT



Exercise in shooting while advancing.
Limited Vickers
Bug stage no reloads on the clock.
Only 5 Rounds in pistol

Equipment list
3- Target stands
3- Threat targets

15 total rounds

Start standing at the Start- hands relaxed at sides.

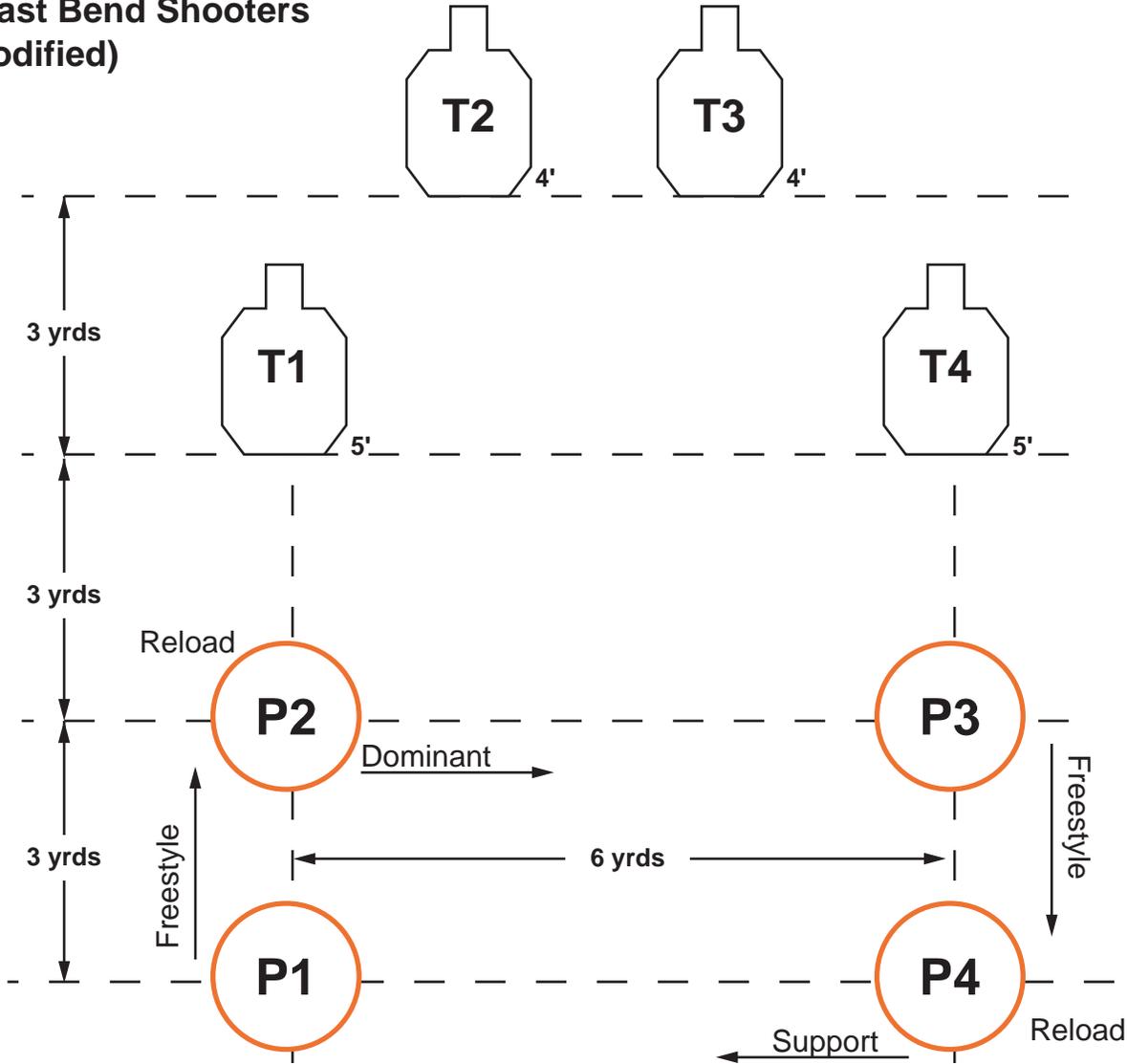
String 1 - 5 rounds in pistol.
At the signal draw and fire 5 rounds at T1 while moving to P1.
Reload and reholster.

String 2 - 5 rounds in pistol.
Standing relaxed in P1- at the signal draw and fire 5 rounds at T2 while moving to P2.
Reload and reholster.

String 3 - 5 rounds in pistol.
Standing relaxed in P2- at the signal draw and fire 5 rounds at T3 while moving to P3.
Unload show clear.

Score and tape - 5 rounds in each target

**Box Drill - Three Targets
(Coast Bend Shooters
- modified)**



Equipment list
 4- target stands
 4- standard targets

STANDARDS STAGE - Limited count - Scored hits: 6 rounds per target- 24 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing - facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting at P1

- At the signal - draw inside P1 and fire 6 rounds at T1 using FREESTYLE form while advancing to P2 - reload at P2 - engage T2 with 6 rounds using DOMINANT hand while moving to P3.

Reload and Reholster.

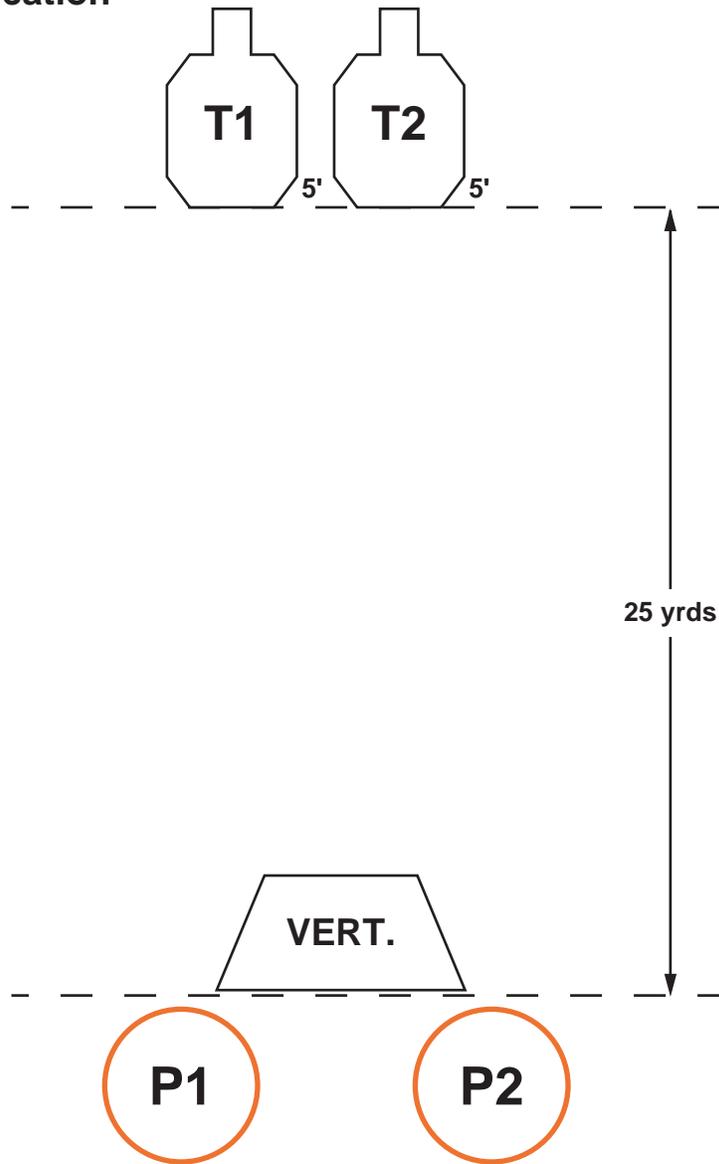
STRING TWO -Starting at P3

- At the signal - draw inside P3 and fire 6 rounds at T3 using FREESTYLE form while retreating to P4 - reload at P4 - engage T4 with 6 rounds while moving to P1 using SUPPORT hand.

Unload show clear.

Score and tape - 6 rounds per target.

Border patrol Qualification (Modified)



Equipment list
2- Target stands
2- Standard targets
1- Vert. barricade

STANDARDS STAGE - Limited count - 12 rounds per string - 24 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded with 6 rounds only and holstered.

STRING ONE -Starting in P1

- At the signal, draw, move behind cover and engage T1 with 6 rounds from the LEFT side of the barricade - reload, kneel, and engage T1 with six more rounds.

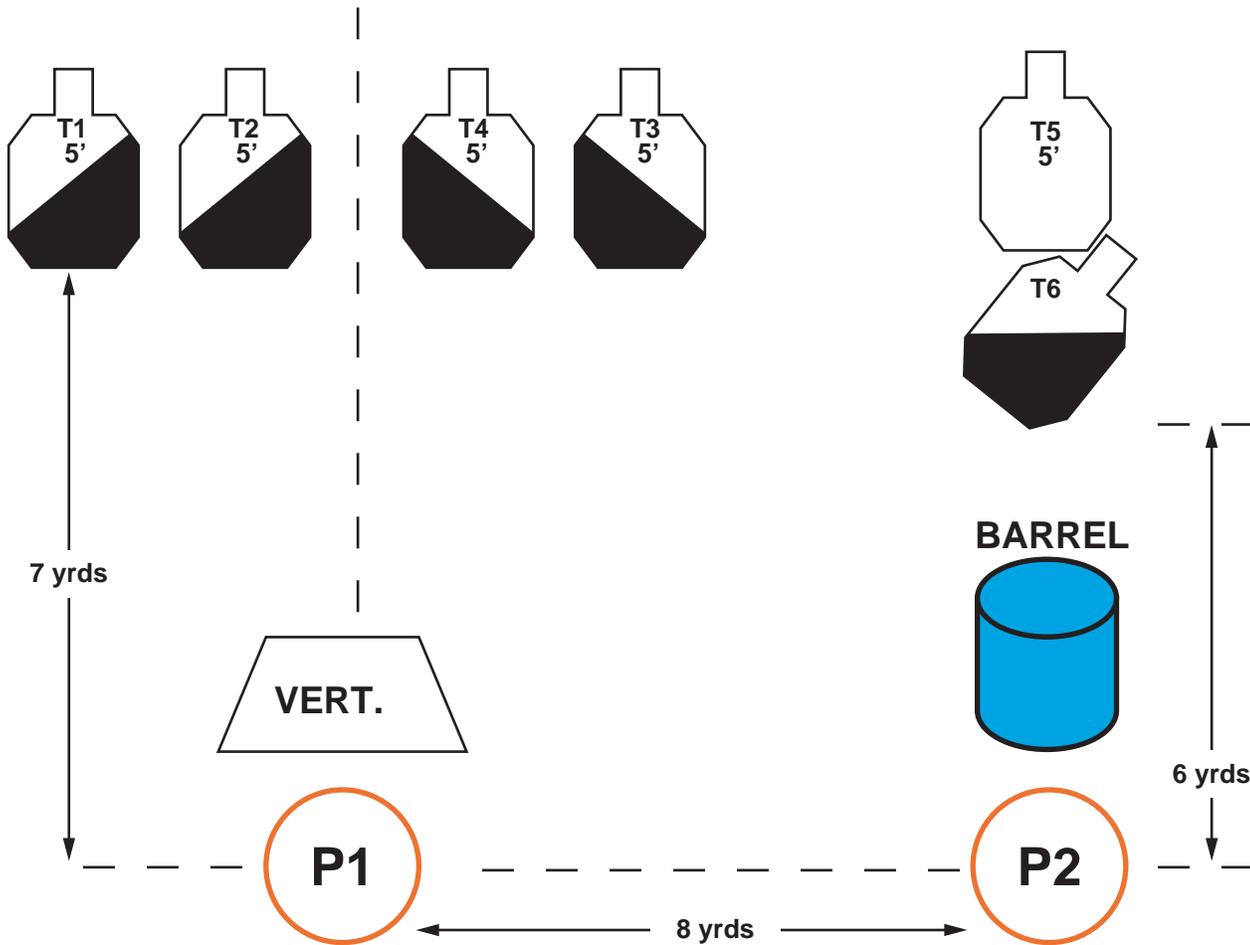
Reload with 6 rounds only and Reholster.

STRING TWO -Starting in P2

- At the signal, draw, move behind cover and engage T2 with 6 rounds from the RIGHT side of the barricade - reload, kneel, and engage T2 with six more rounds.

Unload show clear.

Score and tape - 12 rounds per target.



- Equipment list**
 5- target stands
 6- targets
 5- Vert. painted
 1- barricade
 1- barrel

WHO HAS BLACK TAPE?

Exercise in firing in motion, from cover, and tactical reloading. 36 rounds required
 Limited Vickers, 3 rounds per target per string- 36 rounds for CoF. Score at end of second string.

String one (facing down range at P1) Pistol Holstered and loaded to division capacity,

From the signal, engage targets T1 and T2 (Slice the pie) with 3 rounds each from Left side of barricade.
 Engage targets T3 and T4 with 3 rounds each from Right side of barricade. (Slice the pie) Tactical reload.

Move to P2 while firing 3 rounds at T5 (upper target). (Threat drops for cover) Using the barrel for cover
 fire three rounds at T6.

Unload show clear.

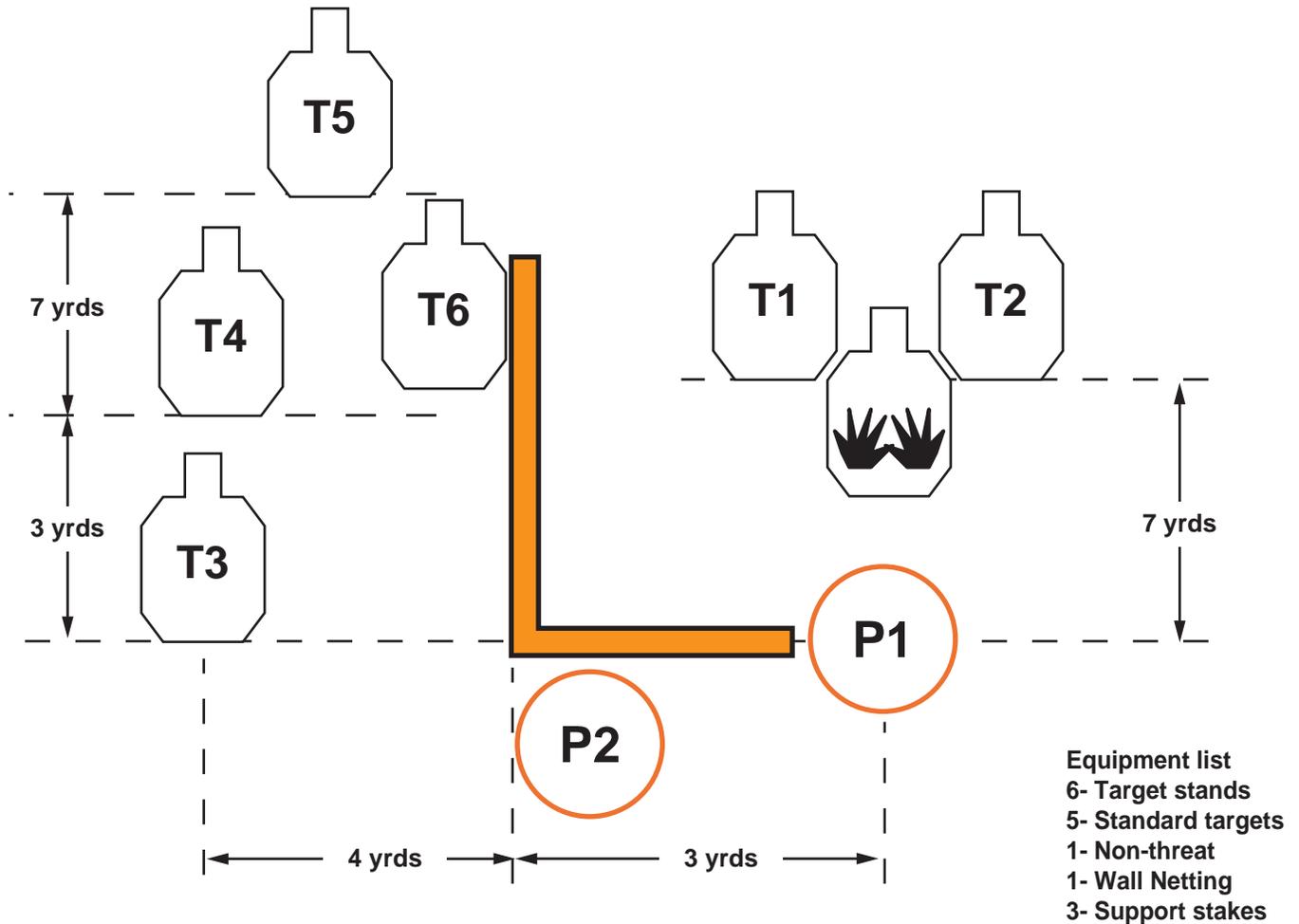
String two (Two to the body, one to the head)
 Repeat string one but fire two rounds to the body and one round to the head of all targets.

Unload show clear.

Score all targets. 6 rounds per target, one headshot required.

BAD DAY IN THE NEIGHBORHOOD

Course designer: Jon Santini



STANDARDS STAGE - Limited - 3 rounds per target per string - 18 Rounds per String - 36 rounds per Cof.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Starting in P1

- At the signal - draw and engage T1 and T2 with 3 rounds each while moving to cover at the wall. Move to P2 and engage T3 through T6 as they become visible with 3 rounds each.

Reload and Reholster.

STRING TWO -Starting in P2

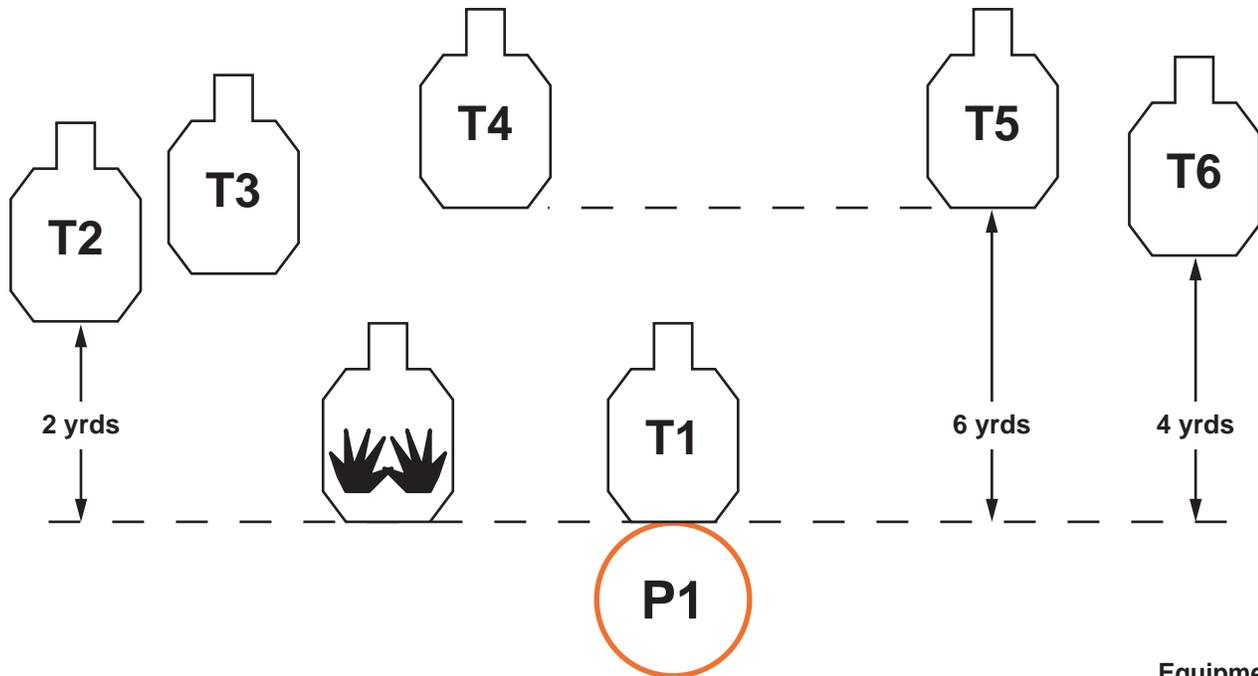
- At the signal - draw and engage T3 through T6 as they become visible with 3 rounds each. Move toward P1 and engage T2 and T1 as they become visible.

Unload show clear.

Score and tape - 6 rounds per target.

Backup Blues

Course Designer: Lin Edwards



Equipment list
7- target stands
6- Standard targets
1- Non-threat Target

STANDARDS STAGE - Limited - Scored hits: 3 rounds per target per string.

18 rounds per string - 36 rounds per Cof - all shots fired while backing up.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - close enough to touch T1 - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE -Standing at P1 - Close enough to touch T1

- At the signal draw and engage T1 with 3 rounds from retention grip (shooting elbow on side)- back up while engaging T2 through T6 using freestyle form.

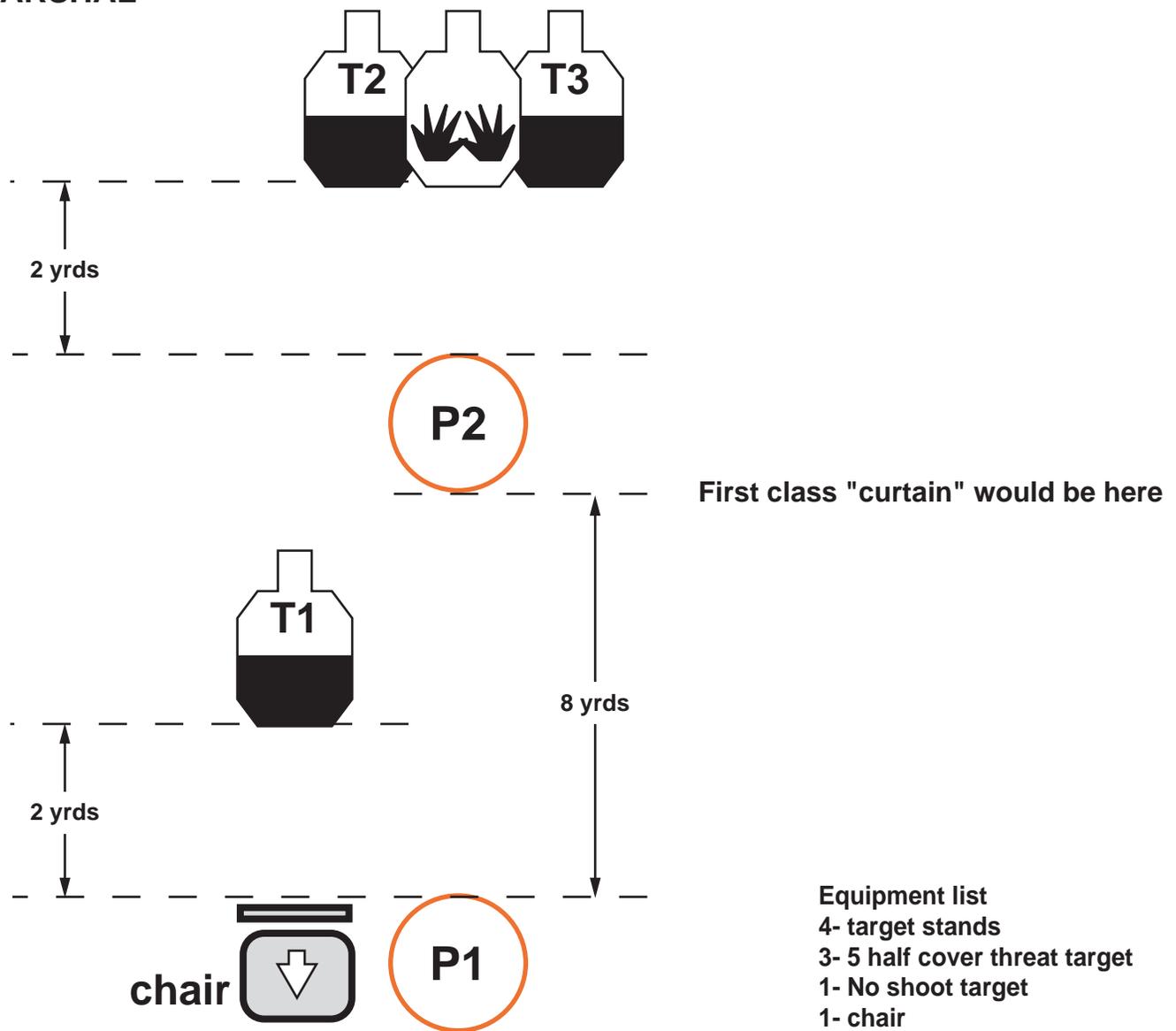
Reload and Reholster.

STRING TWO- repeat first string.

Unload show clear.

Score and tape - 6 rounds per target.

AIR MARSHAL



Exercise in firing while changing position, and tactical sequence.

Limited Vickers count

12 round total

STRING ONE -Starting in chair facing uprange back to T1

- At the signal stand, turn, and draw inside P1 and fire 2 rounds at T1 - advance to P2 while engaging T2 and T3 in tactical sequence (1-2-1).

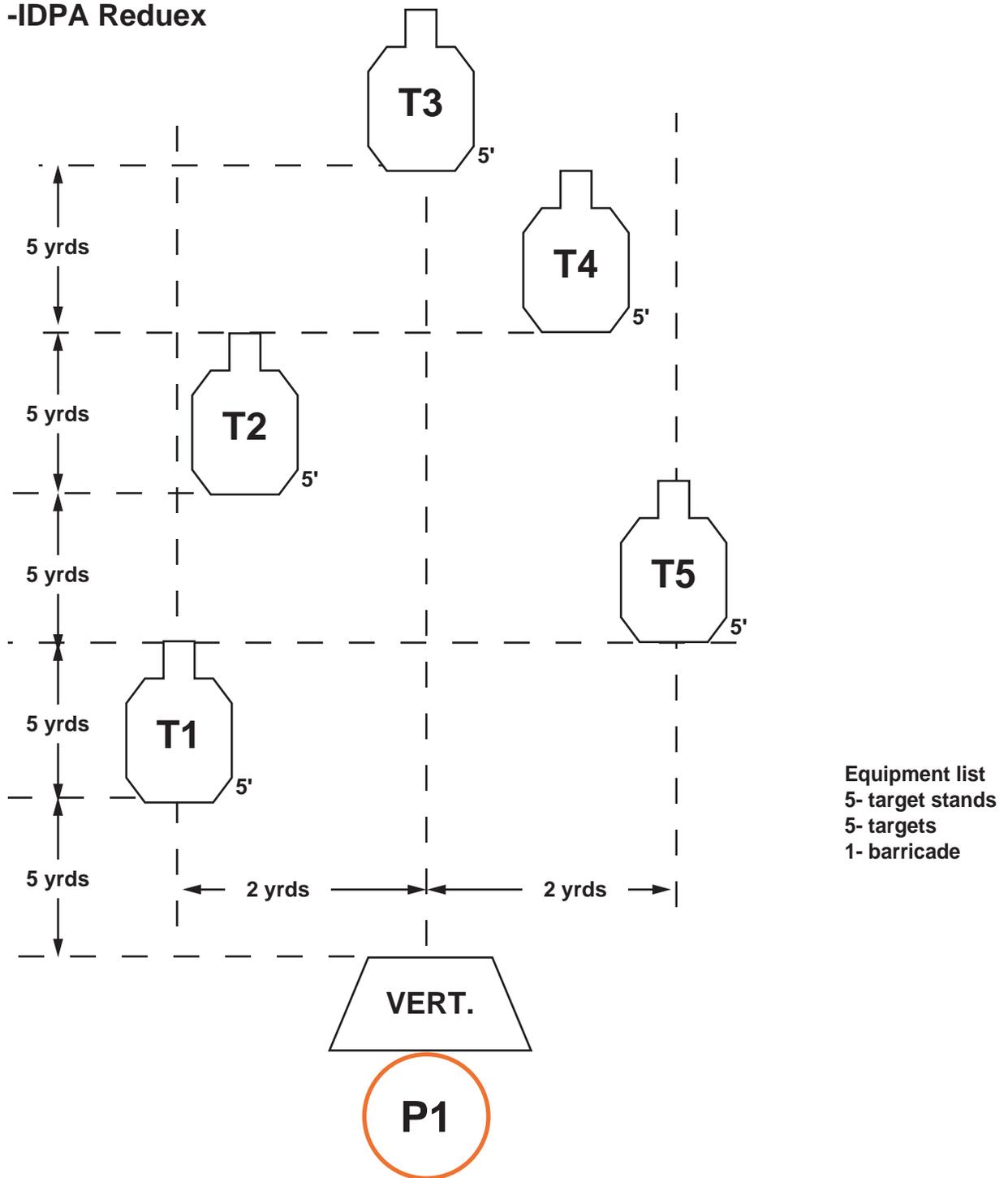
Reload and Reholster.

STRING TWO- repeat first string.

Unload show clear.

Score and tape - 4 rounds per target.

5 to Glock -IDPA Reduex



STANDARDS STAGE - Limited count - Scored hits: 6 rounds per target 30 rounds per COF
Reload as required behind cover. 180 degree muzzle rule in effect.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range at P1 - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

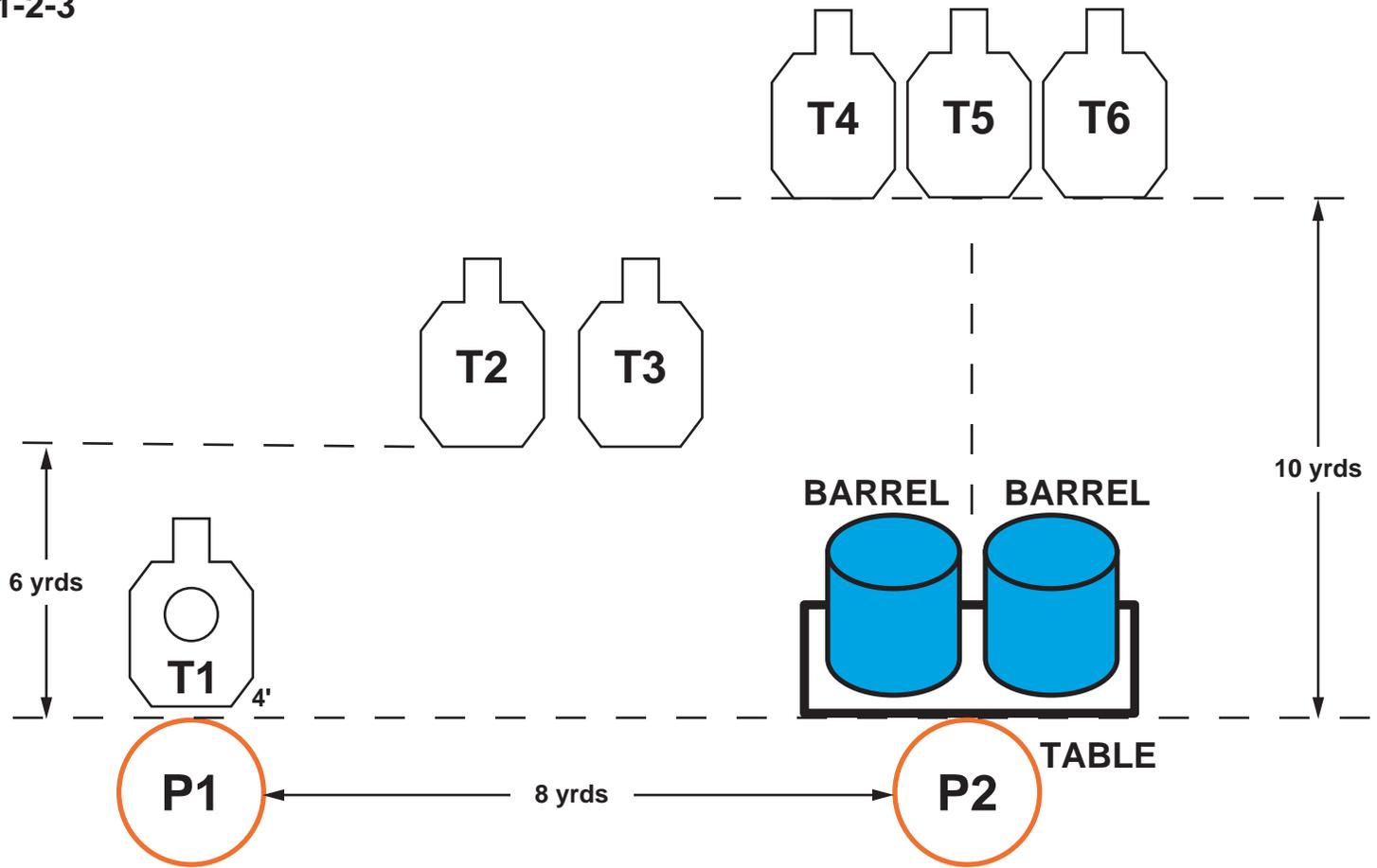
STRING ONE - At the signal, draw and engage all targets with 2 rounds using cover. Reholster

STRING TWO- At the signal, draw and engage all targets with 2 rounds using cover. Reholster

STRING THREE- At the signal, draw and engage all targets with 2 rounds using cover.
Unload show clear.

Score and tape - 6 rounds per target.

1-2-3



- Equipment list**
6- target stands
5- Standard targets
1- Zero cut away target
1- table
2- barrels

STANDARDS STAGE - Limited - Scored hits: 3 rounds per target

6 rounds per string - 18 rounds per Cof.

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity.

STRING ONE - FREESTYLE -Starting at P1

- At the signal, draw inside P1 and fire 1 round at T1 - advance to cover at P2 - engage remaining targets from P2 with one round each.

Reload and Reholster.

STRING TWO - DOMINANT HAND -Starting at P1

- At the signal, draw inside P1 and fire 1 round at T1 - advance to cover at P2 - engage remaining targets from P2 with one round each.

Reload and Reholster.

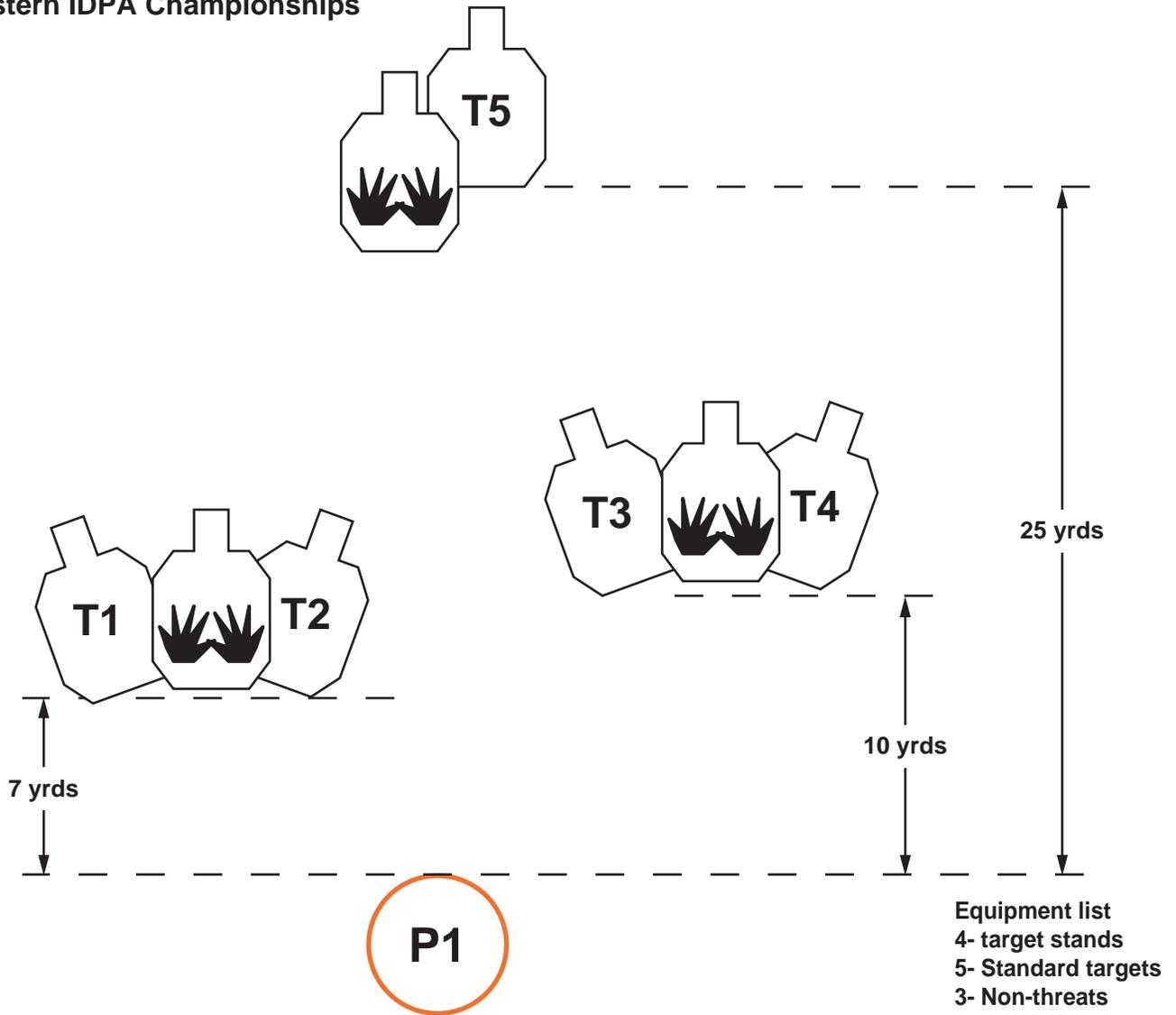
STRING THREE - SUPPORT HAND -Starting at P1 - Pistol at low ready

- At the signal, fire 1 round at T1 - advance to cover at P2 - engage remaining targets from P2 with one round each.

Unload and show clear.

Score and tape - 3 rounds per target.

3 Times the Charm
John Mercurio
 2015 The Western IDPA Championships



STANDARDS STAGE - Limited count - 180 degree muzzle rule in effect.

6 rounds per string - 18 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: No

**Starting Position - STRING ONE - Standing at P1 - facing down range - gun in weak hand at low ready.
 STRING TWO and THREE - Standing at P1- facing down range- hands at sides - gun holstered.**

STRING ONE -Weak hand only, from low ready - At the signal, fire 3 rounds at T1, and then 3 rounds at T2. Reload and holster.

STRING TWO -Strong hand only - At the signal, draw and fire 3 rounds at T3, and then 3 rounds at T4. Reload and holster.

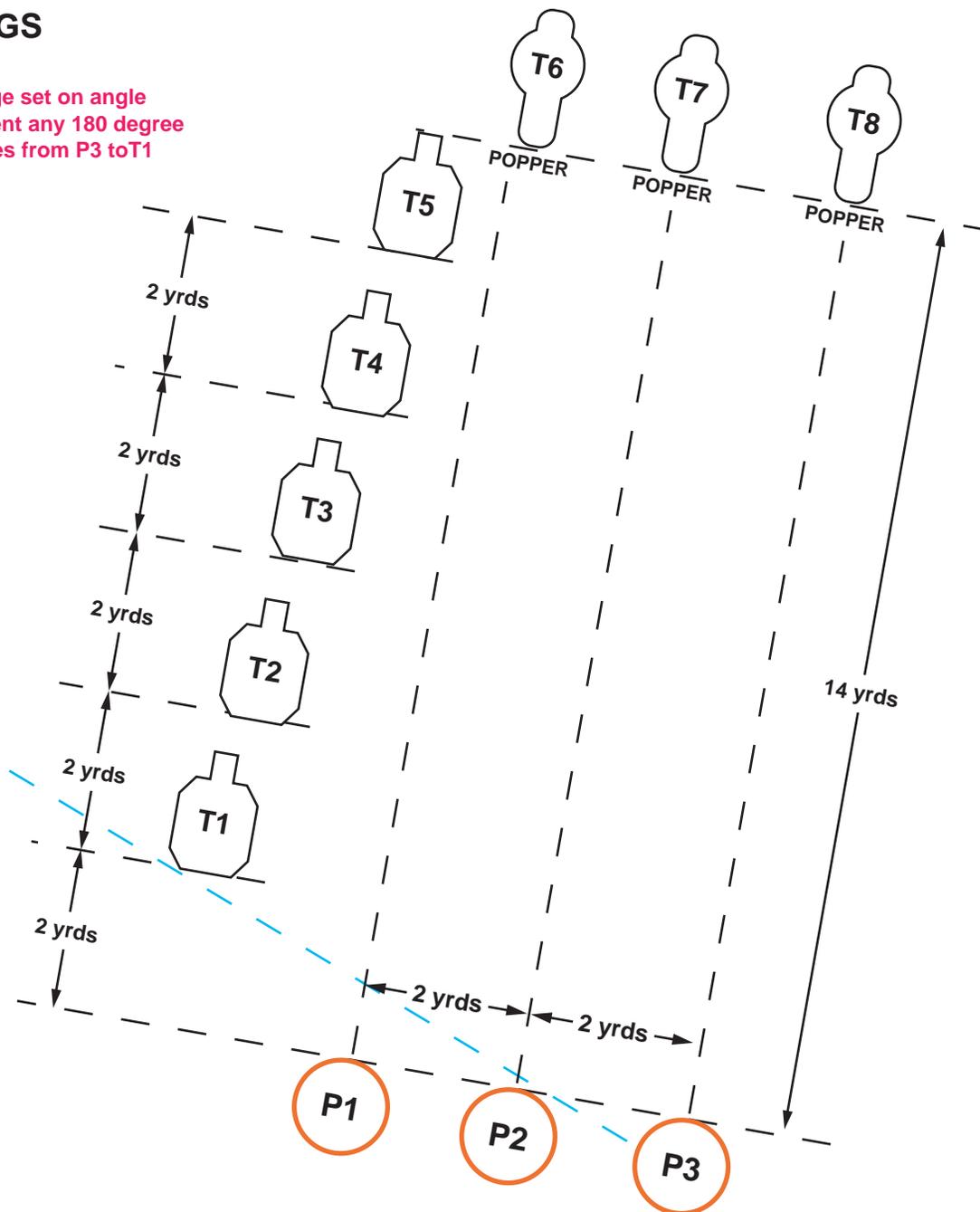
STRING THREE- Freestyle - At the signal, draw and fire 6 rounds at T5.

Unload show clear.

Score and tape - 3 rounds T1,T2,T3,T4 - 6 rounds T5.

3 PINGS

Stage set on angle
to prevent any 180 degree
issues from P3 to T1



STANDARDS STAGE - Limited Vickers - Scored hits: 3 rounds on paper - Steel must fall.

18 rounds per Cof

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

All shots and all reloads done inside painted positions.

Starting Position - Standing - facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

Course of fire -Starting P1

- At the signal- draw inside P1 and fire 1 round at T1, T2, T3, T4, T5 and Steel T6- move to P2.
- Once in P2 - fire 1 round at T1, T2, T3, T4, T5 and Steel T7- move to P3.
- Once in P3 - fire 1 round at T1, T2, T3, T4, T5 and Steel T8.

Unload show clear.

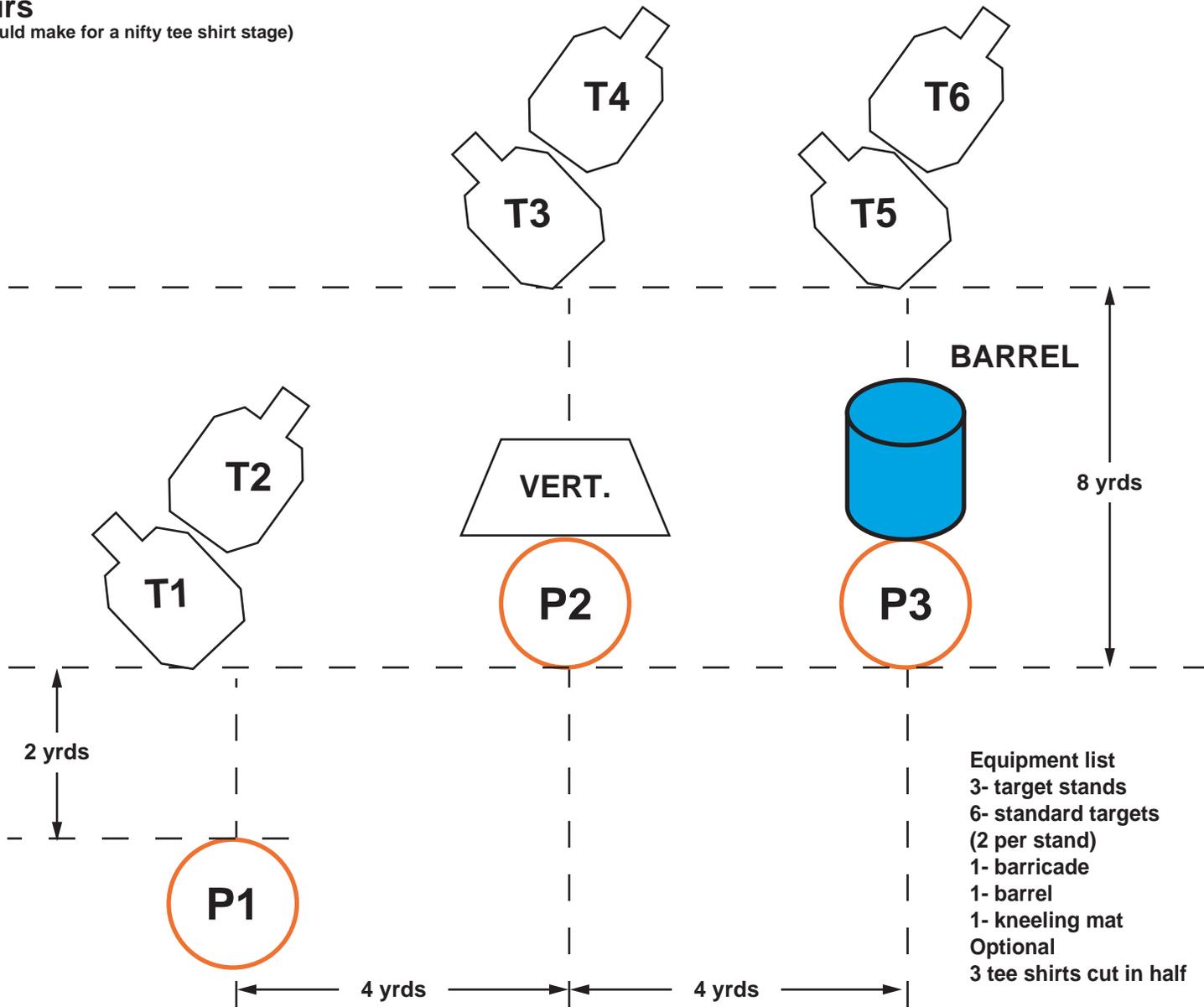
Enjoy thunderous applause and admiration for a perfect run.

Score and tape - Reset Steel

Equipment list
5- Target stands
5- Standard targets
3- Steel popper

3 Pairs

(this would make for a nifty tee shirt stage)



STANDARDS STAGE - Limited count - Scored hits: 6 rounds per target at the end of COF - 36 Rounds total

6 rounds string 1 - 12 rounds string 2 - 18 rounds string 3

START-STOP: Audible - Last shot CONCEALMENT REQUIRED: Yes

Starting Position - Standing facing down range - hands relaxed at sides - Pistol loaded to div. capacity and holstered.

STRING ONE - one round per target -Starting at P1

- At the signal draw inside P1 and engage T1 and T2- advance to P2 - engage T3 and T4 from cover - advance to P3 - engage T5 and T6 from low cover.

Reload and reholster.

STRING TWO - two rounds per target -Starting at P1

- At the signal draw inside P1 and engage T1 and T2- advance to P2 - engage T3 and T4 from cover - advance to P3 - engage T5 and T6 from low cover.

Reload and reholster.

STRING THREE - three rounds per target -Starting at P1

- At the signal draw inside P1 and engage T1 and T2- advance to P2 - engage T3 and T4 from cover - advance to P3 - engage T5 and T6 from low cover.

Unload show clear.

Score and tape - 6 rounds per target.