

One two three

RULES: IDPA Rules

COURSE DESIGNER: AdamRoesler

START POSITION:

P1

SCENARIO:

PROCEDURE:

On signal move to barrel of choice. Draw gun, and load. Engage each target with one round each, freestyle. Move to another barrel, load and engage each target one round each, strong hand only. Move to the final barrel, load and engage all targets one round each, weak hand only.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 06

DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES: One magazine, with six rounds each staged on all barrels.



Stuff needed
3x Barrels
7x Target Stands

P1

Bay 2 Up One Side And Then Down The Other

RULES: IDPA Rules

COURSE DESIGNER: MikeBaden

START POSITION:

P1 behind the barricade with gun loaded to division capacity and holstered. Arms relaxed at sides.

SCENARIO:

Limited scoring standard stage. All shots to be taken from P1 around both sides of the barricade. 3 rounds per target, 6 targets for a total of 18 rounds.

PROCEDURE:

Draw and engage targets from both sides of the barricade. COF is to be set up where targets are hidden from view from either the right side or left side of the barricade. 3 targets engaged from the right-hand side of the barricade and 3 targets engaged from the left-hand side of the barricade.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 06

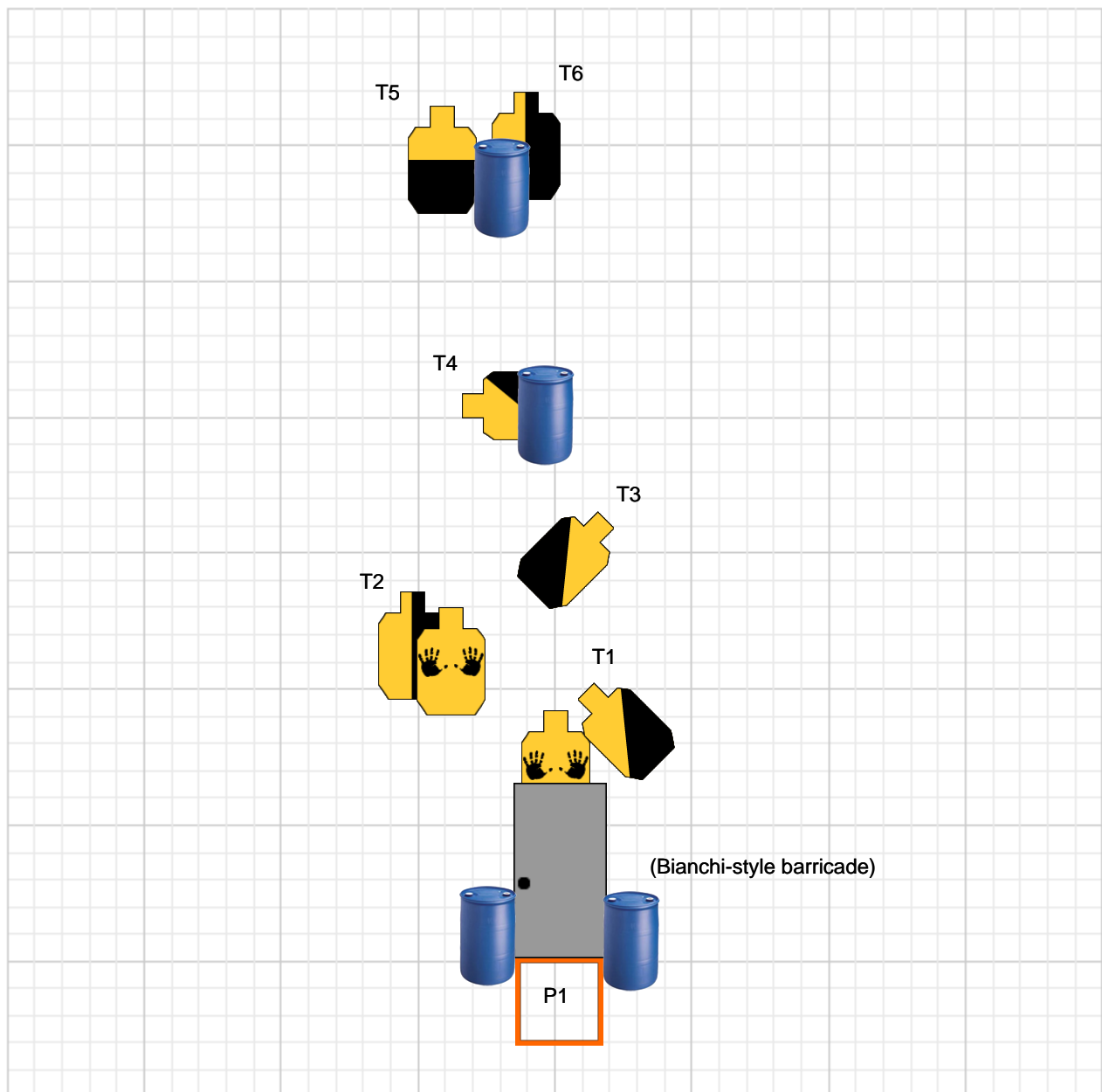
DISTANCE: 3-25 yards

SCORED HITS: 3 per target

PENALTIES: Standard penalties apply

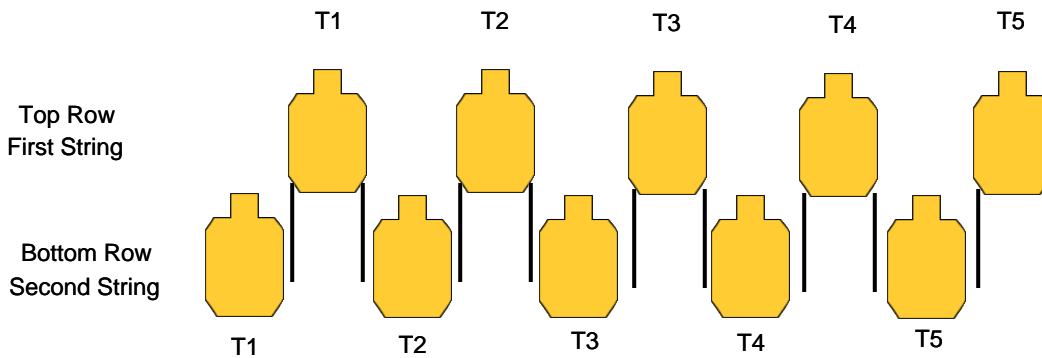
CONCEALMENT: Yes

NOTES:



Bay 3 The Double Triple Nickel

RULES: IDPA Rules	COURSE DESIGNER: MikeBasden
START POSITION: At P1 with gun loaded and holstered. 8-rounds in the first magazine for SSP, ESP, CDP and CCP. BUG Auto and all Revolver divisions load to normal division capacity. All reloads are to be to division capacity.	
SCENARIO: The legendary Triple Nickel drill now done as 2 separate strings. The Triple Nickel drill is 5 targets at 5 yards in 5 seconds with 1 reload performed on the clock prior to firing the last 2 rounds of the drill. The reload may be taken at any time and certain divisions will have to take a reload before others. As long as the competitor takes a reload before the last 2 shots on the final target, any reload at any time is allowed. The original Triple Nickel drill is a famous drill designed to test a shooter's ability. The only 'passing grade' for the Triple Nickel is all down Zeroes and done in under 5 seconds.	
PROCEDURE: String 1: At the start signal draw and engage T1-T5 (top row) with 2 rounds each performing a reload before shooting the last 2 rounds of the string. String 2: At the start signal draw and engage T1-T5 (bottom Row) with 2 rounds each performing a reload before shooting the last 2 rounds of the string.	
	SCORING: Limited
	ROUND COUNT: 20
	TARGETS: 10
	DISTANCE: 5 yards
	SCORED HITS: 2 on each target
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: Targets are placed on the same plane running parrallel to the shooter.



Bay 4 Modified 6 x 6 x 6

RULES: IDPA Rules

COURSE DESIGNER: MikeBasden

START POSITION:

Starting at P1, facing downrange with hands relaxed at side; gun is empty and holstered. Prior to the start of each competitor's attempt, the shooter or SO will place 1 loading device with 6 rounds maximum on barrel at P2 and 1 loading device with 6 rounds maximum on barrel at P3. A 3rd loading device loaded to division capacity will be placed on the barrel at P4.

SCENARIO:

Standards Drill: 1 continuous string, fired from 3 different positions, 1 round per target per position resulting in 3 rounds per target, 18 rounds total. The competitor must use a different shooting technique at each of the 3 different shooting positions (gun-hand only, support-hand only and free-style) and each technique must be used for the entire shooting position. It is up to the competitor to choose which technique they will use at what position.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 4-10 yards

SCORED HITS: 3 per target

PENALTIES: Standard penalties apply

CONCEALMENT: No

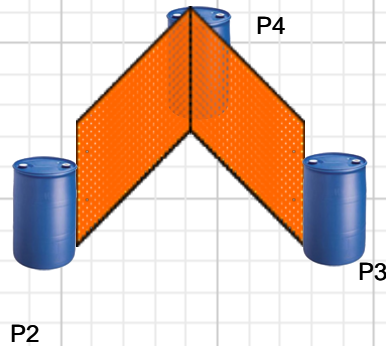
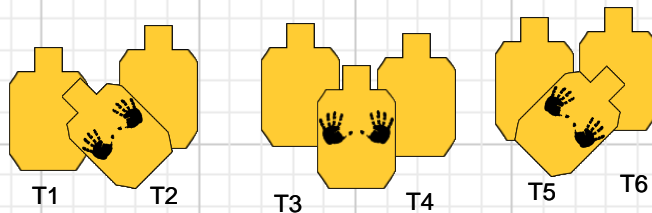
NOTES:

Modified from Trident State Designer MarkWorthen

PROCEDURE:

At the start signal proceed from P1 to P2 and load the weapon and engage T1-T6 with 1 round each slicing the pie around the wall. Once all targets have been engaged proceed to P3 and load the weapon and engage T1-T6 with 1 round each slicing the pie around the wall. Once all targets have been engaged proceed to P4 and load the weapon and engage T1-T6 with 1 round each from a standing position. The competitor may draw the gun any time after the start signal whether at P1, when arriving at P2 or any time in between.

Magazines/speedloaders may be dropped and reloads started at any time after the final shot has been taken from that shooting position.



P1

Bay 5 Have A Seat and Keep It

RULES: IDPA Rules

COURSE DESIGNER: MikeBasden

START POSITION:

Seated at P1 with gun loaded to division capacity and holstered.

SCENARIO:

A Limited scored 18-round stage.

PROCEDURE:

At P1, seated, draw and engage T1-T9 with 2 rounds each in Tactical priority. All shots and reloads must be taken while seated.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 09

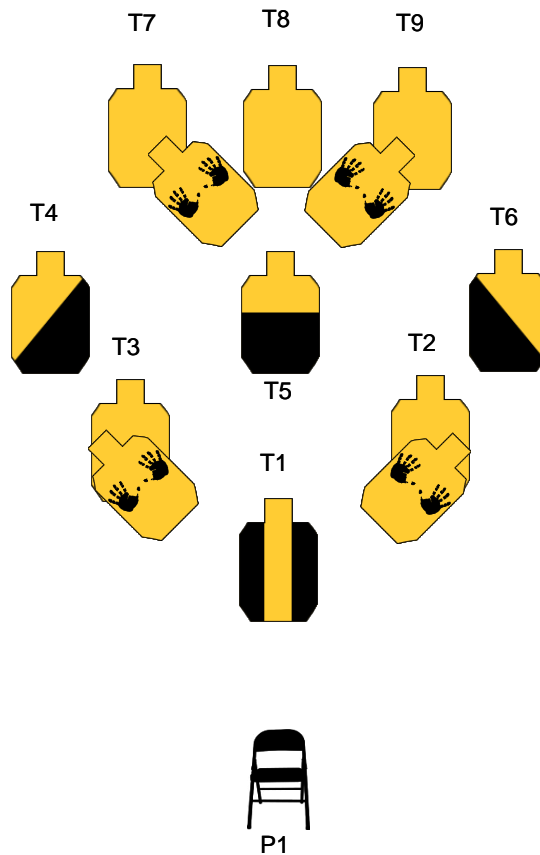
DISTANCE: 5 to 15 yards

SCORED HITS: 2 on each target

PENALTIES:

CONCEALMENT: Yes

NOTES:



YOU DECIDE STANDARDS

RULES: IDPA Rules

COURSE DESIGNER: DavidBlaskey

START POSITION:

AT ANY POSITION, LOADED TO DIVISION CAPACITY

SCENARIO:

STANDARDS

PROCEDURE:

3 STRINGS. 1 ARRAY FREESTYLE, 1 ARRAY STRONG HAND, 1 ARRAY WEAK HAND.

SHOOTERS CHOICE WHICH ARRAY TO SHOOT.

WEAK HAND STRING GUN STARTS IN WEAK HAND POINTED AT PAINT SPOT ON GROUND.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 5-15 YDS

SCORED HITS: BEST 2 ON PAPER

PENALTIES: PER IDPA RULE

CONCEALMENT: No

NOTES: SHOOTER MAY RELOAD WHENEVER THEY FEEL NECESSARY.

