

Accuracy Counts

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Seated in chair with hands on your legs. Gun loaded to division capacity. Extra ammo may be on table. Gun starts on the X on the table.

SCENARIO: This is a Standards Drill.

PROCEDURE: At the buzzer, stay seated, pick up the gun and engage each target with 2 rounds each in tactical priority.

SCORING: Limited Vickers

ROUND COUNT: 12

TARGETS: 06

DISTANCE: 10 to 30 yds

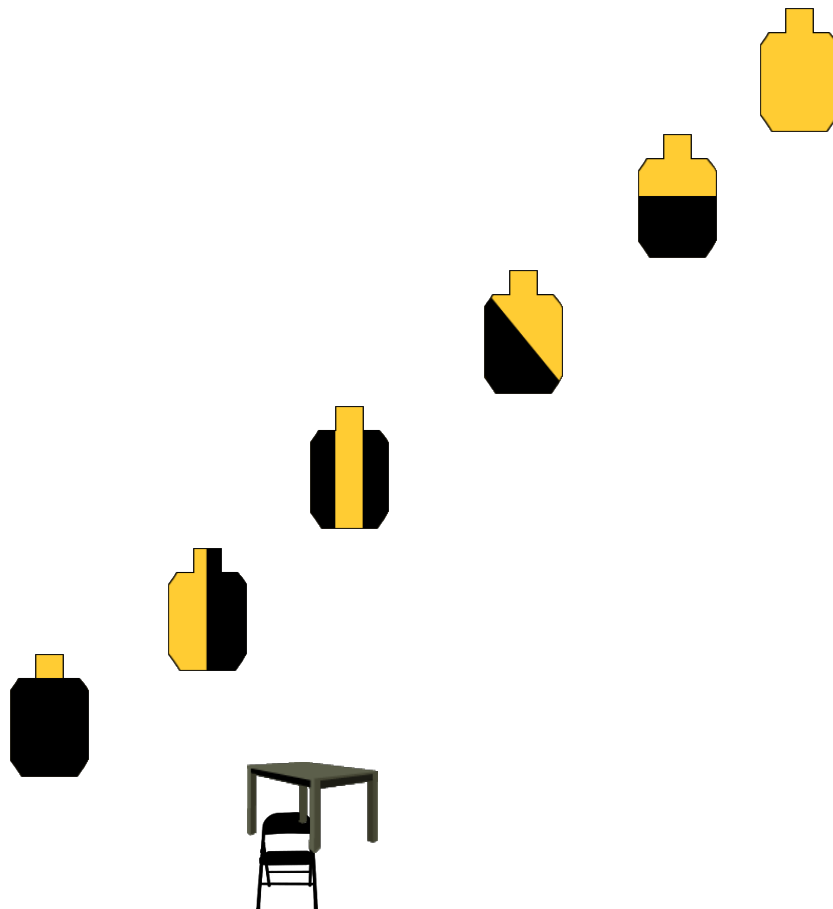
SCORED HITS: 2 on each target

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: No

NOTES: Shooter must stay seated.



Caught in the Open

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Shooter will start at P1, with gun loaded to division capacity and with wrists above shoulders.

SCENARIO: This is a Scenario Stage. You are caught in the open by bad guys and decide to take the fight to them!

SCORING: Vickers

ROUND COUNT: 14

PROCEDURE: At the buzzer, the shooter will engage all visible targets in Tactical Priority with 2 rounds, as they either stay at P1 or as they advance toward P2. Cannot break the 180 rule if moving. At either P2, shooter will engage targets in Tactical priority with 2 rounds. Then move to the other end of the wall and engage remaining targets in Tactical priority with 2 rounds.

TARGETS: 07

DISTANCE: 5 to 15 yards

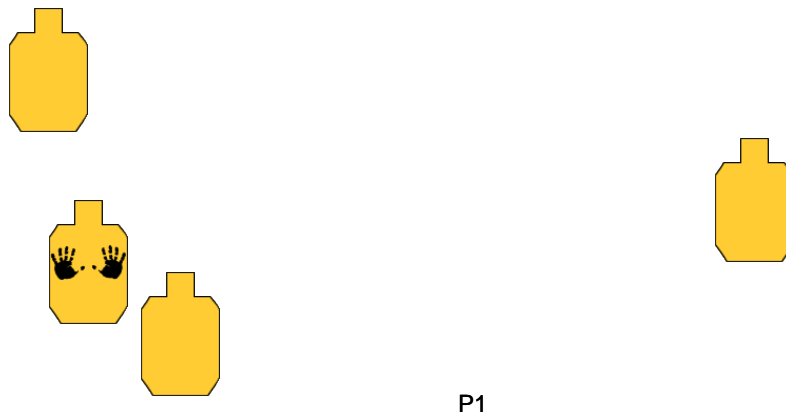
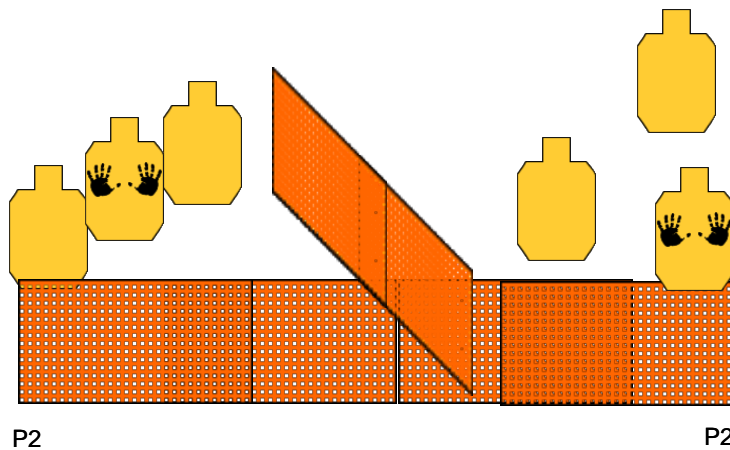
SCORED HITS: Best 2 hits on target.

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: Yes

NOTES: SO, be sure to watch the 180 rule if shooter is advancing and shooting T1 - T3.



Mirrored deja vu 2

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Gun loaded to division capacity, shooter facing up range at P1.

SCENARIO: This is a Scenario stage.

PROCEDURE: At the buzzer, shooter will turn into their gun side and engage steel targets S1 and S2 and then T1 with 3 rounds. Shooter will then advance to P2. At P2, engage T2 and T3 from the left side of the barricade and T4 and T5 from the right side, again 3 rounds on each target.

SCORING: Vickers

ROUND COUNT: 17

TARGETS: 07

DISTANCE: 15 to 20 yds

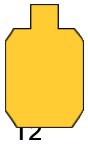
SCORED HITS: Best 3 hits on paper, steel must fall.

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: Yes

NOTES: S1 and S2 must fall before engaging T1. Be sure shooter does not leave P1 with an empty gun or has not finished a reload. Shooter may shoot whichever side they want first at P2.



T2



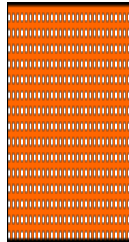
T3



T5



T4



P2



T1



S2



S1

P1

Stand Kneel Prone ver 2

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Shooter will be standing a P1, with gun loaded to division capacity.

SCENARIO: This is a Standard Drill.

SCORING: Limited Vickers

PROCEDURE: String 1: At the buzzer, draw and engage T1 with 2 rounds to the body and 1 round to the head. String 2: Shooter will be kneeling, with gun in a low ready position. At the buzzer, engage T2 with 2 rounds to the body and 1 round to the head. String 3: Shooter will be prone, with gun laying on the ground. At the buzzer, pick up the gun and engage T3 with 2 rounds to the body and 1 round to the head.

ROUND COUNT: 09

TARGETS: 03

DISTANCE: 10 yards

SCORED HITS: 3 hits on target

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: No

NOTES: Shooter can reload between strings. SO, have shooter put the gun on the ground before and after shooting in the prone position.

T1

T2

T3



P1

Watch out for the Mummy

RULES: IDPA RULES

COURSE DESIGNER: William Cooke

START POSITION: Shooter will be seated at P1 with gun loaded to division capacity and a flashlight in strong hand, pointed down range.

SCENARIO: This is a Scenario Stage. You are an archeologist deciphering hieroglyphics in an Egyptian tomb. As you are reading the text out loud you realize you have just spoken a segment about the dead rising. You look up to see a group of mummies exiting their graves and attacking your team.

PROCEDURE: At the buzzer, the shooter will flip the table up and kneel behind it for cover. Shooter will engage T1 - T7 in tactical priority with 2 rounds each. Bonus: If shooter only shoots a target in the head once, it will be considered neutralized and no other shot is required on that target.

SCORING: Vickers

ROUND COUNT: 14

TARGETS: 07

DISTANCE: 15 to 20 yards

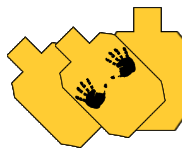
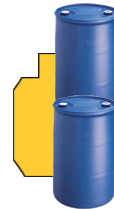
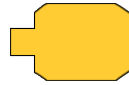
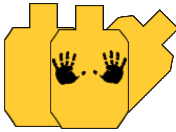
SCORED HITS: Best 2 or 1 head shot

START/STOP:

PENALTIES: Per rulebook

CONCEALMENT: Yes

NOTES: Shooter should not draw their gun until they have dropped the flashlight and flipped the table. They can draw then kneel behind the table if they choose.



P1