



# Anne Arundel Fish & Game – IDPA

## BAY 1 RIGHT / STAGES 1 & 2: Convenience Store Nightmare



Course Designer: Jason Krywicki

**SCENARIO:** You are minding your own business getting money out of an ATM at your local convenience store. Suddenly, a local gang bursts into the store demanding money and out for blood as part of gang initiation. You must defend your life and your family's lives caught in the crossfire.

**START POSITION:** STAGE 1: At P1 with hands on ATM machine / STATE 2: At P3 with hands at sides

**STAGES:** 2  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 6 threat, 3 non threat, 0 Steel  
**SCORED HITS:** As specified in procedure  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:**

**STAGE 1:**

Start at P1 with hands on ATM. At buzzer, turn left 90°, draw and address T1-T3 in tactical priority while moving to P2. T1-T3 require two (2) shots on target. If all shots haven't been made to T1-T3 while moving to cover, make up shots may be made from P2 utilizing cover.

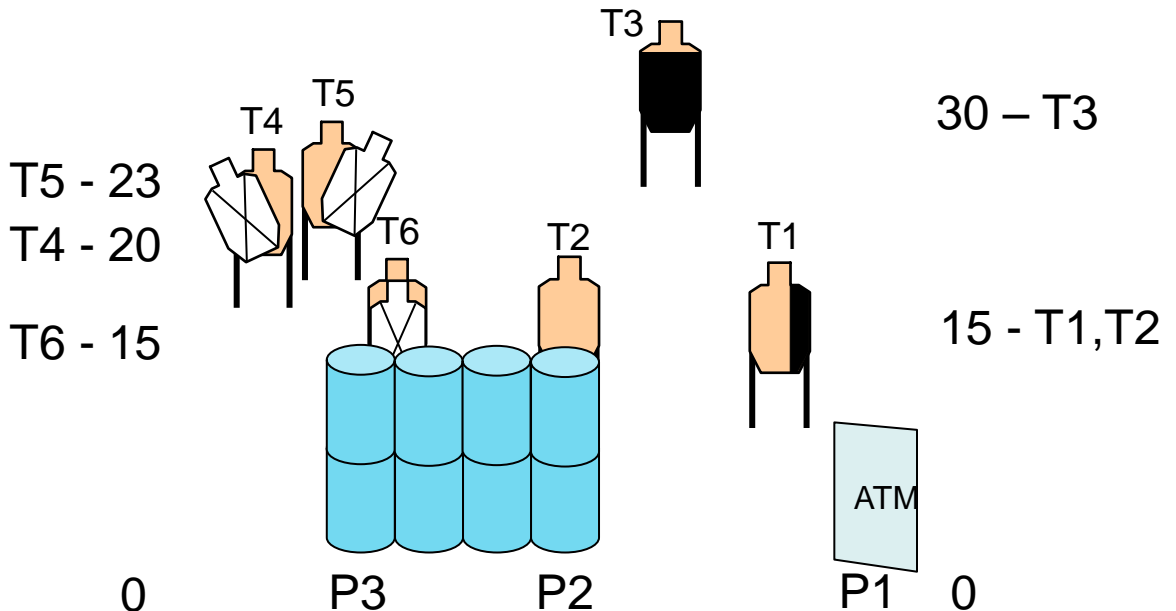
After reaching and utilizing cover at P2, you realize you've taken a round to the strong side forearm rendering it useless. Transferring your firearm to the weak side hand, proceed to P3. Address T4-T6 with two (2) rounds each from P3 in tactical priority.

**STAGE 2:**

Start at P3, address T4-T6 in tactical priority. After addressing T4-T6, your weak hand is disabled. Transfer gun to your strong hand, proceed to P2, address T1-T3 tactical priority. All targets receive two (2) rounds each.

**NOTES:**

T4 and T5 no shoots are meant to be positioned such that the down zero is half available to the shooter. P1's ATM can be a Bianchi barricade aligned perpendicular to the berm.





**Anne Arundel Fish & Game– IDPA**  
**BAY 1 LEFT / STAGE 3: Dump & Run**  
**Course Designer: Jason Krywicki**



**SCENARIO:** You are confronted by two thugs in a dark alley. It is apparent that they mean to do you grievous harm. Defend yourself.

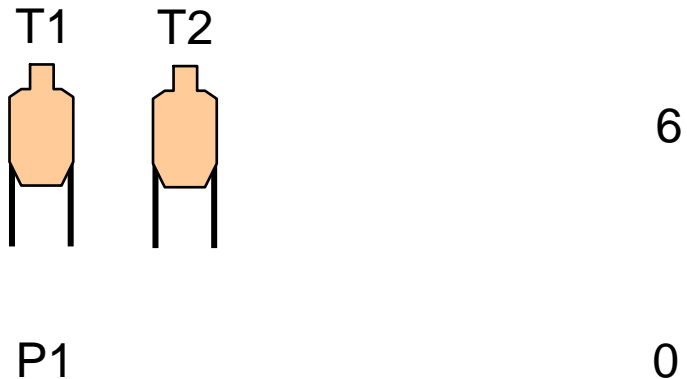
**START POSITION:** At P1 with hands on relaxed at sides.

**STAGES:** 1  
**SCORING:** 12 rds min, Vickers  
**TARGETS:** 2 threat, 0 non threat, 0 Steel  
**SCORED HITS:** As specified in procedure  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At buzzer, draw and, while retreating, address T1 with six (6) shots and T2 with five (5) shots. At this point, you stop retreating and, while scanning your targets, you realize that T2 is still a threat – place one (1) shot to the head of T2 while stationary.

**NOTES:**

Down zero of both T1 and T2 should be cut out to reduce paster usage. The shooter will start the stage with exactly six (6) rounds in their firearm.





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**BAY 2 RIGHT / STAGE 4: Barrel Cover**  
 Course Designer: Jason Krywicki

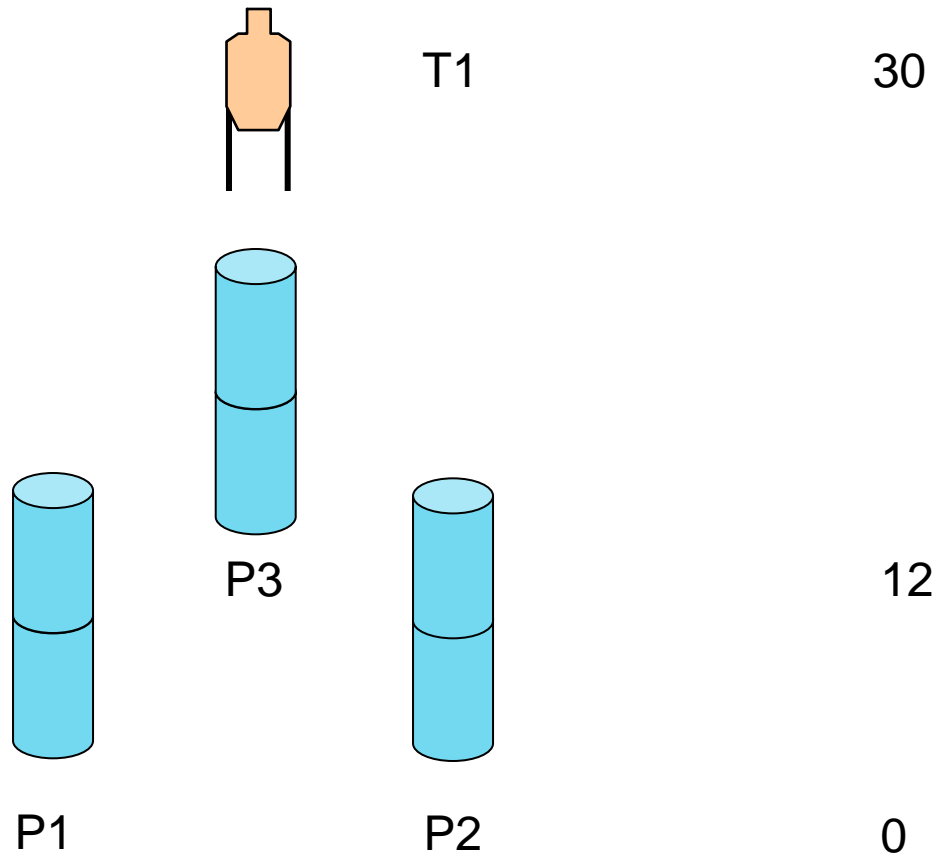


**SCENARIO:** Using cover, address the threat using multiple positions and angles to defeat him.

**START POSITION:** At P1 with hands on barrel.

**STAGES:** 1  
**SCORING:** 12 rds, Limited Vickers  
**TARGETS:** 1 threat, 0 non threat, 0 Steel  
**SCORED HITS:** As specified in procedure  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At buzzer, draw and address T1 with three (3) shots to the body and one (1) shot to the head utilizing cover. Move to P2, again addressing T1 with three (3) shots to the body and one (1) shot to the head utilizing cover. Finally, move to P3 and address T1 with three (2) shots to the body and two (2) shots to the head utilizing cover.





# Anne Arundel Fish & Game– IDPA

## BAY 2 LEFT / STAGES 5 & 6: Run to Cover



Course Designer: Jason Krywicki

**SCENARIO:** You are jumped by thugs who want more than your wallet. You address the immediate threat, and, while running to cover, realize that you're not out of the woods yet.

**START POSITION:** For both Stage 5 and 6, at P1 with hands at sides.

**STAGES:** 2  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 7 threat, 1 non threat, 0 Steel  
**SCORED HITS:** As specified in procedure  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

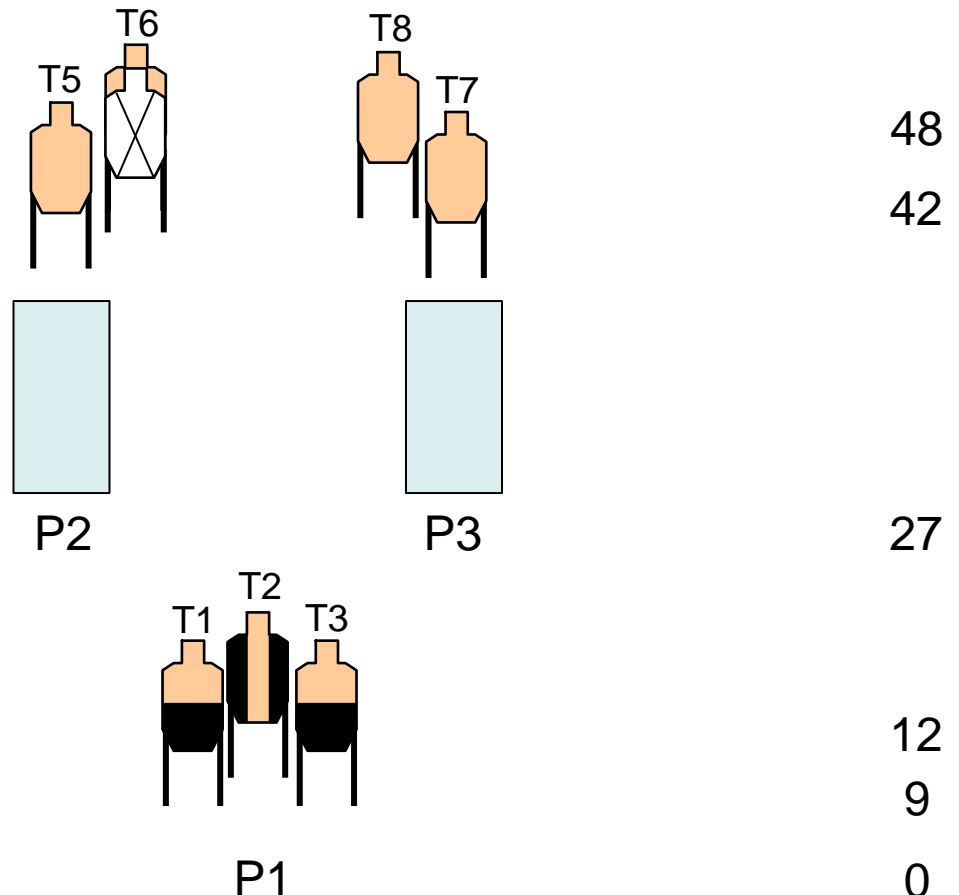
**STAGE PROCEDURE:**

**STAGE 5:**

At buzzer, draw and address T1 – T3 with three (3) rounds each. Advance to P2 and address T5 and T6 from cover in tactical priority. T5 will require two (2) rounds and T6 will require one (1) round to the head.

**STAGE 6:**

At buzzer, draw and address T1 – T3 with two (2) rounds each. While advancing to P3, your weak hand become wounded and rendered useless (except for reloading ☺). At P3, address T7 and T8 with three (3) rounds each from cover in tactical priority strong hand only.





Anne Arundel Fish & Game– IDPA  
**BAY 3 RIGHT / STAGE 7: EI Prez with a Twist**  
 Course Designer: Jason Krywicki



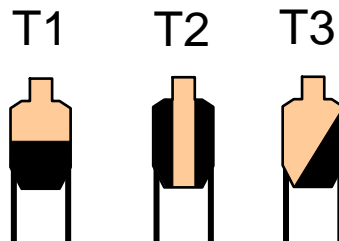
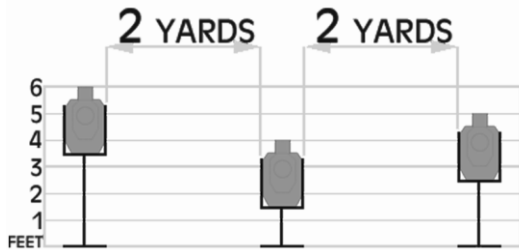
**SCENARIO:** EI Prez standards drill with the extra added difficulty of hard cover.

**START POSITION:** At P1 with hands on relaxed at sides facing uprange.

**STAGES:** 1  
**SCORING:** 12 rds, Limited Vickers  
**TARGETS:** 3 threat, 0 non threat, 0 Steel  
**SCORED HITS:** As specified in procedure  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At buzzer, turn, draw and address T1 – T3 with two (2) rounds each. At this point you will be at slide lock or empty cylinder. Reload and address T1 – T3 again with two (2) rounds each.

**NOTES:** Targets should be setup like they are for the classifier - see figure below. Start shooters with maximum six (6) rounds in the gun.



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P1

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Anne Arundel Fish & Game– IDPA  
**BAY 3 LEFT / STAGE 8: Ring Around the Rosie**  
 Course Designer: Jason Krywicki



**SCENARIO:** This is a skills based course of fire emphasizing movement and transitions to weak and strong hand while on the move.

**START POSITION:** At P1 with hands at sides.

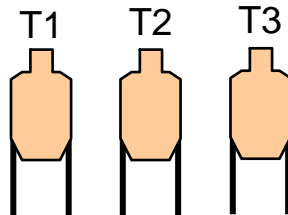
**STAGES:** 1  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 3 threat, 0 non threat, 0 steel  
**SCORED HITS:** As specified in procedure  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:**

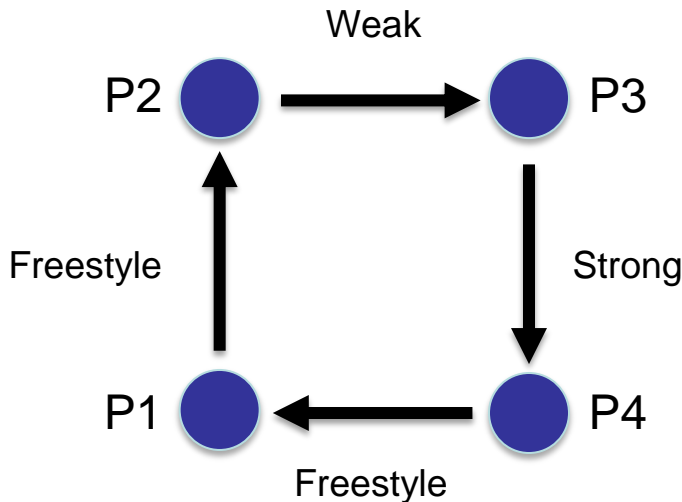
At buzzer, draw and begin moving towards P2.  
 Address T1 – T3 with one (1) round each, freestyle.  
 At P2, transition to weak hand and, while moving to P3, address T1 – T3 again with one (1) round each.  
 At P3, transition to strong hand and, while moving to P4, address T1 – T3 again with one (1) round each.  
 At P4, transition to freestyle and, while moving to P1, address T1 – T3 for a final time with one (1) round each.

**NOTES:**

Circles shown in the course layout are each a single barrel. Barrel separation in the width direction is 9'.



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