



Anne Arundel Fish & Game– IDPA
Bay One / Right: Move Before They Get You
 Course Designer: Jason Krywicki



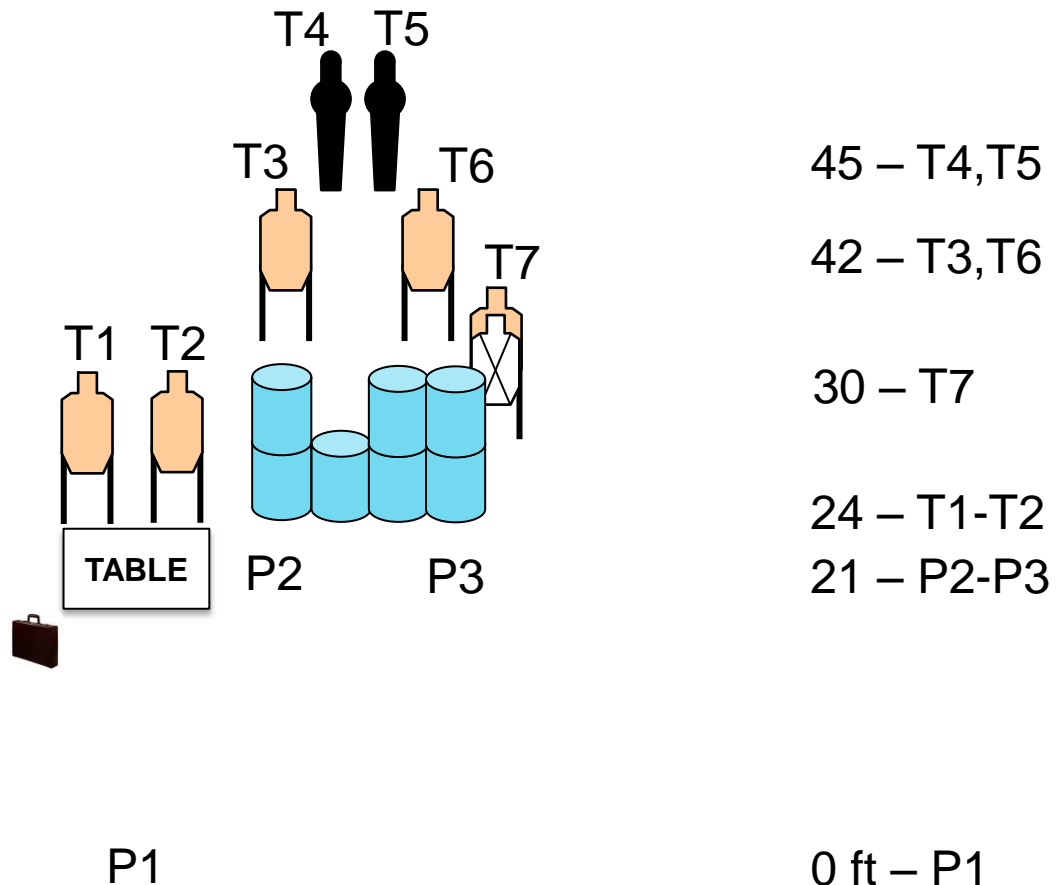
SCENARIO: You are in a crowded lobby and your briefcase is stolen with the thugs making an aggressive attack on you and those around you. You fight to your briefcase and retrieve it but get shot in the weak hand while doing so. You must retain the briefcase and fend off the remaining attackers with your remaining good hand.

START POSITION: Standing hands relaxed at sides at P1.

STAGE PROCEDURE: At buzzer, draw and address T1 and T2 with two (2) rounds each while advancing. Retrieve briefcase with weak hand and complete remained of the course strong hand only. Proceed to P2 and address T3-T6 with two (2) rounds or until steel falls. Proceed to T3 and address T7 with two (2) rounds.

NOTES: Take care in retrieving briefcase. Briefcase will be placed on the table. Reloads with briefcase maybe made by placing briefcase on ground and then retrieving it after reload.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 5 threat, 1 non threat, 2 steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required



P1

0 ft – P1



Anne Arundel Fish & Game– IDPA Bay One / Left: It's Pillar Time



Course Designer: Reuben Yau (idpashooting.wordpress.com)

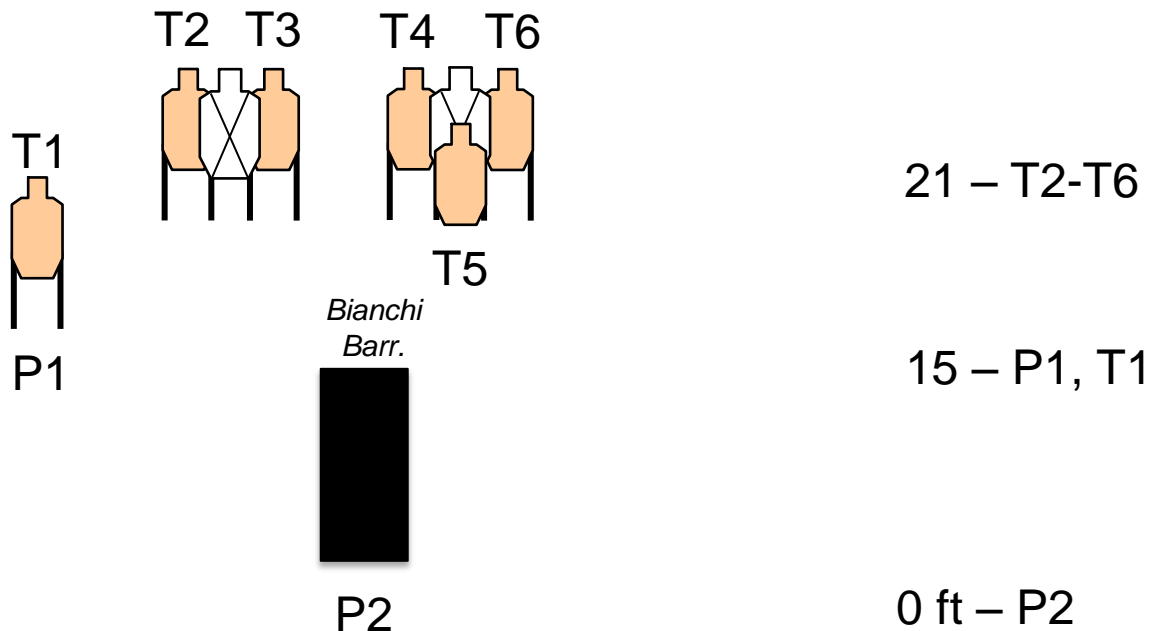
SCENARIO: A bad guy approaches from behind and attempts to rob you while you're making a call. You stop him, but after hearing gunfire, his friends take hostages and need some extra persuasion to stop.

START POSITION: Standing at P1 facing uprange; gun loaded and holstered; holding cellphone in strong hand to ear

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 6 threat, 2 non threat, 0 steel
SCORED HITS: Best 2 body, 1 head per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At the start signal drop phone, turn, draw and engage T1 while retreating to P2. Then engage T2-T6 in tactical priority. T2-T3 must be engaged from left side of barricade and T4-T6 from right side. All targets must be engaged with two shots to the body and one to the head. T1 cannot be reengaged once shooter is at P2.

NOTES: 100% of all body -0 shall be available to the shooter.





Anne Arundel Fish & Game– IDPA
Bay Two / Right: Now You See It, Now You Don't
 Course Designer: Jason Krywicki



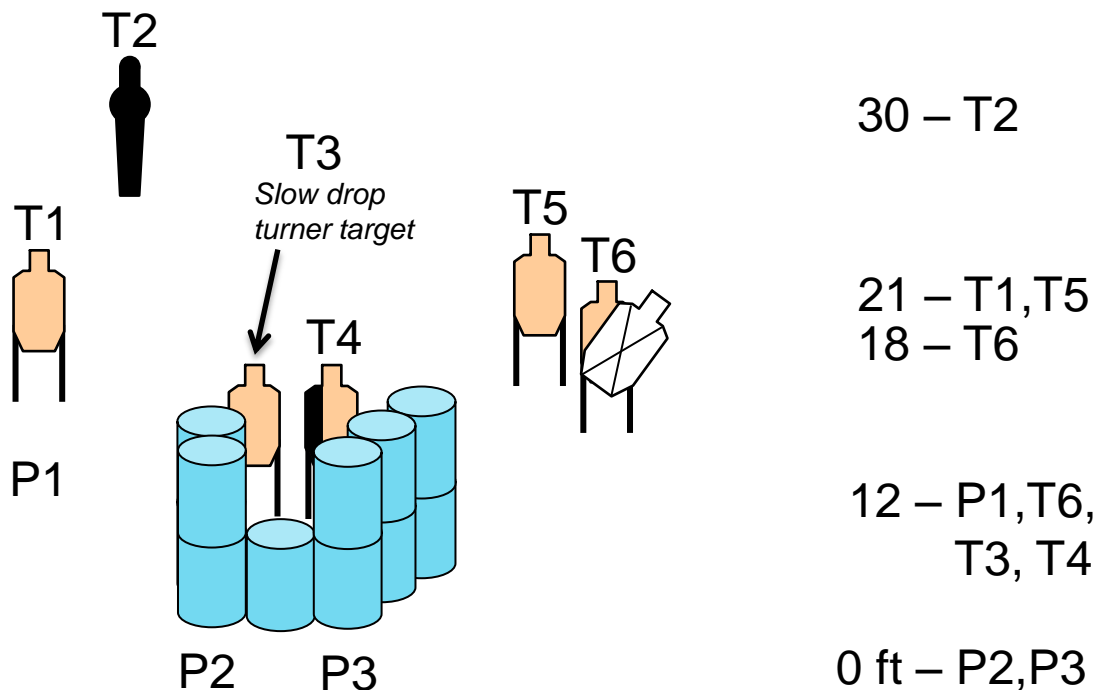
SCENARIO: A fight breaks out in front of you and you must defend yourself. The resulting melee forces you to choose the right moment to take the shot on a moving attacker.

START POSITION: Standing hands relaxed at sides at P1.

STRINGS: 1
SCORING: 11 rounds min, Vickers
TARGETS: 5 threat, 1 non threat, 1 steel
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At buzzer, draw and address T1 with two (2) rounds and T2 sufficiently to drop steel while retreating to P2. Make up shots can be taken on T1 and T2 from cover at P2. From P2, address T3 and T4 with two (2) rounds each in tactical priority. Proceed to P3 and address T5 and T6 with two (2) rounds each tactical priority.

NOTES: The drop turner used for T3 should be the slower of the two drop turners. T2 activates the drop turner at T3.





Anne Arundel Fish & Game– IDPA
Bay Two / Left: Burrito Bandits
Course Designer: Reuben Yau (idpashooting.wordpress.com)



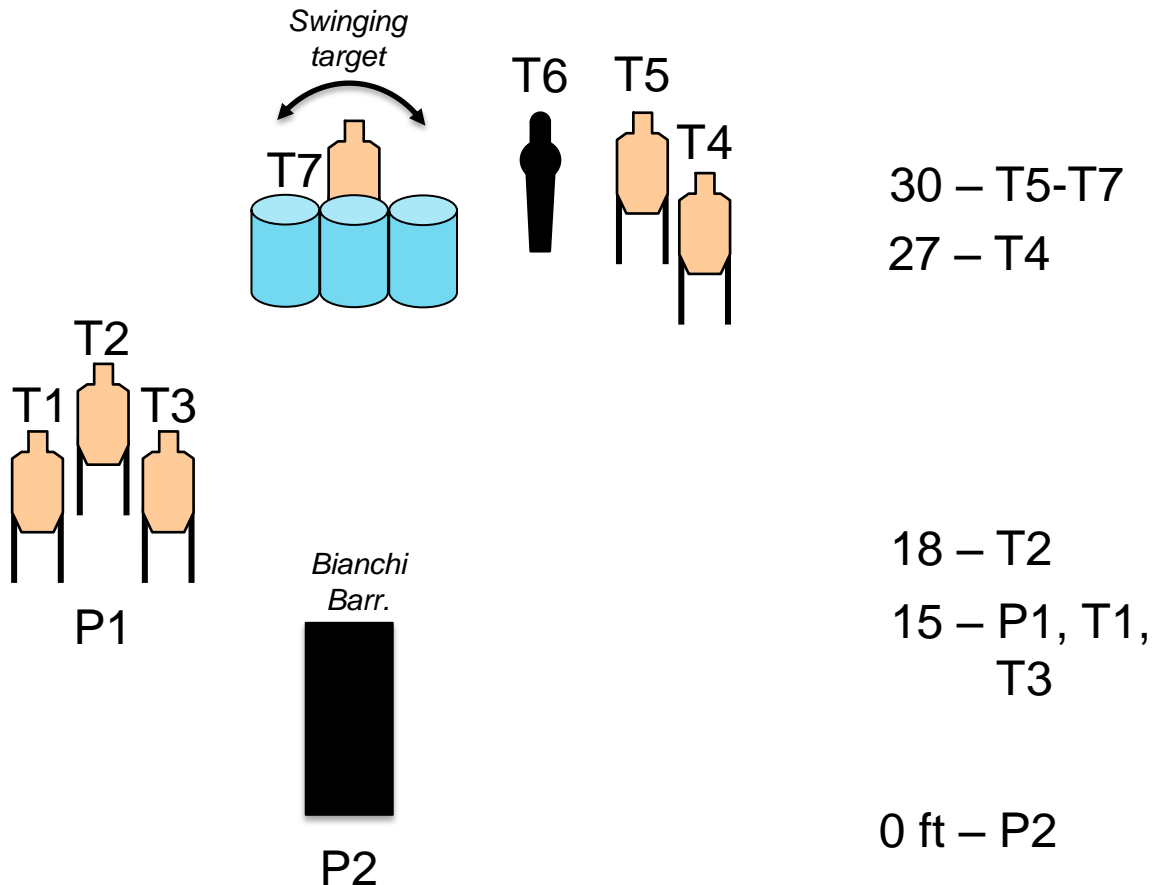
SCENARIO: After exiting at your favorite Mexican restaurant, the Burrito Bandits approach on your way back to the parking lot and demand your wallet. As you take care of them, their cousins return fire from their getaway car.

START POSITION: Standing at P1 facing uprange, wrists above shoulders.

STRINGS: 1
SCORING: 13 rounds min, Vickers
TARGETS: 6 threat, 0 non threat, 1 steel
SCORED HITS: Best 2 per target, steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At the start signal turn, draw and engage T1-T3 while retreating to P2. Engage T4-T7 in tactical priority.

NOTES: T7 is the swinging target. It is activated with steel target T6.





Anne Arundel Fish & Game– IDPA
Bay Three / Right: Slow Down, Speed Up
 Course Designer: Jason Krywicki



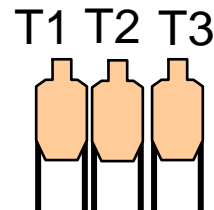
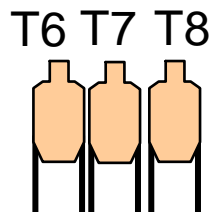
SCENARIO: This stage is meant to stress the shooter by greatly changing the distance of targets from shooting positions.

START POSITION: Standing hands relaxed at sides at P1.

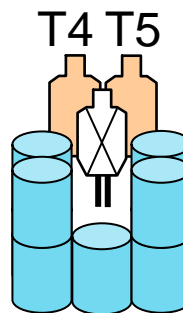
STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 8 threat, 1 non threat, 0 steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: Starting from P1, at buzzer, draw and engage T1-T3 in tactical priority with two (2) rounds each. Transition to P2 and engage T4 and T5 in tactical priority with two (2) rounds each. Finally, move to P3 and address targets T6-T8 with two (2) rounds each.

NOTES: On setup, make sure that three target arrays in the back of the bay are not available as shoot throughs while addressing T4 and T5.



60 – T1-T3
 60 – T6-T8



10 – T4,T5

P3 P2



P1

0 ft – P1-P3

Cowboy
reloading
area



Anne Arundel Fish & Game– IDPA Bay Three / Left: Kneeling Mozambiques



Course Designer: Jason Krywicki

SCENARIO: A twist on the standard Mozambique drill – this one will involve kneeling and changing target orientation.

START POSITION: Standing hands relaxed at sides at P1.

STRINGS: 2
SCORING: 18 rounds, Lim. Vickers
TARGETS: 3 threat, 0 non threat, 0 steel
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

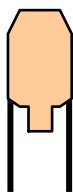
STAGE PROCEDURE:

String 1: At buzzer, draw, kneel and address T1 – T3 with two (2) shots to the body and one (1) shot to the head from cover in tactical priority.

String 2: At buzzer, draw and address T1 – T3 with two (2) shots to the body and one (1) shot to the head weak hand only.

NOTES: Gun must be drawn prior to kneeling. Cover should be tightly enforced, i.e. shooters knees must be watched to ensure that the shooter is not exposing him or herself. Shooting over the barrel is not permitted – shooting from cover means shooting around the barrel.

T1



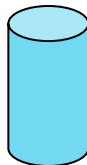
T2



T3



7 yds – T1-T3



P1