

0. Drill Modified FAST

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Scoring	Limited	Firearm	Handgun	Rounds	6
Targets	1 paper,	Total	1 targets	Strings	1
Scenario & Procedure	PROCEDURE: From Seven Yards, May use Match Gun or BUG Gun, Shooters Choice From P1 Gun Loaded with 2 rounds only At low ready if shooting BUG, holstered if using Match gun. At Signal, engage target with 2 rounds to the head, Reload and reengage target with 4 rounds to the body. This will be new IDPA Target, head scored for 4 inch circle as zero. Pistol-training.com Ranking: 10+ seconds: Novice 7-10 seconds: Intermediate 5-7 seconds: Advanced < 5 seconds: Expert				
Start pos	Gun loaded & holstered or low ready for BUG				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

1. Stop and Go

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Scoring	Unlimited	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 5 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	Scenario: While traveling you stop to use the restroom. You hear "This is a robbery". As you exit the restroom you see 8 hoodlums robbing the store and customers. Deal with the situation. Start Position: Standing at SP gun loaded to division capacity and holstered. Procedure: On the signal engage T1-T2 then move to a POC1 and engage all remaining targets in tactical priority as you see them. All paper gets 2 rounds each and steel until it falls.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Bad Deposit

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Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	8 paper, 7 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	On the signal engage T1-T2 with 2 rounds each STRONG HAND ONLY while advancing to the table. Place the briefcase on the table and engage remaining targets in tactical priority with 2 rounds each.				
Start pos	Gun loaded & holstered, briefcase in support hand				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Diamond Pickup

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Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 6 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Procedure: On the signal engage the 2 targets in the open on your way to a POC. Drop the bag of diamonds in the back of the truck and engage all remaining targets in tactical priority. All paper gets 3 rounds each.				
Start pos	Gun loaded & holstered, bag of diamonds in support hand.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. No Luck at Cards

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Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 5 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Procedure: On the signal drop the cards and pull the rope (activates the double swinger) and engage all targets in tactical priority with 3 rounds each while remaining seated.				
Start pos	Gun loaded & on table, cards in support hand, rope in strong hand.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. Drill: Use each hand

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Scoring	Limited	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Procedure: On the signal draw and engage each target with 2 rounds each STRONG HAND ONLY from one side of the barricade, 2 rounds each FREESTYLE through the port and 2 rounds each SUPPORT HAND ONLY from other side of the barricade. Six (6) rounds total on each target and 2 rounds each must be head shots.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					