

TRICK OR TREAT

STAGE 1

RULES: IDPA Rules

Created By: James Meola

START POSITION:

Standing in the start box, loaded to division capacity, holstered and concealed, hands relaxed at sides. PCC, but stock touching belt at low ready.

SCENARIO:

It's Halloween and the doorbell rings. You open the door and are confronted by the local candy mafia holding hostages and demanding all of your candy and all of your money. Protect yourself and save the hostages.

PROCEDURE:

At the start signal, move to the door and open it. Engage the targets with a minimum of 2 rounds each in tactical priority while using the door jam for cover.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

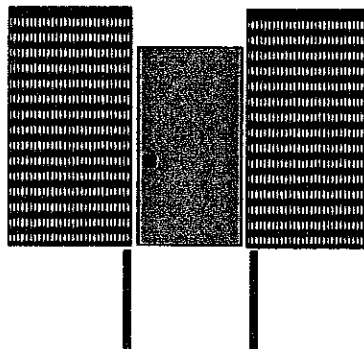
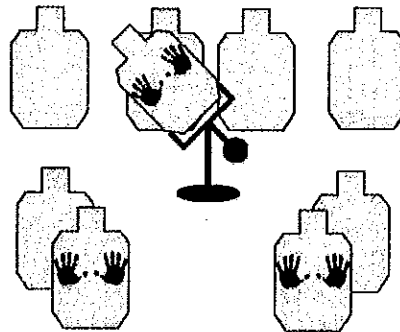
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



WHERE DID I LEAVE THAT MAG

STAGE 2

RULES: IDPA Rules

Created By: James Meola

START POSITION:

Standing in the start box, gun loaded with 6 rounds, holstered and concealed, reloads on the barrels. PCC, gun loaded with 6 rounds only, reloads on barrels. Butt stock on belt, gun held at low ready position.

SCENARIO:

You are at your local shooting range working on some drills when a gang of, not so bright, gang members storm your position to steel your guns. It's not a drill anymore!

PROCEDURE:

At the signal, draw and engage the targets in tactical priority with **3 rounds** to each target minimum, reload when necessary from the ammo stored on the barrels. (All reloads must come from the top of the barrels) All shots must be taken from behind the barrels.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

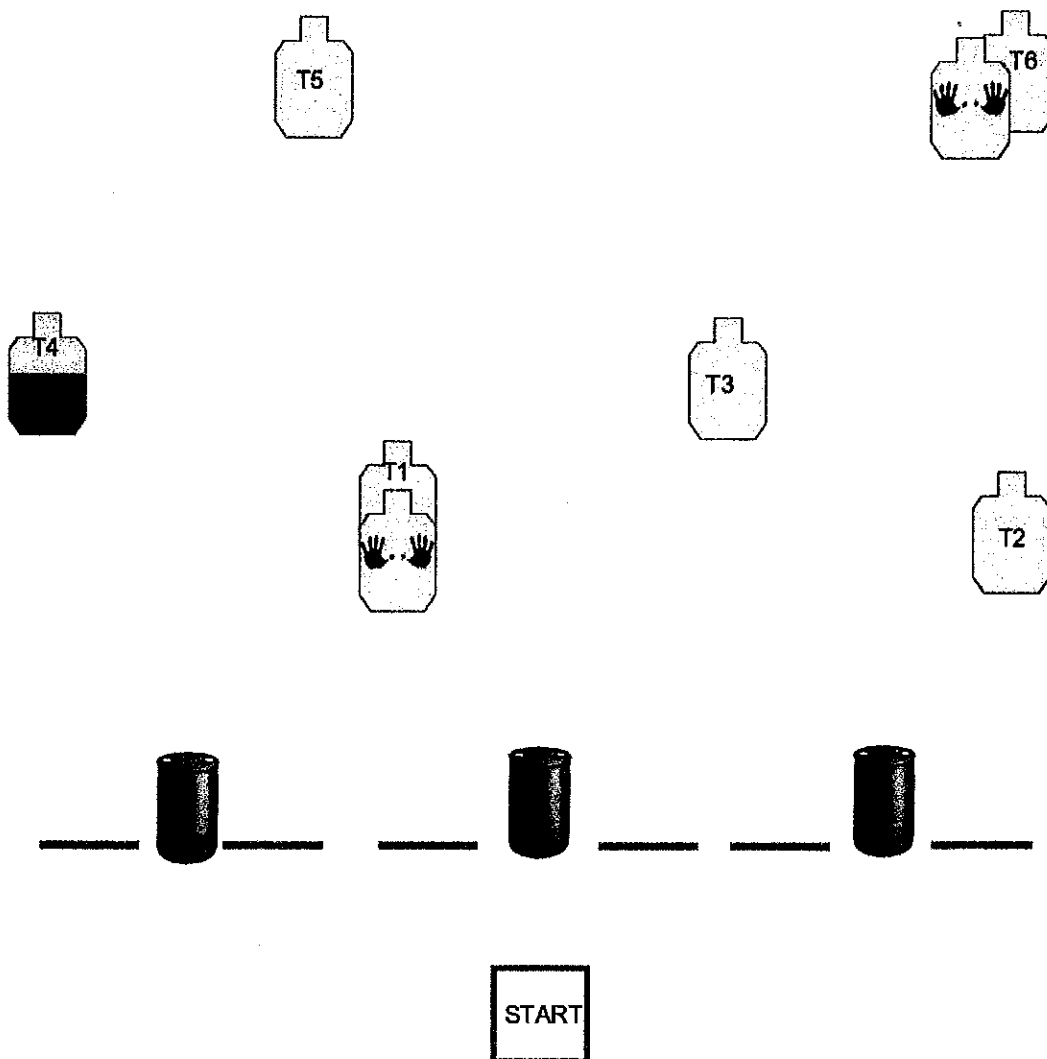
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



GET MEAN

STAGE 3

RULES: IDPA Rules

Created By: James Meola

START POSITION:

Standing between the fault lines, holstered and loaded to division capacity, reloads on belt, hands touching the Xs. PCC, loaded, butt stock touching belt, barrel at low ready on either side of the barricade.

SCENARIO:

Bad guys have broken into your work place and taken hostages. You must stop this threat and save the hostages so we can all return to work tomorrow. It's someone's birthday and there will be cake!

PROCEDURE:

At the signal, draw and engage all targets with 2 rounds each in tacticle priority while using the available cover.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

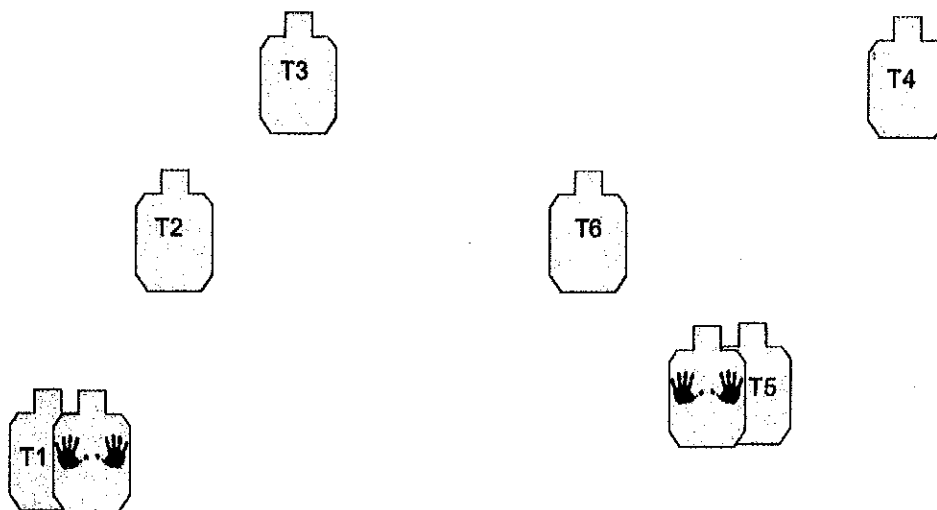
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



START

THIS IS A BAD NEIBORHOOD

STAGE 4

RULES: IDPA Rules

Created By: James Meola

START POSITION:

Standing in the start box, loaded to division capacity, holstered and concealed, reloads on belt, hands relaxed at sides. PCC, loaded, butt stock touching belt, barrel at low ready.

SCENARIO:

The local gang element is at it again and you are "on your own" untill back up arrives. Protect yourself and the neibors.

PROCEDURE:

At the signal, draw and engage the targets in tactical priority using cover. T1 and T2 are engaged on the move to P2 (or not).

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

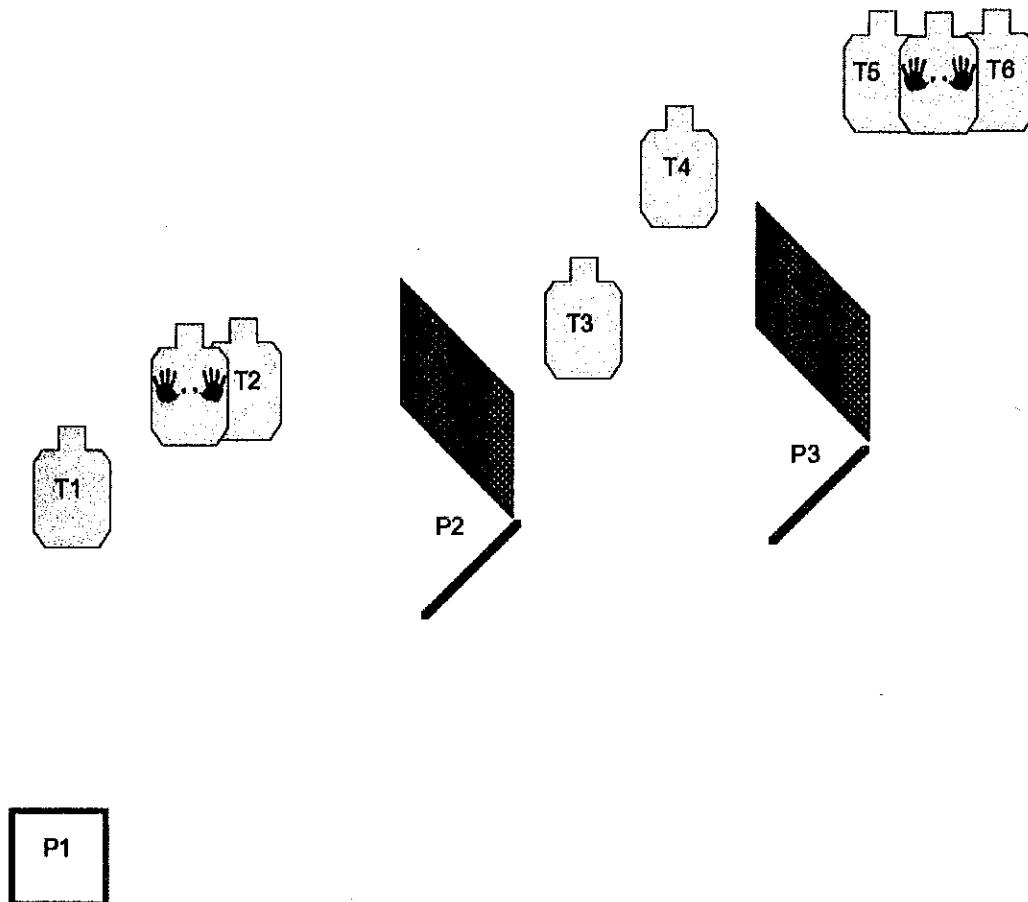
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



NEIGHBORHOOD WATCH

STAGE 5

RULES: IDPA Rules

Created By: James Meola

START POSITION:

Standing in the start box, loaded to division capacity, holstered and concealed, hands relaxed at sides. PCC, loaded with butt stock touching belt and barrel at low ready.

SCENARIO:

It's Hollween and a goulish group of thugs are terrorizing your neighborhood! From your living room window, engage all of the bad guys you can see. Then run next door and save your terrified gun hating neighbor who never saw the need to own a gun, and has now become a hostage.

PROCEDURE:

At the signal, move to P1 and engage all the targets you can see thru the window, near to far. Then move to the window at P2. Keep an eye out for the surprise targets along the way. Upon arriving at P2, engage all of the targets you can see thru that window, also near to far.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

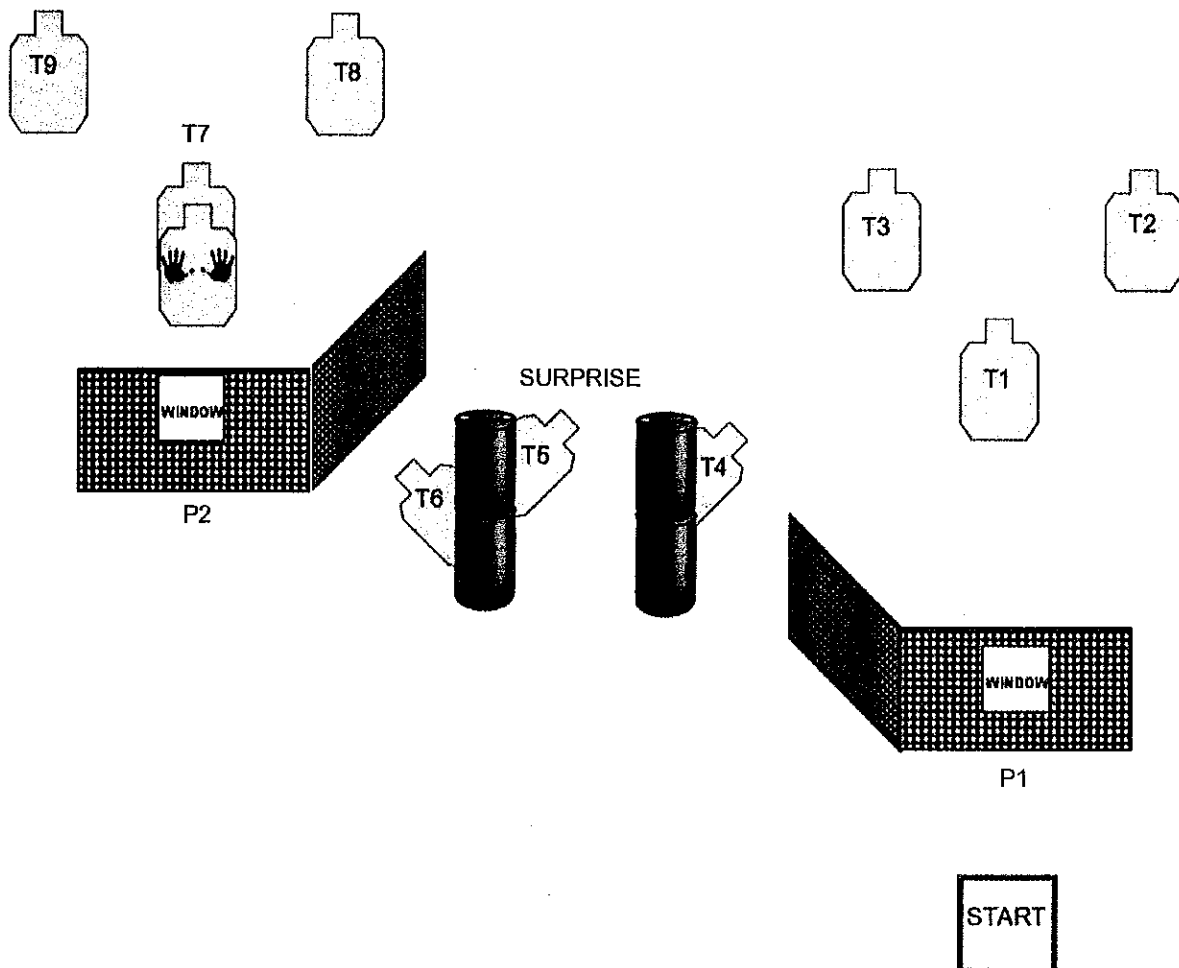
DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



BAD BILL DRILL

STAGE 6

RULES: IDPA Rules

Created By: James Meola

START POSITION:

Standing in the shoot box, Gun down loaded to 6 rounds, holstered and concealed. Hands above shoulders, reloads on belt.

SCENARIO:

You have signed up for a Basic Hand Gun Class at a local Pistol Club and you expect to have to shoot some Basic Bill Drills. But, this instructor has a different idea.

PROCEDURE:

At the start signal you will draw and engage each target with 2 rounds to the body and one round to each head. Reload when necessary.

SCORING: Limited

ROUND COUNT: 09

TARGETS: 03

DISTANCE: 7 Yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:

