



WFTC Feb 11, 2017

Stage 1

Bay 1 – Draw Draw Draw

Course Designer: Darrell Brown



SCENARIO: None

START POSITION: P1 (15 yds), hands relaxed at sides

STRINGS: 5

SCORING: Limited

ROUND COUNT: 21

TARGETS: 6 threat, 2 Non-threat

SCORED HITS: T1 5 hits

T2 5 head shots

T3 5 hits

T4-T6 (2 hits each)

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Not Required

STAGE PROCEDURE: Load to division capacity for string 1. Load any numbers of rounds up to division capacity for the remaining strings.

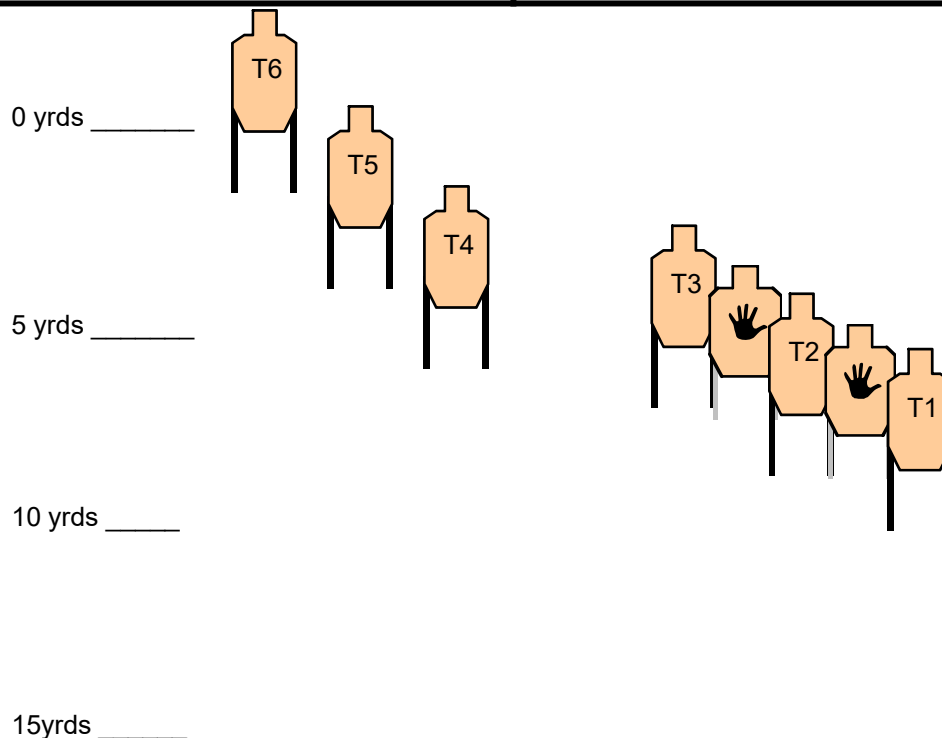
String 1: At the start signal, draw and engage T1 – T6 with 2 shots each from P1. T2 must be head shots.

String 2: At the start signal, draw and engage T1 – T3 with 2 shots each from P1. T2 must be head shots.

String 3: At the start signal draw and engage T1 with 1 shot from P1.

String 4: At the start signal draw and engage T2 with 1 shot from P1. T2 must be a head shot.

String 5: At the start signal draw and engage T3 with 1 shot from P1.





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Stage 2

Bay 2 – Mayhem in the Alley

Course Designer: Darrell Brown

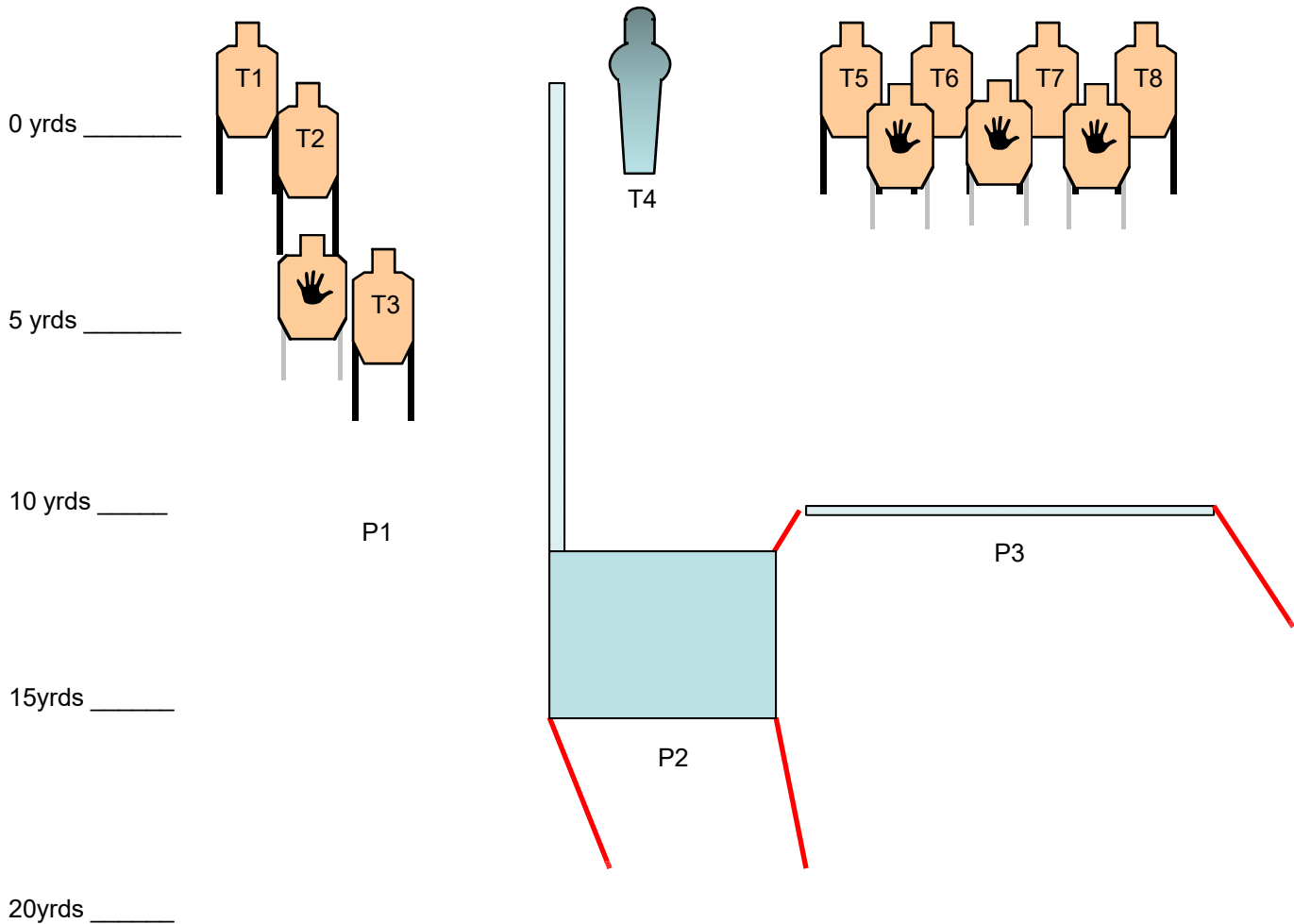


SCENARIO: You are walking down the alley when you notice a lady is being attacked by some bad dudes. They point their weapons at you and you engage them as you retreat to cover. You then notice there are additional hostages being threatened so you take out the remaining bad dudes.

START POSITION: P1 (10 yards), hands relaxed at sides

STRINGS:	1
SCORING:	Unlimited
ROUND COUNT:	15
TARGETS:	8 threat, 4 non-threat
SCORED HITS:	Best 2 per target, steel must fall
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
CONCEALMENT:	Required

STAGE PROCEDURE: At the start signal, draw and engage threats while retreating to P2. Then engage remaining threats from cover.





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Stage 3

Bay 1 – Barricade Drill

Course Designer: Darrell Brown



SCENARIO: None

START POSITION: P1 (7 yards) , hands relaxed at sides

STAGE PROCEDURE:

Load to division capacity for string 1. Load any numbers of rounds up to division capacity for the remaining strings.

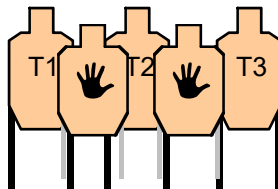
String 1: At the start signal, draw and engage T1 – T3 with 2 shots each from either side of the barrier and 2 shots each from the opposite side of the barrier.

String 2: At the start signal, draw and engage T1 – T3 with 2 shots each from either side of barrier, strong hand only.

String 3: At the start signal, from low ready, engage T1 – T3 with 2 shots each from either side of barrier, weak hand only.

STRINGS:	3
SCORING:	Limited
ROUND COUNT:	24
TARGETS:	3 threat, 2 non-threat
SCORED HITS:	T1 – T3 (8 hits each)
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
CONCEALMENT:	Not Required

0 yds _____



5 yds _____



7 yds _____



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Stage 4

Bay 2 – Backyard Chaos

Course Designer: Darrell Brown



SCENARIO: You are standing outside next to your shed when you hear a scream and notice a gang is trying to kidnap your wife. You shoot those bad guys only to hear children screaming in the the back yard. Kill the rest of the bad guys to save your children.

START POSITION: P1 (15 yards) , hands relaxed at sides

STRINGS:	1
SCORING:	Unlimited
ROUND COUNT:	17
TARGETS:	9 threat, 4 non-threat
SCORED HITS:	Best 2 per target, steel must fall
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
CONCEALMENT:	Required

STAGE PROCEDURE: At the start signal, draw and engage all threats with 2 shots each.

