

ASC Defensive Shooting

Stage 1 - Four Headed Steel Dogs

START POSITION: Facing down range. Firearm loaded to division capacity. PCC at low ready. Concealment Required. (Concealment NOT required for PCC)

Stage Scenario: Back by popular demand ... the four headed steel bot dogs! Dogs are leading the attack on you stop them and the five steel bots that follow.

Stage Procedure: At the start signal draw and engage all targets from P1 in Tactical Priority

Setup notes - P1 to T1+T2-30' Feet T3+T4-45' Feet T5-53' T6+T7 - 60' Feet

SCORING: 18 rounds - Unlimited

TARGETS: 5" and 8" Steel plates

SCORED HITS: Hit on target

START-STOP: Audible - Last shot

Muzzle Safe Plane 180 Degree

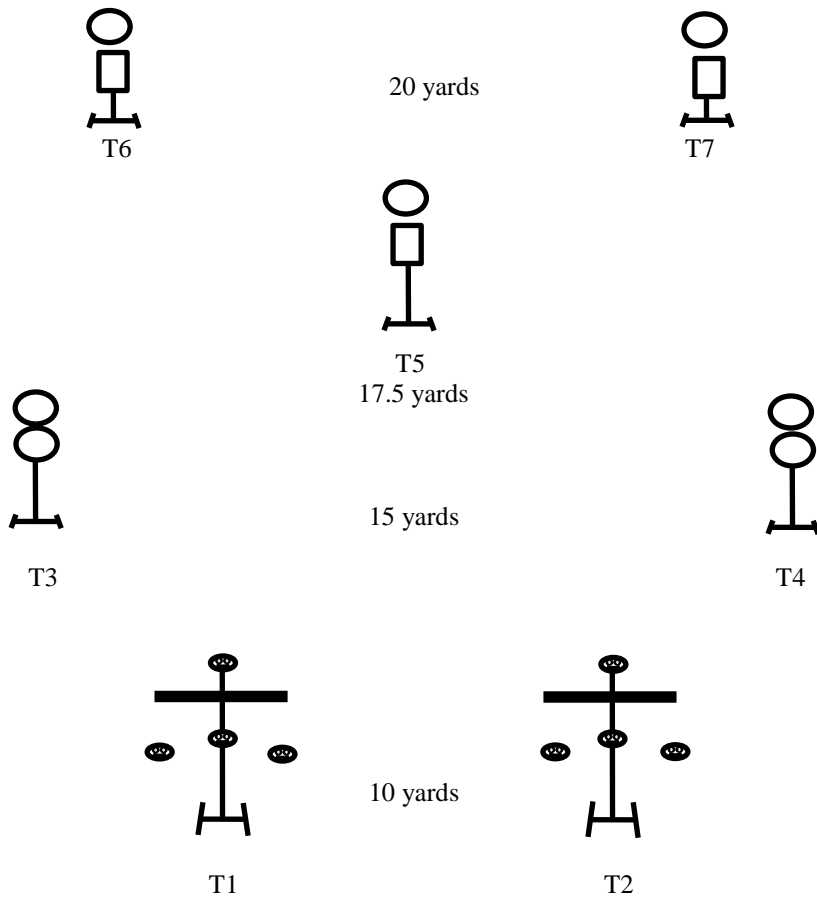
PENALTIES:

Procedural: 3 sec

No-shoot hit: NA

Flagrant Penalty (FP): 10 sec

Failure to do right: 20 sec



P1

ASC Defensive Shooting

Stage 2 – Rows of Cold Steel

START POSITION: Facing down range firearm loaded to Division capacity, holstered. All other mags loaded to division capacity. PCC at low ready. Concealment Required (Concealment NOT required for PCC).

Stage Scenario: The Steel Army of evil bots is attacking! Stop the three leaders without hitting the hostage and destroy the Steel Army.

Stage Procedure: At the start signal draw and engage all targets from P1 using Tactical Priority. Two hits each on targets. One hit on steel plates and rectangles. Optional: Hit the lower steel activator under T-3 to expose the full T-3 target.

Setup notes - P1 to T1-T3 10 yds; to T4-T7 15 yds; to T8-T10 20 yds; to T11-T13 30 yds; to T14-T15 35 yds.

SCORING: 15 rounds - Unlimited
TARGETS: Ten 10" Steel plates, four steel rectangles, one steel popper (non-reactive)

SCORED HITS: One each on Steel.

START-STOP: Audible - Last shot

Muzzle Safe Plane 180 Degree

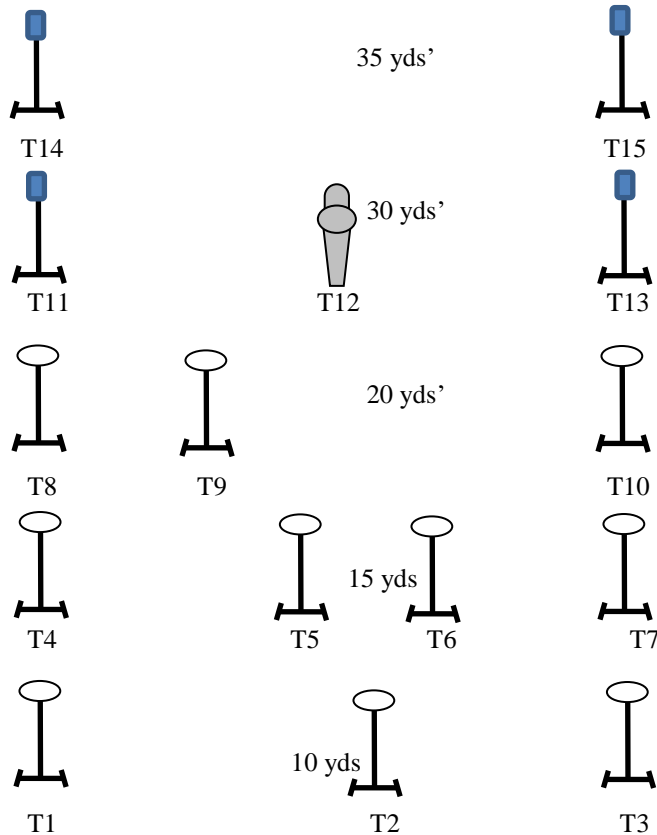
PENALTIES:

Procedural - 3 sec

No-shoot hit. NA

Flagrant Penalty (FP) - 10 sec.

Failure to do right - 20 sec



P1

ASC – Defensive Shooting – Stage 3
Cold Steel – Shoot and Reshoot

Course Designer: JH



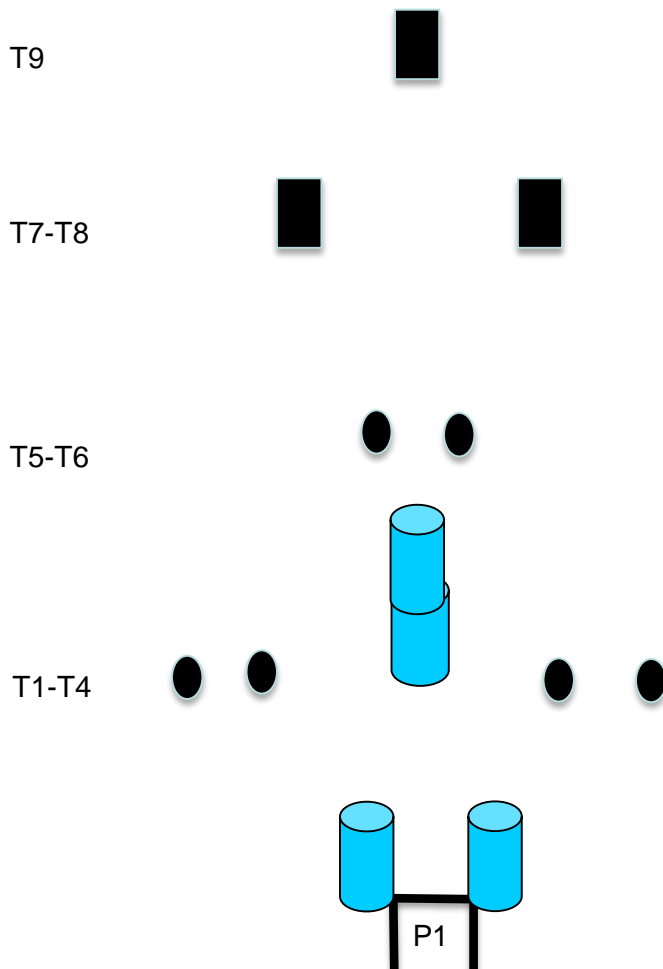
SCENARIO: COLD STEEL - Shoot them all once ... reload then shoot them again!

START CONDITION: Shooting position is P1. Facing downrange. Handgun loaded to Division capacity and in the holster. PCC at low ready. Spare mags/reloads stowed on you. Concealment required. (Concealment NOT required for PCC)

STAGE PROCEDURE: At the start signal engage T1 to T9 with one shot each. Do an IDPA legal reload and repeat the entire engagement.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 Steel, no non-threats
SCORED HITS: Two hits on each steel
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required for pistol shooters
MUZZLE SAFE: 180 rule

P1 to T1-T4 is 10 yards. P1 to T5-T6 is 15 yards. P1 to T7-T8 is 20 yards. P1 to P9 is 25 yards.



ASC – Defensive Shooting – Stage 4

Long Cold Walk

Course Designer: JH



SCENARIO: A long barricade walk and then you go prone with COLD STEEL all the way.

START CONDITION: Shooting position is P1. Facing downrange. Handgun loaded to Division capacity and in the holster. PCC at low ready. Spare mags/reloads stowed on you. Concealment required. (Concealment NOT required for PCC)

STAGE PROCEDURE: At the start signal engage T1 to T6 with one shot each using left and right barricade. Advance to P2 and re-engage T1 to T6 using left and right barricade. Advance to P3 and engage T-7 from left and right barricade. Advance to P4 and engage T8 to T11 from PRONE. All shots on T8 –T11 must be shot from under the barricade ... NOT around or over the barricade.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 11 steel, no non-threats
SCORED HITS: Two hits on T1-T7. One hit on T8-T11.
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required for pistol shooters
MUZZLE SAFE: 180 rule

P1 to T1, 3, 4, 6 is 15 yds. P1 to T2 and T5 is 17 yds. P2 to T1,3,4,6 is 10 yards. P2 to T2 and T5 is 12 yards; P3 to T9 is 25 yds; P4 to T8-T11 is 10 yds. P1 to P2 is 5 yds. P2 to P3 is 5 yds. P3 to P4 is 10 yds.

