

## Stage 2 - The Cirillo Drill

**RULES:** IDPA Rule Book 2017  
**CONCEALMENT:** Required

**COURSE DESIGNER:** Roy Bejsovec

**STARTING POSITION:** Standing at P1, gun loaded to division capacity, holstered, hands relaxed at sides (PCC Low Ready).

**SCENARIO:** Two hours into his first shift on the NYPD Stakeout Squad, Officer Jim Cirillo was concealed in the manager's booth of a store that was under constant threat of robbery. Three thugs enter the store, intent on evil doing. While popping out of concealment to make the arrest, part of his body armor detached from his vest and hit the floor loudly. With all three thugs now focused on him and under threat of deadly harm, Officer Cirillo shot all three thugs. For his actions, he was awarded the Queen's County District Attorney's Office Award for Outstanding Heroism and later that year was made one of the 10 Most Outstanding American Handgunners.

This stage was presented at the 2007 IDPA National Championships (by American Handgunner) to honor the memory of Jim Cirillo and pay respects to a man who was one of the "Modern Day Gunfighters" and who was a driving force to revolutionize the concept of police firearms training and survival skills.

JIM CIRILLO January 19, 1931 – July 12, 2007 R.I.P

**STAGE PROCEDURE:** At the start signal, draw and engage T1-T3 with 3 shots each in tactical priority.

Notes:

- Reload as necessary using any IPDA reload.

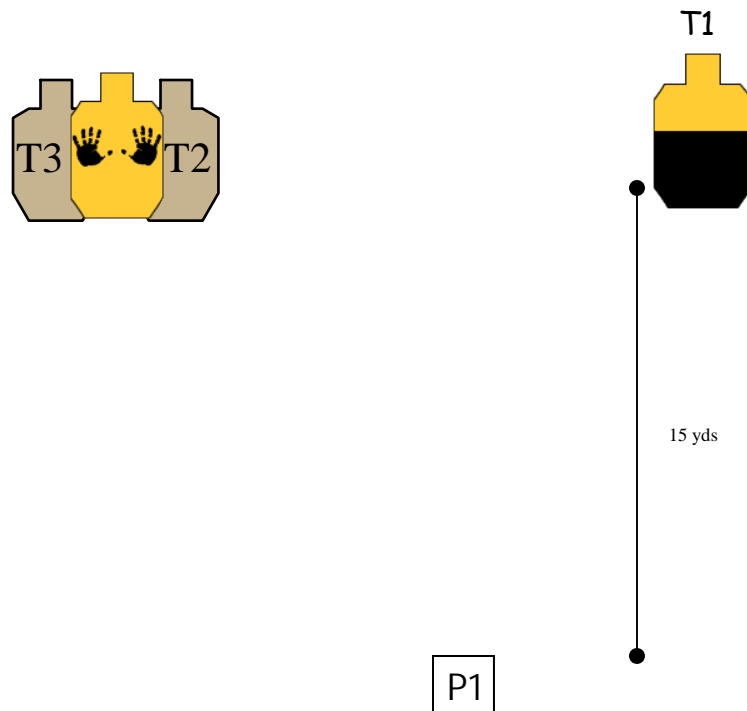
**SCORING:** Unlimited

**RELOADS:** Any IDPA reloads

**ROUND COUNT:** 9 Minimum

**START-STOP:** Audible and last shot

**SCORED HITS:** Best 3 shots on T1-T3



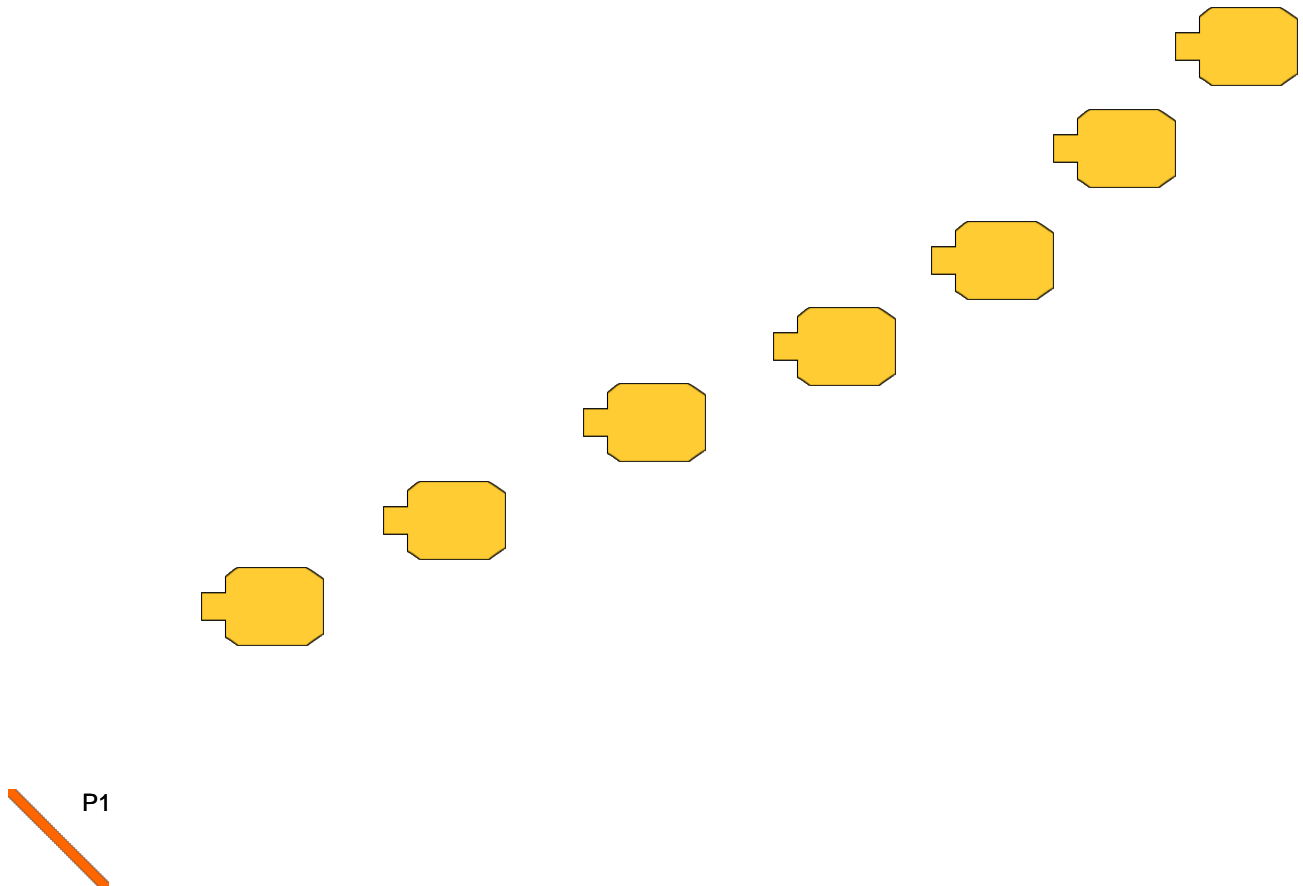
**Prop List**

- 4 Target Stands
- 8 Sticks
- 3 Threat
- 1 Non-Threat
- P1 Marker

# Stage 3 - Bear Attack

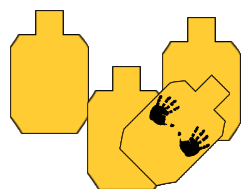
<b>RULES:</b> IDPA Rules	<b>Created By:</b> Roy Bejsovec
<b>START POSITION:</b> Facing downrange at P1, gun loaded to division capacity and holstered; PCC low ready	
<b>SCENARIO:</b> You are in the back 40 admiring the scenery. A hungry bear approaches you, looking to eat you for lunch. Better that you eat the bear so defend yourself.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> From P1 engage the targets from far to near with two rounds each. Targets can not be reengaged going back as the bear is no longer there.	<b>ROUND COUNT:</b> 14
	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> 3 to 14 Y
	<b>SCORED HITS:</b> Best 2
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>

Bears are over 2 yards apart starting at 3 yard from P1

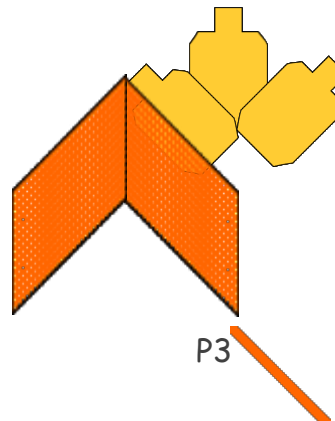
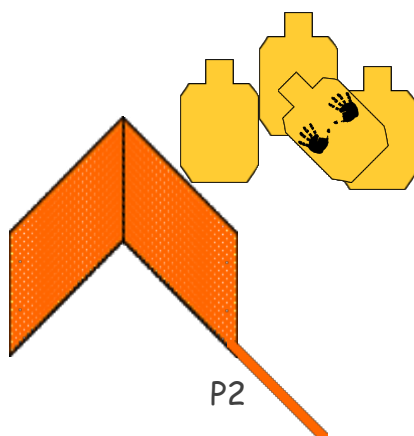


# Stage 4 - Pie, I love pie.

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Roy Bejsovec
<b>START POSITION:</b> Standing behind barrels at P1 with your firearm loaded and holstered, Hands at your sides. PCC Low Ready	
<b>SCENARIO:</b> You are at your monthly IDPA match and someone sexy is about to tell you to put two bullet holes in each target.	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 18
<b>PROCEDURE:</b> At signal, engage all threat targets with two rounds each in tactical priority. The first three targets are in the open. P2 and P3 are cover positions.	<b>TARGETS:</b> 09
	<b>DISTANCE:</b> 5-7 YDS
	<b>SCORED HITS:</b> Best 2 each target
	<b>PENALTIES:</b> PER IDPA RULE BOOK
	<b>CONCEALMENT:</b> Yes
<b>NOTES:</b>	

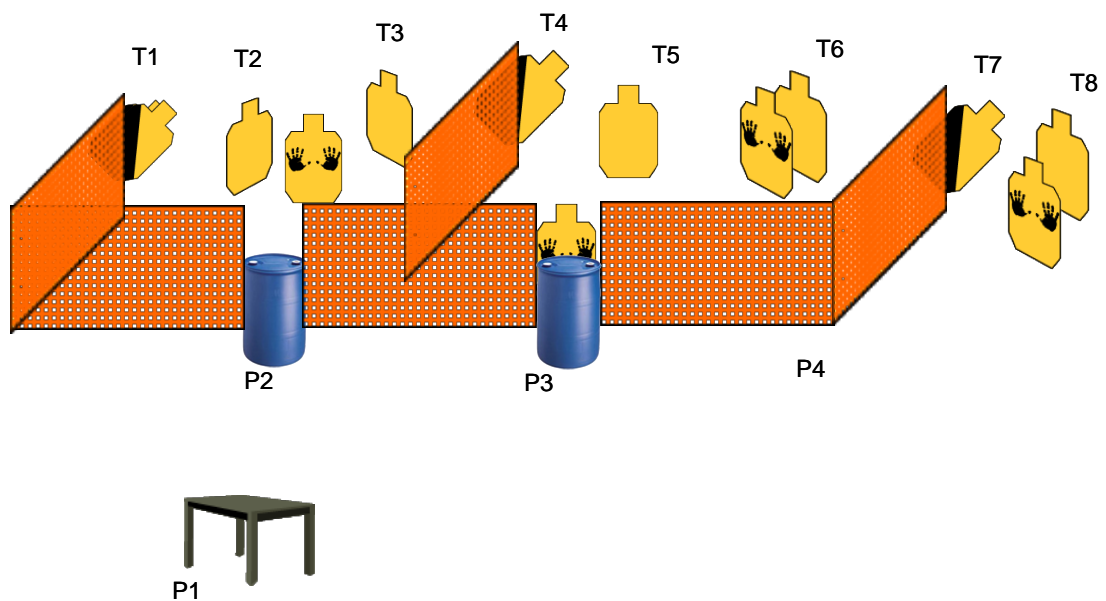


P1



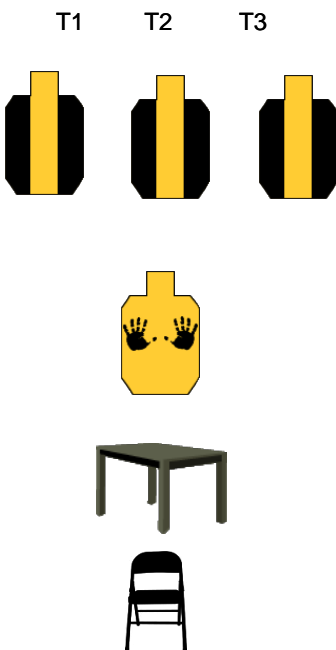
# Stage 5 - Lead Deposit

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Ü [ ^ Á Ó ^ b • [ ç ^ &
<b>START POSITION:</b> Standing at P1 with hands on table, loaded to division capacity, holstered, ÇÚÖÖÁ [ } Á cæ à   ^ D.	<b>SCORING:</b> Unlimited
<b>SCENARIO:</b> You're inside your local bank branch making a deposit when the bank is overrun with armed thugs. Do what you've gotta do.	<b>ROUND COUNT:</b> 16
<b>PROCEDURE:</b> At the start signal, move to P2 and engage T1 through T3. Then proceed to P3 to engage T4 though T6. Lastly, move to P4 and finish off T7 and T8.	<b>TARGETS:</b> 08
	<b>DISTANCE:</b> 5 - 7 YDS
	<b>SCORED HITS:</b> 2 per target
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



# Stage 6 - Bad Bike Bar and Bad Choice

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Roy Bejsovec
<b>START POSITION:</b> Sitting at P1 facing downrange, gun loaded with SIX rounds only, on table pointed downrange; all other magazines loaded to division capacity. Hands on knees	
<b>SCENARIO:</b> You stop at a bad biker bar for little refreshment and put your gun under your helmet for easy access. Then three thugs try to jump you. Defend yourself but look out for the innocent bystanders.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> On signal engage T1 - T3 with FIVE BODY SHOTS AND ONE HEAD SHOT EACH in any order.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 03
	<b>DISTANCE:</b> 7 yds.
	<b>SCORED HITS:</b> best five body hits per target and best head shot on each target
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> No
	<b>NOTES:</b>



# GhU [Y + ! Wildz K] X West

<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> [unreadable]
<b>START POSITION:</b> Standing hands at side facing T1.	
<b>SCENARIO:</b> While walking down main street you are challenged to a quick draw. After the battle you decide to enter the saloon to get off the street only to find all his friends and they aren't happy about the outcome.	<b>SCORING:</b> W}   { ac^a
	<b>ROUND COUNT:</b> 14
	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> ''
	<b>SCORED HITS:</b>
	<b>START/STOP:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> No
	<b>NOTES:</b>

