

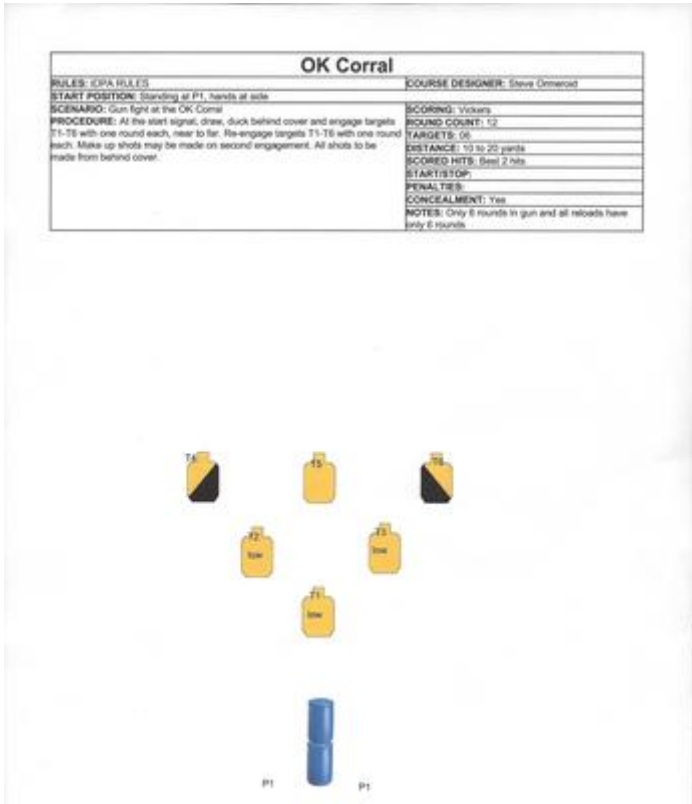
1. Interrupted Burglary

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| Richwood Gun and Game Club | Interrupted Burglary | |
| | Course designer: J. Mercurio Modified by Steve Omeroid | |
| <p>SCENARIO: You open the front door to your house and see intruders have a gun to your spouse. You engage the intruder and once your spouse is safe, you continue to protect the rest of your family.</p> | | |
| <p>GUN READY CONDITION: Holstered, loaded to Division capacity. Hands at side.</p> | <p>SCORING: Best 2 rounds each target- Vickers</p> <p>TARGETS: 5 threat, 2 non-threat</p> <p>SCORED HITS: Best 3 per paper- 15 rds min.</p> <p>START-STOP: Audible - Last shot</p> | <p>RULE: Current IDPA Rulebook</p> <p>COVER GARMENT: Required</p> <p>NOTE: Place muzzle of gun on X mark on door before opening with support hand.</p> |
| <p>STAGE PROCEDURE: Starting at P1, at the beep, open the door and engage T1 with 3 shots. Back away from the doorway and using cover, engage all remaining threats in tactical priority with 3 shots each. (option to go to P2 or P3 next)</p> | | |

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|---------|---------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 5 paper, 3 no-shoot | Total | 5 targets | Strings | 1 |

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|----------------------|---|--|--|--|--|
| Scenario & Procedure | You open the front door to your house and see intruders have a gun to your spouse. You engage the intruder and once your spouse is safe, you continue to protect the rest of your family. | | | | |
| 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. OK Corral



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|----------------------|---|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 12 |
| Targets | 6 paper, | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | Gun fight at the OK Corral | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | Only 6 rounds in the gun and all reloads have only 6 rounds | | | | |

3. Clay Shot Gone Bad- Shotgun stage

START POSITION: At PT, sitting at table, shotgun loaded with 4 rounds (includes 1 in chamber) shotgun facing down range, Safety Will Be Ciel

SCENARIO: You are scoring at a sporting clays match when some crazed crack heads try to rob you of the entry fees. Stop them!

PROCEDURE: Sitting at the table, both hands on the table, at the buzzer, relieve the shotgun and engage the targets in tactical priority (near to far) (Steel must be down to score. At least one shot must be taken before any reload.

SCORING: Vickers

ROUND COUNT: 10

TARGETS: 10

DISTANCE: 10 Yds to 35 Yds

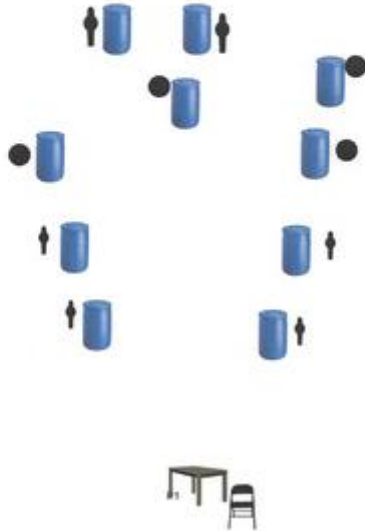
SCORED HTS: Steel must be down

START/STOP:

PENALTIES: No FTN's

CONCEALMENT: Yes

NOTES: Spare shells may be on table or person



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|---------|---------------------|---------|------------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 10 |
| Targets | 6 popper, 4 plates, | Total | 10 targets | Strings | 1 |

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|----------------------|--|
| Scenario & Procedure | You are scoring at a sporting clays match when some crazed crack heads try to rob you of the entry fees. |
| Start pos | Shotgun loaded with 4 rounds only & on table |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety | L/R |
| Setup | Shotgun stage-Bird Shot only |

4. Bad Alley

Richwood Gun and Game Club

Bad Alley
Course designer: Jay Koller, Modified By Steve Ormsdell

SCENARIO: Pulling over to change a tire in front of an alley, you quickly realize that the flat was no accident. Very bad men emerge from the alley.

GUN READY CONDITION: Holstered, loaded to Division capacity.

STAGE PROCEDURE: Starting at P1 with hands on car. At buzzer, move to P2 and engage T1-T3 (tactical priority). Move to P3 and engage T4-T6, move to T4, kneel and engage T7-T9.

SCORING: Best 2 rounds each target-Vickers
TARGETS: 8 threat, 2 non threat, 1 Steel
SCORED HTS: Best 2 per paper
START-STOP: Audible - Last shot
RULE: Current IDPA Rulebook
COVER GARMENT: Required
NOTE: PP1 is placed behind the D down of T7. If you fail to activate T8, it will be a FTN. PP1 is not scored.

The diagram illustrates the course layout. A blue car is positioned with a flat tire on the left side. Four positions are marked: P2 (behind the car), P1 (in front of the car), P3 (to the right of the car), and P4 (further right). Targets T1, T2, and T3 are located near the car. Targets T4, T5, and T6 are positioned in an alleyway behind the car. Targets T7, T8, and T9 are located further down the alley. A drop turner (T8) is shown with a popper (PP1) behind it. A Vickers target is also present.

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|---------|-------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 16 |
| Targets | 8 paper, 1 popper, 2 no-shoot | Total | 9 targets | Strings | 1 |

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|----------------------|--|--|--|--|--|
| Scenario & Procedure | Pulling over to change a tire in front of an alley, you quickly realize that the flat was no accident. Very bad men emerge from the alley. | | | | |
| Start pos | Gun loaded to Division capacity & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R as designated | | | | |
| Setup | | | | | |