

# 1. Interrupted Burglary

Richwood  
Gun and  
Game Club

**Interrupted Burglary**  
Course designer: J. Mercurio Modified by Steve Omeroid

**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.

**GUN READY CONDITION:** Holstered, loaded to Division capacity. Hands at side.

**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)

**SCORING:** Best 2 rounds each target- Vickers

**TARGETS:** 5 threat, 2 non-threat

**SCORED HITS:** Best 3 per paper- 15 rls min.

**START-STOP:** Audible - Last shot

**RULE:** Current IDPA Rulebook

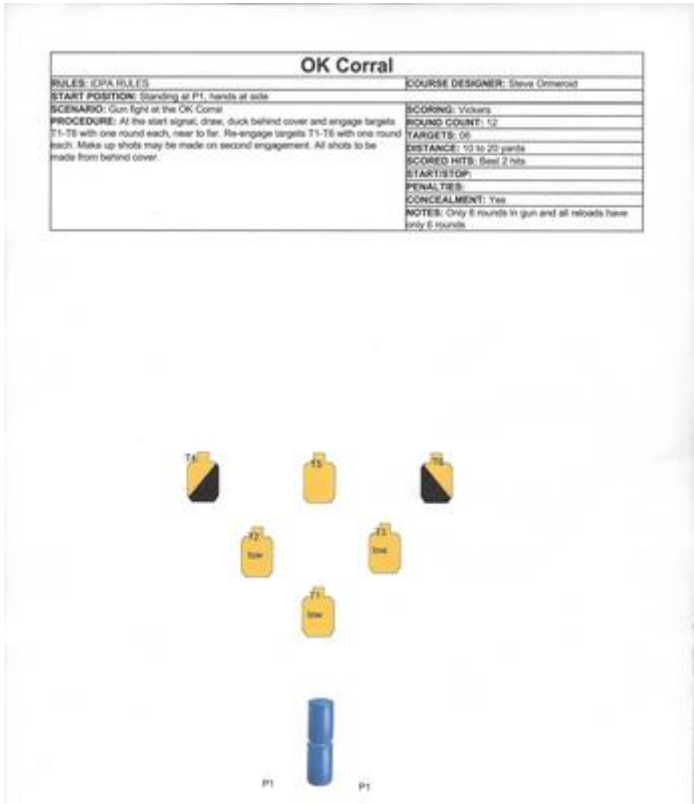
**COVER GARMENT:** Required

**NOTE:** Place muzzle of gun on X mark on door before opening with support hand.

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

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					

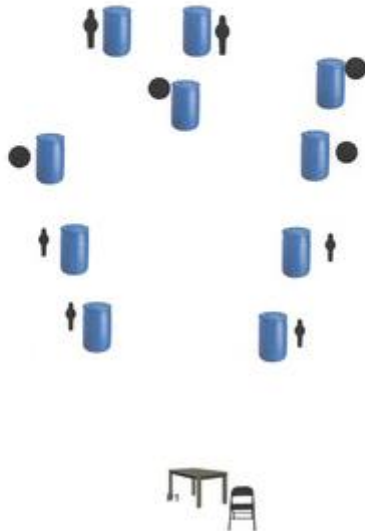
## 2. OK Corral



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

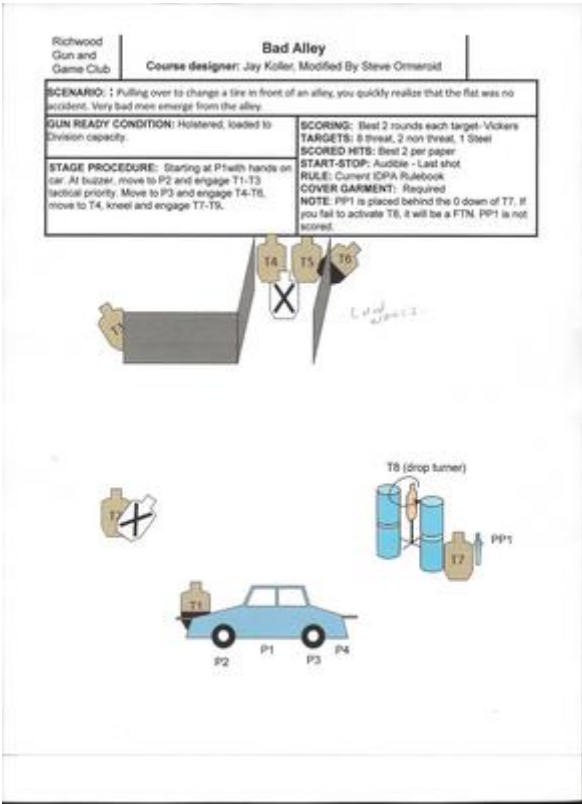
<b>START POSITION:</b> At PT, sitting at table, shotgun loaded with 4 rounds (includes 1 in chamber) shotgun facing down range. Safety Will Be On	<b>SCORING:</b> Vickers
<b>SCENARIO:</b> You are scoring at a sporting clays match when some crazed crack heads try to rob you of the entry fees. Stop them!	<b>ROUND COUNT:</b> 10
<b>PROCEDURE:</b> 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.	<b>TARGETS:</b> 10
	<b>DISTANCE:</b> 10 Yds to 35 Yds
	<b>SCORED HITS:</b> Steel must be down
	<b>START/STOP:</b>
	<b>PENALTIES:</b> No FTY's
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Spare shells may be on table or person



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

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



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

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	