

1. Bump in the Night

Richwood Gun and Game Club

BUMP IN THE NIGHT
Course designer: Steve Ormeroid

Stage 1

SCENARIO: In the night you hear a commotion outside and go to investigate. A ruthless gang has decided to invade your property and house, duck behind a tree and defend your self. Return to your house to protect your family.

GUN READY CONDITION: Holstered and loaded to Division capacity. Flashlight in shooting hand.

SCORING: Best 2 hits
TARGETS: 8 paper

STAGE PROCEDURE: At the buzzer, drop the flashlight, draw, move to cover and engage all targets in tactical priority. Move to additional positions as required to engage targets, using cover. IDPA reloads as required.

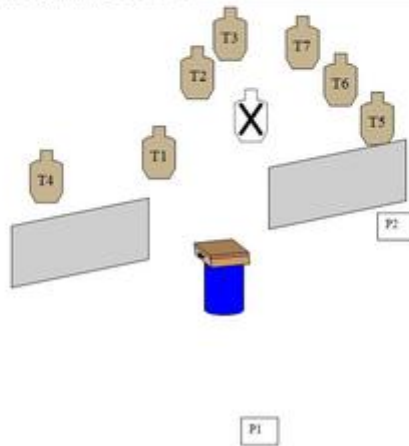
ROUND COUNT: 15 minimum
COVER GARMENT: Required
NOTE: No make up shots after leaving a position.
START-STOP: Audible & last shot.

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
	Targets		8 paper, 2 no-shoot		Total

Scenario & Procedure	Start pos	Gun loaded & holstered, flashlight in strong hand
	Start on	Audible signal
	Stop on	Last shot
	Penalties	As per current edition of rules
	Safety	L/R-90 degrees
	Setup	

2. Gun Buster Holdup

Stage 2	Gun Buster Holdup
Rules: IDPA, Concealment Garment Required	Course Designer: Kevin Lewis
Starting Position: P1 facing down range and 10 feet from barrel. Gun is loaded to division capacity and inside IDPA box. Box is on barrel. Extra ammunition is on your waist.	
Scenario: You have reluctantly stopped to make a purchase at a store that has a "No Gun" policy. You dutifully leave your weapon locked inside your vehicle. While inside, you hear gunshots and see a robbery taking place outside. Retrieve your gun and make your escape.	
Stage Procedure: At the signal, move to barrel and recover gun. Engage T1, T2, T3 and T4 with 2 shots each while moving to P2. After reaching cover, you may re-engage T1-4 if necessary while using cover. Once at P2, engage T5-T7 with 2 shots each while using the pit.	
Scoring: Vickers Count	
Rounds Count: 14 rounds minimum	
Scored Hits: 2 best hits on each target.	
Reload: Any legal IDPA reload behind cover.	
Start/Stop: Audible signal and last shot.	

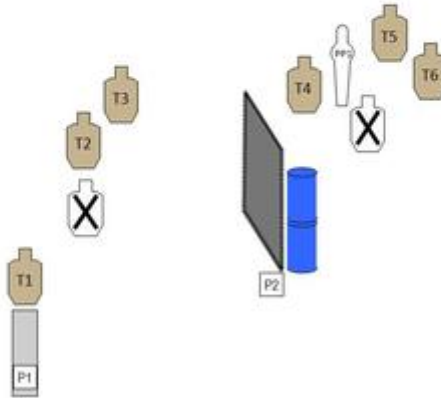


Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 1 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & in IDPA box
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R- 90
Setup	

3. ATM Dilemma

Richwood Gun and Game Club	ATM Dilemma Course designer: Greg Jones	Stage 3
SCENARIO: As you are withdrawing cash from the ATM, you realize that thugs have other plans for your cash. You must dispatch the threats quickly to protect yourself and the other ATM customers.		
GUN READY CONDITION: Holstered, loaded to Div capacity		
STAGE PROCEDURE: Start at P1, facing up range, strong hand touching the ATM. At the signal, turn, draw, and engage T1 from rear, engage T2-T3 while on the move to cover at P2. At P2, engage T4, 5, 6 and FP1 tactical priority, using cover.		
SCORING: Vickers TARGETS: 6 paper, 1 pepper popper SCORED HITS: (last 2 hits on paper, steel must be down START-STOP: audible and last shot RULE: T1 retention shot may be 1 or 2 handed per EPA COVER GARMENT: required NOTE: No make up shots on T1 after moving and T2-T3 after reaching P2		



Scoring	Vickers Count	Firearm	Handgun	Rounds	13
Targets	6 paper, 1 popper, 2 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R-90
Setup	