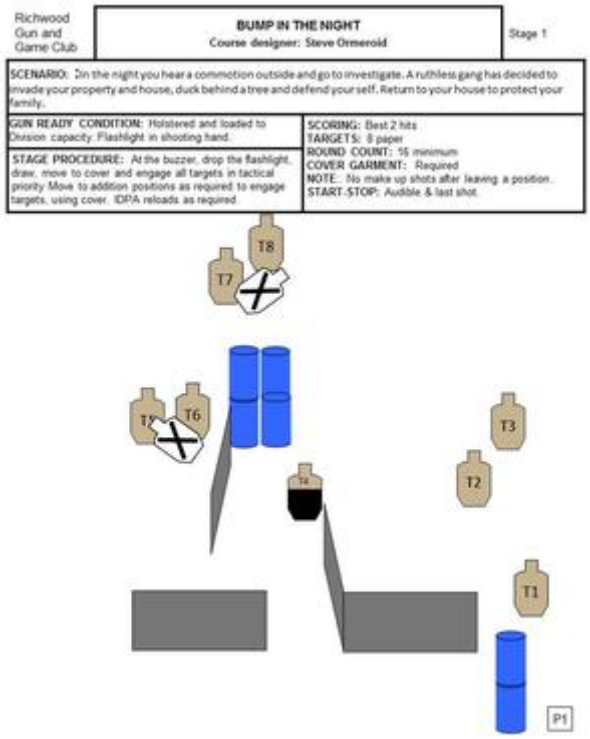
1. Bump in the Night



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

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

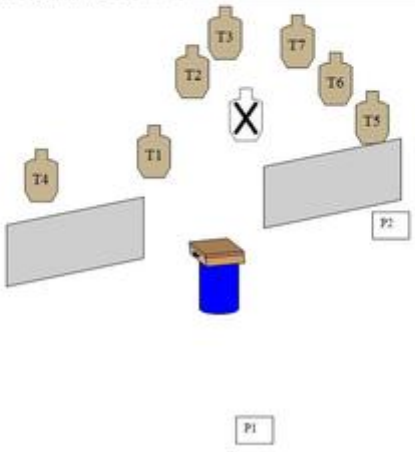
Stage 2	Gun Buster Holdup
Rules: IDPA Concealment Garment Required	**Course Designer**: Kevin Lewis

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 Guns" posting. 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 slicing the pie.

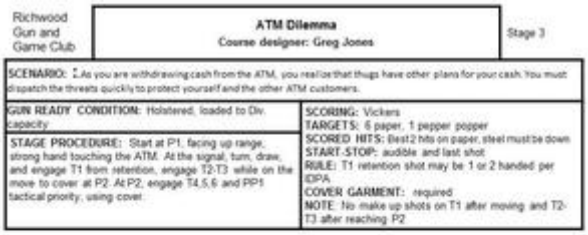
Scoring: Vickers Count
Round Count: 14 round minimum
Scored Hits: 2 best hits on each target.
Reload: Any legal IDPA reload behind cover.
Start/Stop: Audible signal and last shot.



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

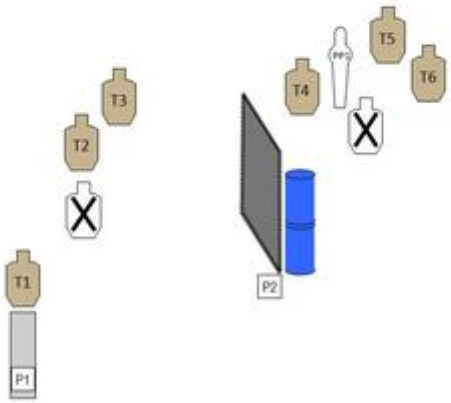
Stage 3

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 retention, engage T2-T3 while on the move to cover at P2. At P2, engage T4,5,6 and PP1 tactical priority, using cover.

SCORING: Vickers
TARGETS: 6 paper, 1 pepper popper
SCORED HITS: Best 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 IDPA
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	