



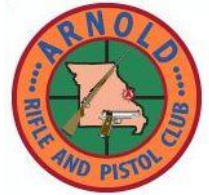
**Arnold Rifle & Pistol Club – IDPA**

**Stage Name Zig Zag to Safety**

**Course Designer: Jere Wilmering 3-24-11**

**STAGE 1 ( Bay 2 )**

**(04-08-11 A)**



**SCENARIO:** You are working night inventory alone in the warehouse. At 2am when you are at the very back end of the building you hear intruders and turn to look at the other end near the loading dock, which is your only exit. The bad guys see you and start shooting. You must exit the building to be safe.

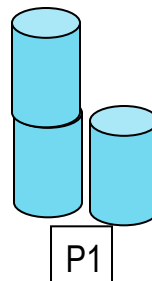
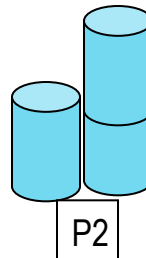
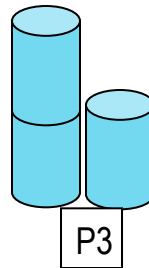
**GUN READY CONDITION:** Loaded to division capacity.

**STAGE PROCEDURE:** Start at P1, facing up-range, holding FedEx box with both hands at waist. On signal drop the box, turn, then draw, and engage T1 from right side of barricade then T2 from left side of barricade with **only three rounds each**. Advance to P2 and repeat. Advance to P3 and repeat. Shots are only fired from P1,P2,P3 – not on the move. All reloads must be from behind cover. .. (Left handed shooter may shoot left side first)

**STRINGS:** 1  
**SCORING:** 18 rounds. Limited Vickers  
**TARGETS:** 2 threat  
**SCORED HITS:** Best 9 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

Distances: P1 to P2 = 8 yards, P2 to P3 = 7 yards.  
Targets are 7 yards from P3.

**SO Note: Change targets after squad shoots**





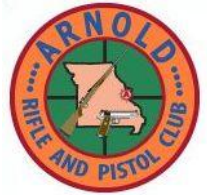
# Arnold Rifle & Pistol Club – IDPA

## Stage Name: This is a Test

Course Designer: Jere Wilmering 3-27-11

STAGE 2 ( Bay 3 )

(04-08-11 A)



**SCENARIO:** This is a Test!

**GUN READY CONDITION:** Loaded to division capacity.

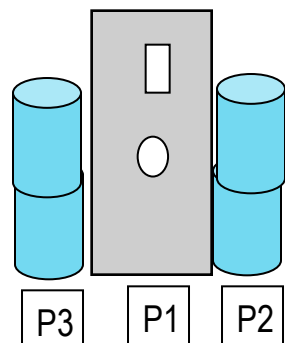
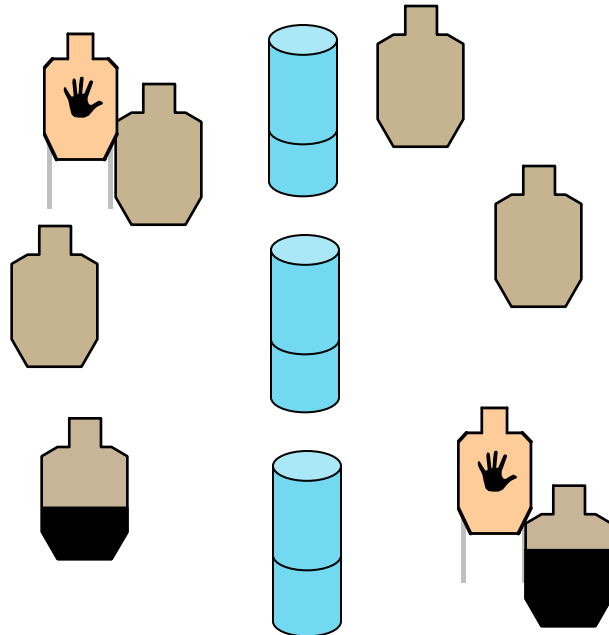
### STAGE PROCEDURE:

**String One:** From P1 start with your back to the wall, hands at your side. On the signal turn draw and engage each target with ONE round by making use of any of the ports available. Targets must be shot in tactical priority (near to far).

**String Two:** From P1 start with your back to the wall, hands at your side. On the signal turn draw and advance to P2, engage three rights side targets with 2 rounds each. Move to P3 and engage left side targets with 2 rounds. Any IDPA reloads apply. Remember behind cover to “slice the pie”. Lefties may reverse order.

**STRINGS:** 2  
**SCORING:** 18 rounds min, Limited Vickers  
**TARGETS:** 6 threat, 2 non-threats  
**SCORED HITS:** Best 3 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

Distances: 3, 5, 7, 9, 13, 15 yards from P1





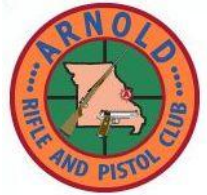
# Arnold Rifle & Pistol Club – IDPA

## Stage Name: Courtroom Insecurity!

Course Designer: Jere Wilmering 3-27-11

STAGE 3 ( Bay 4 )

(04-08-11 A)



**SCENARIO:** You are in Court testifying on a case when suddenly 3 armed thugs come in wanting revenge on the judge for sending their friends to prison. The Judge stands up to get his gun from his briefcase and is incapacitated by a round from the thugs. You are unarmed as the law dictates. You run to the Judge and grab his gun and engage the bad guys until help arrives.

**GUN READY CONDITION:** Unloaded. Slide /cylinder closed. Your gun is placed in the Judge’s briefcase. All your reloading devices placed in briefcase.

- STRINGS:** 1
- SCORING:** 12 rounds, Vickers
- TARGETS:** 8 threat, 3 non-threat
- SCORED HITS:** Best 3 or 1 per paper
- START-STOP:** Audible - Last shot
- RULES:** Current IDPA Rulebook
- COVER GARMENT:** Required

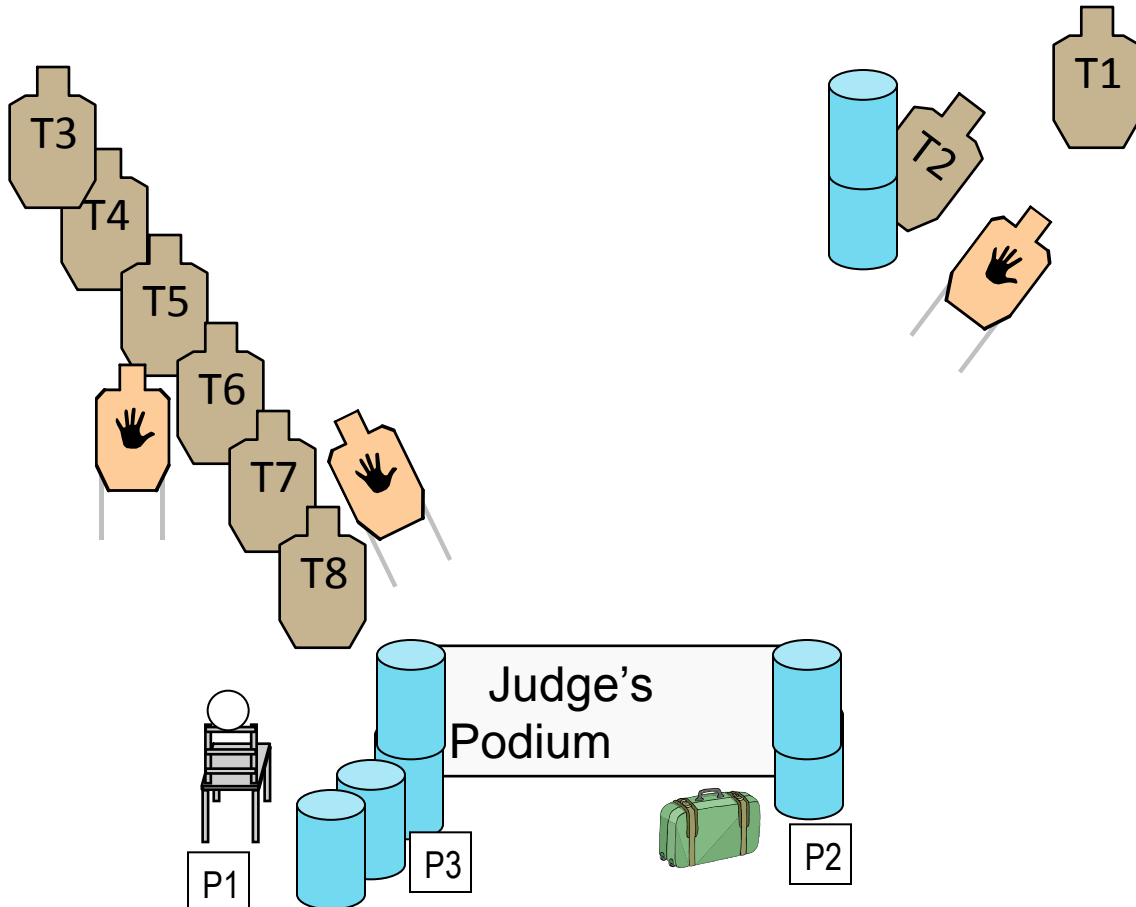
**STAGE PROCEDURE:** Start seated in chair at P1, hands on knees. At buzzer move to P2, retrieve and load gun, then engage threat targets T1-T2 from right side with 3 rounds each.

Move to P3 and engage T3-T8 as Bad Guy charges your position firing at you. **One round only on each target from far to near.** No makeup shots on these 6 targets.

You may do what you want with the loading devices in the briefcase. Judge’s podium area between P2 & P3 is hard cover.

Distances: P1 to P2 = 10 yards, P2 to P3 = 5 yd.  
P2 to T1 = 12 yards, to T2 = 8 yards  
P3 to T3 = 13, 11, 9 , 7, 5, 3 yards

\*\*Use 3 of our walls (for support) or barrels to build the Judge’s podium. No FTN on T3-T8





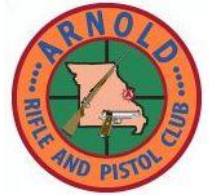
**Arnold Rifle & Pistol Club – IDPA**

**Timing is Everything**

**Course Designer: Ken Rihanek 03-28-11**

**STAGE 4 ( Bay 5 Left Side )**

(04-08-11 A)



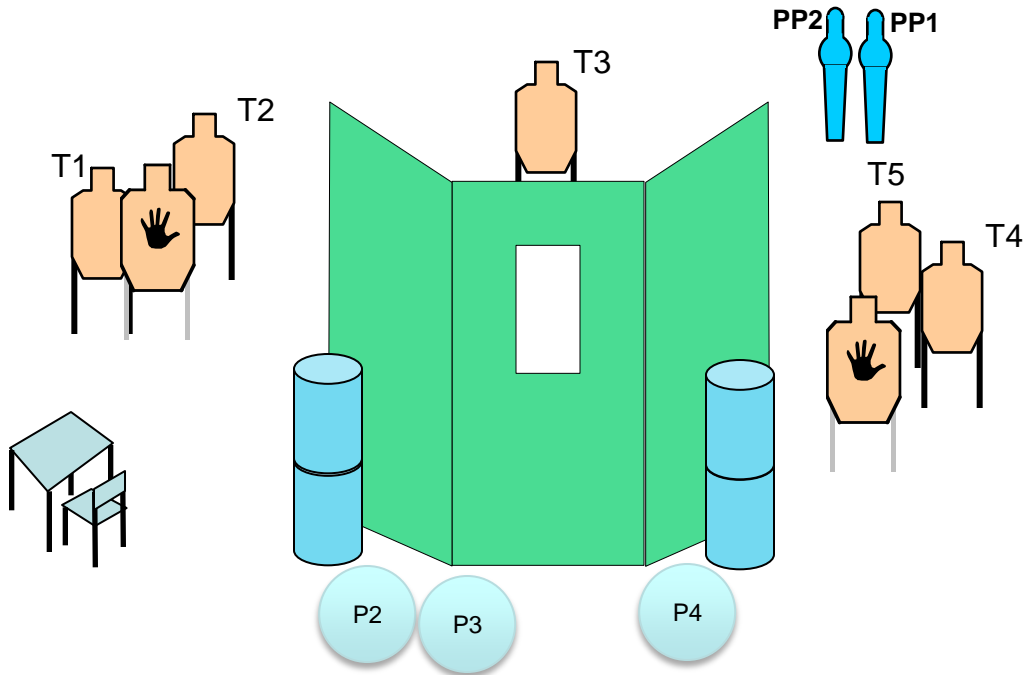
**SCENARIO:** You stop and sit down at the work bench in your garage. Taking a moment to admire your fine weapon and new defense ammo. At just the wrong time (when you're unloaded), a loan shark you owe lots of money to arrives. He has come to make an example of you and collect his payment in blood.

**GUN READY CONDITION:** Gun unloaded on table. One magazine flat, unsupported, on table at least 2 fingers width distance from gun. Extra magazines on belt in pouches.

**STRINGS:** 1  
**SCORING:** 12 rounds min, Vickers  
**DISTANCE:** PP 12-15 yds, T1-T2 initial 5-8 yds, T3 less than 7 yds, T4-T5 8-10 yds  
**TARGETS:** 5 threat, 2 non threat, 2 steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** Start seated at table with both palms on table – not required to have your back against chair back since this is a bench. At signal; stand, pick up and load gun. Shots at T1 & T2 taken on the move or from cover at P2. All paper gets two shots each.

Slide lock reloads at 8 and 10 are correct. Other round counts are a procedural. Any IDPA reload.



Walls at or near 90 degrees. Barrels to protect walls from muzzle blast. Pepper poppers only visible from P4. Extend wall or use barrels.



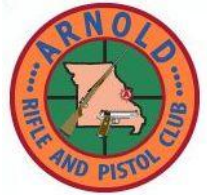
Arnold Rifle & Pistol Club – IDPA

Stage Name: Paper & Steel

Course Designer: Jere Wilmering 3-30-11

STAGE 5 ( Bay 5 Right Side )

(04-08-11 A)



**SCENARIO: Skill Drill**

**GUN READY CONDITION:** Loaded to division capacity.

**STAGE PROCEDURE:**

Seated at P1, hands on knees, at buzzer engage targets left to right, strong-hand only. **\*\*Be careful not to sweep leg when drawing\*\***

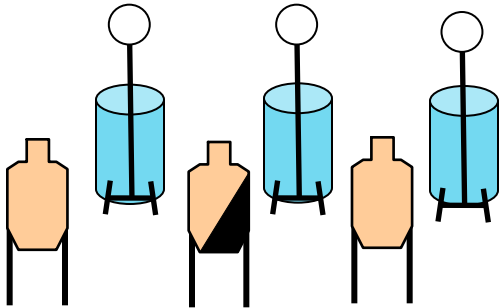
Engage T1 with 3 rounds, Steel 1 till falls, T2 with 3 rounds, Steel 2 till falls, T3 with 3 rounds, Steel 3 till falls.

May not move to next paper target until preceding steel falls.

After dropping Steel 3 you may re-engage paper as needed. Must remain seated entire time.

**STRINGS:** 1  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 3 threat, 3 SMALL steel  
**SCORED HITS:** Best 3 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** NOT Required

Distances: 7 yards from P1 to micro steel #1-3.  
5 yards from P1 to T1-T3 paper targets



P1



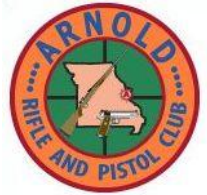
## Arnold Rifle & Pistol Club – IDPA

### Stage Name: No Southern Hospitality

Course Designer: Jere Wilmering 3-29-11

STAGE 6 ( Bay 6 Left Side )

(04-08-11 A)



**SCENARIO:** You are the first guest to arrive for a vacation at a friends cabin in the Ozark foothills. Bad news – several prison escapees dodging a manhunt are holed up inside. The thug at the front door tackles you and intends you terminal harm with his handgun. You end up on your knees in the struggle but wrestle away his gun and use it to neutralize him as a threat with two rounds from his gun before it runs dry.

While still on your knees you are able to draw your own concealed firearm and engage the other threats as they are running towards you from nearby. Be mindful of the one unarmed assailant.

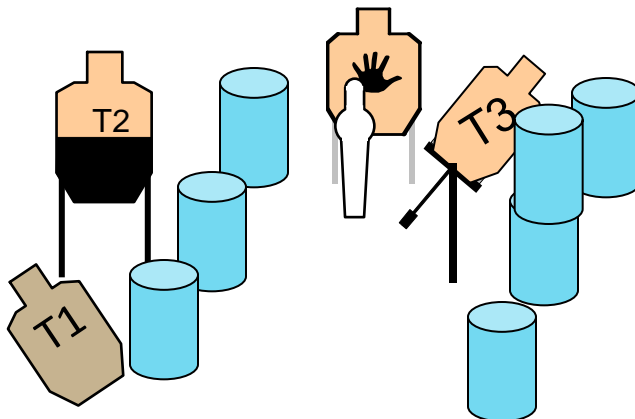
**GUN READY CONDITION:** Loaded to division capacity. BG gun will be loaded with 2 rounds & cleared by SO.

**STAGE PROCEDURE:** Start on your knees, facing downrange, palms down on mat. At buzzer retrieve bad guy's gun from mat in front of you and engage T1 with two rounds. **SET DOWN the revolver on the mat.**

Draw your gun and Engage T2 . Engage PP1 until it falls to activate swinger T3. All shots fired from your knees. Two rounds on paper, steel until it falls.

**STRINGS:** 1  
**SCORING:** 7 rounds min, Vickers  
**TARGETS:** 3 threat, 1 non-threat, 1 steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

Distances: T1 = 1 yard, T2 = 4 yards, PP1 = 10 yards, T3 = 7 yards. T3 is not disappearing – swings behind barrel and in front of Non-Threat.



P1



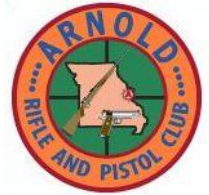
**Arnold Rifle & Pistol Club – IDPA**

**Stage Name Drug Store Rob & Run**

**Course Designer: Jere Wilmering 3-20-11**

**STAGE 7 ( Bay 6 Right Side )**

(04-08-11 A)



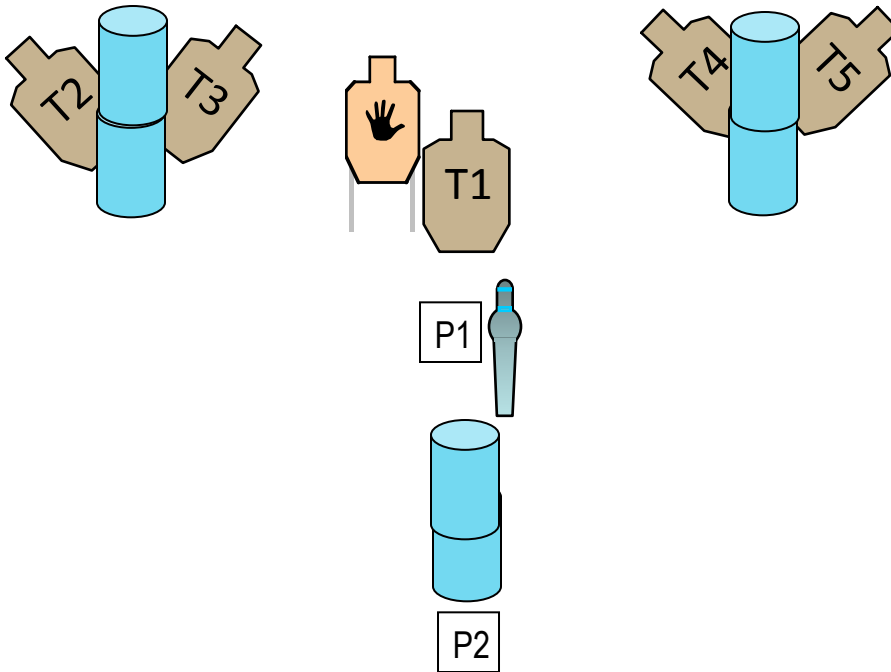
**SCENARIO:** You are walking across a parking lot at your neighborhood drugstore while talking with another customer when you hear shots inside the building and five thugs come charging out the door firing guns as they plan to leave no witnesses behind. Push the bystander to the ground and defend yourself by engaging threats while retreating to cover behind the large tree on the parking lot.

**GUN READY CONDITION:** Loaded to division capacity.

**STAGE PROCEDURE:** Start at P1 facing downrange hands at side, at buzzer push PP1 (bystander) to ground with strong hand, then draw and engage only T1 with 4 rounds while retreating to cover. WATCH MUZZLE. Once at P2 engage 2 rounds each T2-T3 from left side and T4-T5 from right side of cover. No make up shots on T1 once at P2. (Left handed shooter may shoot in opposite order) **See scoring note!!**

**STRINGS:** 1  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 5 threat, 1 non-threat, 1 Steel  
**SCORED HITS:** Best 4 or 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

Distances: P1 and PP1 are 2 yards from T1.  
7 yards from P2 to T3-T4 and T5-T6.



**\*\*\*\*RECORD scores from this stage on scoresheet as a second string for Stage 6.**