

Stage #1 - Advancing Attacker

Course Designer: Mark Goede

Scenario: You are having a soda at your favorite drinking hole when all of the sudden some mad man runs into the building firing away.

Start Position: P1, gun holstered, loaded to division capacity facing the bar, body square with the bar (including feet)

Consider: You may not stop to reload, because you are heading to cover.

Scoring: Vickers Count

RD Count: 11 Minimum

Targets: 6 IDPA

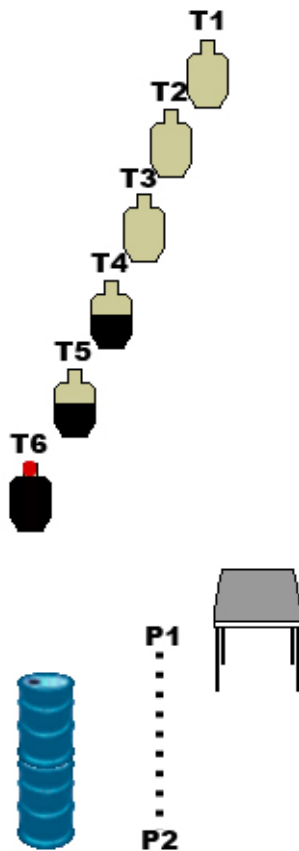
Target Distance: From P1 - 3 to 18 yds

Scored Hits: Best 3 on paper

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: At signal, step away from the bar and engage threat while retreating, each target starting with T1 get minimum of 2 rounds each. You must take cover behind barrels to reload and finish engaging targets.



T6 is 3 yards from P1 and each target is 2.5 yards further away.

Stage #2 - Brass & Gun Thief's

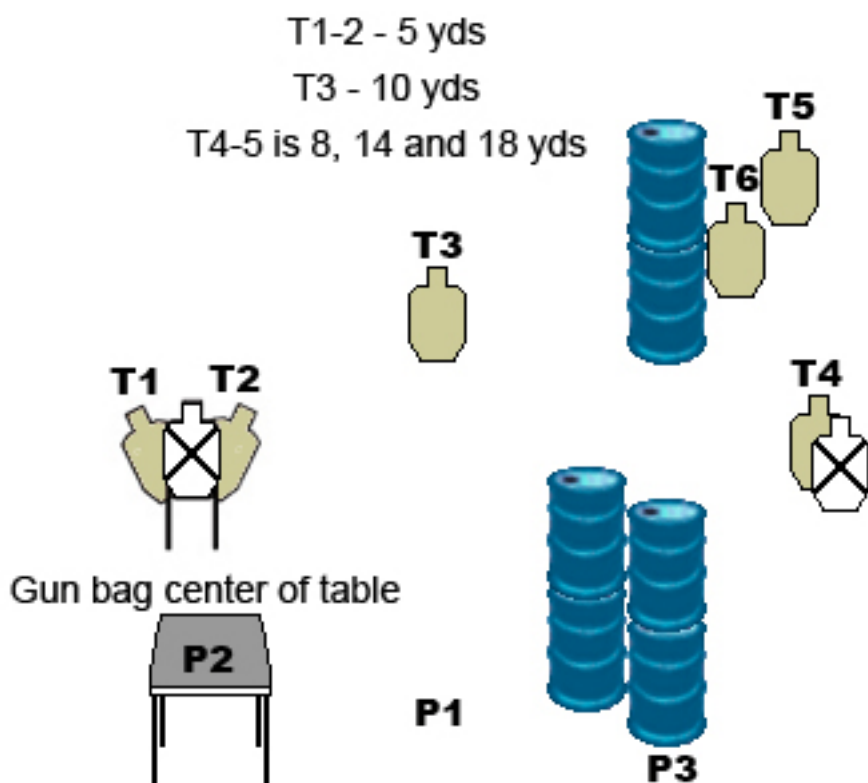
Course Designer: Mark Goede

Scenario: You are picking up brass after your IDPA match and before you know it, there are 6 uninvited guests invading your bay intent on stealing your brass and guns. You ask them to stop and they start shooting at you..... "Take em out!"

Start Position: P1, gun loaded to division capacity in the range bag on the table, your spare ammo is on your person. Facing downrange, bent over holding your bag of brass a few inches off the ground.
Consider: Be careful as you remove your gun from the range bag.

Scoring: Vickers Count
RD Count: 18 Minimum
Targets: 6 IDPA, 2 NT's
Target Distance: 5 - 18 yds
Scored Hits: Best 3 on paper
Start-Stop: Audible - Last Shot
Cover Garment: Required

Stage Procedure: At signal, drop the brass and move to P1 and retrieve your gun, then engage T1 and T2 from cover at table (you do NOT have to take a knee), then engage T3 either at P1 or on the move to P3. Engage T4 thru T6 from P3 in tactical sequence (slice the pie). All target get 3 rounds each, we don't like brass whore's :-)... You may re-engage T3 only from left side of P3 but not T1 or T2 once you leave P2...



Stage #3 - Brass Thief's Revenge

Course Designer: Mark Goede

Scenario: You are cleaning your wounds after your bout with the brass and gun thief's from Bay 2 and you realize that the group of guys in the ER with you are with the same gang of thugs. They open fire on you as payback for what you did to their friends.

Start Position: P1, gun holstered, loaded to division capacity. Facing downrange, seated with your back against chair, hands on your knees.

Consider: Watch your muzzle as you draw.

Scoring: Vickers Count

RD Count: 13 Minimum

Targets: 6 IDPA, 2 NT's, and one steel leg

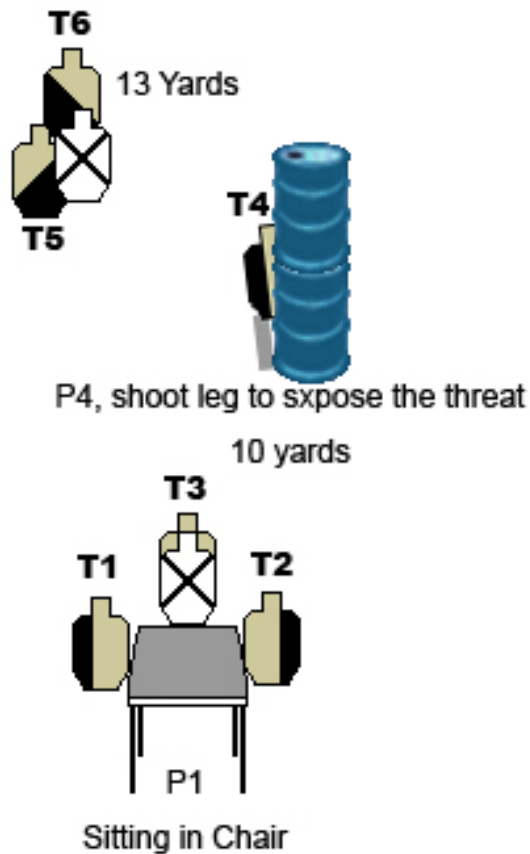
Target Distance: 3-13 yds

Scored Hits: Best 2 on paper

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: At signal, draw and engage T1 thru T6 in tactical priority (near to far) with two (2) shots each, You may shoot T4 anytime after T3 to expose threat. All shots must be made while seated or from a knee using the table as cover, you may stand to reload.



Stage #4 - The Moving Attacker

Course Designer: Mark Goede

Scenario: You are a security guard at a Nuclear Power Plant when three assailants attempt to set off explosives near the core. When caught, they start shooting at you, use cover and return fire.

Start Position: P1, gun holstered, loaded to division capacity. Facing up-range and hands naturally at your side.

Consider: Watch your muzzle as you move and reload.

Scoring: Vickers Count

RD Count: 18 Minimum

Targets: 3 IDPA

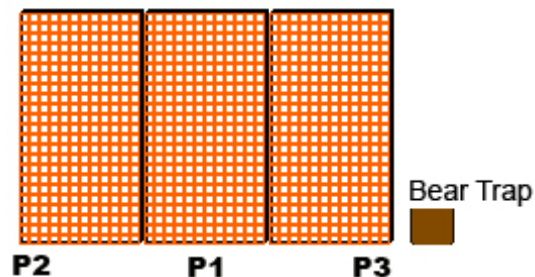
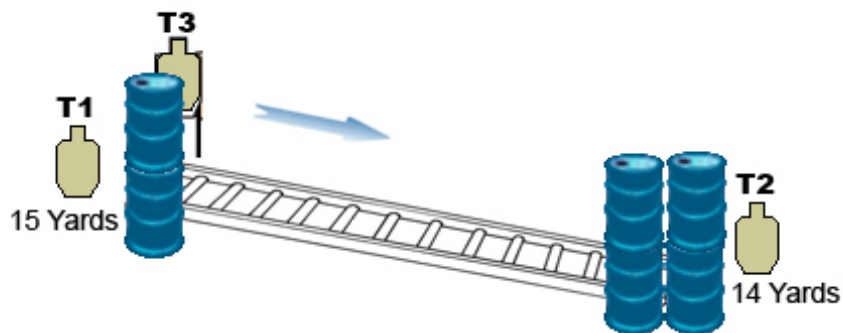
Target Distance: 14-15 yds

Scored Hits: Best 6 on paper

Start-Stop: Audible - Last Shot

Cover Garment: Required

Stage Procedure: At signal, move to P2 and engage T1 with 6 rounds, then move to P3 and engage T2 with 6 rounds, then step on the bear-trap and engage T3 with 6 rounds. Use cover even on T3, so bring foot back behind cover after stepping on the trap.





Arnold Rifle & Pistol Club – IDPA
Stage Name: Driveway Ambush
 Course Designer: Tim Barker

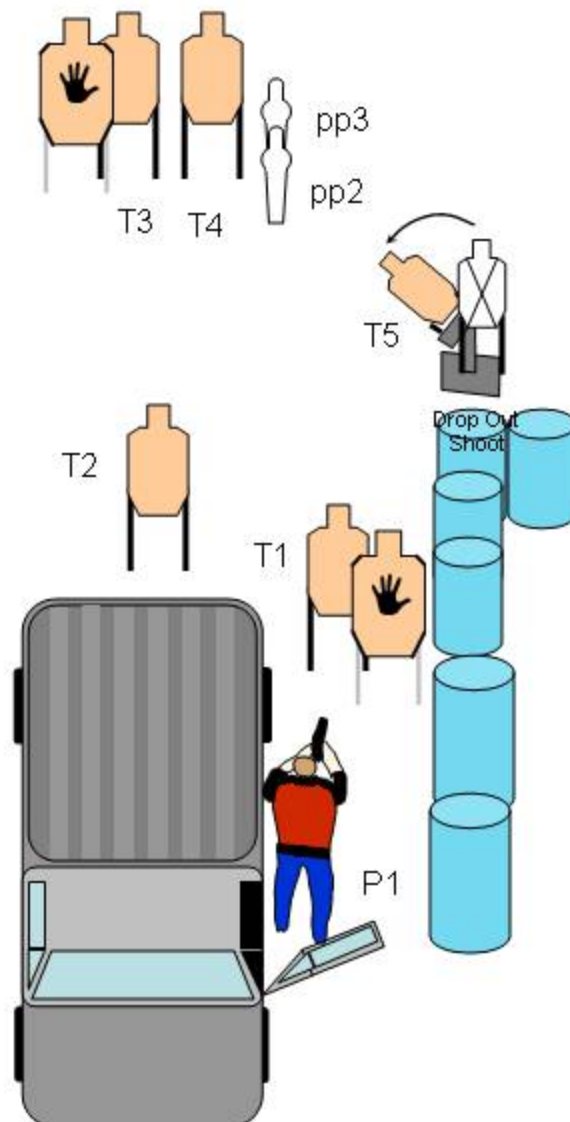


SCENARIO: You and your wife are getting out of the car when several hoodlums and their dogs attack. Deal with them.

START POSITION: Start with gun holstered, loaded to division capacity, hands relaxed at side.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 7 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: At start, shooter draws and engages targets near to far. Mover (T5) is triggered by PP2. Mover must be engaged before pp3 is engage.



P1 is 15 yards from T3,T4,
 PP2, PP3.
 P1 is 10 yards from T5
 P1 is 6 yards from T2
 P1 is 4 yards from T1



Arnold Rifle & Pistol Club – IDPA
Gun Shop Hop
 Course Designer: Jeff Meyers



SCENARIO: You are at the counter of a gun shop when two armed men kick the door open behind you and shoot the sales person helping you behind the counter. You run behind the counter, grab the gun, load the gun, and engage the bad guys from behind the counter. There are more threats who have entered the store through another door and are outside on the parking lot.

START POSITION: Standing at P1 facing up range. Hands in your pockets. Gun sitting on the counter (barrel) unloaded. (See diagram for safe gun placement.) All magazines on the counter.

STRINGS: 1
SCORING: 15 rounds min, Vickers
TARGETS: 8 threat, 3 non threat, 1 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required
STAGE NOTES: Cover must be employed at each position (P2-P4).

STAGE PROCEDURE: At the signal move from P1 to P2 and retrieve the gun and the magazines. Engage T1-T2 from P2 using cover in tactical priority. Then engage T3-5 from P3 using cover in tactical priority. Then move to P4, open the port, and engage T6-T8 using cover in tactical priority.

