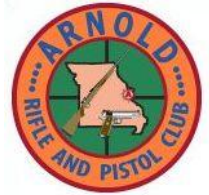




Arnold Rifle & Pistol Club – IDPA
Stage Name Out in the Open

Course Designer: Jere Wilmering 07-04-11 BAY 2



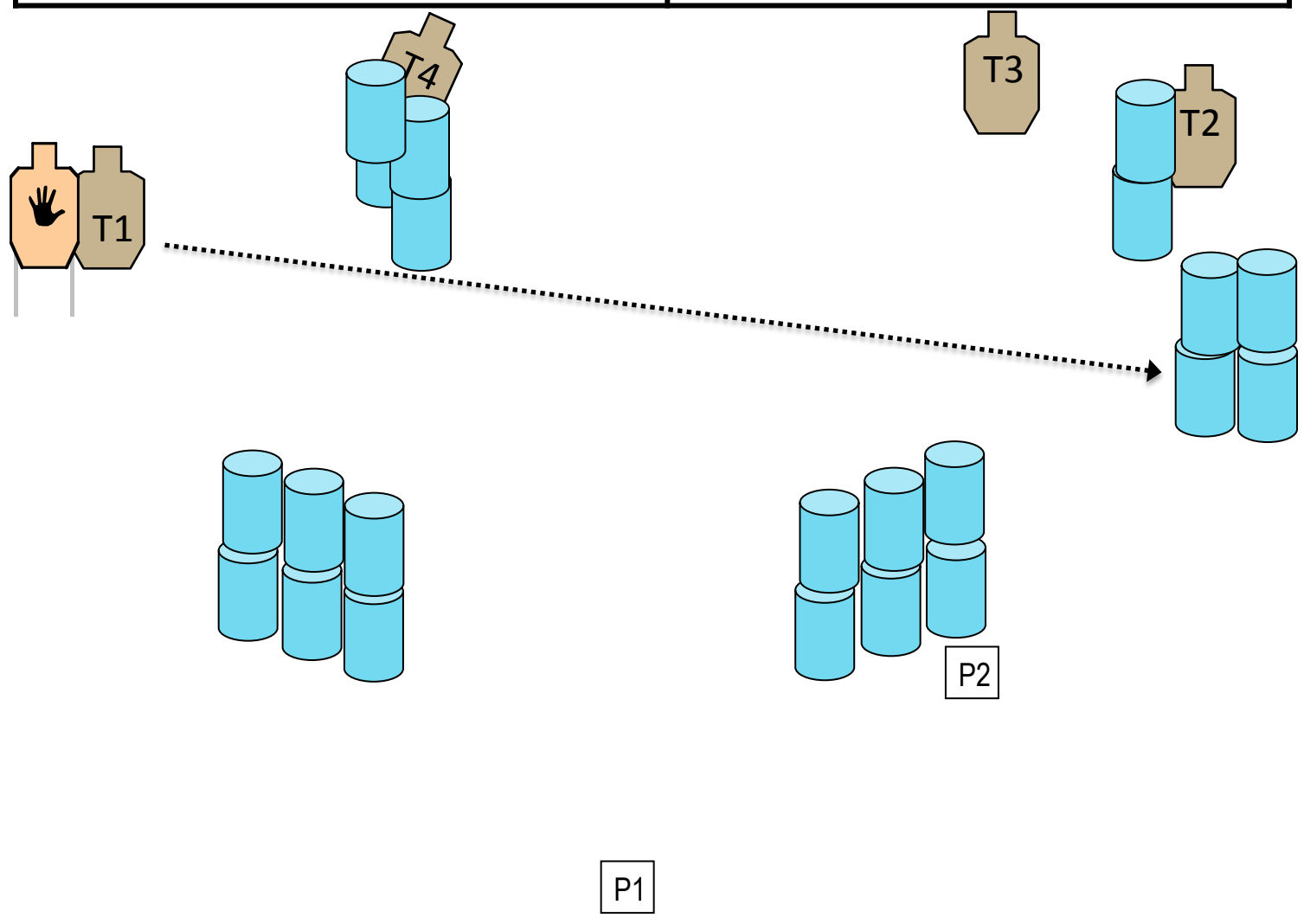
SCENARIO: You hear yelling and what sounds like gunfire when suddenly a fleeing felon decides to eliminate you as a witness. He fires on you as he runs to join his gang. Defend yourself.

GUN READY CONDITION:
Start with gun loaded with only six rounds.

STAGE PROCEDURE: Start at P1, hands at side, facing downrange. At the buzzer draw, remain at P1 and engage T1 as it moves from left to right. After T1 disappears advance to P2 and engage remaining targets.
T2,3,4 are only visible from P2 and may only be engaged from that location.
Slider is activated by SO at sound of buzzer.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 4 threat. 1 NonThreat
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

BAY 2: Distances: P2 to T1 path is 12 yards.
P2 to T2 is 15 yards.
P1 is approx 20 yards from backstop RR tie.
Note: Disappearing T1 = No FTN

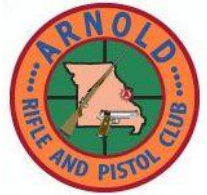




Arnold Rifle & Pistol Club – IDPA

Don't open that door.

Course Designer: Will Steffen

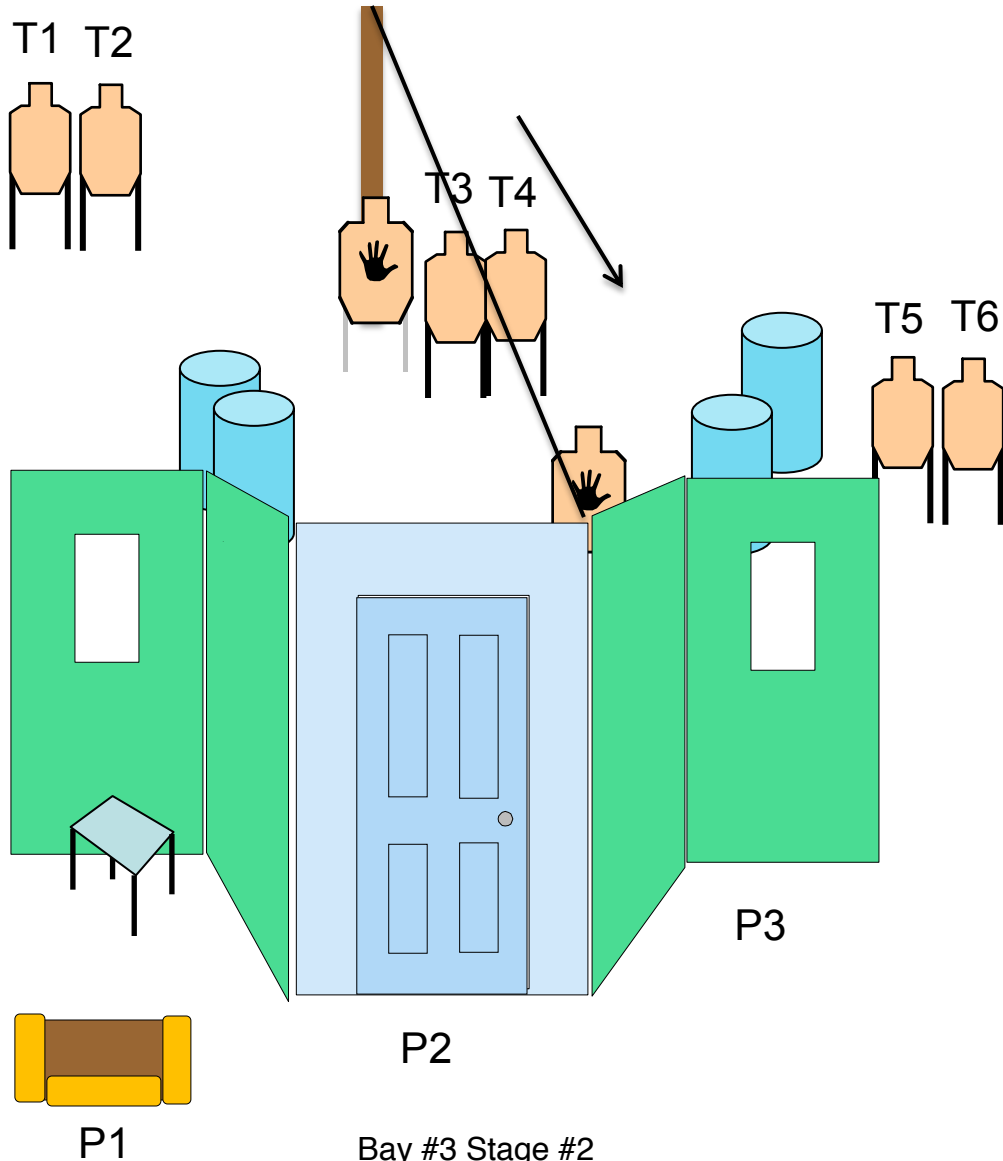


SCENARIO: You are enjoying a great Saturday afternoon enjoying the Topgear marathon on TV, when you hear your kids scream from the front yard. A gang of meth heads rush the house. Put them down before they reach your house.

GUN READY CONDITION: Seated on loveseat with back against back hand on legs. Gun loaded to capacity on table. All ammunition on belt.

STRINGS: 1 String
SCORING: 12 rounds min, Vickers
TARGETS: 6 threat, 2 non threat, 0 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: At signal retrieve gun from table and engage T1-T2. Proceed to P2 and open door and engage T3-T4. Proceed to P3 and engage T5-T6. WATCH your muzzle while opening the door.



July Standards

Course Designer: Mark Goede

Scenario: Standards

Start Position: P1A or P1B, Gun loaded to division capacity, facing downrange, hands in the surrender position, palms above head.

Consider:

Scoring: Limited Vickers Count

RD Count: 12 Minimum

Targets: 6 IDPA

Target Distance: 4 - 8 yds

Scored Hits: Best 2 on paper

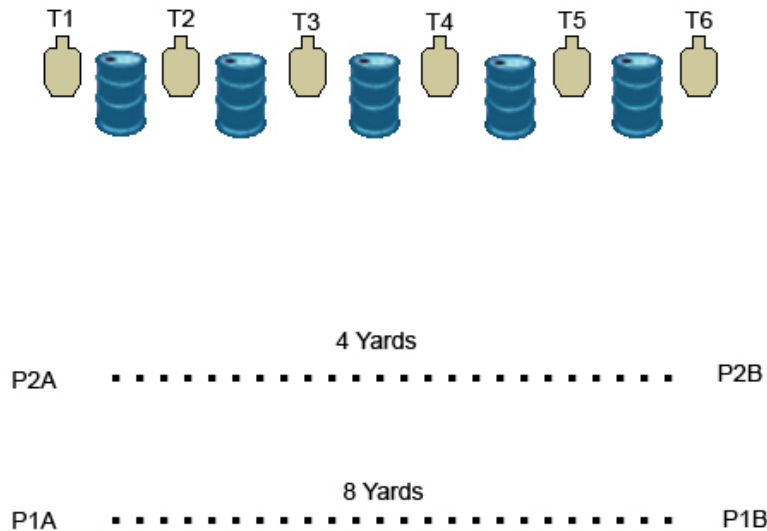
Start-Stop: Audible - Last Shot

Cover Garment: Not Required

Stage Procedure:

String #1 - Standing at P1A/B, at signal, draw and engage T1-T6 with strong hand only while on the move to P1B/A

String #2 - At P2A/B, Gun in weak hand at the low ready (45 degree), at signal engage T1-T6 while moving across to P2A/B



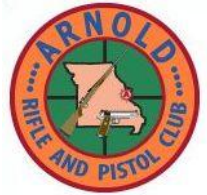
Bay #4 Stage #3



Arnold Rifle & Pistol Club – IDPA

Cubical Fanatical

Course Designer: Will Steffen

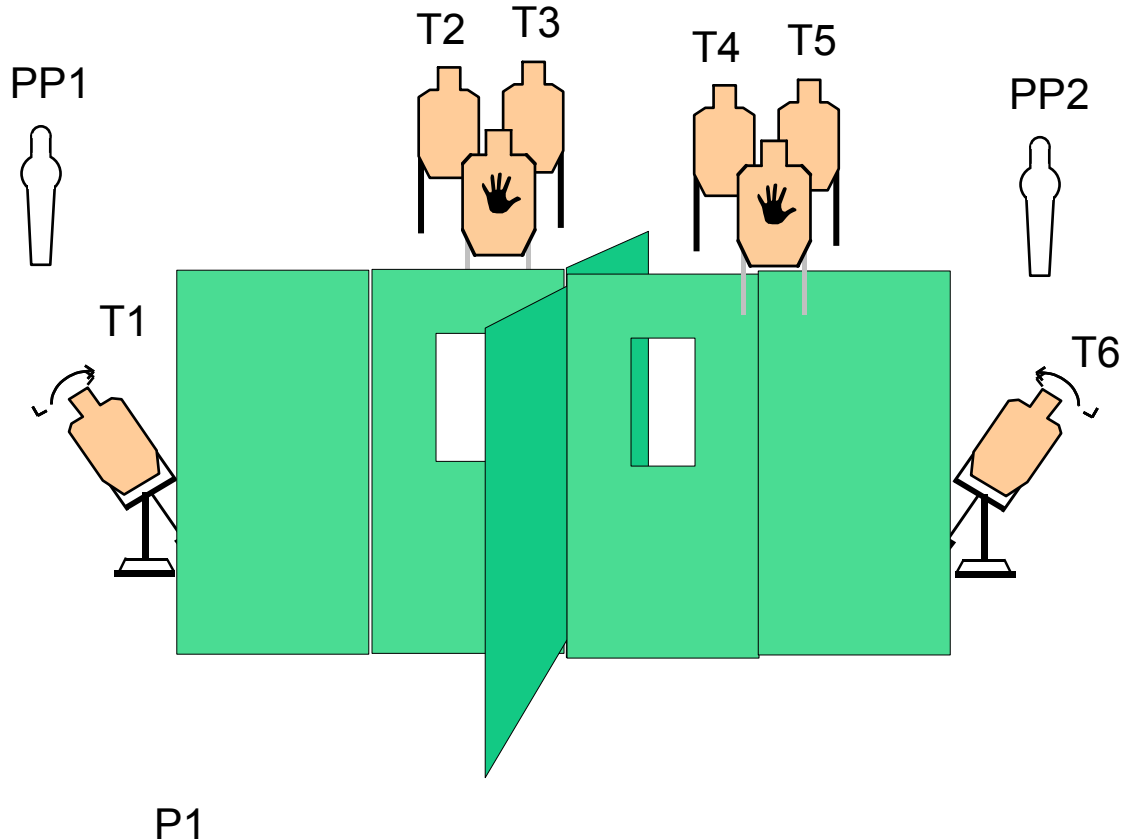


SCENARIO: You arrive at the office after closing a big sales deal. Unfortunately the competition isn't happy and in a fanatical rage, they storm your office to get even. You must put them in their place and protect your co-workers.

GUN READY CONDITION: Gun loaded to capacity in holster. Holding briefcase in strong hand, standing at P1

STRINGS: 1 String
SCORING: 14 rounds min, Vickers
DISTANCE: 5-10 yards
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: Starting at P1, at signal drop briefcase and engage PP1. Engage remaining targets as they become visible.



Safe Room

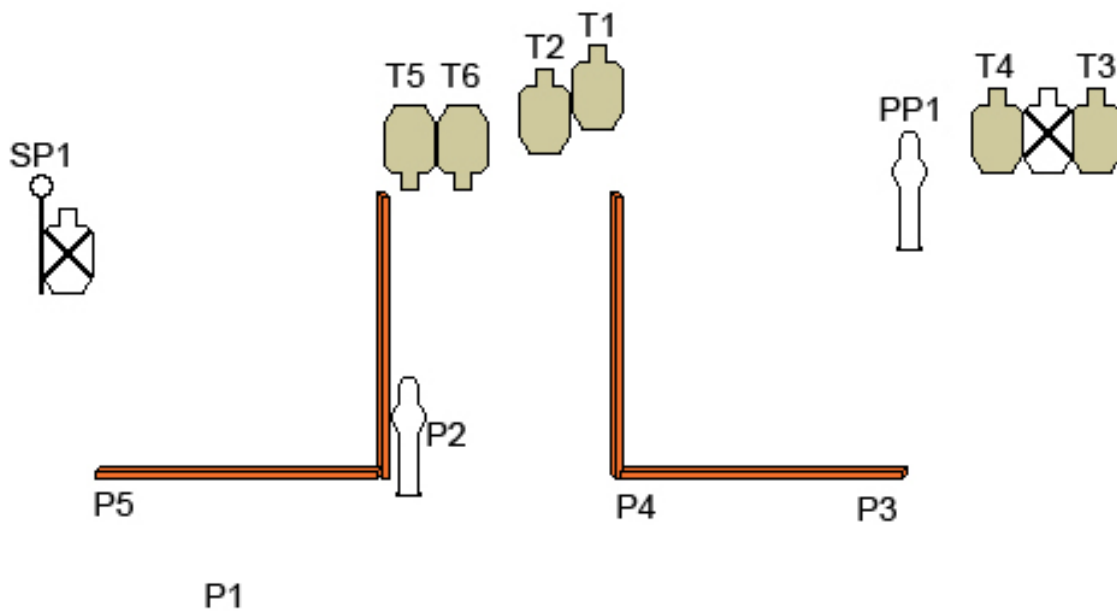
Course Designer: George Shoji

Scenario: You have just gotten home and are in your room when you hear your wife call for help in the hallway. When you get to the hallway you see your wife and two bad guys in the hallway. You must neutralize the intruders, get your daughter and get back to the safe room.

Start Position: Starting at P1 gun holstered loaded to division capacity. Facing downrange, hands at your side.
Consider:

Scoring: Vickers Count
RD Count: 14 Minimum
Targets: 6 IDPA, 2 PP, 1 SP, 2 NT
Target Distance: 6 - 12 yds
Scored Hits: Best 2 on paper
Start-Stop: Audible - Last Shot
Cover Garment: Not Required

Stage Procedure: At signal push back wife with weak hand and move to P2 and engage T - T2. Move to P3 and engage T3 - T4 and PP1 then move to P4 and engage T5 - T6 then move to P5 to engage SP1. Hallway must not be crossed with empty gun.



Parking Lot Wars

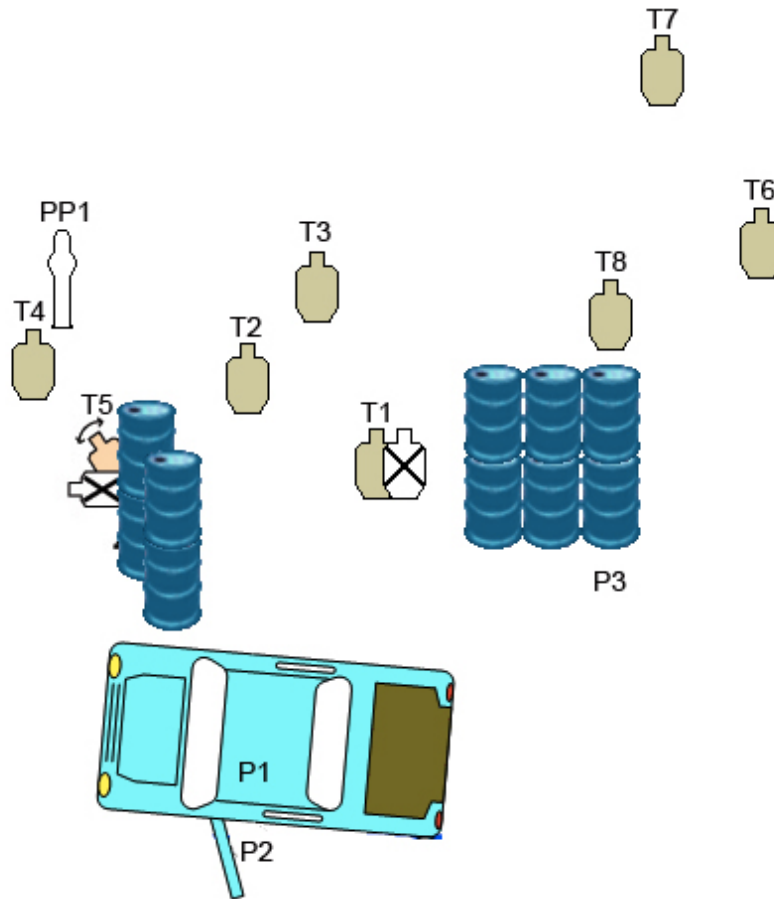
Course Designer: Mark Goede

Scenario: You just pulled into the parking lot of your favorite fireworks place when just as you start getting out of your car, you see three guys with guns running towards your cars taking aim.

Start Position: Gun loaded with only 6 rounds, placed on the passenger seat muzzle facing T2. Both hands on the steering wheel and you may have your left leg on the ground outside of the car.
Consider: If you are left handed, please take extra care while getting out of car.

Scoring: Vickers Count
RD Count: 15 Minimum
Targets: 7 IDPA, 1 PP, 2 NT
Target Distance: 6 - 12 yds
Scored Hits: Best 2 on paper
Start-Stop: Audible - Last Shot
Cover Garment: Not Required

Stage Procedure: At signal engage T1-T3 with 2 rounds each, step out of car and then reload and engage T4-T5 and PP1 (PP1 will activate T5) from P2, then move to P3 and engage T6-T8.





Arnold Rifle & Pistol Club – IDPA

Crackerjack

Course Designer: Ken Rihanek (Russell Cluver)



SCENARIO: You are working at a tornado damaged building. When you are checking what's left of the rooms the threats become apparent.

GUN READY CONDITION:

Holstered, loaded to division capacity.
Hands and feet on X's, standing in center of opening.

STRINGS: 1

SCORING: 12 rounds min, Vickers

TARGETS: 6 threat

SCORED HITS: Best 2 per paper

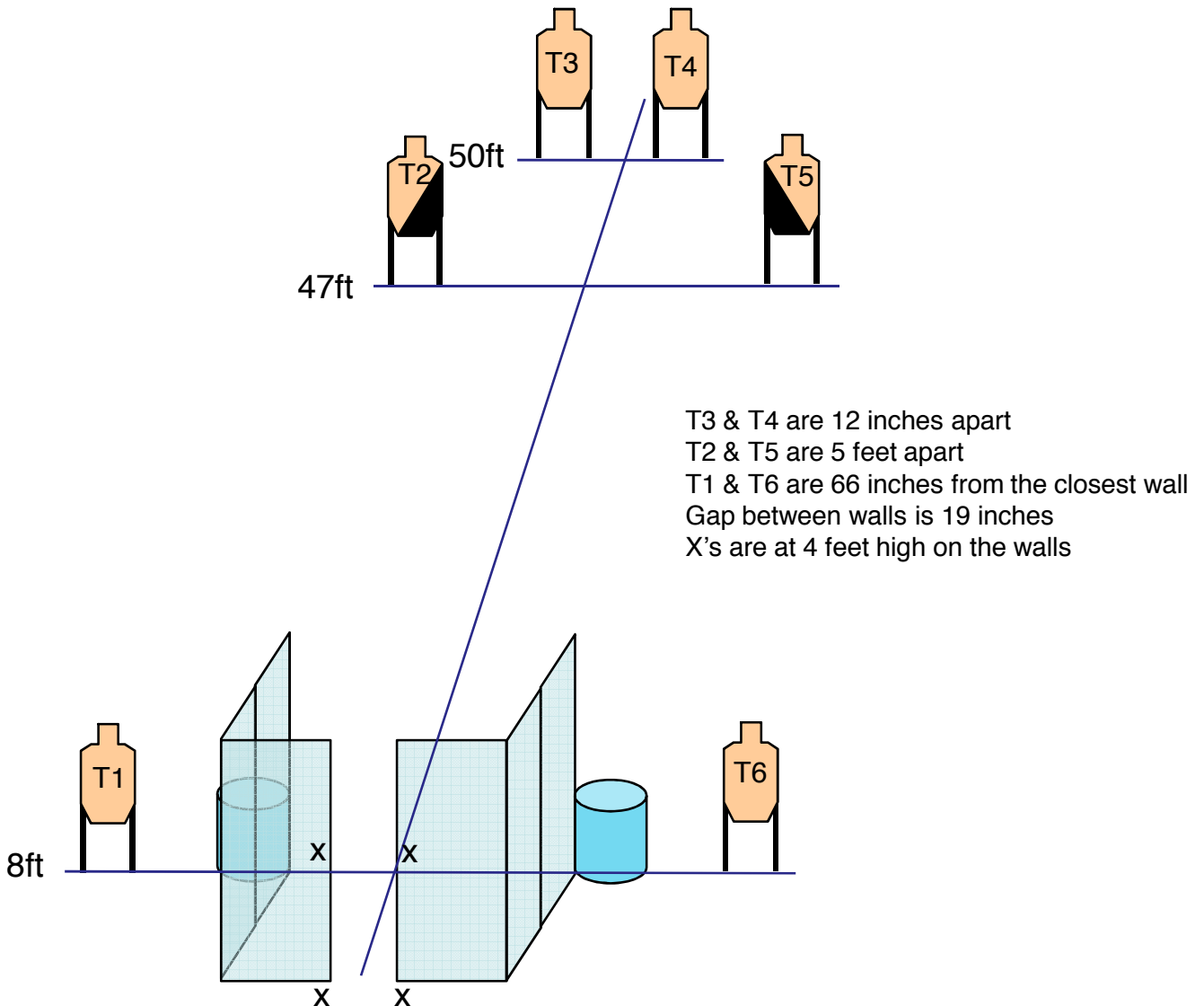
START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required

STAGE PROCEDURE:

On signal, draw and engage targets from cover.



Bay #3 Stage #2