



Arnold Rifle & Pistol Club – IDPA STAGE 1 / Bay 2

Stage Name Standards

Course Designer: Jere Wilmering 4-21-11



SCENARIO: Standards

GUN READY CONDITION: Gun loaded with six rounds only for String #1 and String #2.

STRINGS: 2
SCORING: 18 rounds. Limited Vickers
TARGETS: 6 threat
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: NOT Required

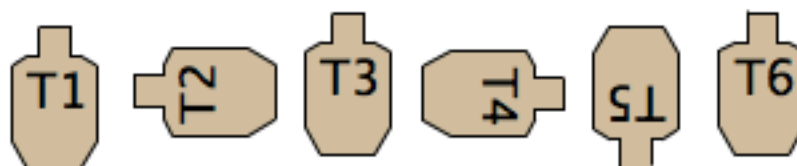
STAGE PROCEDURE:

String #1 Start at P1, gun in weak hand at low ready position. At buzzer engage T1-T6 with only one round each.

String #2 Start at P2, gun holstered. At buzzer draw and engage T1-T6 with one round only from

Distances: from P1 to Targets = 7 yards.
From P2 to Targets = 20 yards.

NOTE: extra shots are procedural and any target



P1



P2



Arnold Rifle & Pistol Club – IDPA STAGE 2 / Bay 3

Stage Name: Failed Car-Jacking

Course Designer: Jere Wilmering 5-01-11



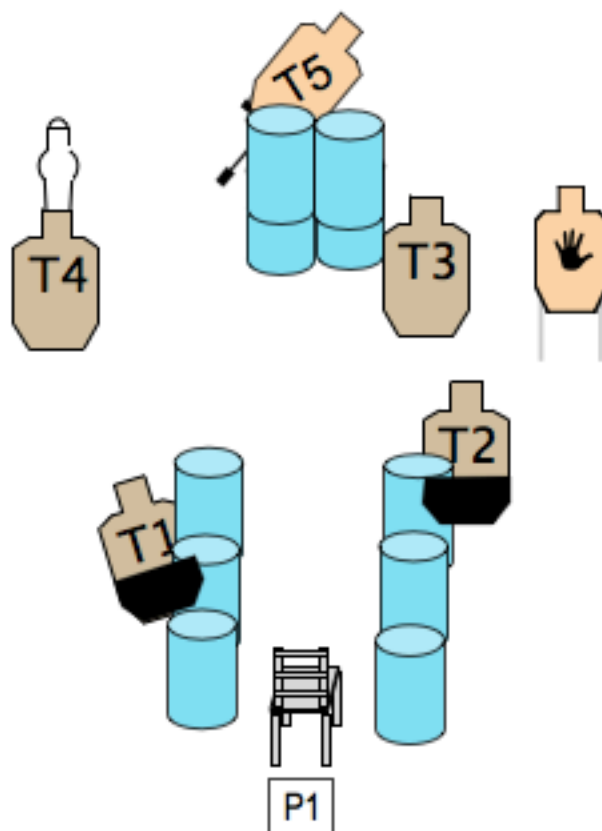
SCENARIO: While on the way to Wal-Mart to find more ammo, a detour takes you into a bad part of town. A big SUV cuts you off and forces you to pull over. Bad guys get out and approach both sides of the car with guns and a firefight ensues. You are determined to get home safely.

GUN READY CONDITION: Loaded to division capacity.

STRINGS: 1
SCORING: 10 rounds min, Vickers
TARGETS: 5 threat, 1 non-threat
SCORED HITS: Best 2 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 remain seated, draw and engage T1-T5 in tactical priority with at least two shots each. Must shoot through T4 to drop PP1, steel must fall to activate swinger T5. T5 is disappearing – not to be scored as FTN.

Distances: T1= 3 yds, T2= 4 yds,
T3,T4=6 yds, T5 = 8yds





Arnold Rifle & Pistol Club – IDPA STAGE 3 / Bay 4

Stage Name: **Second Wave**

Course Designer: Jere Wilmering 5-06-11



SCENARIO: You are walking back to camp in Cajun Country when you stumble on a meth lab and are challenged by three bad guys who want no witnesses. When they pull knives you must defend yourself in close quarters and run to cover nearby only to be attacked by a second wave of meth-heads with guns. Make it out

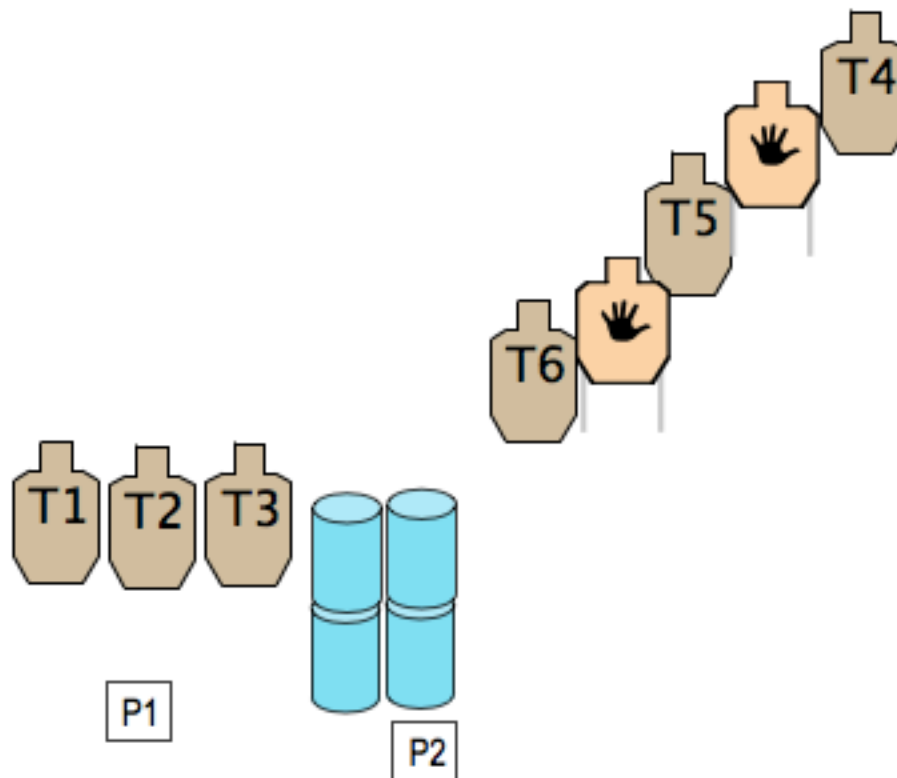
GUN READY CONDITION: Loaded to division capacity.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 threat, 2 non-threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

Distances: T1-T3 = 5 yds, T4=12 yds, T5= 10,
T6 = 8 yds

STAGE PROCEDURE:

Start with both hands holding backpack at waist level. On the signal drop the backpack, draw and engage T1-T3 with two rounds each in Tactical Sequence (1-1-2-1-1) must be while standing at P1. Then move to P2 and engage T4-T6 with two rounds each in Tactical Priority (slicing the pie).





Arnold Rifle & Pistol Club – IDPA STAGE 4 / Bay 5

Stage Name: **Parking Lot Danger**

Course Designer: Jere Wilmering 4-26-11



SCENARIO: You are walking out of your brother's jewelry store when you hear your brother yell for help as armed robbers strike. Get through the doorway to the parking lot only to see armed robbers. Defend your brother and yourself by taking advantage of available cover.

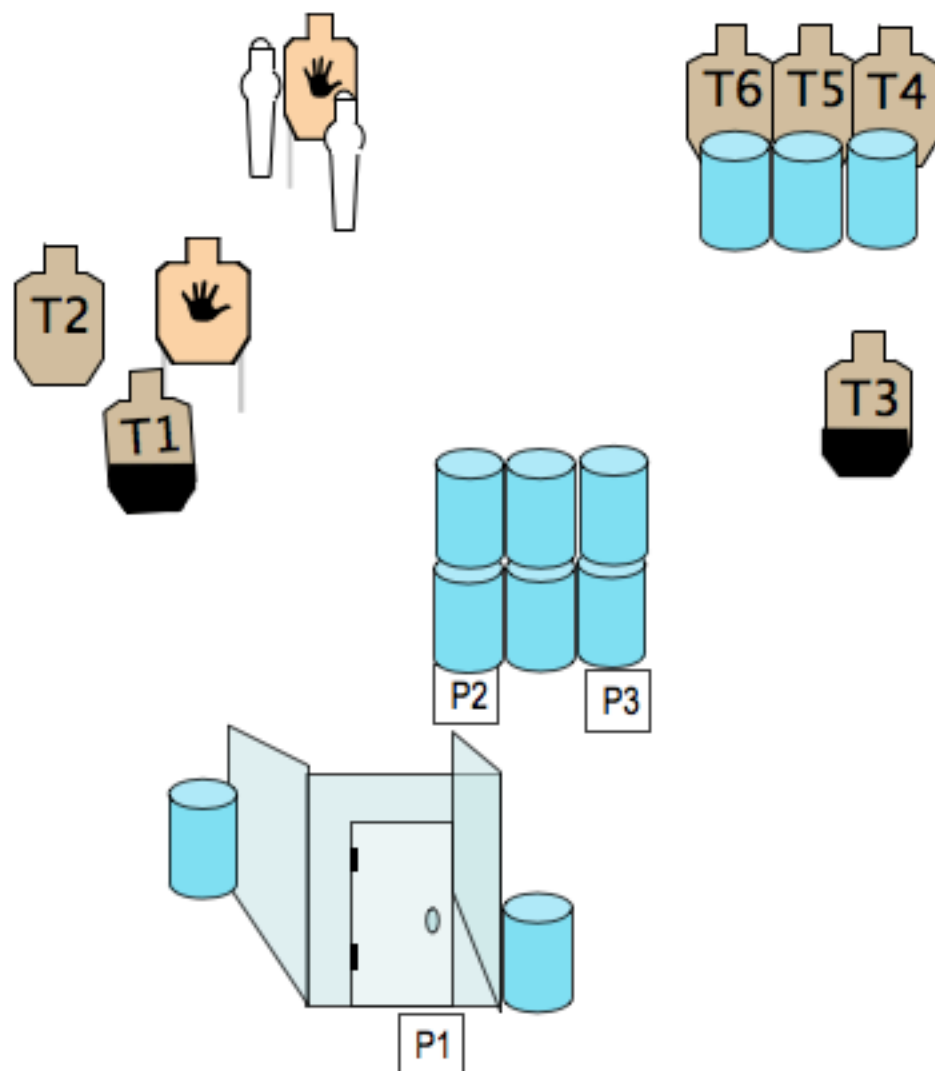
GUN READY CONDITION: Loaded to division capacity.

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 6 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 standing at P1, strong hand on door knob. At buzzer move through doorway and then draw your gun to engage T1-T2 in Tactical Priority while moving to your car for cover at P2.

Distances: T1 = 8 yds, T2 = 10 yds from center of hallway, Steel #1-#2 = 12 and 11 yds from P2. T4-T6 = 12 yds from P3 – on the triple moving

Engage Steel #1-#2 after taking cover standing at P2. Engage T3-T6 from just at P3. Engage all





Arnold Rifle & Pistol Club – IDPA STAGE 5 / Bay 6
Stage Name: Find Your Way To Safety
Course Designer: Jere Wilmering 4-22-11



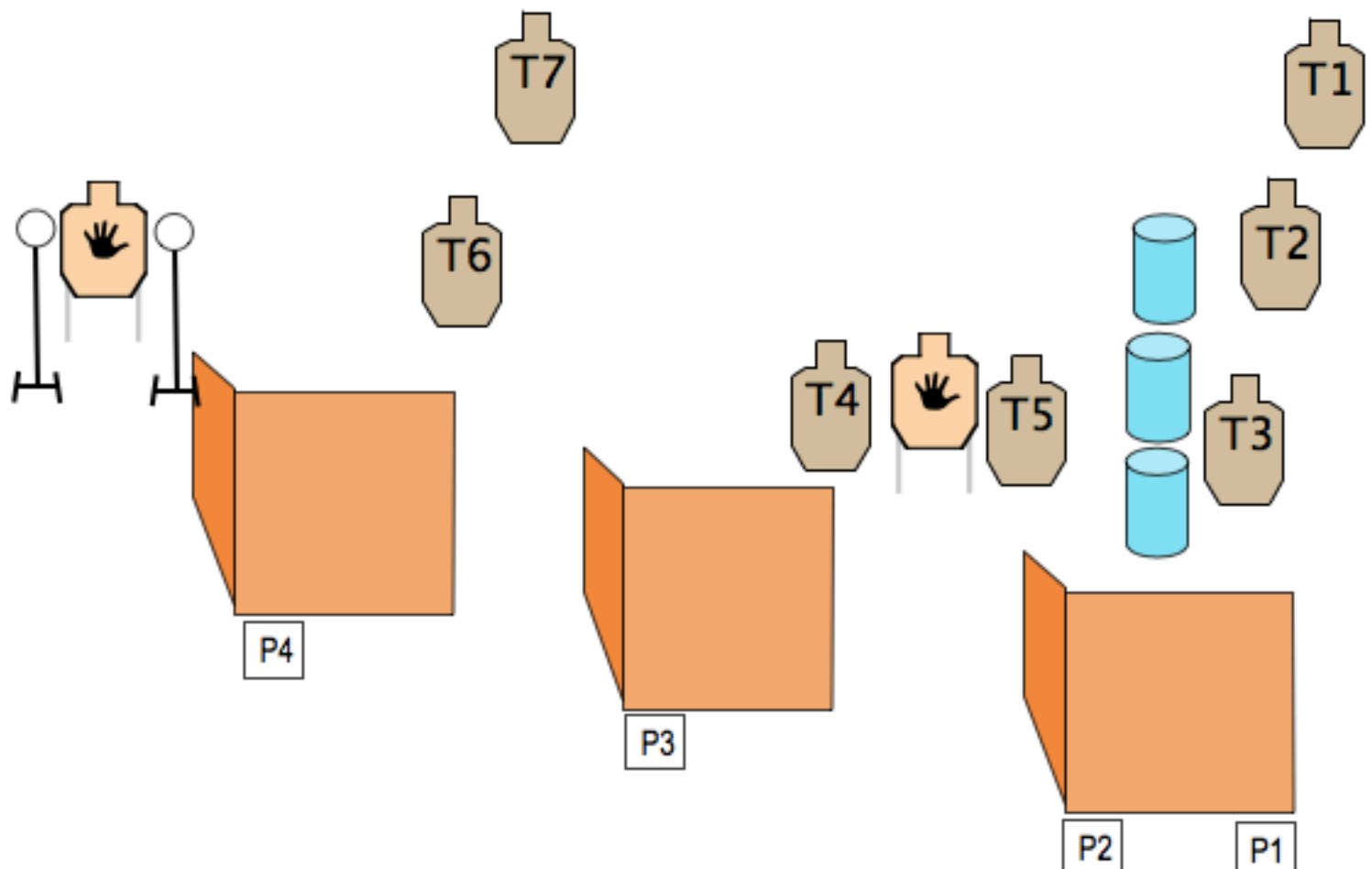
SCENARIO: While you are walking in a warehouse construction zone you are attacked by Gang-Bangers hiding in the area. Defend Yourself.

GUN READY CONDITION: Loaded to division capacity.

STRINGS: 1
SCORING: 16 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: Start standing at P1, hands down at your side. At buzzer engage T1-T3 from P1. T4-T5 MUST be engaged while moving across the doorway advancing from P1 to P3. Engage T6-T7 from P3 then advance to P4 and engage Steel Plates #1,#2 until they fall.

Distances:
P1 to T1 = 20 yds, T2 = 15 yds, T3 = 10 yds,
P2 to T4-T5 = 7 yds,
P3 to T6 = 7 yds, T7 = 10 yds





Arnold Rifle & Pistol Club – IDPA Stage 6 / Combat Bay
Stage Name Get Geronimo
Course Designer: Jere Wilmering 5-3-11



SCENARIO: You are part of a special task force seeking a high value target in a foreign land. Months of intelligence says "GERONIMO" is in this structure and poses a lethal threat. He is disguised but his identity will be revealed to you by an informant during the operation. Take him out -- and his armed guards.

GUN READY CONDITION: Gun loaded to division capacity.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 15 Threat
SCORED HITS: Best 1 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
Distances: P1 to P7 is 15 yds. P7 to T15 is 6 yds.
Others distances vary.

STAGE PROCEDURE: Start at P1 hands on barrel. At buzzer enter the hallway and clear rooms from P2 to P7 as you make your way towards the living quarters for Geronimo. Engage all paper with at least 1 round. You must make proper use of cover at every

NOTE: The identity of Geronimo will be known to you when you see his "Insignia" at the window to his

