

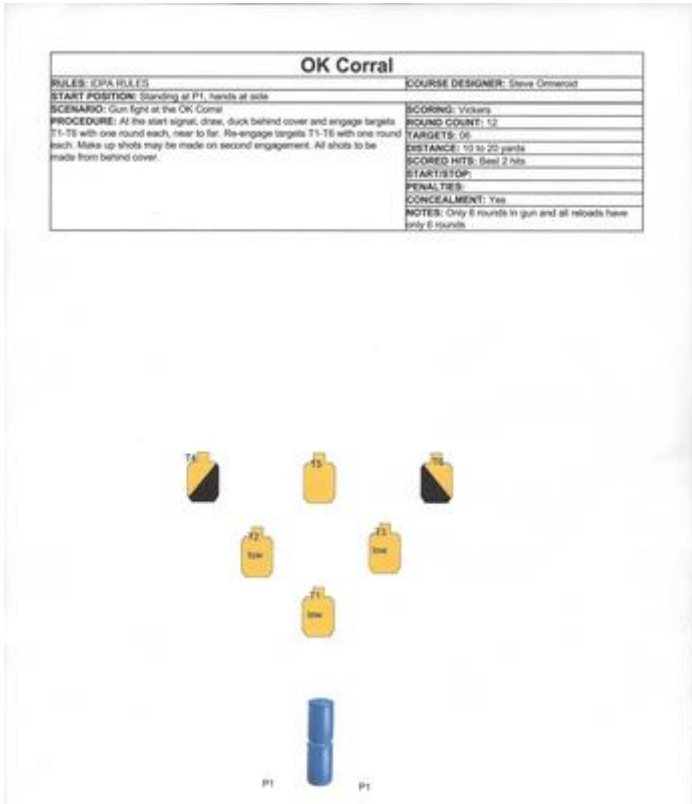
1. Interrupted Burglary

Richwood Gun and Game Club	Interrupted Burglary	
	Course designer: J. Mercurio Modified by Steve Omeroid	
SCENARIO: You open the front door to your house and see intruders have a gun to your spouse. You engage the intruder and once your spouse is safe, you continue to protect the rest of your family.		
GUN READY CONDITION: Holstered, loaded to Division capacity. Hands at side.	SCORING: Best 2 rounds each target- Vickers TARGETS: 5 threat, 2 non-threat SCORED HITS: Best 3 per paper- 15 rds min.	START-STOP: Audible - Last shot RULE: Current IDPA Rulebook COVER GARMENT: Required NOTE: Place muzzle of gun on X mark on door before opening with support hand.
STAGE PROCEDURE: Starting at P1, at the beep, open the door and engage T1 with 3 shots. Back away from the doorway and using cover, engage all remaining threats in tactical priority with 3 shots each. (option to go to P2 or P3 next)		

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper, 3 no-shoot	Total	5 targets	Strings	1

Scenario & Procedure	You open the front door to your house and see intruders have a gun to your spouse. You engage the intruder and once your spouse is safe, you continue to protect the rest of your family.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. OK Corral



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1

Scenario & Procedure	Gun fight at the OK Corral
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	Only 6 rounds in the gun and all reloads have only 6 rounds

3. Clay Shot Gone Bad- Shotgun stage

START POSITION: At PT, sitting at table, shotgun loaded with 4 rounds (includes 1 in chamber) shotgun facing down range, Safety Will Be Ciel

SCENARIO: You are scoring at a sporting clays match when some crazed crack heads try to rob you of the entry fees. Stop them!

PROCEDURE: Sitting at the table, both hands on the table, at the buzzer, relieve the shotgun and engage the targets in tactical priority (near to far) (Steel must be down to score. At least one shot must be taken before any reload.

SCORING: Vickers

ROUND COUNT: 10

TARGETS: 10

DISTANCE: 10 Yds to 35 Yds

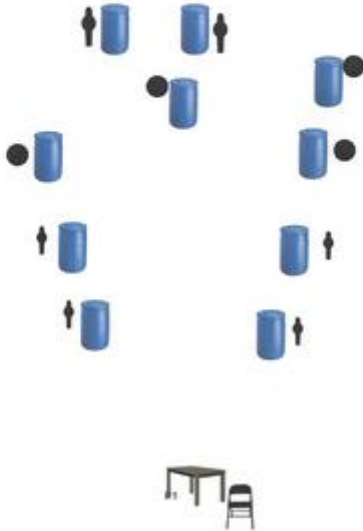
SCORED HTS: Steel must be down

START/STOP:

PENALTIES: No F TN's

CONCEALMENT: Yes

NOTES: Spare shells may be on table or person



Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	6 popper, 4 plates,	Total	10 targets	Strings	1

Scenario & Procedure	You are scoring at a sporting clays match when some crazed crack heads try to rob you of the entry fees.
Start pos	Shotgun loaded with 4 rounds only & on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	Shotgun stage-Bird Shot only

4. Bad Alley

Richwood Gun and Game Club

Bad Alley
Course designer: Jay Koller, Modified By Steve Ormsd

SCENARIO: Pulling over to change a tire in front of an alley, you quickly realize that the flat was no accident. Very bad men emerge from the alley.

GUN READY CONDITION: Holstered, loaded to Division capacity.

STAGE PROCEDURE: Starting at P1 with hands on car. At buzzer, move to P2 and engage T1-T3 (tactical priority). Move to P3 and engage T4-T6, move to T4, kneel and engage T7-T9.

SCORING: Best 2 rounds each target-Vickers
TARGETS: 8 threat, 2 non threat, 1 Steel
SCORED HTS: Best 2 per paper
START-STOP: Audible - Last shot
RULE: Current IDPA Rulebook
COVER GARMENT: Required
NOTE: PP1 is placed behind the D down of T7. If you fail to activate T8, it will be a FTN. PP1 is not scored.

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 1 popper, 2 no-shoot	Total	9 targets	Strings	1

Scenario & Procedure	Pulling over to change a tire in front of an alley, you quickly realize that the flat was no accident. Very bad men emerge from the alley.				
Start pos	Gun loaded to Division capacity & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as designated				
Setup					