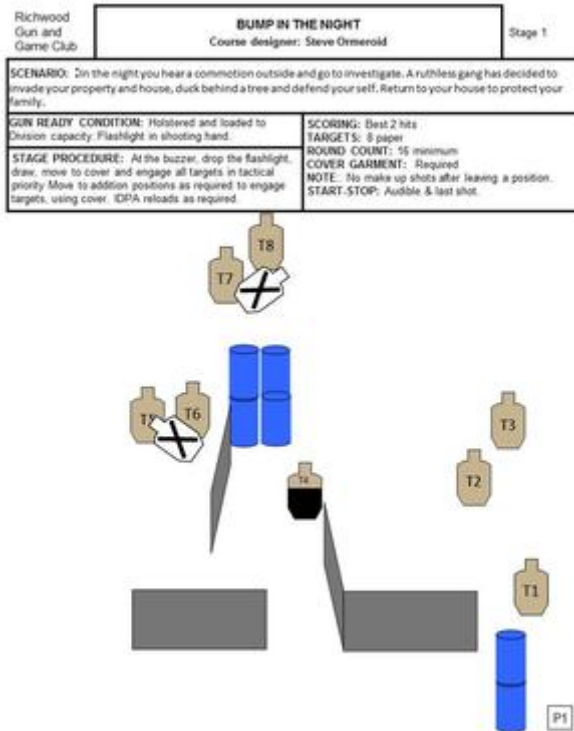


# 1. Bump in the Night



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered, flashlight in strong hand				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R-90 degrees				
Setup					

## 2. Gun Buster Holdup

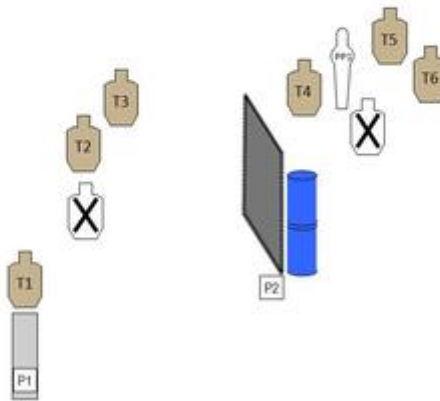
Stage 2	Gun Buster Holdup
Rules: IDPA, Concealment Garment Required	Course Designer: Kevin Lewis
<b>Starting Position:</b> P1 facing down range and 10 feet from barrel. Gun is loaded to division capacity and inside IDPA box. Box is on barrel. Extra ammunition is on your waist.	
<b>Scenario:</b> You have reluctantly stopped to make a purchase at a store that has a "No Gun" policy. You dutifully leave your weapon locked inside your vehicle. While inside, you hear gunshots and see a robbery taking place outside. Retrieve your gun and make your escape.	
<b>Stage Procedure:</b> At the signal, move to barrel and recover gun. Engage T1, T2, T3 and T4 with 2 shots each while moving to P2. After reaching cover, you may re-engage T1-4 if necessary while using cover. Once at P2, engage T5-T7 with 2 shots each while using the pit.	
<b>Scoring:</b> Vickers Count	
<b>Round Count:</b> 14 rounds minimum	
<b>Scored Hits:</b> 2 best hits on each target.	
<b>Reload:</b> Any legal IDPA reload behind cover.	
<b>Start Smp:</b> Audible signal and last shot.	

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 1 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & in IDPA box
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R- 90
Setup	

### 3. ATM Dilemma

Richwood Gun and Game Club	<b>ATM Dilemma</b> Course designer: Greg Jones	Stage 3
<b>SCENARIO:</b> As you are withdrawing cash from the ATM, you realize that thugs have other plans for your cash. You must dispatch the threats quickly to protect yourself and the other ATM customers.		
<b>GUN READY CONDITION:</b> Holstered, loaded to Div. capacity		<b>SCORING:</b> Vickers <b>TARGETS:</b> 6 paper, 1 popper <b>SCORED HITS:</b> (last 2 hits on paper, steel must be down) <b>START-STOP:</b> audible and last shot <b>RULE:</b> T1 retention shot may be 1 or 2 handed per GPA <b>COVER GARMENT:</b> required <b>NOTE:</b> No make up shots on T1 after moving and T2-T3 after reaching P2
<b>STAGE PROCEDURE:</b> Start at P1, facing up range, strong hand touching the ATM. At the signal, turn, draw, and engage T1 from retention, engage T2-T3 while on the move to cover at P2. At P2, engage T4, 5, 6 and PP1 tactical priority, using cover.		



Scoring	Vickers Count	Firearm	Handgun	Rounds	13
Targets	6 paper, 1 popper, 2 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R-90				
Setup					