



Norfolk County Rifle Range – IDPA

Corporate Takeover

Course Designer: RH

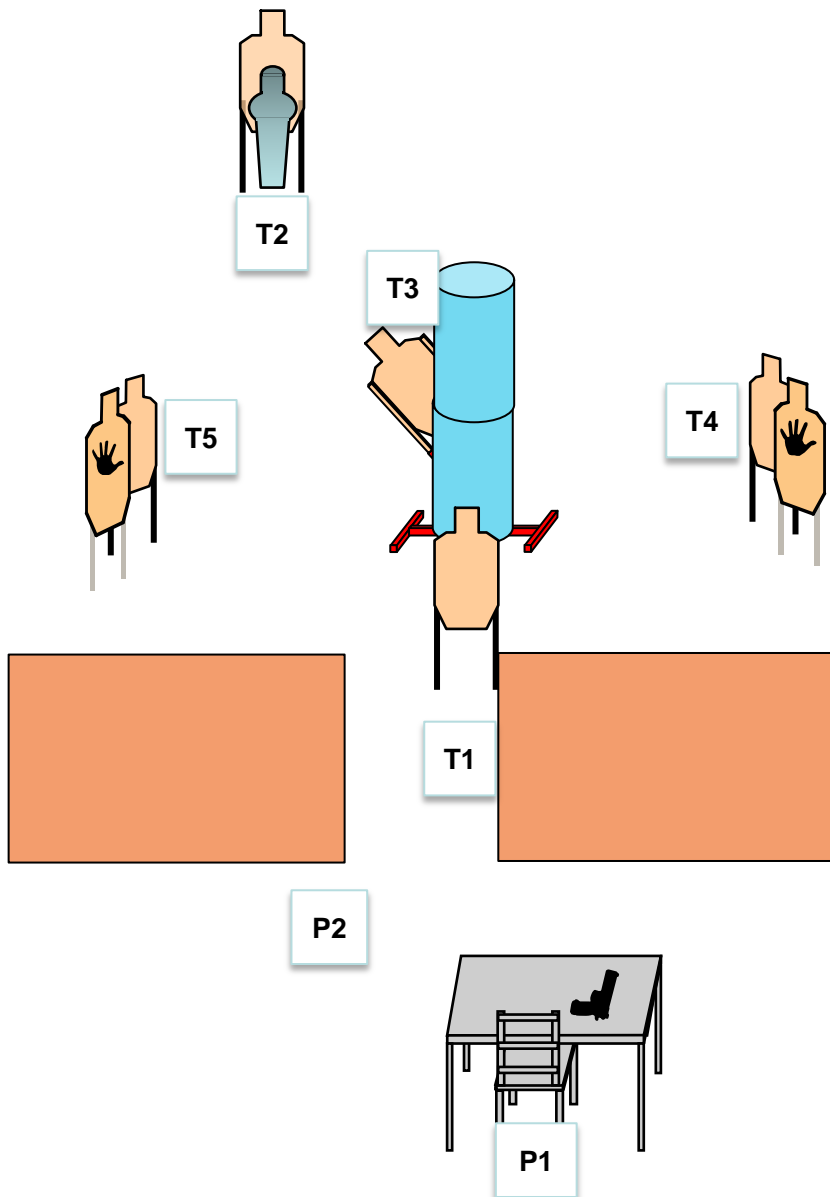


SCENARIO: You are sitting at your desk when someone yells “G’me all your stuffs”. Looking out your door, you recognize that your office is being taken over by bad guys. Stop the threats.

START POSITION: Sitting at your desk with a report in your hands, handgun unloaded in the box on the table in front of you. One loading device on the desk. Remaining loading devices on shooter’s belt.

STRINGS: 1
SCORING: 16 rounds min, unlimited
TARGETS: 5 threat, 2 non threat, 1 Steel
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
CONCEALMENT: Optional
T1 is 5 yards, T2 is 12 yards, popper is 10 yards and T3 is 6 yards from P1, on a swinger stand.
T4/T6 are visible from both sides of the doorway and 3 yards from it (on bullet traps).

STAGE PROCEDURE: At start signal, drop report, retrieve pistol, load and engage T1-T3 with 3 rounds each. Move to P2 and engage T4 and T5 with three rounds each using available cover. (T1-T3 must be shot from seated position)





Norfolk County Rifle Range – IDPA

Standards

Course Designer: RH



SCENARIO: This is a standards stage designed to practice obtaining a sight picture and reloads with retention on stage 3 of the classifier.

START POSITION: Behind Bianchi barrier, pistol loaded to division capacity and holstered.

STRINGS: 1
SCORING: 12 rounds, limited
TARGETS: 1 threat
SCORED HITS: Best 12 on target
START-STOP: Audible - Last shot
CONCEALMENT: Optional

STAGE PROCEDURE: Starting either side of the barricade, draw and engage target with 2 rounds from each side of barricade, perform an IDPA legal reload, repeat twice more, starting from the same side of barrier each time.

T1 is 20 yards from P1



T1



P1



Norfolk County Rifle Range – IDPA

Hallway of Many Woes

Course Designer: RH

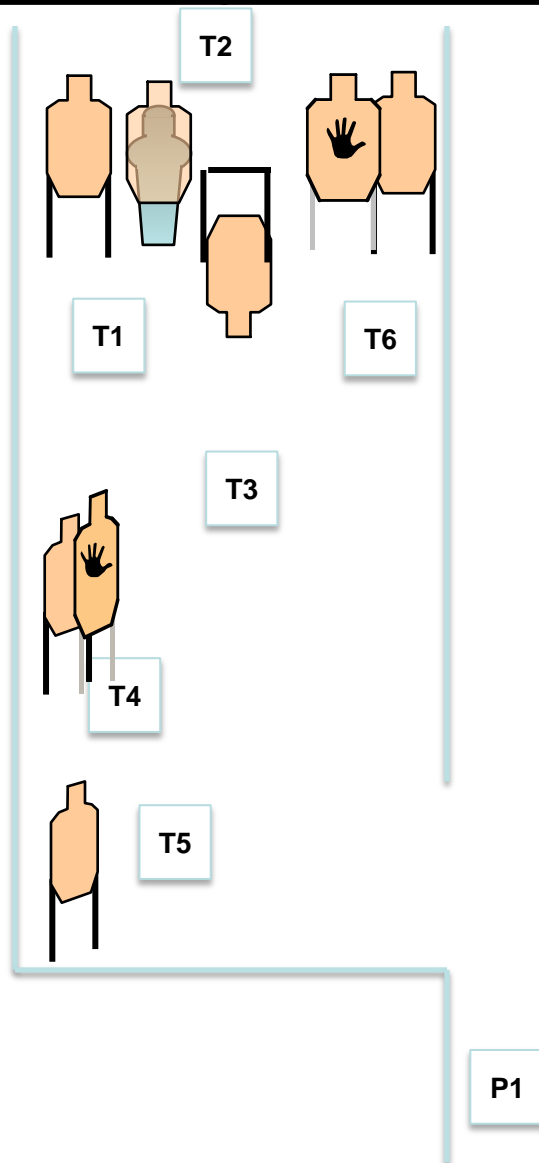


SCENARIO: You hear a noise in the hall and investigate. A bunch of bag guys are there with some of your coworkers. Save the coworkers (even though they are backstabbers) and eliminate the bad guys. Being so close, make sure the closest two targets don't get back up.

START POSITION: Starting at P1, hands relaxed at your sides, handgun loaded to division capacity and holstered.

STAGE PROCEDURE: At start signal, engage each target with 2 rounds each using available cover as they become visible. T4 and T5 must have at least 1 round to the head and 1 to the body.

STRINGS: 1
SCORING: 12 rounds unlimited
TARGETS: 6 threat, 2 non threat, 1 steel
SCORED HITS: Best 2 per target, T4 and T5 must have 1 to body and 1 to head, steel must fall
START-STOP: Audible - Last shot
CONCEALMENT: Required
P1 to T1, T2, and T6- 10 yards
T2 on dropping target, triggering T3 to rise. Use one wall section and plastic curtains. T4/T5 on bullet traps.





Norfolk County Rifle Range – IDPA

Backup Gunner

Course Designer: RH



SCENARIO: This is a standards stage

START POSITION: String 1: Starting at P1, handgun loaded to 6 rounds, holstered with hands at sides.

String 2: Starting at P2, handgun loaded to division capacity and hands above shoulders.

STAGE PROCEDURE: String 1: While moving to P2, engage each target with one round to the body, dominant hand only.

String 2: Engage each target with one round to body and 1 round to head.

STRINGS: 2

SCORING: 18 rounds limited

TARGETS: 6 threat, 0 non threat

SCORED HITS: Best 2 body, 1 head per target

START-STOP: Audible - Last shot

CONCEALMENT: Required

Targets on bullet traps of varying heights

Barrels block direct shots from line between P1 and T1.

P1-P2 15 yards

