



Norfolk County Rifle Range – IDPA  
**Seven Yard Rush!**  
Course Designer: JDK



**SCENARIO:** You just stopped by the local stop ‘n rob to pick up some milk and bread. Three bad guys arrived ahead of you and have the clerk in a bind. The leader decides to charge you showing how much of a bad dude he is. Stop the threats and save the clerk!

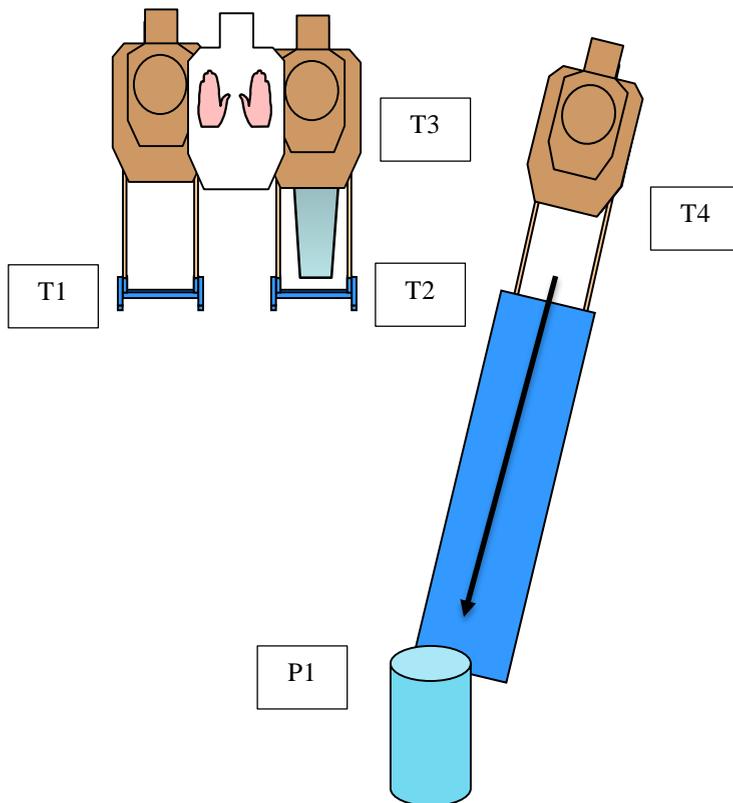
**START POSITION:** Facing down range, hands relaxed at sides, standing at P1. Handgun loaded to division capacity and holstered. Concealment required.

**STRINGS:** 1  
**SCORING:** 6 rounds min, Vickers  
**TARGETS:** 3 Threat, 1 Non-threat, 1 Steel  
**SCORED HITS:** Best 2 on all, Steel must fall

**STAGE PROCEDURE:** At the start signal, engage T1 and T2 with 2 rounds each in tactical sequence. T3 must fall before engaging T4. Engage T4 with 2 rounds while retreating. All shots on T4 must be made while T4 is in motion and the shooter is retreating. Any shots made after T4 stops will be scored as a miss and a procedural will be issued.

**START-STOP:** Audible - Last shot  
**CONCEALMENT:** Required

**Setup Notes:**  
P1 to T1/2/3/4 - 7 yards





Norfolk County Rifle Range – IDPA  
**Two in One - Mix ‘em Up!**  
 Course Designer: JDK



**SCENARIO:** S1: You’ve been caught in the open and three bad guys have grabbed an innocent bystander to rob him. Engage them and then run to cover to address remaining threats. S2: Another bad guy thinks he has the drop on you. Engage him while retreating/moving to cover and address the remaining threats as directed. **NOTE:** Shots may NOT be made through the car windows.

**START POSITION:** Facing down range, hands relaxed at sides. Handgun loaded to division capacity and holstered. String 1 @ P1, String 2 @ P2

**STRINGS:** 2  
**SCORING:** 14 & 10 rounds min, Vickers  
**TARGETS:** 7 Threat, 2 Non-threat, 0 Steel  
**SCORED HITS:** S1: Best 2 per target, S2: best 4 on T4 and best 2 on T5/6/7  
**START-STOP:** Audible - Last shot  
**CONCEALMENT:** Required

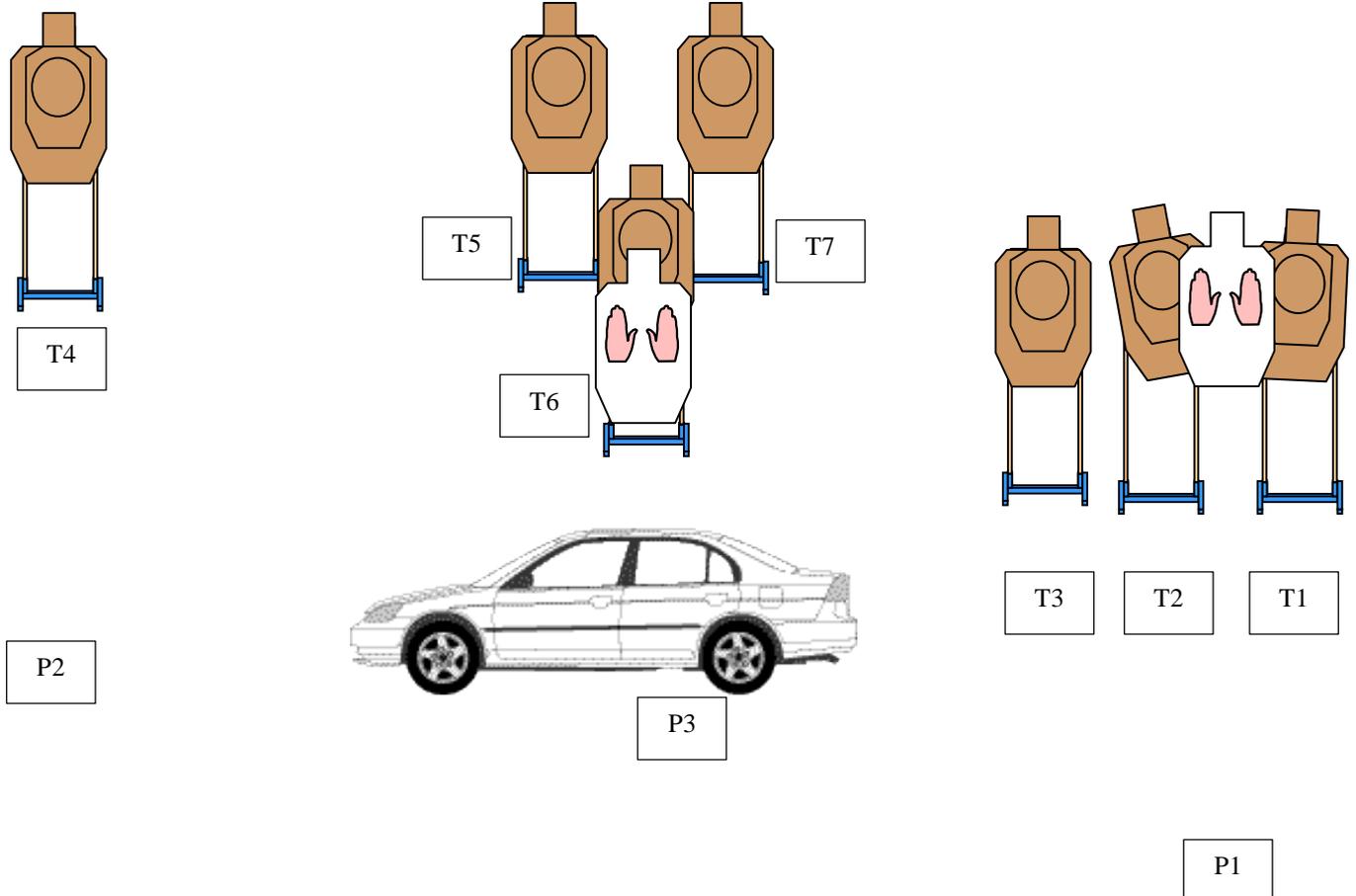
**STAGE PROCEDURE:**

**S1:** At the start signal, standing at P1 engage T1-T3 threats with 2 rounds each. Move to P3 and engage remaining threats with 2 round each. At last shot, holster the firearm as is, in a safe condition.

**S2:** At the start signal, engage T4 with 4 rounds while retreating/moving to P3 and engage T5, T6, T7 with two rounds each.

**Set up notes:**

P1 to T2 - 7 yards  
 P2 to T4 - 7 yards  
 T4/5/7 in pit  
 T6 2+ yards forward of T5/7





Norfolk County Rifle Range – IDPA  
**Clean As A Whistle**  
Course Designer: JDK



**SCENARIO:** You are in your garage with your youngster and getting ready to clean your EDC. As a favor, you're showing your buddy how easy it is to keep your firearm in top running condition. Three thugs, trying to prove themselves, decide to pay you a visit in hopes of acquiring your trusty firearm. Keep your kid and buddy alive and save the day!

**START POSITION:** At P1. Handgun unloaded on table (slide forward/cylinder closed). Ammunition reloading device on table. Remainder of reloading devices on belt.

**STAGE PROCEDURE:**

**S1:** Shooter is seated at P1. At the start signal, push your friend to the ground with both hands (activating the mover). Engage all threats with 2 rounds each while seated.

**NOTE:** Only reset "friend" for S2 (not T1 clamshell)

**S2:** Shooter is standing at P1. At the start signal, push your friend to the ground with both hands. Engage all threats with 2 rounds each.

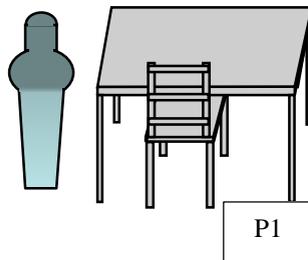
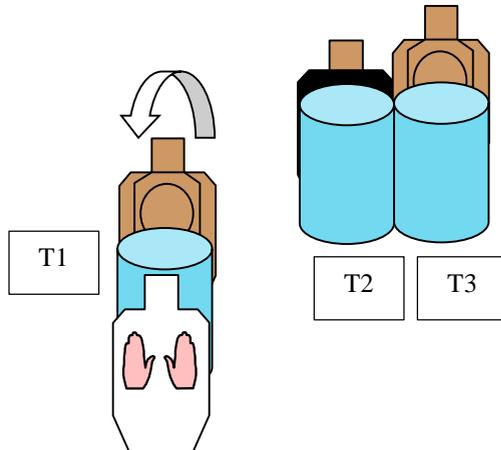
**STRINGS:** 2  
**SCORING:** 12 rounds min, Vickers  
**TARGETS:** 3 threat, 1 Non-threat, 0 Steel  
**SCORED HITS:** Best 4 per target  
**START-STOP:** Audible - Last shot  
**CONCEALMENT:** Not Required

**Setup Notes: (Up range of Stage 1)**

P1 to T1: 7 yards  
P1 to T2/3: 8 yards

Use clamshell for T1 and place two bullet traps abreast behind it.

Use bullet traps for T2 and T3





Norfolk County Rifle Range – IDPA  
Standards Stage  
Course Designer: JDK



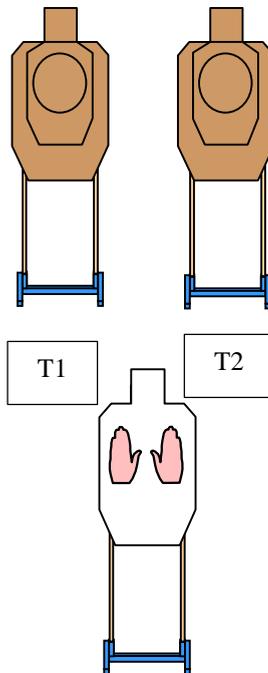
**STANDARDS**

**START POSITION:** Facing down range at P1, hands relaxed at sides. Handgun loaded to 6 rounds and holstered.

**STAGE PROCEDURE:** At the start signal, engage both threats with three rounds each in tactical sequence, reload, and re-engage both threats with 2 head shots each.

**STRINGS:** 1  
**SCORING:** 10 rounds, Limited Vickers  
**TARGETS:** 2 threat, 1 Non-threat, 0 Steel  
**SCORED HITS:** Best 3 body/2 head per target  
**START-STOP:** Audible - Last shot  
**CONCEALMENT:** Not Required

**Setup Notes: (Up range of stage 2)**  
P1 to T1/2: 9 yards  
Use 5 foot bullet traps for both targets



P1