



Norfolk County Rifle Range – IDPA

Stop The Robbery

Course Designer: JDK



SCENARIO: You just stopped at the local gas station to refill the tank. Your spouse has run inside to get some caffeine, but came across a robbery in progress. You are now involved...save the day!

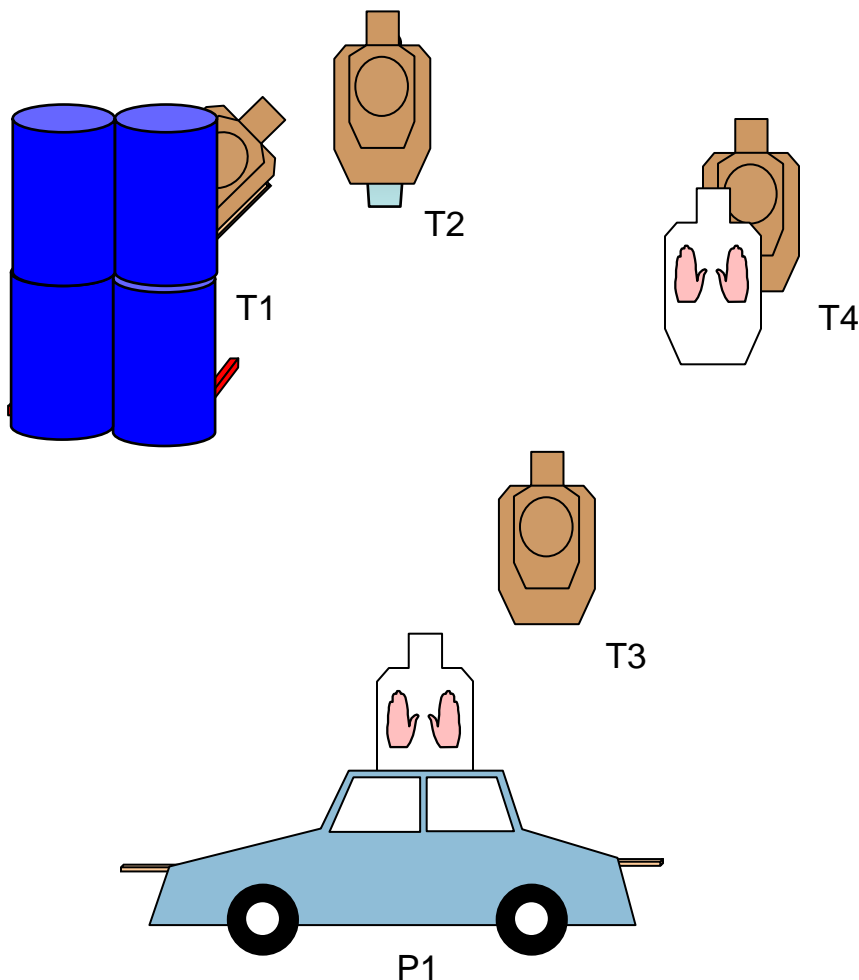
START POSITION: Seated at P1 with handgun loaded to division capacity and holstered.

STAGE PROCEDURE: At the signal, engage all targets with 3 rounds each while seated. Steel must fall to engage T1.

Left-handed shooters will face the opposite wall.

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 4 Threat, 2 Non-threat, 1 Steel
SCORED HITS: Best 3 per target, steel must fall
START-STOP: Audible - Last shot
CONCEALMENT: Required

P1-T3: 3 yards, P1-T4: 7 yards
P1-T2: 10 yards Steel behind T2 activates T1
Put NT on separate stand
T1 is not visible to the shooter at stage start.





Norfolk County Rifle Range – IDPA
Modified Tri-Lambda Drill
Course Designer: JDK



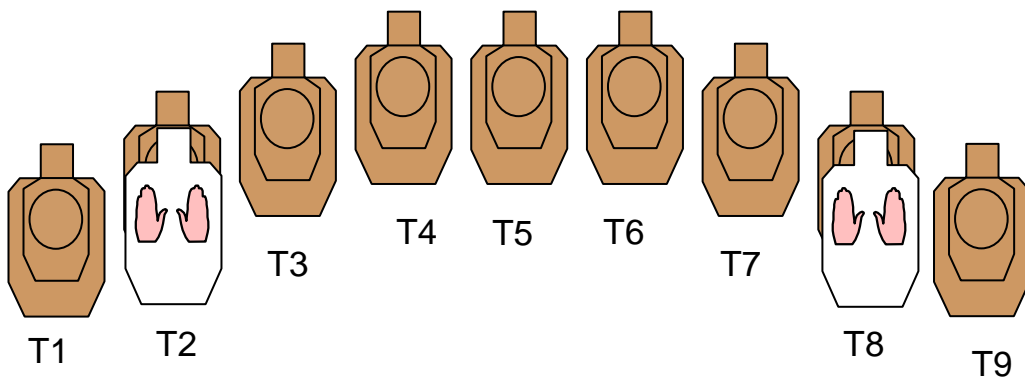
SCENARIO: N/A

START POSITION: Handgun loaded to six rounds and holstered. All remaining reloading devices loaded to division capacity.

STAGE PROCEDURE: At the signal, draw and engage the center three targets with 2 rounds each, then reload and engage the right or left targets with 2 rounds each. Last, reload and engage the remaining targets with 2 rounds each.

STRINGS: 1
SCORING: 18 rounds min, Limited
TARGETS: 9 Threat, 2 Non-threat, 0 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
CONCEALMENT: Optional

T1-T3 and T7-T9 are on a 45 degree angle. Use bullet traps as needed. All targets are at same height.
P1-T5: 5 yards



P1



Norfolk County Rifle Range – IDPA

Save the Fam

Course Designer: JDK



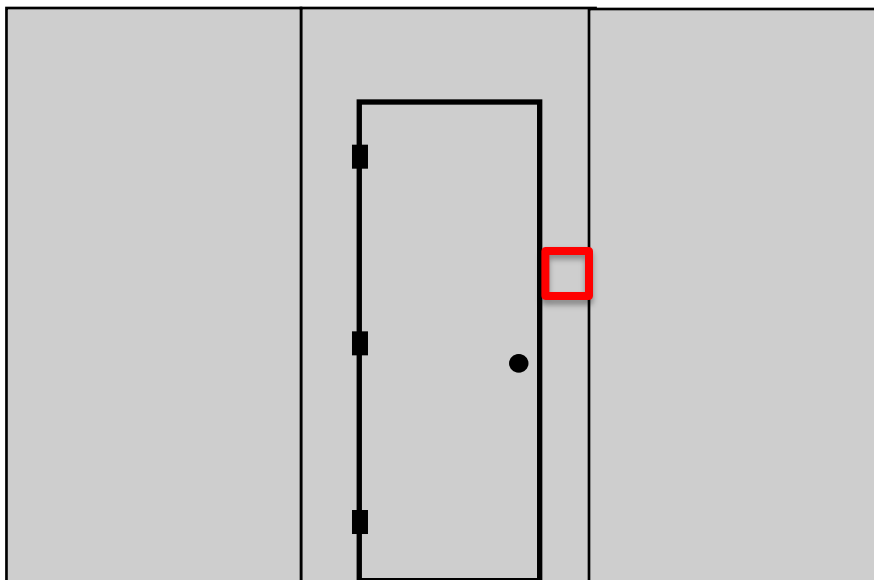
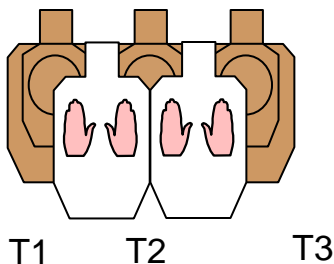
SCENARIO: You've just arrived home to hearing screams from inside. Investigate those unnerving sounds and provide appropriate deterrence.

START POSITION: At P1, handgun loaded to division capacity and holstered.

STAGE PROCEDURE: At the signal, engage all threats with 3 body shots each. Then follow up with 1 headshot each.

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 3 Threat, 2 Non-threat, 0 Steel
SCORED HITS: Best 3 body and 1 head per target
START-STOP: Audible - Last shot
CONCEALMENT: Required

P1-T1/3: 7 yards
Include a muzzle safe point on door frame



P1



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Standards

Course Designer: JDK



SCENARIO: Mozambique / Failure Drill

START POSITION: At P1, facing downrange with hands relaxed at sides, handgun loaded to division capacity and holstered.

STAGE PROCEDURE:

String 1 – At the signal, engage T1 with 2 body shots, take a step back and engage the head with 1 shot.

String 2 – Facing up range, at the signal, turn, draw and engage T2 with 2 body shots and one head shot.

Reloads are off the clock.

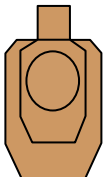
STRINGS: 2
SCORING: 6 rounds min, Limited
TARGETS: 2 Threat, 0 Non-threat, 0 Steel
SCORED HITS: Best 2 body/1 head per target
START-STOP: Audible - Last shot
CONCEALMENT: Optional

Set up notes:

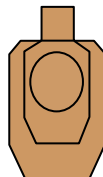
P1-T1: 7 yards

P2-T2: 10 yards

Shooter must take at least one shoe length step backwards. Both feet must move to the new position.



T1



T2

P1

P2