



Norfolk County Rifle Range – IDPA
Out for Coffee
Course Designer: FKH/JDK



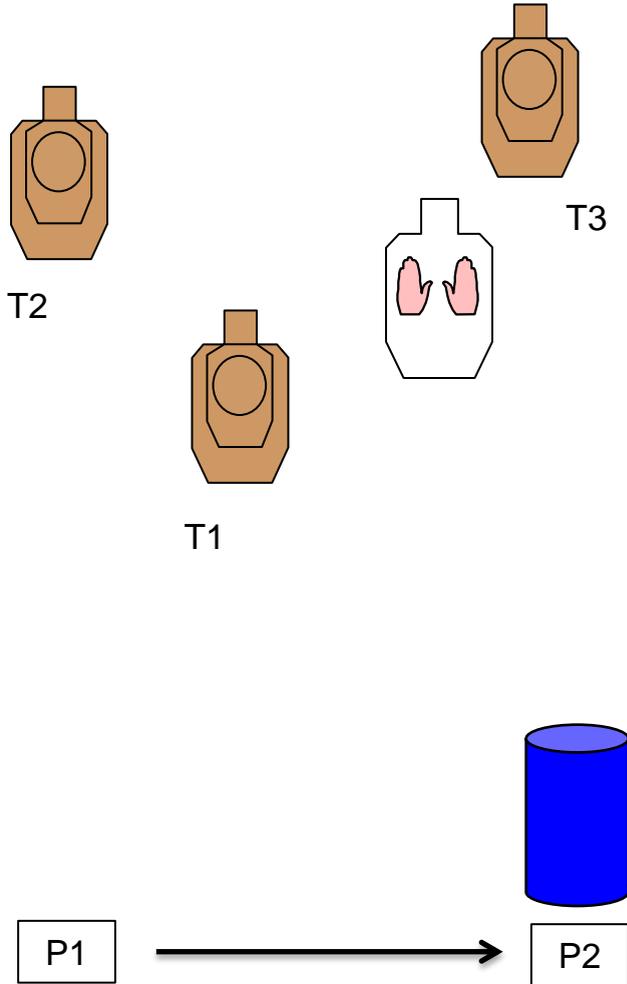
SCENARIO: You duck out the back door of your favorite restaurant, headed across the alley to Starbucks for an after dinner coffee, when you are jumped by armed thugs. Take them out as you head for cover.

START POSITION: At P1 with hands by sides, handgun loaded to 6 rounds and holstered. Reload as needed.

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

STAGE PROCEDURE: At signal, draw and engage T1-T3 with 2 shots each while moving from P1 to P2. All shots must be made while moving. Using low cover at P2, re-engage each threat with 2 head shots each.

P1-T2: 5 yds, P1-T1: 3 yds, P1-T3: 7 yds
P1-P2: 4 yds





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Dances with Hounds

Course Designer: FKH/JDK



SCENARIO: After practice at the range, you're headed to your car when you realize a BG with a pack of hounds is coming up behind you in full attack mode. You were going to top off your mag at the car, but for now you only have 5 rounds in your pistola. You engage the pack and BG, but they keep coming. You re-engage with headshots to stop the threat. Dim light stage. Flashlight optional.

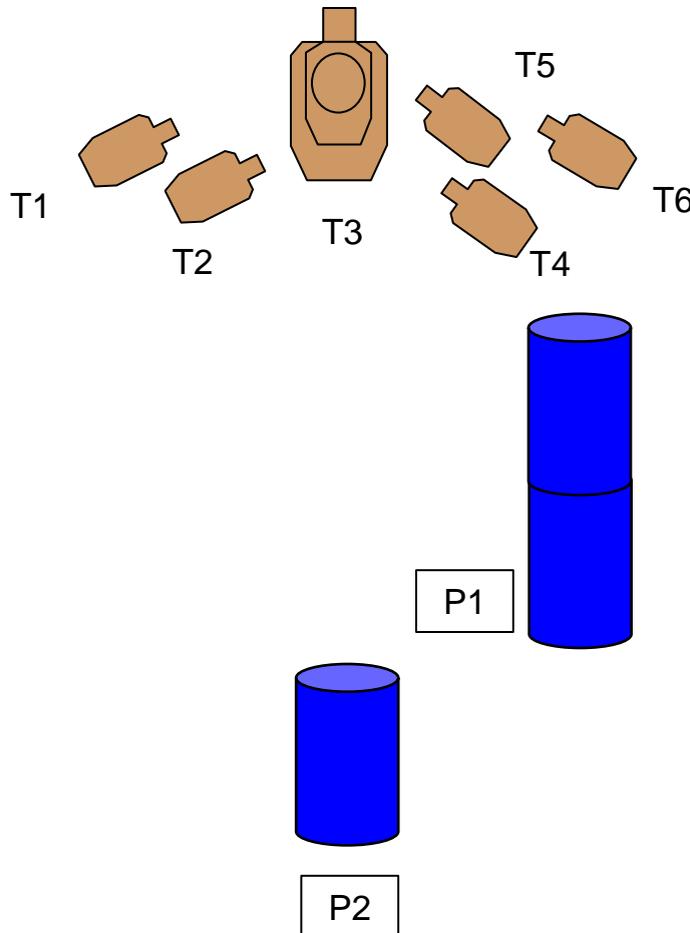
START POSITION: Facing up range at P1, hands at sides with (optional) flashlight in non-dominant hand, turned off. Handgun downloaded to 5 rounds. All other reloading devices loaded to division capacity.

Dim light Stage. Flashlight optional.

STAGE PROCEDURE: At signal, shooter turns, and using available cover draws and engages T1 thru T6 with 2 body shots each. Shooter then retreats to P2 and re-engages T1 thru T6 with 1 head shot each.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 6 Threat, 0 Non-threat, 0 Steel
SCORED HITS: Best 2 body/1 head per target
START-STOP: Audible - Last shot
CONCEALMENT: Required

P1-T3: 7 yds, P2-T3: 10 yds
Use 1 target stand for T1-2 and 2 target stands for T4-6. Vary heights of targets.
Cut off down 3 zones for wolf targets.





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Got Skillz?

Course Designer: FKH



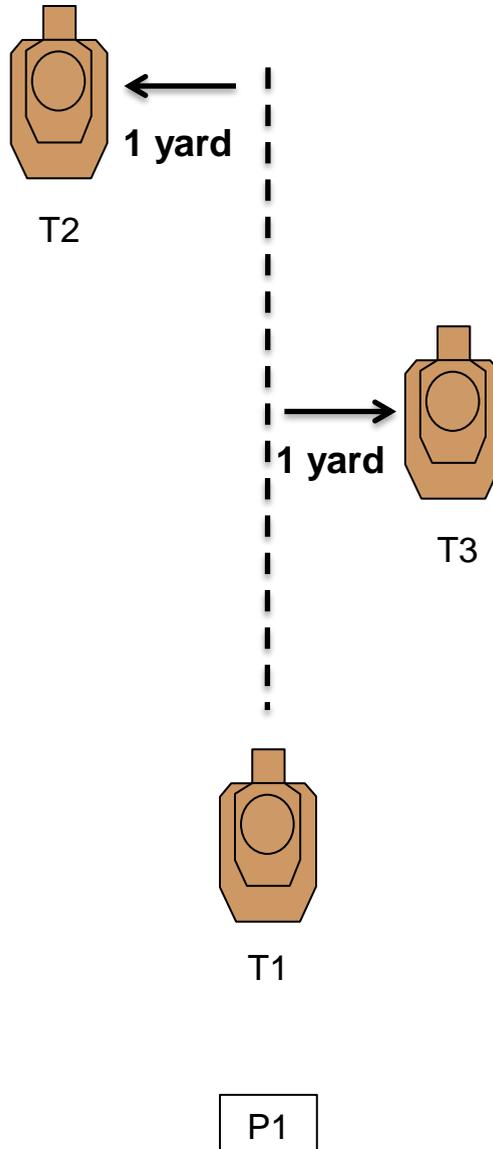
SCENARIO: Standards

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

STRINGS: 1
SCORING: 16 rounds min, Limited
TARGETS: 3 Threat, 0 Non-threat, 0 Steel
SCORED HITS: Best 6 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required

STAGE PROCEDURE: At signal, shooter engages T1 with 2 shots, T2 with 2 shots, T1 with 2 shots again, and T3 with 2 shots, in that order; Shooter must execute an IDPA legal reload and then re-engage each target in the same order with 2 shots each. All shots scored on a single string.

Set up on far right of range.
Set T2 in pit. Use bullet trap for T3.
P1-T1: 3 yds, P1-T2: 18 yds, P1-T3: 11 yds





Norfolk County Rifle Range – IDPA
Home Invasion
Course Designer: FKH



SCENARIO: You come home from work to find BG's have invaded your home and dragged your spouse to a back room and are using them as a human shield . You do what you need to do.

Dark Stage. Flashlight required.

START POSITION: At P1, handgun loaded to division capacity, holstered with hands at sides and flashlight in non-dominant hand, turned off.

Dark Stage. Flashlight required.

STAGE PROCEDURE: At signal, turn on flashlight, draw and engage T1 with 3 rounds. Using available cover, shooter will make their way through the house and rescue their spouse, engaging T2 thru T4 with 3 rounds each. T3 & T4 must be engaged from P2.
T2 may not be engaged from P1.
COF may be adjusted as needed for safety and fit.

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 4 Threat, 1 Non-threat, 0 Steel
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required

Use bullet traps for all targets.

For T2, remove trap from uprights and place on its side on the base at a 45 degree angle with only 1/2 of down zero visible.

Set this stage up range of stage 1.

