



Norfolk County Rifle Range – IDPA

Alley Oops (Dark)

Course Designer: JDK



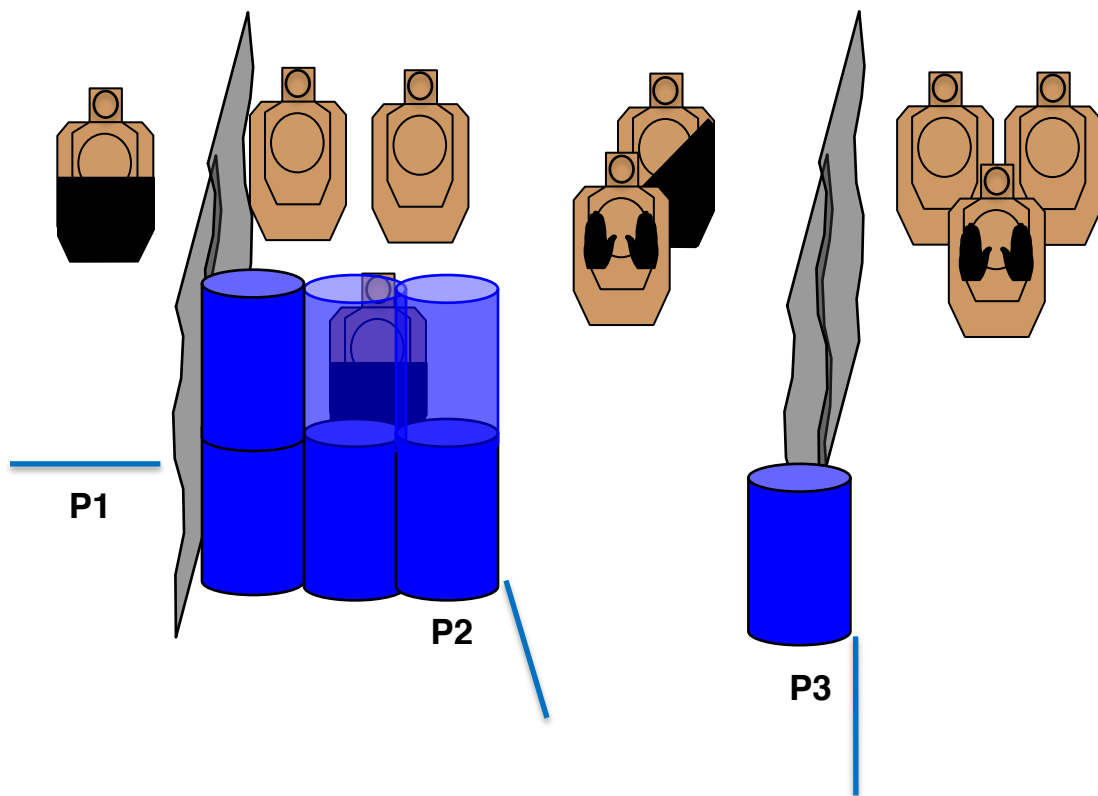
Stage 1

SCENARIO: You are surprised in a dark alley by a band of thugs. Escape while eliminating the threats.

START POSITION: At P1, firearm loaded to 6 rounds and holstered. All reloading devices in grocery bag; bag in non-dominant hand. Flashlight off. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At signal, engage first threat with 6 rounds. Engage remaining threats with 2 rounds each using cover.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 7 Threat, 2 Non-threat
SCORED HITS: Best 6 on 1st, 2 each remaining
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule





Norfolk County Rifle Range – IDPA
Nothing but Trouble (Dark)
Course Designer: JV



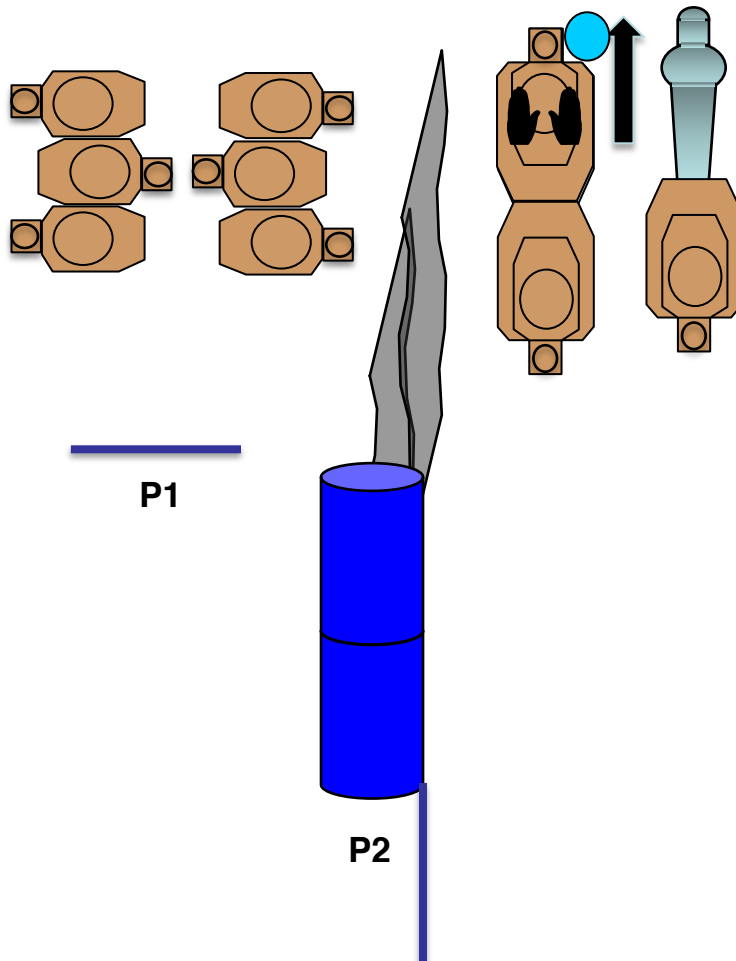
Stage 2

SCENARIO: To save your family you will have to deal with both dog packs and their masters.

START POSITION: AT P1 with firearm loaded with 6 rounds and holstered. Flashlight off in non-dominant hand. PCC at low ready. All spare loading devices loaded to division capacity

STAGE PROCEDURE: At the signal engage the dog pack with 2 shots each while moving to cover. Engage remaining threats with 2 rounds each (1 for steel, steel must fall) from available cover.
Shooters note – PP activates T8 flip over, steel activates pop up threat.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 8 Threat, 1 Non-threat, 2 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule





Norfolk County Rifle Range – IDPA Shotgun Went Boom! (Dark)

Course Designer: JDK



Stage 3

SCENARIO: Bad guys are in your house, but your one round shotgun did not do the job. You're left standing with an empty shotgun in your hands. Save your family.

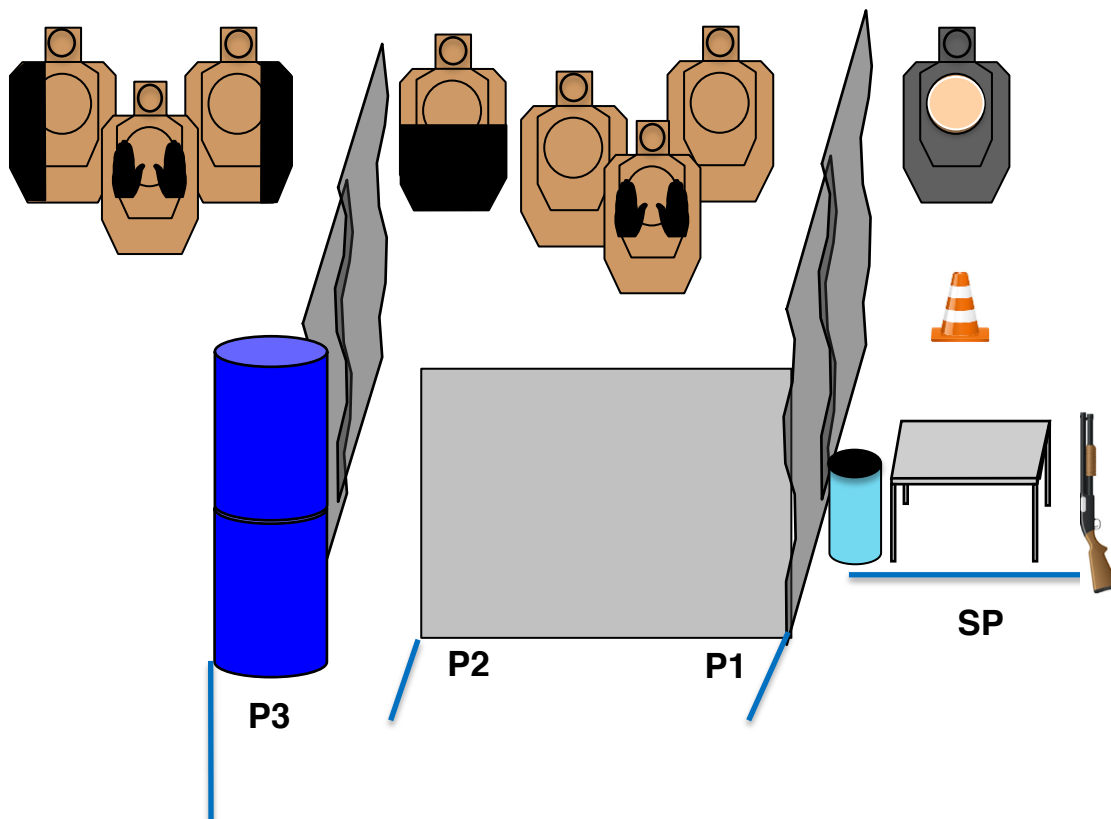
START POSITION: Standing at SP with shotgun shouldered and pointed at cone. Pistol loaded to division capacity and holstered. PCC placed on table facing downrange with safety engaged. Flashlight off. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At signal, put shotgun in barrel, and move to P1. At P1, engage steel threat with 3 rounds through the down zero. then address remaining threats with 2 rounds each from cover.

Engaging steel from SP is an automatic DQ

NOTE: Shot from firearm must go thru down zero. If it does not go thru down zero, it will be scored a miss.

STRINGS: 1
SCORING: 13 rounds min, Unlimited
TARGETS: 6 Threat, 2 Non-threat
SCORED HITS: Best 3 on T1, best 2 on T2-T6
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule





Norfolk County Rifle Range – IDPA

Afghan Escape (Dark)

Course Designer: CC/JDK



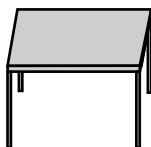
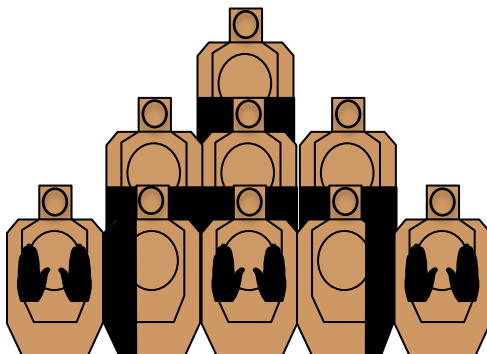
Stage 4

SCENARIO: While contracting in the Middle East, you have been taken prisoner by some Afghan rebels. Fortunately for you, they did not perform a very good search of your person and missed the fact that you were carrying a concealed firearm.

START POSITION: Firearm loaded to division capacity and placed in box with muzzle pointed down range, box closed. PCC placed on table. Shooter is standing facing downrange with fingers interlaced behind head. Flashlight in support hand, turned off. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At the signal, retrieve firearm and engage each threat with 3 shots each.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 6 Threat, 3 Non-threat
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule



P1



Norfolk County Rifle Range – IDPA
Well Guarded Hostages (Dark)
Course Designer: JV



Stage 5

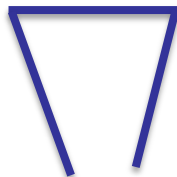
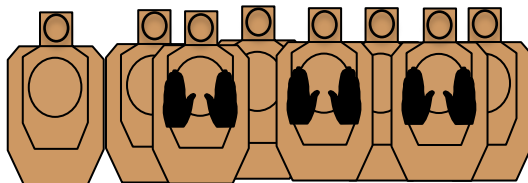
SCENARIO: Your family has been taken hostage, save them.

START POSITION: At P1 with firearm loaded to division capacity and holstered. Flashlight off in non-dominant hand. PCC at low ready. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At the signal engage all threats with 2 body and one head shot each.

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 5 Threat, 3 Non-threat, 0 Steel
SCORED HITS: Best 2B/1H per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule

T1-T5



P1



Norfolk County Rifle Range – IDPA
Alley Oops (Light)
Course Designer: JDK



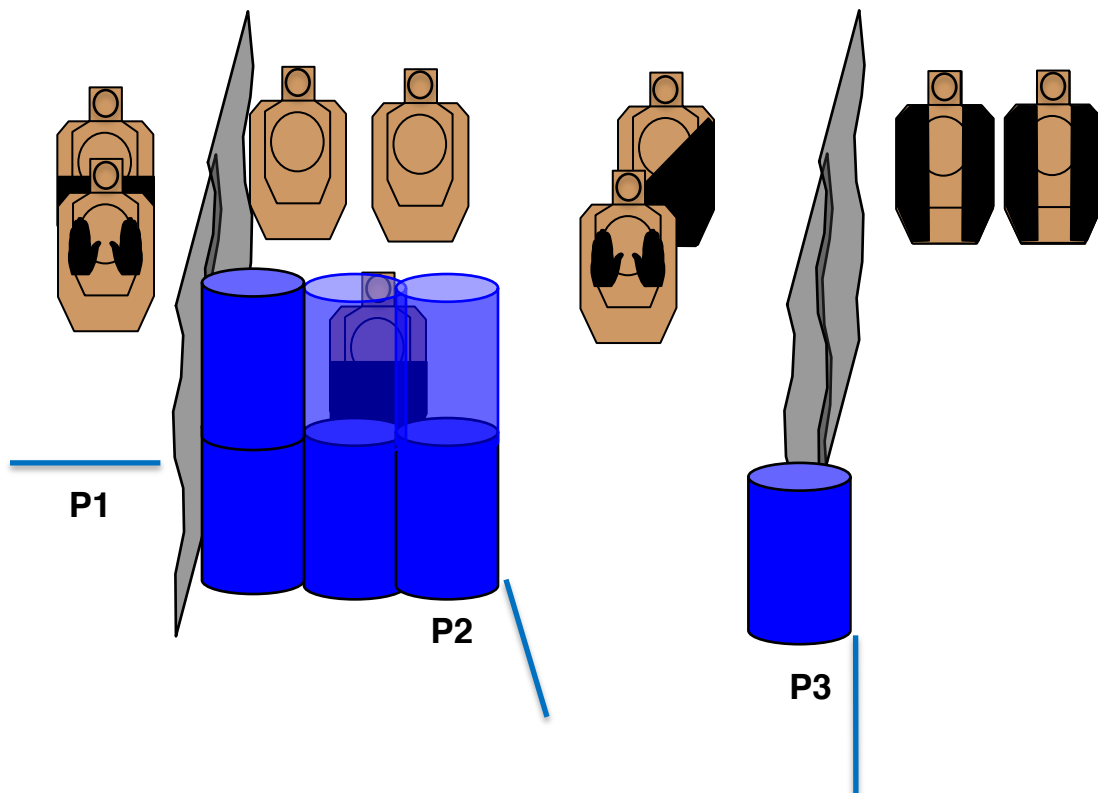
Stage 6

SCENARIO: You are surprised in an alley by a band of thugs. Escape while eliminating the threats.

START POSITION: At P1, firearm loaded to 6 rounds and holstered. All reloading devices in grocery bag; bag in non-dominant hand. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At signal, engage first threat with 6 rounds. Engage remaining threats with 2 rounds each using cover.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 7 Threat, 3 Non-threat
SCORED HITS: Best 6 on 1st, 2 each remaining
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule





Norfolk County Rifle Range – IDPA
Nothing but Trouble (Light)
Course Designer: JV



Stage 7

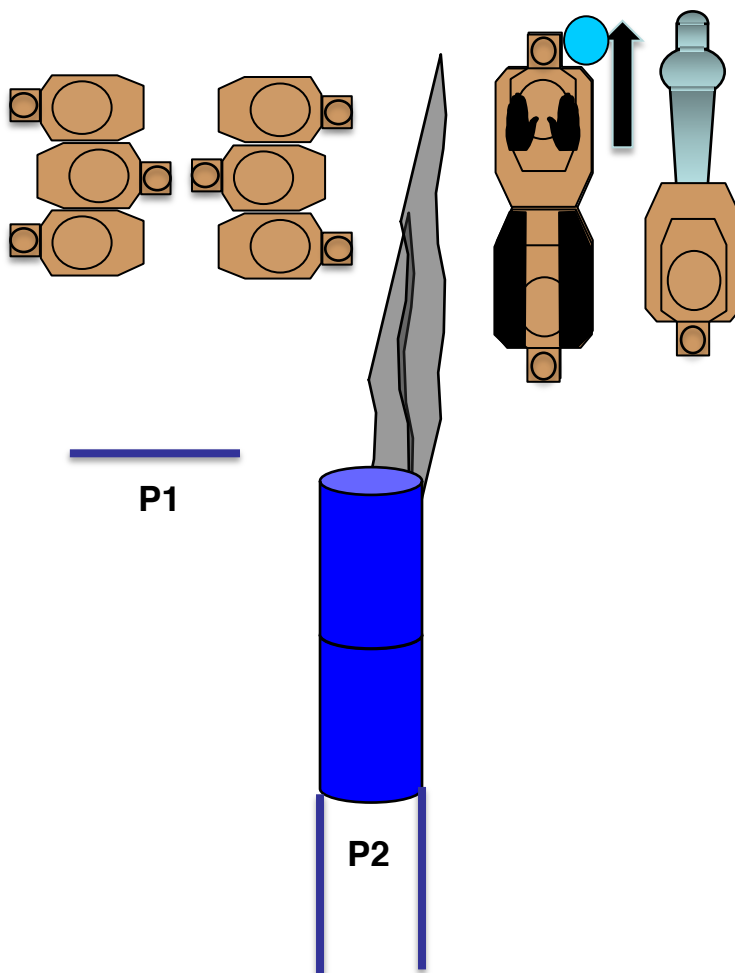
SCENARIO: To save your family you will have to deal with both dog packs and their masters.

START POSITION: AT P1 with firearm loaded with 6 rounds and holstered. PCC at low ready. All spare loading devices loaded to division capacity

STAGE PROCEDURE: At the signal engage the dog pack with 2 shots each while moving to cover. Engage remaining threats with 2 rounds each (1 for steel, steel must fall) from available cover.

Shooters note – PP activates flip over, steel activates pop up threat.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 8 Threat, 1 Non-threat, 2 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule





Norfolk County Rifle Range – IDPA Shotgun Went Boom! (Light)

Course Designer: JDK



Stage 8

SCENARIO: Bad guys are in your house, but your one round shotgun did not do the job. You're left standing with an empty shotgun in your hands. Save your family.

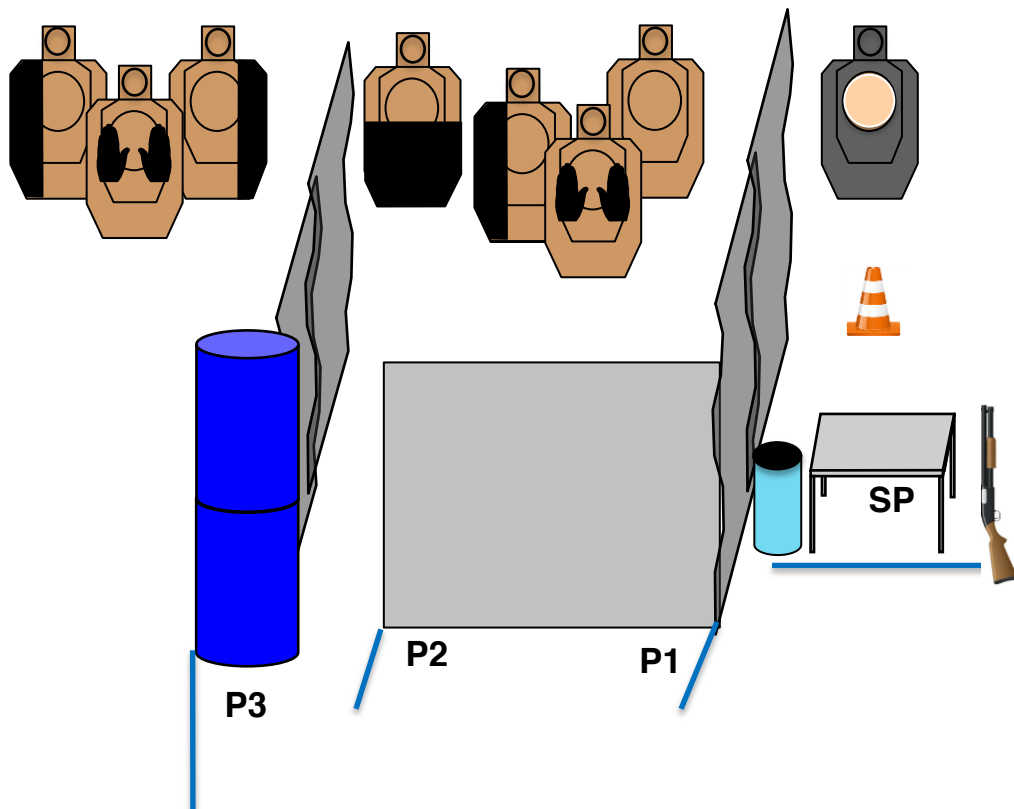
START POSITION: Standing at SP with shotgun shouldered and pointed at cone. Pistol loaded to division capacity and holstered. PCC placed on table facing downrange with safety engaged. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At signal, put shotgun in barrel, and move to P1. At P1, engage steel threat with 3 rounds through the down zero. then address remaining threats with 2 rounds each from cover.

Engaging steel from SP is an automatic DQ

NOTE: Shot from firearm must go thru down zero. If it does not go thru down zero, it will be scored a miss.

STRINGS: 1
SCORING: 13 rounds min, Unlimited
TARGETS: 6 Threat, 2 Non-threat
SCORED HITS: Best 3 on T1, best 2 on T2-T6
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule





Norfolk County Rifle Range – IDPA

Afghan Escape (Light)

Course Designer: CC/JDK



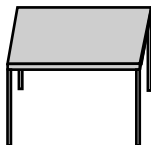
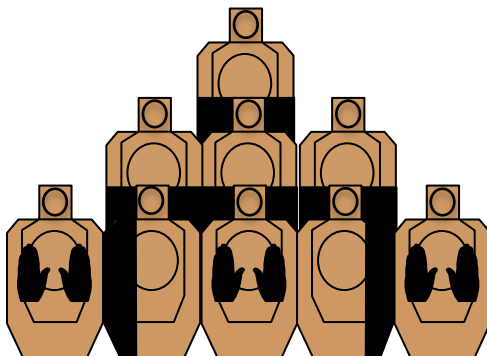
Stage 9

SCENARIO: While contracting in the Middle East, you have been taken prisoner by some Afghan rebels. Fortunately for you, they did not perform a very good search of your person and missed the fact that you were carrying a concealed firearm.

START POSITION: Firearm loaded to division capacity and placed in box with muzzle pointed down range, box closed. PCC placed on table. Shooter is standing facing downrange with fingers interlaced behind head. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At the signal, retrieve firearm and engage each threat with 2 body and 1 head shot each.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 6 Threat, 3 Non-threat
SCORED HITS: Best 2B/1H per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule



P1



Norfolk County Rifle Range – IDPA
Standards
Course Designer: JV



Stage 10

SCENARIO: Standards

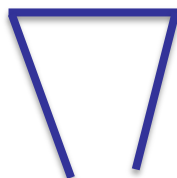
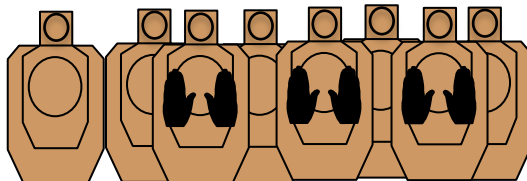
START POSITION: At P1 with firearm loaded to division capacity and holstered. PCC at low ready.
All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At the start signal engage all threats with 2 body and one head shot each from within the fault lines.

Shooter Note – Each threat must be engaged with 1 shot each freestyle, strong hand only, and weak hand only. Shooter may choose what order to shoot each style (free / strong / weak) but once a style is started, shooters must finish all shots of that style before switching to the next style).

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 5 Threat, 3 Non-threat, 0 Steel
SCORED HITS: Best 2B/1H per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule

UPRANGE



P1



Norfolk County Rifle Range – IDPA
Warm-Up Stage (Light)
Course Designer: JDK



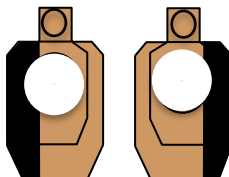
Warm-Up

SCENARIO: n/a

START POSITION: At P1 with firearm loaded to division capacity and holstered. PCC at low ready. All spare loading devices loaded to division capacity.

STAGE PROCEDURE: At signal, engage each threat with 2 body shots and then 1 head shot each.

STRINGS: 1
SCORING: 6 rounds min, Unlimited
TARGETS: 2 Threat
SCORED HITS: Best 2B/1H per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
MUZZLE SAFE PLANE: 180 degree rule



T1

T2

P1