

STAGE #3 Bay 3 Home Break-in

RULES: IDPA Note concealment garment not required

Course Designer: Larry Cox, modified by Lin Edwards, revised by Steve Ormeroid

STARTING POSITION: Shooter begins at P1

SCENARIO: After a hard day at work, you decide to turn in early, but your significant other has decided to stay up and watch the late show on TV. You hear a short yell and scuffling. You grab your pistol and a spare magazine from the nightstand and try to call the police. But the phone is dead. With pistol and spare magazine(s) in hand, you start slowly down the hall.

STAGE PROCEDURE: Safety & Stage Notes: At the start signal, grab the phone and your pistol, drop the “dead” phone, grab the spare magazine(s), and proceed down the hallway. Engage targets as they become visible with 3 shots each. Non-threat will be moved for each shooter. Use walls as cover. All shots must be made from hall.

SCORING: Vickers Count

ROUND COUNT: 12 minimum

TARGET DISTANCE: 3 to 7 yards

SCORED HITS: Best 3 on each

RELOADS: Any IDPA reloads behind cover.

START-STOP: Audible & Last shot

SPECIAL NOTES: Shooter will load and make ready at P1, place gun and spare magazines on table with phone. Start with back to table (facing up-range)

SAFETY ISSUES: Watch muzzle when dropping phone and picking up spare magazines

