

# Bad Day At The ATM

**RULES:** IDPA Rules

**COURSE DESIGNER:** DavidAlred

**START POSITION:**

Start at Position 1 located in front of the ATM (4 barrels stacked) while inserting card into ATM with gun hand. Gun in holster concealed and loaded to IDPA capacity.

**SCENARIO:**

You are attempting to use the ATM when you are approached by a gang of armed robbers who attempt to kidnap you and make you withdraw money for them at gun point.

**PROCEDURE:**

While standing at P1 with your Gun hand placing the ATM card in the machine. At the start signal you draw and engage T1 and T2 from P1. Then while moving to P2 engage T3 and T4 while on the move. Activate Stomp Box then engage T5 and T6 from P2. Targets scored best two hits per target.

**SCORING:** Unlimited

**ROUND COUNT:** 12

**TARGETS:** 06

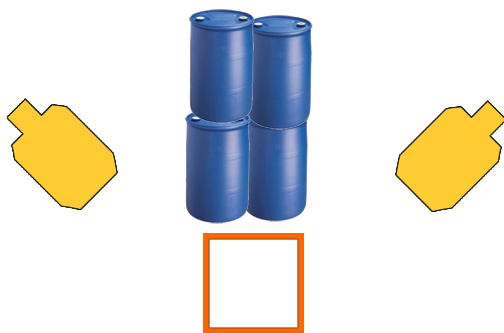
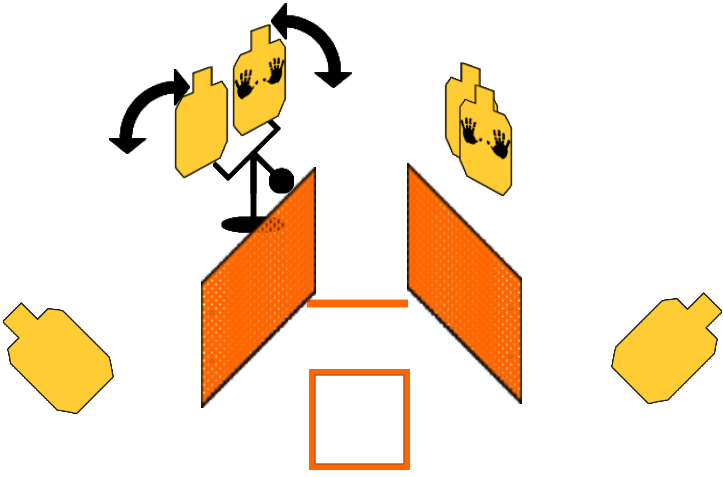
**DISTANCE:** 3 to 10 yards

**SCORED HITS:** 2 per target

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:** T 6 is a swinging target



**WEST HOUSTON IDPA**



**Stage #**  
**Bay # hoffner**

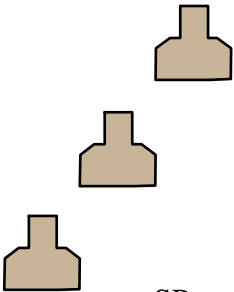
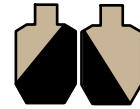
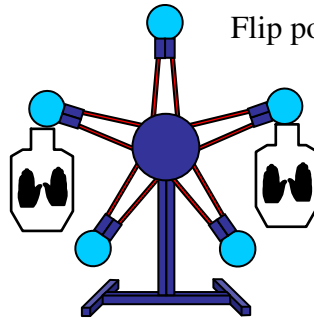
**Scenario:** Dog targets on move to challenge swinging and crazy hardcover

**Gun Ready Condition:** loaded holstered

**Stage Procedure:** engage the dos on the way to cover 2 rounds each, Engage the remaining from cover within fault lines in tactical priority.

**STRINGS:** 1  
**SCORING:** unlimited  
**TARGETS:** 6 body 3 dog 2 popper  
**2 falling steel**  
**SCORED HITS:** 16  
**CONCEALMENT:**

Flip point down and only 2 plates



SP



**WEST HOUSTON IDPA**



**Stage #**

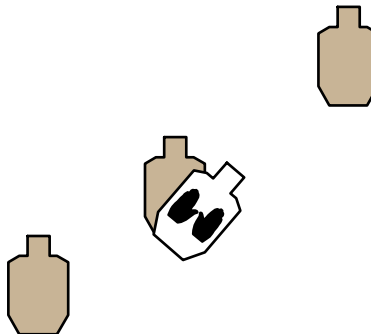
**Bay #**

**Scenario:** Can you twirl like mary poppins?

**Gun Ready Condition:** Loaded div cap at surrender facing up range

**Stage Procedure:** String 1 and 2 turn engage each target with 2 rounds to the body. String 3 turn and engage 2 rounds to head. Score best 4 to body and 2 to head. Must remain inside box for all shots or PE.

**STRINGS:** 3  
**SCORING:** limited  
**TARGETS:** 3 threat  
**SCORED HITS:** 18  
**CONCEALMENT:** YES



# From a Deep Sleep

**RULES:** IDPA Rules

**COURSE DESIGNER:** CharlesCollins

**START POSITION:**

Laying down, stand up, retrieve pistol from box (loaded to division capacity). All magazines are also on table. Low light, no flashlight.

**SCENARIO:**

While sleeping, you are awoken by a group of people trying to break in.

**PROCEDURE:**

With windows closed, at buzzer, stand up, retrieve pistol from box and magazines (can be left on table), open window, engage targets are you see them.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 08

**DISTANCE:**

**SCORED HITS:** 2 scored hits

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**

