

Stage 6.1

Susan Gonzalez

RULES: IDPA Rulebook, 2005, amended **COURSE DESIGNER:** Claude Werner

START POSITION: Standing at P1, hands relaxed at sides, pistol in IDPA box at P2, loaded with 5 rounds only, autos with chamber empty, spare ammunition loaded to maximum of 6 rounds. DMG shotguns loaded with 2 rounds only.

STAGE PROCEDURE

String 1: Self initiate by retrieving pistol from box at P2. When loaded, come to low ready, timer will signal. Move to P3, engaging T1 on the move with 2 rounds. At P3, engage T2 with 2 rounds, then reload off the clock. When loaded, come to low ready.

String 2: At signal, engage T3 with 2 rounds, then move to P4 and engage T4 from beside wall with 2 head shots.

DMG:

String 1: Self initiate by retrieving pistol from box at P2. When loaded, come to low ready, timer will signal. Move to P3, engaging T1 on the move with 2 rounds. At P3, engage T2 with 2 rounds, holster pistol, obtain shotgun from rack, move to P3, and come to low ready.

String 2: At signal, engage T3, move to P4 and engage T4 from beside wall with 1 head shot.

SCORING

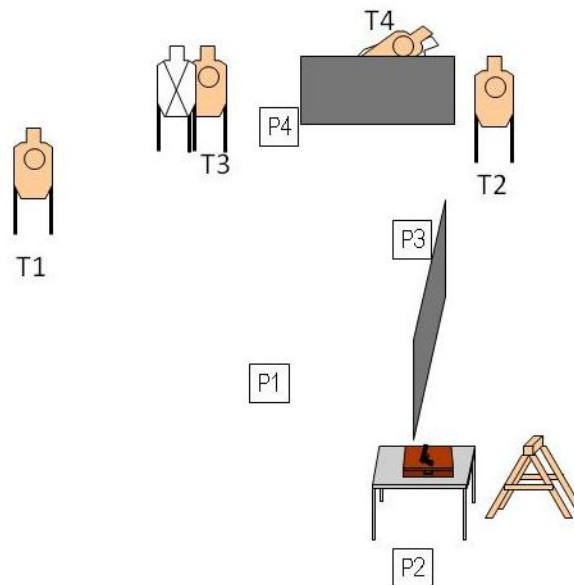
SCORING: Vickers count, 8 rounds

TARGETS: 4 IDPA

SCORED HITS: Best 2 per target, clay pigeon and paper plate must be hit.

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.

Note: On Deck DMG shooter is racked long gun guard.



SETUP NOTES: T1 – T3 are 5-feet at the shoulder, T4 is a low target.

Stage 6.2

BUG Standards 6

RULES: IDPA Rulebook, 2005, amended **COURSE DESIGNER:** Claude Werner

START POSITION: Standing at P1 behind barrel, hands relaxed at sides, pistol holstered, loaded with 5 rounds only, spare ammunition loaded to maximum of 6 rounds. Shooters without holsters may start with pistol on a bench in front of them.

STAGE PROCEDURE

Draw and engage T1 with 3 body shots freestyle then 2 head shots Strong Hand Only, using barrel as cover.

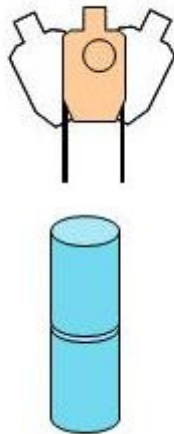
SCORING

SCORING: Vickers count, 5 rounds

TARGETS: 1 IDPA

SCORED HITS: 3 body, 2 head

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.



SETUP NOTES: T1 is 5-feet at the shoulder and one foot in front of non-threat array.

Stage 7.1

Sandy Thalheimer

RULES: IDPA Rulebook, 2005, amended

COURSE DESIGNER: Claude Werner

START POSITION: Seated at P1, hands relaxed at sides, pistol holstered, loaded with 5 rounds only, spare ammunition loaded to maximum of 6 rounds. Shooters without holsters may start with pistol on a bench in front of chair.

STAGE PROCEDURE:

String 1 - Draw pistol, move to P2 and engage T1 – T4 with 1 round each. When completed, reload, move to P3, kneel and come to low ready.

String 2 – Starting from low ready, engage T1 – T4 with 1 round each, while kneeling.

DMG:

String 1 – Draw pistol, move to P2, from kneeling, engage T1 – T4 with 1 round each. When completed, holster pistol, move to P3, obtain carbine from rack, and come to low ready.

String 2 – Starting from low ready, engage T1 – T4 with 1 round each.

SCORING

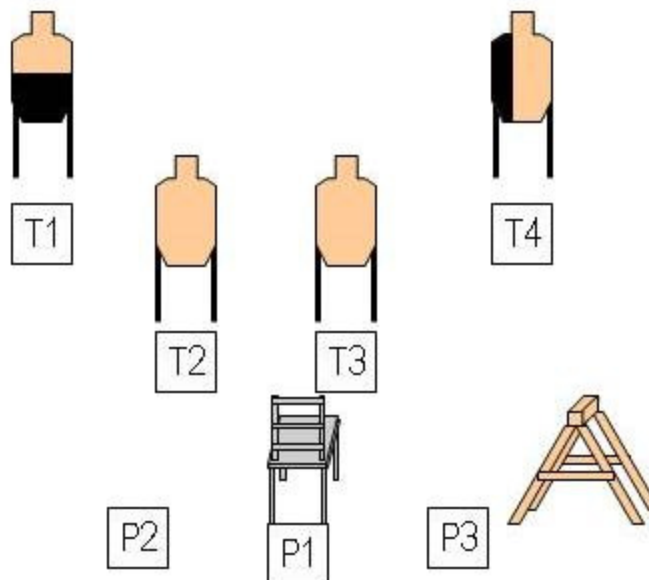
SCORING: Vickers count, 8 rounds

TARGETS: 4 IDPA

SCORED HITS: Best 2 per target

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.

Note: On Deck DMG shooter is racked long gun guard.



SETUP NOTES: T1 – T3 are 5-feet at the shoulder T4 is a low target.

Stage 7.2

BUG Standards 7

RULES: IDPA Rulebook, 2005, amended **COURSE DESIGNER:** Claude Werner

START POSITION: Standing at P1 behind barrel, hands relaxed at sides, pistol holstered, loaded with 5 rounds only, spare ammunition loaded to maximum of 6 rounds. Shooters without holsters may start with pistol on a bench in front of them.

STAGE PROCEDURE

Draw and engage T1 with 3 body shots freestyle then 2 head shots Weak Hand Only, using barrel as cover.

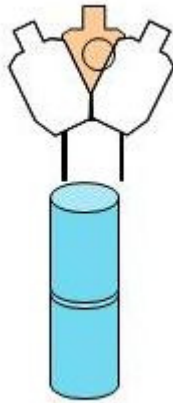
SCORING

SCORING: Vickers count, 5 rounds

TARGETS: 1 IDPA

SCORED HITS: 3 body, 2 head

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.



SETUP NOTES: T1 is 5-feet at the shoulder. Target stands are placed feet to feet.

Stage 8.1

The Greene County Shootout

RULES: IDPA Rulebook, 2005, amended

COURSE DESIGNER: Claude Werner

START POSITION: Standing at P1, in front of barrels, pistol at low ready, loaded with 5 rounds only, spare ammunition loaded to maximum of 6 rounds.

STAGE PROCEDURE

String 1 – At signal, engage T1 – T2 with 2 rounds each, in tactical sequence. When completed, reload, kneel, and come to low ready.

String 2 – Starting at low ready, engage T1 – T2 with 2 rounds each, in tactical sequence, while kneeling.

DMG (Carbine Only):

Starting at P2, low ready, engage T1 – T2 with 4 rounds each, in tactical sequence.

SCORING

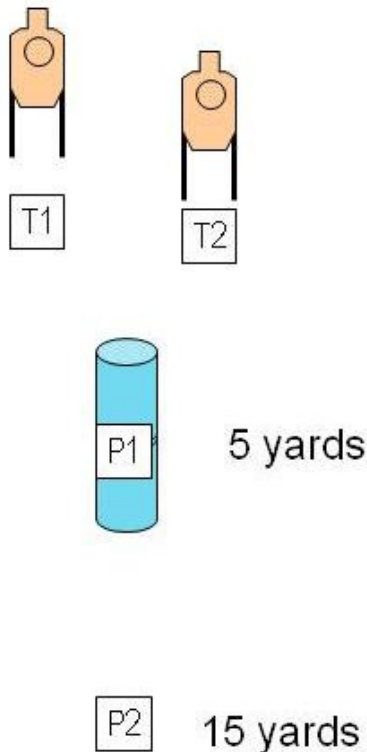
SCORING: Vickers count, 8 rounds

TARGETS: 2 IDPA

SCORED HITS: Best 4 per target

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.

Note: On Deck DMG shooter is racked long gun guard.



SETUP NOTES: All targets are 5-feet at the shoulder. Targets will have white T-shirts.

Stage 8.2

BUG Standards 8

RULES: IDPA Rulebook, 2005, amended **COURSE DESIGNER:** Claude Werner

START POSITION: Start standing at P1, behind stacked barrels, gun in weak hand, loaded with 5 rounds only. Spare ammunition loaded to maximum of 6 rounds.

STAGE PROCEDURE

Engage T1 with 3 body shots and 2 head shots, Weak Hand Only, using barrel as cover.

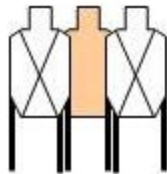
SCORING

SCORING: Vickers count, 5 rounds

TARGETS: 1 IDPA

SCORED HITS: 3 body, 2 head

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.



SETUP NOTES: All targets are 5-feet at the shoulder.

Stage 9.1

John Tress

RULES: IDPA Rulebook, 2005, amended

COURSE DESIGNER: Claude Werner

START POSITION: Standing at P1, hands relaxed at sides, pistol under counter, loaded with 5 rounds only, spare ammunition loaded to maximum of 6 rounds. DMG shotguns loaded with 2 rounds only.

STAGE PROCEDURE

Produce pistol from under counter and engage T1-T3 with 1 shot each freestyle at P1, move to P2, then engage T4 and T5 with 1 shot each freestyle

DMG:

Produce pistol from under counter and engage T1-T3 with 1 shot each freestyle, holster pistol, pick up shotgun, move to P2, then engage clay targets next to T4 and T5 with 1 shot each freestyle

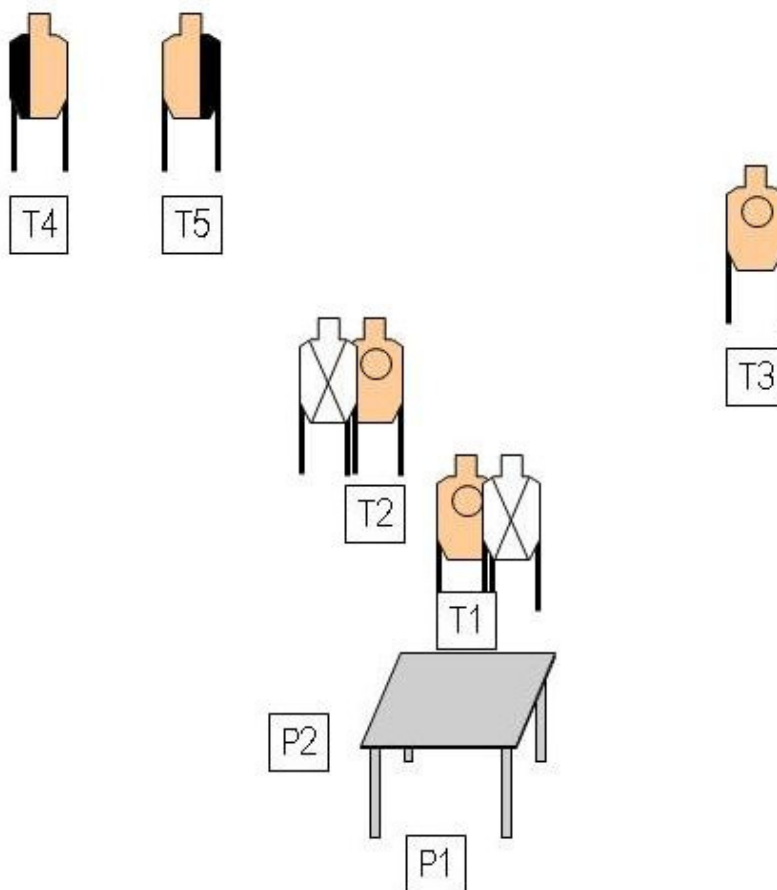
SCORING

SCORING: Vickers count, 5 rounds

TARGETS: 5 IDPA

SCORED HITS: Best 1 per target

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.



SETUP NOTES: All targets are 5-feet at the shoulder.

Stage 9.2

BUG Standards 9

RULES: IDPA Rulebook, 2005, amended **COURSE DESIGNER:** Claude Werner

START POSITION: Standing at P1 behind counter, palms on counter. Gun underneath counter, loaded with 5 rounds only. Spare ammunition loaded to maximum of 6 rounds.

STAGE PROCEDURE

Obtain pistol from underneath counter and engage T1 with 5 shots Strong Hand Only

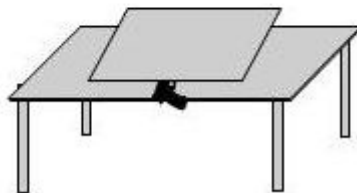
SCORING

SCORING: Vickers count, 5 rounds

TARGETS: 1 IDPA

SCORED HITS: 5 body

Subcalibers (.22 - .32): Hits in -1 or -3 zone are scored as -5.



SETUP NOTES: T1 (T3 from 9.1) is 5-feet at the shoulder.

Incidents for Cherokee Gun Club IDPA Match – May 2011

Stage 6.1

A True Story About Home Invasion: Would You Be Ready?

by Susan M. Gonzalez [featured on the Biography Channel program “I Survived.”]

“At 12:40 A.M. I heard the doorknob jiggle. I got up and started towards the door, thinking it was [my son] Justin. I had looked at the clock because I thought, wow he's home early. I stopped before I got to the door because I did not hear him set his alarm on his car. I heard a loud noise. My door was kicked in. I heard someone scream, ‘Get down Ma'am’ or ‘Lay down Ma'am.’ I was so scared that all I could think was to get to the bedroom where my husband Mike was sleeping. I ran, screaming for my husband.”

Stage 7.1

NAPLES, FL — The owner of a defensive gun school in Fort Myers wasn't about to let armed robbers outside his Naples jewelry store get away without a fight.

So, when Sandy Thalheimer, owner of Thalheimers Jewelers, saw masked men speed off after robbing someone in his jewelry store parking lot Tuesday afternoon, he raced toward their car, rammed it with his truck and within seconds was in the middle of a shootout, taking on more than four men.

Stage 8.1

The Greene County [Georgia] Shootout - Saturday, November 24, 1990

When the two friends realized they were being stalked, each grabbed his gun and made sure it was loaded. Rigsby took cover behind his truck, armed with a Ruger Mini-14 with a 30-round magazine, while Styer knelt in the tent's shadow, .45 pistol at the ready.

*One of the [criminals] slid suddenly into the light cast by the campfire, pointing his double-barreled shotgun in Rigsby's direction. Afraid he would actually shoot, Rigsby kept his head down, and heard Styer ask the man why he came back with a gun. In reply, the man swung the shotgun toward Styer and answered, "I'm going to kill you." Styer instructed the intruder to drop his gun; the intruder fired, hitting Styer in the legs. **[CLAUDE'S NOTE: when someone with a gun tells you they are going to kill you, talking is no longer an option.]***

Rigsby remembers seeing the front sight of his Mini-14 centered on the assailant's chest. He fired twice. Quickly swinging the rifle toward the second attacker's position, Rigsby fired six or seven additional rounds, determining his point of aim by the flash from the other man's muzzle against the blackness of the surrounding forest.

Stage 9.1

**From The Armed Citizen Archive*/*

May 1980:/ John F. Tress recently put 3 would-be bandits to flight by yanking out a pistol when they announced a stickup of his Baltimore liquor store. When another gunman tried the same thing in recent weeks, Tress again grabbed his cal .32 [pistol] and shot him in the stomach. The wounded bandit gasped, "I was only fooling," and staggered out the door. Hospital officials later reported his admittance for treatment, and responding police placed him under guard. (Baltimore Evening Sun, Baltimore, MD)