

# A View to a Kill

**RULES:** IDPA Rules

**COURSE DESIGNER:** Doug Klueh

**START POSITION:**

Hands at your side, weapon loaded to division capacity with all reloads to division capacity.

**SCENARIO:**

You are in your garage and when you activate the garage door opener to close the garage door, burglars decided to attack.

**PROCEDURE:**

Shooter will begin facing down range at the start point. At the signal the shooter will move to the P1 window and engage T1-T3 w/2 shots ea. Shooter will then proceed to P2 window, which is lower and engage T4-T6 w/2 shots ea, then shooter proceeds to P3, which will be prone and shoot T7-T9 w/2shots ea.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

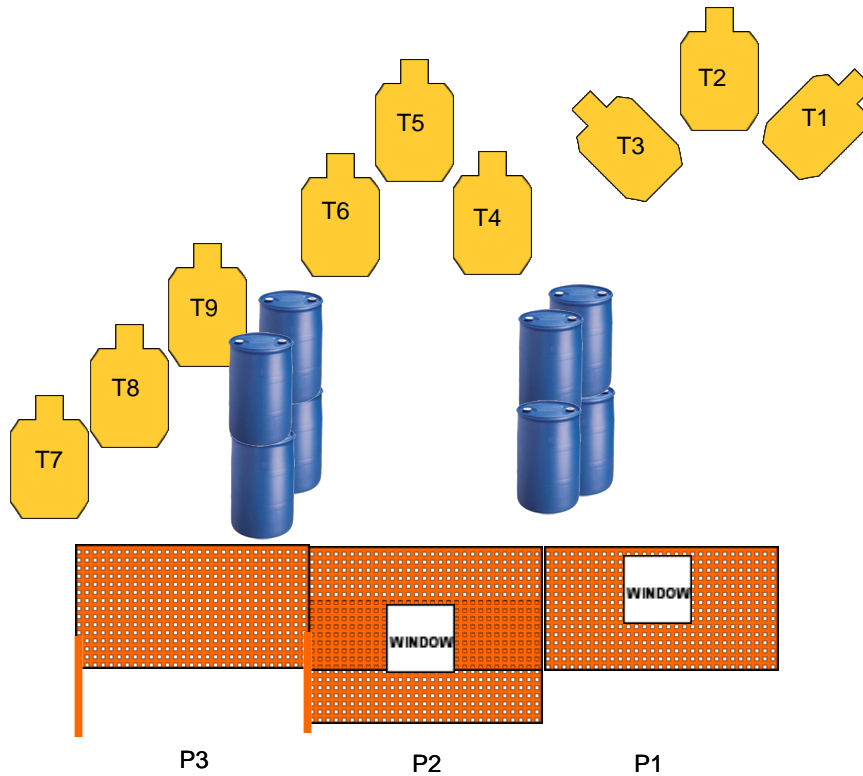
**DISTANCE:**

**SCORED HITS:**

**PENALTIES:**

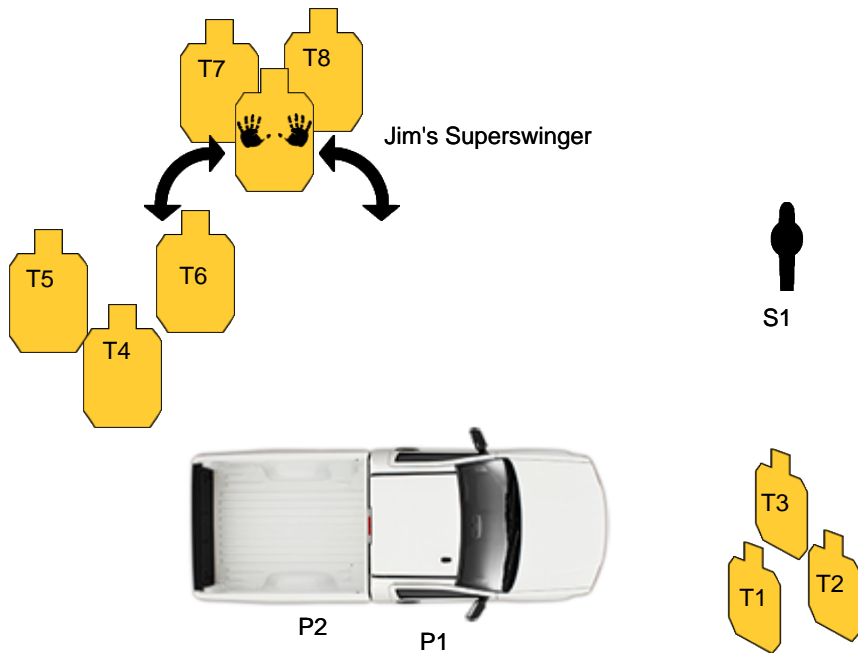
**CONCEALMENT:** No

**NOTES:**



# Gone in 60 seconds unless you can defend yourself

|   |                                    |
|---|------------------------------------|
| <b>RULES:</b> IDPA Rules  | <b>COURSE DESIGNER:</b> Doug Klueh |
| <b>START POSITION:</b><br>Standing at the door of the truck, door open with window down. Weapon is loaded to division capacity as well as all reloads.  |                                    |
| <b>SCENARIO:</b><br>You're a passenger in a vehicle and made a wrong turn, as you turn into a parking lot to turn around, a group of thugs are right in front of you and start walking to your vehicle with weapons, another group blocks the vehicle in and takes your driver hostage. Defend yourself and save your friend. | <b>SCORING:</b> Unlimited          |
| <b>PROCEDURE:</b><br>On the start signal, draw and engage T1-T3 with two shots each, then engage the steel popper until down. TURN INWARD to P2 and engage T4-T6 using truck as cover then engage T7-T8/  | <b>ROUND COUNT:</b> 17             |
|   | <b>TARGETS:</b> 08                 |
|   | <b>DISTANCE:</b>                   |
|   | <b>SCORED HITS:</b>                |
|   | <b>PENALTIES:</b>                  |
|   | <b>CONCEALMENT:</b> Yes            |
|   | <b>NOTES:</b>                      |



Vehicle is angled at the 2 o'clock position

# Half Ring of Fire

**RULES:** IDPA Rules

**COURSE DESIGNER:** Doug Klueh

**START POSITION:**

**SCENARIO:**

You are walking thru a parking lot that your buddy told you was a short cut, immediately you are surrounded by gang members wanting to know why you are on their turf. They intend to teach you a lesson, defend yourself.

**PROCEDURE:**

Standing at P1, hands at your side and weapon loaded to division capacity, engage targets T1-T7, including all steel as opportunity presents itself, with 1 shot each from either side, once all targets have one shot, reengage T7-T1 in reverse with a 2nd round.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 07

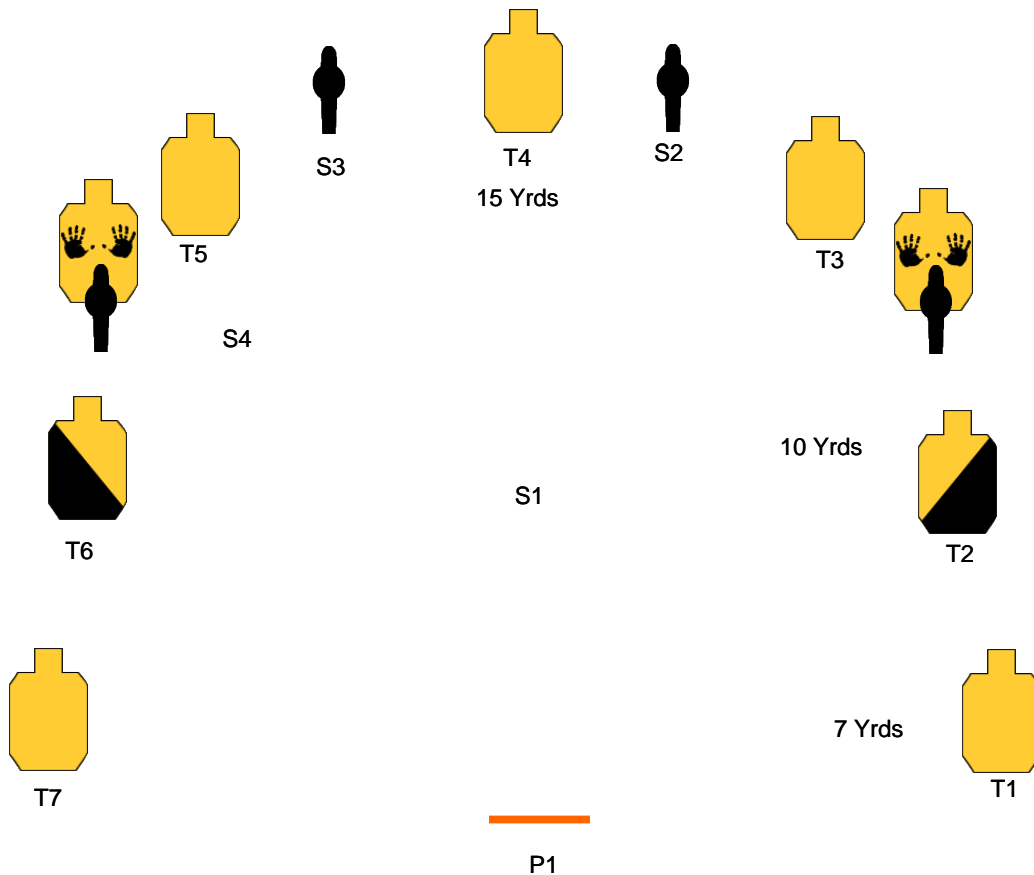
**DISTANCE:** 7-15 Yrds

**SCORED HITS:** Best two shots on paper

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



# Im Your Huckleberry

**RULES:** IDPA Rules

**COURSE DESIGNER:** Doug Klueh

**START POSITION:**

P1 hands relaxed at sides, gun holstered

**SCENARIO:**

You are the legendary gambler, womanizer, drinker, dentist and gunfighter Doc Holliday and the day has come for you to put old Johnny Ringo down for a dirt nap! You decide with all the \$hit Johnny boy has been talking it would probably be best to plug him straight between the eyes. Just as you ring Ringo's bell you notice Curly Bill and 3 of his cowboy buddies are riding up on horseback off in the distance. You decide it best to quickly plug them as well so you can get back to more serious business like drinking away that Tuberculosis.

**PROCEDURE:**

3 STRINGS ALL THE SAME.... At the buzzer draw and fire one head shot on T1. Then engage T2, then T3, then T4, then T5 with one head shot each. Shooter must engage T2 - T5 in this alternating order, around T1 thus forcing the shooter to switch from side to side in between shots. Shooter's feet must stay in the box.

**SCORING:** Limited

**ROUND COUNT:** 15

**TARGETS:** 05

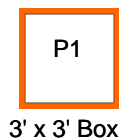
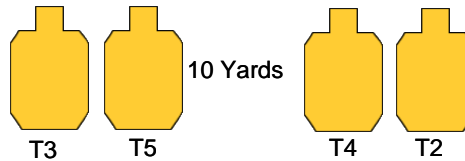
**DISTANCE:** 5 & 10 yards

**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:** Gun loaded with 6 rounds total. No reloads



# Popcorn and a Movie Rev 1

**RULES:** IDPA Rules

**COURSE DESIGNER:** Doug Klueh

**START POSITION:**

Seated holding your popcorn and favorite soda.

**SCENARIO:**

You are at the movies, just relaxing, having some popcorn and washing it back with your favorite soda and you hear real gun fire. All you want is to get out. The bad guys don't want that. Starting seated in your comfy theatre chair, gun loaded to division capacity and holstered.

**PROCEDURE:**

Begin seated with your back against the chair, holding your popcorn and soda, at the signal drop your theatre goodies, advance to P-1 and engage T-1 through T-3 with 2 rounds each using proper cover while making your way out. At the wall go to either P-4 or P-5 and engage targets T-4 through T-6 in tactical priority (slicing the pie), 2 rounds each. T-4 through T-6 can be engaged from either side.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

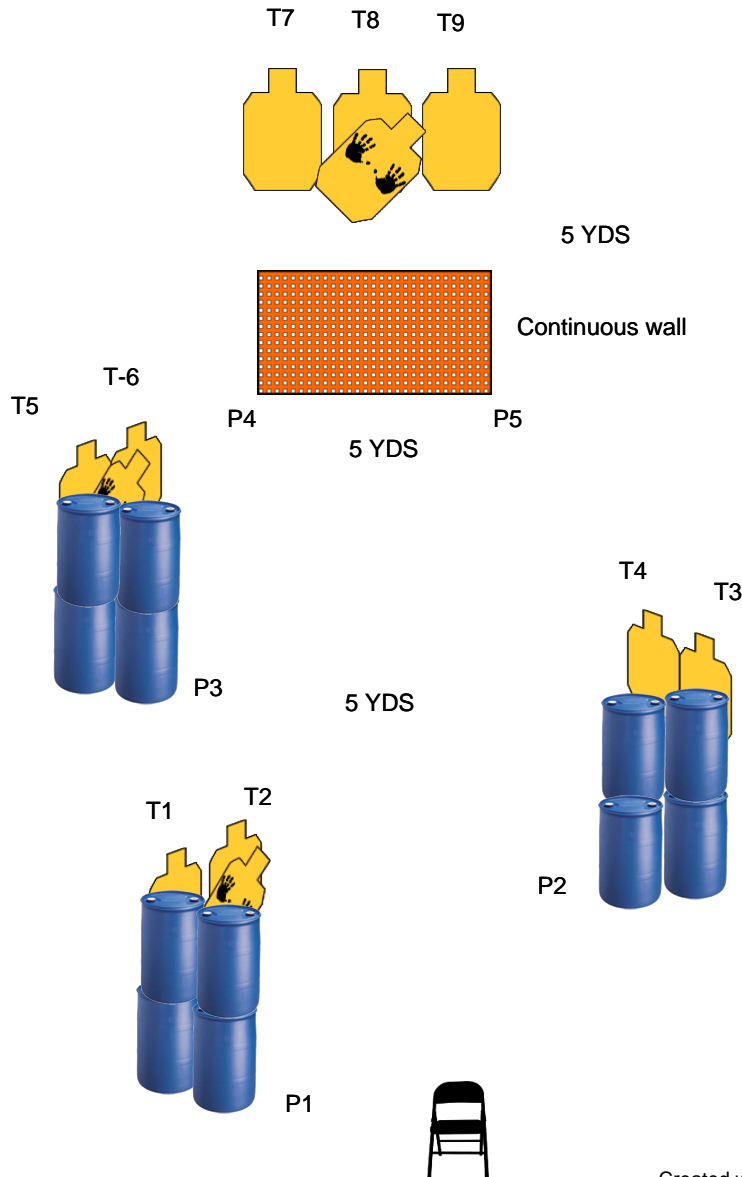
**DISTANCE:** 5 yards (20 yards total)

**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



# Tight Spot

**RULES:** IDPA Rules

**COURSE DESIGNER:** Doug Klueh

**START POSITION:**

At P1 hands at sides, back to targets.

**SCENARIO:**

Engage paper 2 to body, 1 to head. Steel must fall

**PROCEDURE:**

String 1: Turn, draw, engage two to the body, one to the head, all steel must be down. Engage targets in any sequence.

String 2: Draw and engage two to the body one to the head.

**SCORING:** Unlimited

**ROUND COUNT:** 28

**TARGETS:** 08

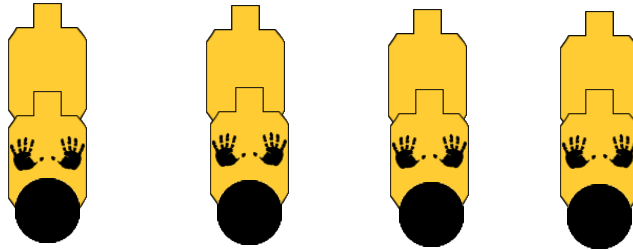
**DISTANCE:** 12 YARDS

**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**



P1  
12 YARDS