

1. Easter "Bad Egg" Hunt

Stage # 1		Easter "Bad Egg" Hunt	
RULES: IDPA Rule Book 2013		COURSE DESIGNER: Jon Santini, III	
CONCEALMENT GARMENT: Required			
STARTING POSITION: Hands at side at P1, gun holstered and loaded to division capacity.			
SCENARIO: You and your son are at the Easter Egg hunt when a group of armed thugs plan on stealing the candy. Your son is with the Easter Bunny when it all breaks loose. All the thugs have positioned themselves behind the garbage cans and trees in the park.			
STAGE PROCEDURE: At the start signal, draw and engage T1-T3 with 2 shots each in tactical priority. Move to barrel at P2 and engage T4-T7 with 2 shots each.			
Notes: <ul style="list-style-type: none"> Reload as necessary using any IDPA reload from cover only. T5-T7 are positioned so that they cannot be shot from P1. 			
SCORING: Vickers Count		RELOADS: Any IDPA reloads	
ROUND COUNT: 14 Minimum		START-STOP: Audible and last shot	
SCORED HITS: Best 2 shots on T5-T7			

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	Visit www.defensivepistol.org for the Course of Fire.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Seated Standard

Stage #2		Seated Standard	
RULES: IDPA Rule Book 2013		COURSE DESIGNER: Jon Santini	
CONCEALMENT GARMENT: Not Required			
STARTING POSITION: Seated at P1, hands on table, gun loaded to division capacity and in the IDPA box. Spare mags are on shooter's belt.			
SCENARIO: This is a standards drill from the seated position.			
STAGE PROCEDURE: At the start signal, retrieve gun from box and engage T1-T6 with 2 shots to the body, then re-engage with 1 head shot each. Targets may be engaged in any order.			
Notes: <ul style="list-style-type: none"> • Re-load as necessary using any IDPA re-load. • Shooter is to remain seated throughout the course of fire. • Limited Vickers - No make-up shots. 			
SCORING: Limited Vickers		RELOADS: Any IDPA reloads	
ROUND COUNT: 18 Rounds Only		START-STOP: Audible and last shot	
SCORED HITS: 2 body shots and 1 head shot per target			
<small>Richwood Gun & Game Club IDPA Match - April 26, 2014</small>		Equipment 8 Target Stands 16 Target Uprights 1 Barrel 1 Table 1 Chair 1 IDPA Box 6 Threat Targets 2 Non-Threat Targets	

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	Visit www.defensivepistol.org for the Course of Fire.				
Start pos	Gun loaded & placed in IDPA box. Spare mags on belt.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. Back It Up

Stage #3		Back It Up	
RULES: IDPA Rule Book 2013		COURSE DESIGNER: Jon Santini	
CONCEALMENT GARMENT: Required			
STARTING POSITION: Standing at P1, hands relaxed at sides, gun loaded to division capacity			
SCENARIO: A casual conversation goes south when the wrong topic is raised. You must defend Yourself from the immediate threat and then from the rest of the "supporters".			
STAGE PROCEDURE: At the start signal, draw and engage T1 with 6 rounds while retreating to the end of the wall. Engage T2-T6 in tactical priority.			
Notes: • Re-load as necessary using any IDPA re-load.			
SCORING: Vickers Count		RELOADS: Any IDPA reloads	
ROUND COUNT: 16 Minimum		START-STOP: Audible and last shot	
SCORED HITS: Best 6 shots on T1, best 2 shots on T2-T6			

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	Visit www.defensivepistol.org for the Course of Fire.
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	