

1. Failure to Stop

Stage #1	Failure to Stop
RULES: IDPA Rule Book 2014	COURSE DESIGNER: Jon Santini
CONCEALMENT GARMENT: Required	
STARTING POSITION: Standing at P1 arms length from T2, hands relaxed at sides, gun holstered and loaded to division capacity	
SCENARIO: After being confronted by three strangers, you suddenly realize something might not be right. Their breath is really bad and they are deciding who get to eat various parts of your body. While landing off the attack, the body shots have little effect. You begin to think "Zombies"	
STAGE PROCEDURE: At the start signal, draw and engage T1-T3 with 2 shots to the body from retention while retreating to cover at P2. Once at P2, re-engage T1-T3 with 1 shot to each head free style. Move from cover toward P3 until T4 can be engaged and engage with 2 body shots followed by 1 head shot.	
Notes: <ul style="list-style-type: none"> Re-load as necessary using any IDPA re-load. T1-T3 can be initially engaged in any order or any sequence. At P2, cover must be used while re-engaging. Be sure not to expose too much of yourself while engaging T4 - maintain "cover". 	
SCORING: Vickers Count	RELOADS: Any IDPA reloads
ROUND COUNT: 12 Minimum	START-STOP: Audible and last shot
SCORED HITS: 2 body shots & 1 head shot per target	

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	4 paper,	Total	4 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R as marked
Setup	

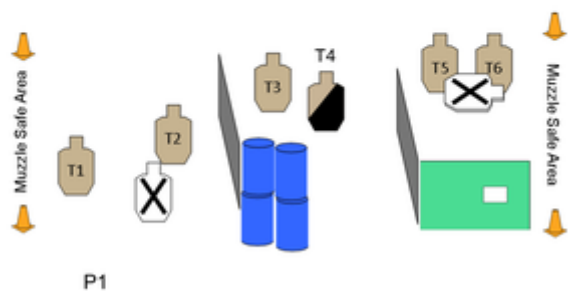
2. Schools Out

Stage #2		School's Out	
RULES: IDPA Rule Book 2014		COURSE DESIGNER: Jon Santini	
CONCEALMENT GARMENT: Required			
STARTING POSITION: Standing at P1, hands relaxed at sides, gun holstered and loaded to division capacity.			
SCENARIO: You arrive at the school to pick up your kids from summer sports camps only to find some thugs trying to pick them up before you can. Defend your kids and take out the trash.			
STAGE PROCEDURE: At the start signal, draw and engage T1-T2 with 2 shots each while moving to cover. Move through the stage engaging all target with 2 rounds each.			
Notes: <ul style="list-style-type: none"> Re-load as necessary using any IDPA re-load. Be sure to use cover for all targets after T2. 			
SCORING: Vickers Count		RELOADS: Any IDPA reloads	
ROUND COUNT: 14 Minimum		START-STOP: Audible and last shot	
SCORED HITS: 2 shots per target			
<small>Richwood Gun & Game Club IDPA Match - July 26, 2014</small>		Prop List 2 SRT Waits 1 SRT Vest 9 Target Stands 16 Target Uprights 7 Targets 2 Non-Threats	

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as marked				
Setup					

3. Watch for the Kids

Richwood Gun and Game Club	Watch for the Kids! Stage 3	July, 2014
SCENARIO: You are walking down the street and a gang of abductors have grabbed your kids. Stop them!		
GUN READY CONDITION: Loaded to Division capacity, holstered		SCORING: Best of 3 hits on T1&T2, best of 2 hits on all other (14 round minimum)
STAGE PROCEDURE: Hands over head, facing targets (bent)		START-STOP: Audible and last shot
		COVER GARMENT: Required
		NOTE: Muzzle Safe Area will be marked- 180 rule is not applicable



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R as marked				
Setup					