

1. Family Frenzy

Stage #1		Family Frenzy	
RULES:	IPFA 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: It's a beautiful day for a few hours on the lake. You drop you family off and go park your car. Upon heading to the dock you notice your family has been taken hostage by a group of angry thugs. Save your family and the day.			
STAGE PROCEDURE: At the start signal, draw and engage steel, then advance to P2. Engage T1-T2 with 2 shots each while using cover. Move through the stage engaging all target with 2 rounds each using cover appropriately.			
Notes: <ul style="list-style-type: none"> Re-load as necessary using any IDPA re-load. Be sure all reloads are started and finished without moving your feet. Be sure to use cover for all targets after the 1st steel. Cover is not required for this target. 			
SCORING:	Vickers Count	RELOADS:	Any IDPA reloads
ROUND COUNT:	16 Minimum	START-STOP:	Audible and last shot
SCORED HITS:	2 shots per target & steel down		

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 popper, 3 no-shoot	Total	9 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
Setup	

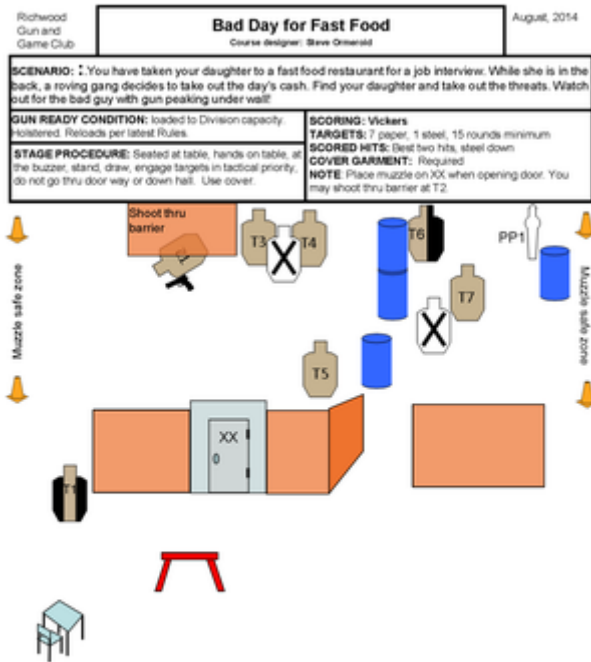
2. El Mozambique

Stage #2		El Mozambique	
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 with 6 rounds only. All other magazines are also loaded with 6 rounds.			
SCENARIO: This is a version of a standard stage Mozambique style.			
STAGE PROCEDURE: At the start signal, draw and engage T1-T3 with 2 body shots each only. Re-load and engage T4-T6 with 2 body shots each only. Re-load and engage T1-T6 with 1 head shot each only.			
Notes: <ul style="list-style-type: none"> • Re-load only using emergency (slide-lock or empty cylinder) re-load only. • This is a Limited Vickers stage - there are no make-up shots. 			
SCORING: Limited Vickers Count		RELOADS: Any IDPA reloads	
ROUND COUNT: 18 Only		START-STOP: Audible and last shot	
SCORED HITS: 2 body shots & 1 head shot per target			
Richwood Gun & Game Club IDPA Match - August 23, 2014		Prop List 6 Target Stands 12 Target Uprights 6 Targets	

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	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				
Setup					

3. Bad Day for Fast Food



Richwood Gun and Game Club
Bad Day for Fast Food
 Course designer: Steve Ormsland
 August, 2014

SCENARIO: 1. You have taken your daughter to a fast food restaurant for a job interview. While she is in the back, a roving gang decides to take out the day's cash. Find your daughter and take out the threats. Watch out for the bad guy with gun peaking under wall.

GUN READY CONDITION: loaded to Division capacity. holstered. Reloads per latest Rules.

STAGE PROCEDURE: Seated at table, hands on table, at the buzzer, stand, draw, engage targets in tactical priority, do not go thru door way or down hall. Use cover.

SCORING: Vickers
TARGETS: 7 paper, 1 steel, 15 rounds minimum
SCORED HITS: Best two hits, steel down
COVER GARMENT: Required
NOTE: Place muzzle on XX when opening door. You may shoot thru barrier at T2.

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper, 1 popper, 2 no-shoot	Total	8 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
Setup	