

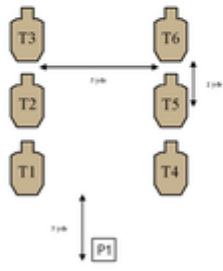
# 1. Family Frenzy

Stage #1		Family Frenzy	
<b>RULES:</b> IDPA Rule Book 2014		<b>COURSE DESIGNER:</b> Jon Santini	
<b>CONCEALMENT GARMENT:</b> Required			
<b>STARTING POSITION:</b> Standing at P1, hands relaxed at sides, gun holstered and loaded to division capacity.			
<b>SCENARIO:</b> 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 city.			
<b>STAGE PROCEDURE:</b> 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.			
<b>Notes:</b> <ul style="list-style-type: none"> <li>Re-load as necessary using any IDPA re-load. Be sure all reloads are started and finished without moving your feet.</li> <li>Be sure to use cover for all targets after the 1st steel. Cover is not required for this target.</li> </ul>			
<b>SCORING:</b> Vickers Count		<b>RELOADS:</b> Any IDPA reloads	
<b>ROUND COUNT:</b> 16 Minimum		<b>START-STOP:</b> Audible and last shot	
<b>SCORED HITS:</b> 2 shots per target & steel down			

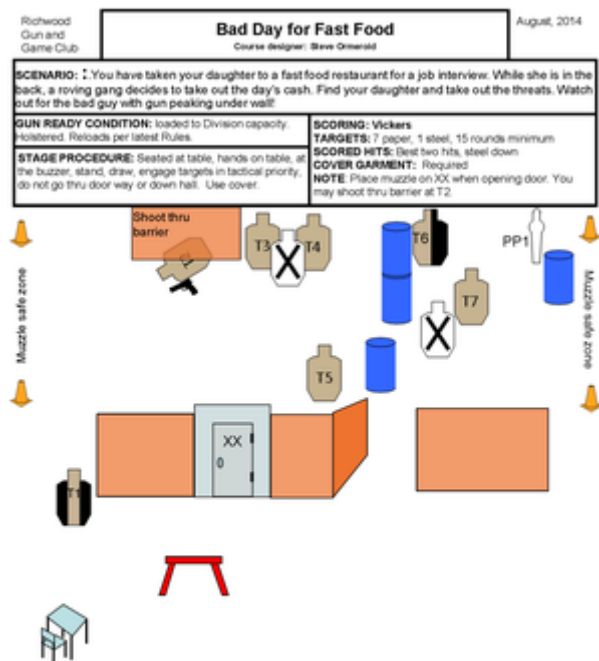
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 popper, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 2. El Mozambique

Stage #2		El Mozambique	
<b>RULES:</b> IDPA Rule Book 2014		<b>COURSE DESIGNER:</b> Jon Santini	
<b>CONCEALMENT GARMENT:</b> Required			
<b>STARTING POSITION:</b> Standing at P1, hands relaxed at sides, gun holstered and loaded with 6 rounds only. All other magazines are also loaded with 6 rounds.			
<b>SCENARIO:</b> This is a version of a standards stage Mozambique style			
<b>STAGE PROCEDURE:</b> 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.			
<b>Notes:</b> <ul style="list-style-type: none"><li>• Re-load only using emergency (slide-lock or empty cylinder) re-load only.</li><li>• This is a Limited Vickers stage - there are no make-up shots.</li></ul>			
<b>SCORING:</b> Limited Vickers Count		<b>RELOADS:</b> Any IDPA reloads	
<b>ROUND COUNT:</b> 18 Only		<b>START-STOP:</b> Audible and last shot	
<b>SCORED HITS:</b> 2 body shots & 1 head shot per target			
<div style="text-align: center;"></div>			
<div style="float: right; border: 1px solid black; padding: 5px; width: 200px;"><b>Prop List</b> 6 Target Stands 12 Target Uprights 6 Targets</div> <div style="clear: both;"></div> <div style="text-align: center; margin-top: 20px;">Richwood Gun &amp; Game Club IDPA Match - August 23, 2014</div>			

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



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					