

# 1. Family Frenzy

Stage #1		Family Frenzy	
<b>RULES:</b>	IPFA 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 day.			
<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 IPFA 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 IPFA 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		
<small>Richwood Gun &amp; Game Club IPFA Match - August 23, 2014</small>			

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	

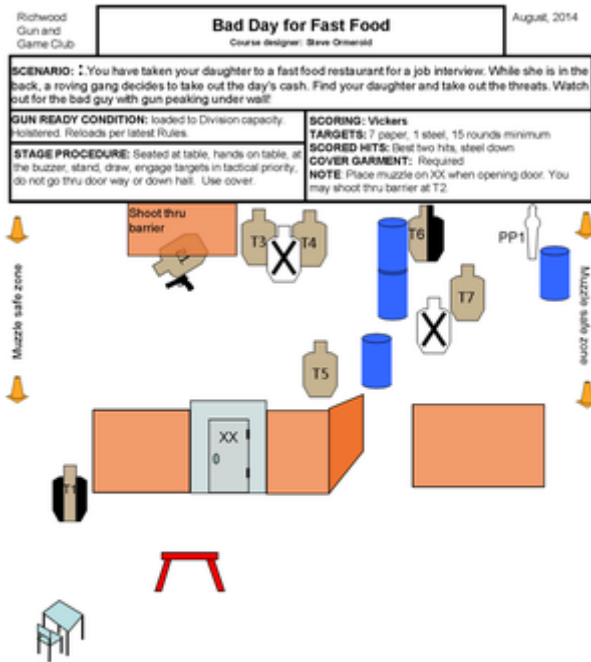
## 2. El Mozambique

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 standard 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			
Richwood Gun & Game Club IDPA Match - August 23, 2014		<b>Prop List</b> 6 Target Stands 12 Target Uprights 6 Targets	

<b>Scoring</b>	Limited Vickers Count	<b>Firearm</b>	Handgun	<b>Rounds</b>	18
<b>Targets</b>	6 paper,	<b>Total</b>	6 targets	<b>Strings</b>	1

<b>Scenario &amp; Procedure</b>					
<b>Start pos</b>	Gun loaded & holstered				
<b>Start on</b>	Audible signal				
<b>Stop on</b>	Last shot				
<b>Penalties</b>	As per current edition of rules				
<b>Safety</b>	L/R				
<b>Setup</b>					

# 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	