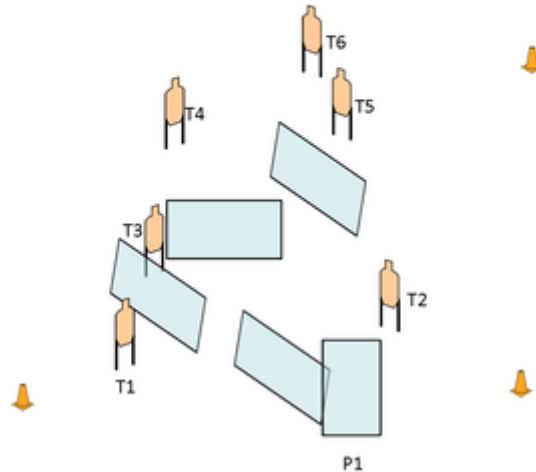


# 1. 3 Rounds for Everyone

Richwood Gun and Game Club	<b>3 Rounds for Everyone- Stage 1</b> Course designer: Jesse Smith, modified by Steve Ormswold	September 2014 match
<b>SCENARIO:</b> A roving gang has invaded your gun range during a match. They are using your props to hide behind. You use cover and neutralize the threats.		
<b>GUN READY CONDITION:</b> Holstered at Division capacity Cover garment required	<b>SCORING:</b> Best 2 hits on the body and 1 hit on head	<b>TARGETS:</b> 6 paper
<b>STAGE PROCEDURE:</b> At the buzzer, engage all targets in tactical priority, using cover. Watch, they may be multiple ways to go!	<b>START-STOP:</b> audible and last shot	<b>NOTE:</b> Watch your muzzle and use cover

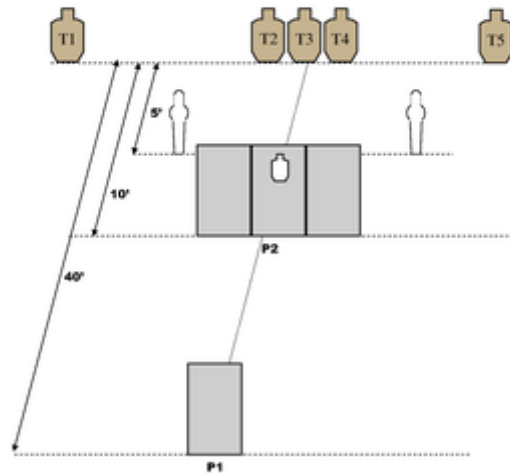


Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	1

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	

## 2. On the Upper Pad

Stage # 2	On the Upper Pad II
RULES: IDPA, Concealment required	COURSE DESIGNER: Murray Gardner modified by Michael Craig
START POSITION: Standing at P1 behind barricade, hands relaxed at sides, handgun loaded to division capacity concealed.	
STAGE PROCEDURE: On signal engage T1, T2 P1 & PP2. Move to P2 and engage T2-T4 through port. All paper targets get 2 shots each and knock down steel.	
SCORING: Vickers count	
ROUND COUNT: 12 rounds	
SCORED HITS: Best 2 each T1-T5, Knock down steel	
RELOADS: Any IDPA reload behind cover	
START-STOP: Audible and last shot	



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	5 paper, 2 popper,	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
Setup	

# 3. Construction Site Positions

Stage #3		Construction Site Positions	
<b>RULES:</b>	IPFA Rule Book 2005	<b>COURSE DESIGNER:</b>	Phil Day of Coastal Bend Shooters modified by Jon Barrios
<b>CONCEALMENT GARMENT:</b>	Required		
<b>STARTING POSITION:</b> Standing at P1, hands at surrender, gun loaded to division capacity and concealed.			
<b>SCENARIO:</b> You are working on a construction site when armed robbers try to make off with the week's wages. Several of your co-workers voice their dissent and are shot at. You make for cover as the shooting starts. The robbers see you as a witness and open fire on you and the rest of your co-workers. Two are armed with rifles and are shooting at anything that moves.			
<b>STAGE PROCEDURE:</b> At the start signal, draw and move to P2 and engage T1 while moving with 2 rounds. At P2 engage T2-T3 with 2 rounds each from cover. Move to P3 and engage P4-P5 with 2 rounds each. Move to P4 and engage T6-T7 with 2 rounds each from cover. Move to P5 and engage P8-P9 through the barrel. Reload as necessary from behind cover using any IPFA reloads. <ul style="list-style-type: none"> <li>Start with the gun loaded to IPFA Division capacity.</li> <li>Be aware of your ammo condition prior to moving between shooting positions. Do no move with an empty gun.</li> <li>All reloads must be done from behind cover.</li> </ul>			
<b>SCORING:</b>	Vickers Count	<b>RELOADS:</b>	Any IPFA reloads
<b>ROUND COUNT:</b>	18 Minimum	<b>START-STOP:</b>	Audible & Last Shot
<b>SCORED HITS:</b>	Best 2 each on T1-T9		

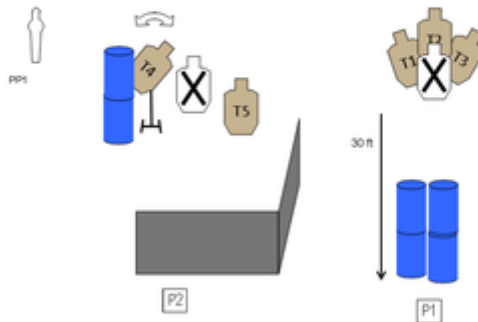
Richard Run & Game Club  
IPFA Match - September 27, 2014

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 2 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	

# 4. Look out for Good Guys and more

Richwood Gun and Game Club	Look out for the Good Guy & More Stage 4 Course designer: Steve Ormeroid	Sept-2014
<b>SCENARIO:</b> 1. The bad guys come in threes and are surrounding some innocent bystanders. Take care of the threats!		
<b>GUN READY CONDITION:</b> Loaded to Division Capacity, holstered, hands at side-relaxed.		<b>SCORING:</b> Best of 3 on T1-T3, best of 2 on T4-T5, steel down.
<b>STAGE PROCEDURE:</b> On the signal, engage T1-T3 with 3 shots each. Move to P2, knock down PP1, engage T5 and T4 with 2 shots each. PP1 activates T4		<b>TARGETS:</b> 5 paper, 1 steel, 2 no-shoot <b>ROUND COUNT:</b> 54 <b>START-STOP:</b> <b>COVER GARMENT:</b> Required <b>NOTE:</b> T4 1/2 down half covered at rest.



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
	Targets		5 paper, 1 popper, 2 no-shoot		Total
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					