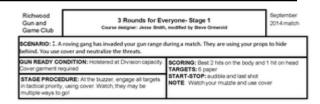
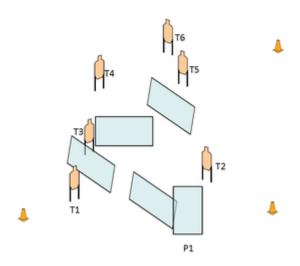
## 1. 3 Rounds for Everyone

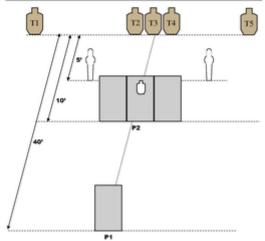




Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 2. On the Upper Pad

Stage # 3x 2	On the Upper Pad II		
RULES: IDPA, Concealment required	COURSE DESIGNER: Murray Gardner modified by Michael Craig		
START POSITION: Standing at P1 behind division capacity concealed.	burricade, hands relaxed at sides, handgun loaded to		
STAGE PROCEDURE: On signal engage? through port. All paper targets get 2 shots eas	T1, T2 PP1 & PP2. Move to P2 and engage T2-T4 ch and knock down steel.		
SCORING: Vickers count ROUND COUNT: 12 rounds SCORED BITTS: Best 2 each T1-T5, Knock RELOADS: Any IDPA relead behind cover	down steel		
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

	ge #3	Construction Site Positions
RULES: CONCEALMENT	IDPA Rule Book GARMENT: Required	2005 COURSE DESIGNER: Phil Day of Coastal Bend Shooters modified by Jon Santini
STARTING POSIT	NON: Standing at P1, hands at	t surrender, gun loaded to division capacity and concealed.
Several of your op-	workers voice their desert and se and open fire on you and th	on site when armed robbers try to make off with the week's wages, id are shot at. You make for cover as the shooting starts. The robbe is rest of your co-workers. Two are armed with rifles and are shooting.
engage T2-T3 with engage T6-T7 with from behind cover • Start with the ; • Be aware of yo	2 rounds each from oover. Mi 2 rounds each from cover. Mi using any IDPA reloads. gun loaded to IDPA Division ca	and move to 172 and engaging T1 white moving with 2 tourids. At P2 over to P3 and engage 194-19 with 2 rounds each. Move to P4 and over to P5 and engage P6-20 through the barrel. Relead as necessal geoty: wing between shooting positions. Do no move with an empty gun.
SCORING: ROUND COUNT: SCORED HITS:	Vickers Count 16 Minimum Best 2 each on T1-T9	RELOADS: Any IDPA reloads START-STOP: Audible & Last Shot
15 you (F	X PPI PPI	35 yzs

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

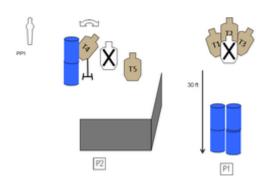
Richwood
Gun and
Game Glub
Stage 4 Course designer: Stere Ormerold

SCENARIO: The bad guys come in threes and are surrounding some innocent bystanders. Take care of the threatel

GUN READY CONDITION: Loaded to Division Capacity, noistered, hands at side-relaxed.

STAGE PROCEDURE: 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

MOTE T4 trigown half covered at rest



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	5 paper, 1 popper, 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				
Setup					