

1. Fun House Standards

Stage #1	Left Corner of Pistol Bay	Fun House Standards
RULES: IDPA Rule Book 2014		COURSE DESIGNER: Jon Santini
CONCEALMENT GARMENT: Required		
STARTING POSITION: Standing at P1 arms length from T2, hands relaxed at sides, gun on the barrel UNLOADED with magazine/speed loader with 6 rounds next to it. Remaining magazine/speed loaders are on the other barrels loaded with 6 rounds each.		
SCENARIO: These targets are laughing AT you so much they can't stand up straight. Time to teach them a lesson; after all, this is a standards stage and they are only cardboard. Let's work on those Free Style, Strong Hand, and Weak Hand skills.		
STAGE PROCEDURE: At the start signal, retrieve gun and load it. At P1, engage T1-T6 with 1 round each Free Style. Advance to P2. At P2, reload and engage T1-6 with 1 round each Strong Hand only. Advance to P3. At P3, reload and engage T1-T6 with 1 round each Weak Hand Only.		
Notes: <ul style="list-style-type: none"> • Reloads may be initiated prior to leaving the previous shooting position and completed when you retrieve the next magazine/speed loader. • There is not cover required for this stage. 		
SCORING: Limited Vickers Count ROUND COUNT: 18 Only SCORED HITS: 3 shots per target		RELOADS: Emergency reloads only START-STOP: Audible and last shot

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

Scenario & Procedure	Stages descriptions are available for viewing and download at http://richwoodgunandgameclub.org/matchandevents/pistolevents/pdp.html				
Start pos	Gun unloaded and on barrel				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. Camping Surprise

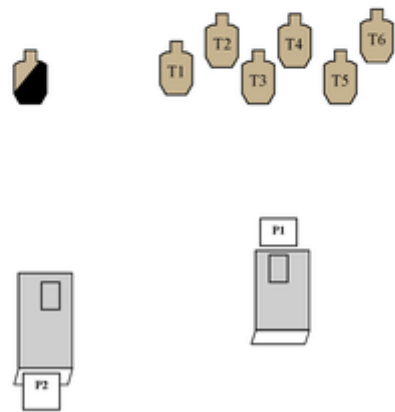
Stage #2		Camping Surprise	
Right Corner of Post Box		COURSE DESIGNER: Jon Santini	
RULES: IDPA Rule Book 2014		CONCEALMENT GARMENT: Required	
STARTING POSITION: Standing at P1 arms length from T1, bag held in strong hand, gun holstered and loaded to division capacity			
SCENARIO: After arriving at your campsite for the weekend, you begin to unload your gear. Your neighbors aren't too keen on the sight you chose, it is too close. Instead of asking you nicely to find another spot, they attack you and your family.			
STAGE PROCEDURE: At the start signal, drop the bag, draw and engage T1 with 4 shots while retreating toward P2. T2 becomes visible before you get there so engage it with 2 shots also. At P2, engage T3 with 2 shots from cover. Move to P3 and engage the remaining threats in tactical priority. All paper targets get 2 shots and the popper needs to be down. The popper will activate the T5 swinger.			
Notes: • Re-load as necessary using any IDPA re-load. • T2 may be re-engaged from P2, no other targets can be re-engaged once you have left the engagement position. • T5 is not a disappearing target and can scored as an FTN appropriate.			
SCORING: Vickers Count		RELOADS: Any IDPA reloads	
ROUND COUNT: 15 Minimum		START-STOP: Audible and last shot	
SCORED HITS: Best 4 shot on T1, best 2 shots on T2-T6, & steel down			

Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	6 paper, 1 popper, 2 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered, holding a camp bag
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

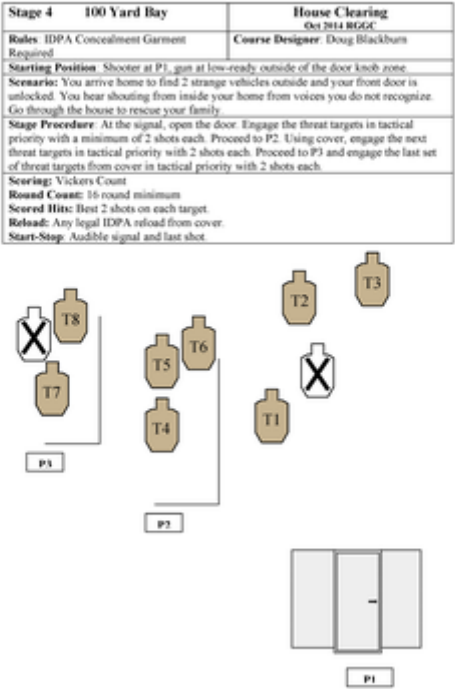
3. Enter your PIN Now

Stage 3	Pond side	Enter Your PIN, Now! Oct 2014 BGGC
Rules: IDPA	Concealment Garment Required	Course Designer: Mark Rudolph (Modified by Kevin Lewis)
Starting Position: At P1, facing up-range.		
Scenario: You are using an ATM machine at night when you hear, "Give it up!" You turn and see 6 armed punks grinning in anticipation of what they will do with your money (and with you!). You put 2 shots into each assailant. The first five go down and stay, but the sixth one shoots you in your dominant arm. You retreat to cover (P2), and engage the sixth punk (who has now also taken cover) with 2 additional shots.		
Stage Procedure: Start at P1, facing up-range, weapon holstered and concealed. Both hands are on the "ATM machine". At the signal, turn, draw and engage T1-T6 with 2 shots each in tactical sequence (1 shot each before re-engaging). Move to P2, and engage T7 with 2 shots WEAK HAND ONLY.		
Scoring: Vickers Count		
Round Count: 14 rounds minimum		
Scored Hits: Best 2 hits on each target		
Reload: Any legal IDPA		
Start/Stop: Audible signal and last shot.		



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper,	Total	7 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered, facing up range				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. House Clearing



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & at low ready				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					