

1. Easter "Bad Egg" Hunt

Stage # 1		Easter "Bad Egg" Hunt	
RULES:	IPFA Rule Book 2013	COURSE DESIGNER:	Jon Santini, III
CONCEALMENT GARMENT:	Required		
STARTING POSITION: Hands at side at P1, gun holstered and loaded to division capacity.			
SCENARIO: You and your son are at the Easter Egg hunt when a group of armed thugs plan on stealing the candy. Your son is with the Easter Bunny when it breaks loose. All the thugs have positioned themselves behind the garbage cans and trees in the park.			
STAGE PROCEDURE: At the start signal, draw and engage T1-T3 with 2 shots each in tactical priority. Move to barnet at P2 and engage T4-T7 with 2 shots each.			
Notes: <ul style="list-style-type: none"> Re-load as necessary using any IPFA reload from cover only. T5-T7 are positioned so that they cannot be shot from P1. 			
SCORING:	Vickers Count	RELOADS:	Any IPFA reloads
ROUND COUNT:	14 Minimum	START-STOP:	Audible and last shot
SCORED HITS:	Best 2 shots on T1-T7		
<p>The diagram illustrates the course layout. Position P1 is on the left, and Position P2 is in the center. Targets T1, T2, and T3 are located near P1. Targets T4, T5, T6, and T7 are located near P2. There are several blue barrels and a pink bunny icon scattered throughout the course. A 'Barnet' is indicated near P2. A 'Fire List' box in the bottom right corner contains the following items: 1 6ft wall, 12 Barrels, 9 Target Stands, 18 Longrifs, 7 Threat Targets, and 2 No Shoot Targets.</p>			
Richwood Gun and Game Club IPFA Match - April 26, 2014			

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1

Scenario & Procedure	Visit www.defensivepistol.org for the Course of Fire.				
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. Seated Standard

Stage #2	Seated Standard
RULES: IDPA Rule Book 2013	COURSE DESIGNER: Jon Santini
CONCEALMENT GARMENT: Not Required	
STARTING POSITION: Seated at P1, hands on table, gun loaded to division capacity and in the IDPA box. Spare mags are on shooter's belt.	
SCENARIO: This is a standards drill from the seated position.	
STAGE PROCEDURE: At the start signal, retrieve gun from box and engage T1-T6 with 2 shots to the body, then re-engage with 1 head shot each. Targets may be engaged in any order.	
Notes: <ul style="list-style-type: none"> • Re-load as necessary using any IDPA re-load. • Shooter is to remain seated throughout the course of fire. • Limited Vickers - No make-up shots. 	
SCORING: Limited Vickers	RELOADS: Any IDPA reloads
ROUND COUNT: 18 Rounds Only	START-STOP: Audible and last shot
SCORED HITS: 2 body shots and 1 head shot per target	
<div style="display: flex; justify-content: space-between;"> <div> <p>Richwood Gun & Game Club IDPA Match - April 26, 2014</p> </div> <div style="border: 1px solid black; padding: 2px;"> <p>Equipment</p> <ul style="list-style-type: none"> 8 Target Stands 16 Target Uprights 1 Barrels 1 Table 1 Chair 1 IDPA Box 6 Threat Targets 2 Non-threat Targets </div> </div>	

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	Visit www.defensivepistol.org for the Course of Fire.
Start pos	Gun loaded & placed in IDPA box. Spare mags on belt.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

3. Back It Up

Stage #3		Back It Up	
RULES: IDPA Rule Book 2013	COURSE DESIGNER: Jon Santini		
CONCEALMENT GARMENT: Required			
STARTING POSITION: Standing at P1, hands relaxed at sides, gun loaded to division capacity			
SCENARIO: A casual conversation goes south when the wrong topic is raised. You must defend Yourself from the immediate threat and then from the rest of the "supporters".			
STAGE PROCEDURE: At the start signal, draw and engage T1 with 6 rounds while retreating to the end of the wall. Engage T2-T6 in tactical priority.			
Notes: • Re-load as necessary using any IDPA re-load.			
SCORING: Vickers Count	RELOADS: Any IDPA reloads		
ROUND COUNT: 16 Minimum	START-STOP: Audible and last shot		
SCORED HITS: Best 6 shots on T1, best 2 shots on T2-T6			
Richwood Gun & Game Club IDPA Match - April 28, 2014		Prop List 8 Target Stands 16 Target Uprights 2 Off Wall 6 Threat Targets 2 Non-threat Targets	

Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	Visit www.defensivepistol.org for the Course of Fire.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					