

# 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 IDPA 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 IDPA 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 |                         |                       |
|   |                                 |                         |                       |

|         |                               |         |           |         |    |
|---------|-------------------------------|---------|-----------|---------|----|
| 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                |                                 |

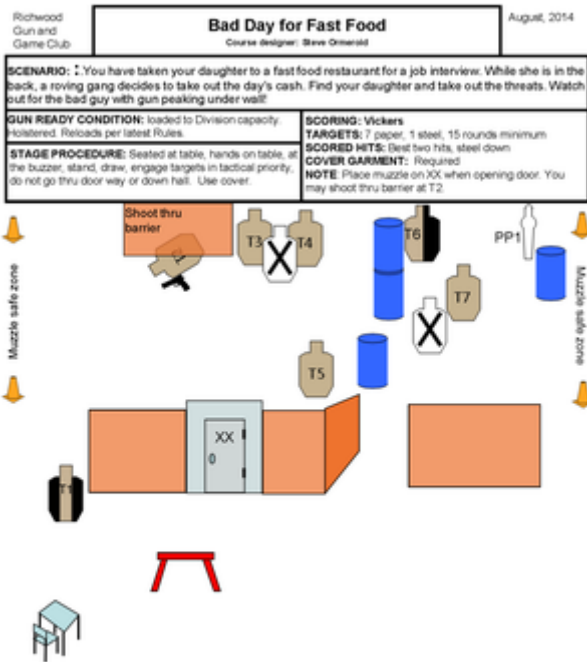
## 2. El Mozambique

| 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<br>IDPA Match - August 23, 2014   |                                     | <b>Prop List</b><br>6 Target Stands<br>12 Target Uprights<br>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



|         |                               |         |           |         |    |
|---------|-------------------------------|---------|-----------|---------|----|
| 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                |                                 |