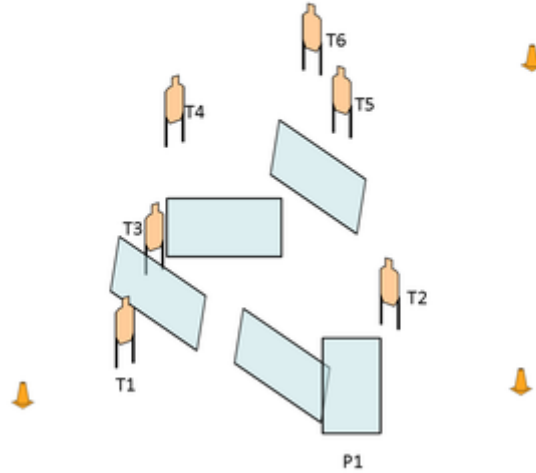


1. 3 Rounds for Everyone

Richwood Gun and Game Club	3 Rounds for Everyone- Stage 1 Course designer: Jesse Smith, modified by Steve Ormswold	September 2014 match
SCENARIO: 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.		
GUN READY CONDITION: Holstered at Division capacity Cover garment required		SCORING: Best 2 hits on the body and 1 hit on head TARGETS: 6 paper
STAGE PROCEDURE: At the buzzer, engage all targets in tactical priority, using cover. Watch, they may be multiple ways to go!		START-STOP: audible and last shot NOTE: Watch your muzzle and use cover

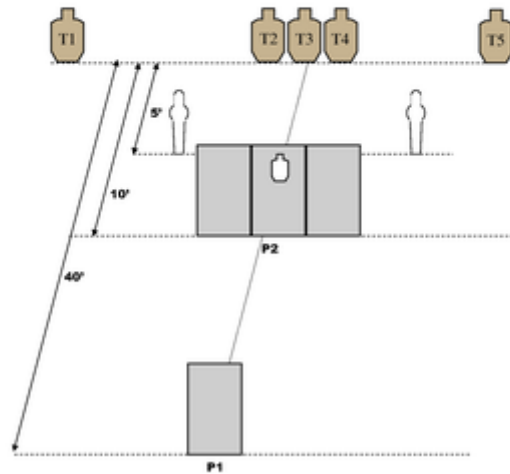


Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	1

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	
RULES:	IPFA Rule Book 2005	COURSE DESIGNER:	Phil Day of Coastal Bend Shooters modified by Jon Barrios
CONCEALMENT GARMENT:	Required		
STARTING POSITION: Standing at P1, hands at surrender, gun loaded to division capacity and concealed.			
SCENARIO: 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.			
STAGE PROCEDURE: 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 P6-P9 through the barrel. Reload as necessary from behind cover using any IPFA reloads. <ul style="list-style-type: none"> Start with the gun loaded to IPFA Division capacity. Be aware of your ammo condition prior to moving between shooting positions. Do no move with an empty gun. All reloads must be done from behind cover. 			
SCORING:	Vickers Count	RELOADS:	Any IPFA reloads
ROUND COUNT:	18 Minimum	START-STOP:	Audible & Last Shot
SCORED HITS:	Best 2 each on T1-T9		

Prop List
 7 Upright Barrels
 1 Horizontal Barrel with no top & bottom
 11 Target Stands
 22 Target Uprights
 9 Threat Targets
 2 No-Shoot Target

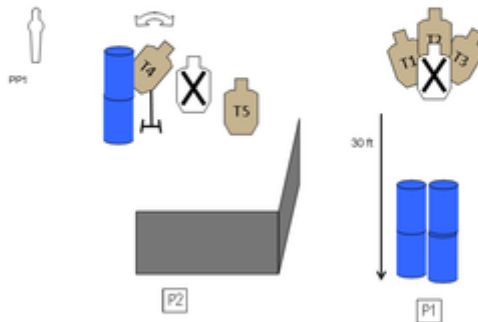
Richard Run & Game Club
 IPFA Match - September 27, 2014

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
SCENARIO: 1. The bad guys come in threes and are surrounding some innocent bystanders. Take care of the threats!		
GUN READY CONDITION: Loaded to Division Capacity, holstered, hands at side-relaxed.		SCORING: Best of 3 on T1-T3, best of 2 on T4-T5, steel down
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		TARGETS: 5 paper, 1 steel, 2 no-shoot ROUND COUNT: 14 START-STOP: COVER GARMENT: Required NOTE: T4 1/2 down 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					