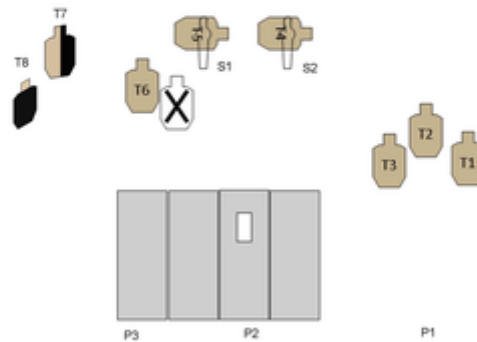


# 1. Should have stayed at Work

Richwood Gun and Game Club	<b>Should have stayed at Work Stage 1</b>	
<b>SCENARIO:</b> While walking home from work, you come across a drug deal going bad. Just as you are about get away from this situation, you are spotted by some of the gang. You must defend yourself as they want to eliminate a witness.		
<b>GUN READY CONDITION:</b> Gun loaded to Division capacity, holstered and briefcase in strong hand	<b>SCORING:</b> Vickers	<b>TARGETS:</b> 8 paper and 2 steel
<b>STAGE PROCEDURE:</b> Facing down range, from P1 at the start signal, drop the briefcase and engage T1-T3 with 2 rounds each while moving to P2. At P2, engage S1 & S2 until they fall and engage T4-T6 with 2 rounds each. Move to P3 and engage T7 & T8 with 2 rounds each	<b>SCORED HITS:</b> Best 2 hits, steel must be down	<b>START-STOP:</b> Signal and last shot
	<b>RULE:</b> Latest IDPA	<b>COVER GARMENT:</b> Required
	<b>NOTE:</b> Shooters can shoot from either side of window, however if they pass across the window, they must engage all targets while crossing.	



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	8 paper, 2 popper, 1 no-shoot	Total	10 targets	Strings	1

Scenario & Procedure	See included diagram
Start pos	Gun loaded & holstered & Briefcase in strong hand
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

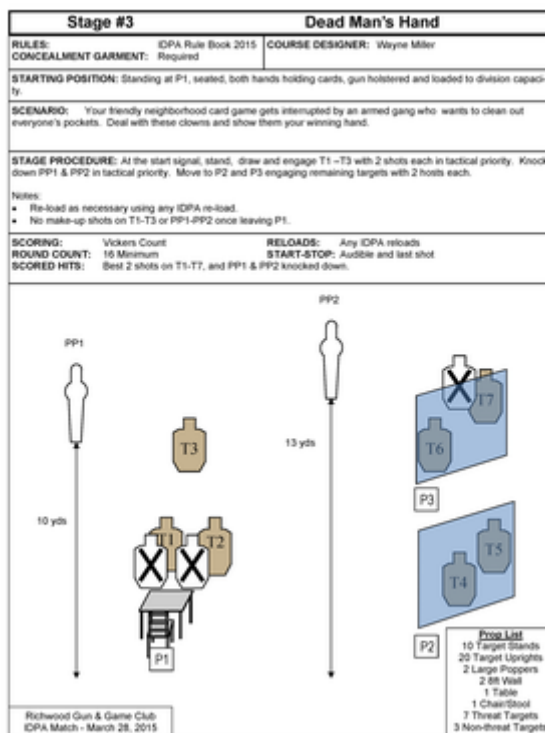
## 2. Bad Easter Bunny

Stage # 2		Bad Easter Bunny	
<b>RULES:</b> IPFA Rule Book 2015		<b>COURSE DESIGNER:</b> Jon Santini	
<b>CONCEALMENT GARMENT:</b> Required			
<b>STARTING POSITION:</b> Hands at side at P1, gun holstered and loaded to division capacity.			
<b>SCENARIO:</b> You and your son return to the Easter Egg Hunt again this year. Only now, the bad guys you thwarted last year have returned. They want more than candy this year; they want a couple of kids and yours is one of them. They have switched out the "Bunny" with one of their own. Stop this mayhem and save your son.			
<b>STAGE PROCEDURE:</b> At the start signal, draw and engage T1-T3 with 2 shots each. Move to barrel at P2 and engage T4-T5 with 2 shots each. Move to barrel at P3 and engage T6-T7 with 2 shots each.			
<b>Notes:</b> <ul style="list-style-type: none"> <li>• Reload as necessary using any IPFA reload from cover only.</li> <li>• T4-T5 are positioned so they cannot be shot from P1; T6-T7 are positioned so that they cannot be shot from P1 or P2.</li> </ul>			
<b>SCORING:</b> Vickers Count		<b>RELOADS:</b> Any IPFA reloads	
<b>ROUND COUNT:</b> 14 Minimum		<b>START-STOP:</b> Audible and last shot	
<b>SCORED HITS:</b> Best 2 shots on T1-T7			

<b>Scoring</b>	Unlimited	<b>Firearm</b>	Handgun	<b>Rounds</b>	14
<b>Targets</b>	7 paper, 2 no-shoot	<b>Total</b>	7 targets	<b>Strings</b>	1

<b>Scenario &amp; Procedure</b>	See included diagram.
<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. Dead Man's Hand



Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 popper, 3 no-shoot	Total	9 targets	Strings	1

Scenario & Procedure	See included diagram.
Start pos	Gun loaded & holstered. Shooter seated at table with cards in both hands.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

# 4. Home Invasion

Richwood  
Gun and  
Game Club

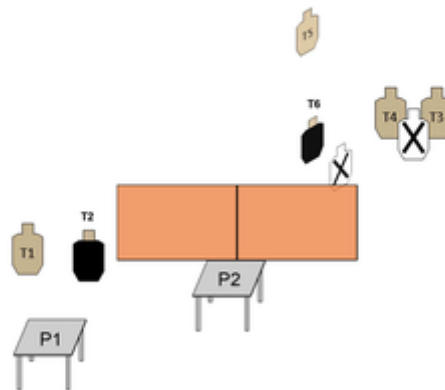
**Home Invasion  
Stage 4**

**SCENARIO:** You have just put your gun on the night stand before going to bed and suddenly your house is invaded. You grab your gun but realize you had only loaded 5 rounds in that magazine. Engage the first two intruders and run for your spare magazines and deal with the remaining intruders.

**GUN READY CONDITION:** Gun on table P1 loaded with 5 rounds total. Two spare mags on table P2.

**STAGE PROCEDURE:** Start at P1 facing down range, hands at side. At the signal engage T1-T2 with two rounds each. Move to P2, pick up spare mags and engage T3-T6 with 3 rounds each.

**SCORING:** Vickers  
**TARGETS:** 6  
**SCORED HITS:** Best 2 on T1-T2, best 3 on T3-T6  
**RULE:** Latest IDPA  
**COVER GARMENT:** Not required  
**NOTE:** Magazines must be stowed before firing next shot or shoot to slide lock and then retrieve mags.



Scoring	Unlimited	Firearm	Handgun	Rounds	16
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	See included diagram.				
Start pos	Gun loaded with 5 rounds on table at P1. Spare ammo on table at P2.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					