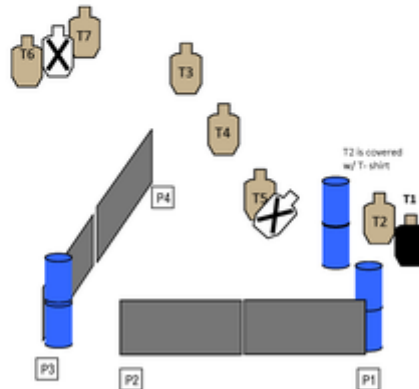


1. Park Gangland

Richwood Gun and Game Club	Park -Gangland- Stage 1 Course designer- Chris Marcum, modified	July 2015 100 yard range
SCENARIO While playing at the park with your kids, some local gang members accost you for money and grab your kids, holding them hostage. Take out the leader and rescue your children.		
GUN READY CONDITION Standing at P1, loaded to Division capacity, Hands at side, Concealment required	SCORING Unlimited	TARGETS 7 paper
	SCORED HITS Best 2 hits on paper	START-STOP Audible last shot
	RULE Latest CDA	COVER GARMENT Required
STAGE PROCEDURE At the signal, draw and engage T1 & T2 from cover at P1, move and engage T3 -T5, tactical priority from P2. Move to P3 or P4 (shooter's choice) and engage T6 & T7, tactical priority using cover.		NOTE Only T1 & T2 may be engaged from P1. T2 is covered with T-shirt



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

Scenario & Procedure	See Stage Description.
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. Vegas Baby - ver. 2

Stage # 2		Vegas Baby—ver. 2	
RULES: IDPA Rule Book 2015	COURSE DESIGNER: Robert Vogel from IDPA Training		
CONCEALMENT GARMENT: Required	Class — adapted by Jon Santini		
STARTING POSITION: Standing at P1, holding die in hand, loaded with 6 rounds in the gun. All remaining ammo is loaded to division capacity.			
SCENARIO: It's Vegas baby. Time to roll the die and see how your luck plays out. This is a standards stage.			
STAGE PROCEDURE: Start at P1 with both hands in die. Drop die into box. Whoever number is on top, engage that target first, then proceed sequentially through the remaining targets. The number of shots required per target is based upon the target number (T1 gets 1 round, T2 gets 2 rounds, T3 gets 3 rounds, etc.). If a 6 is rolled, then the shooter begins on T5 and works backward (T5, T4, T3, T2, T1) with the required number of shots based on the target number.			
Example: Shooter rolls a 4, draw and engage T4 with 4 rounds. Proceed to T5 with 5 rounds with an emergency reload after the 2nd shot on T5. Then proceed to T1 with 1 shot, T2 with 2 shots, and finish on T3 with 3 shots.			
Notes: • Emergency reload only.			
SCORING: Limited Vickers Count		RELOADS: Any IDPA reloads	
ROUND COUNT: 15 Only		START-STOP: Audible and last shot	
SCORED HITS: Shots required per target.			
Richwood Gun & Game Club IDPA Match - July 25, 2015			

Scoring	Limited	Firearm	Handgun	Rounds	15
Targets	5 paper,	Total	5 targets	Strings	1

Scenario & Procedure	See Stage Description.
Start pos	Gun loaded with 6 rounds & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

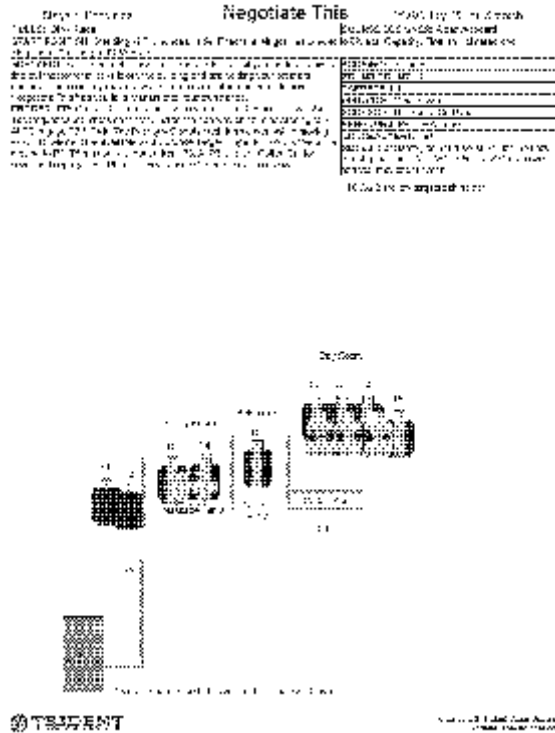
3. Picking Sides

Stage # 3		Picking Sides	
RULES: IDPA Rule Book 2015	COURSE DESIGNER: Jon Santini		
CONCEALMENT GARMENT: Required			
STARTING POSITION: Standing at P1 arms length from wall, hands relaxed at sides, gun holstered and loaded to division capacity. Spare ammo is on the belt.			
SCENARIO: While walking down the wrong alley, you happen upon a group of thugs up to no good. You notice 2 victims and realize you are about to be the third. Defend yourself and the other victims from the gang.			
STAGE PROCEDURE: At the start signal, engage T1 through the port in the wall. Engage T2, T5 from either side of the ported wall using cover appropriately (you will need to shoot from both sides of the wall). Move to either P2 and engage T6 & T7 as appropriate from cover.			
Notes: <ul style="list-style-type: none"> • Reload as necessary using any IDPA reload. • Be sure to use cover appropriately. 			
SCORING: Vickers Count	RELOADS: Any IDPA reloads		
ROUND COUNT: 14 Minimum	START-STOP: Audible and last shot		
SCORED HITS: Best 2 body shot on paper			
<small>Richwood Gun & Game Club IDPA Match - July 25, 2015</small>		<small>Stage List 5 Barrels 1 Ported Wall 9 Target Stands 18 Uprights 7 Threat Targets 2 Non-Threat</small>	

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

Scenario & Procedure	See Stage Description.
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. Negotiate This



Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	9 paper, 4 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure	See Stage Description.				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					