

# 1. Snowy Surprise

Stage #1		Snowy Surprise	
<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 to division capacity.			
<b>SCENARIO:</b> After being confronted by three strangers, you suddenly realize something might not be right. They intend to hurt you and your friend. Defend yourself and get to safety.			
<b>STAGE PROCEDURE:</b> At the start signal, draw and engage T1-T3 with 2 shots each in tactical sequence (1, 1, 2, 1, 1) while moving to P2. Once at P2, engage T4 with 2 shots.			
<b>Notes:</b> <ul style="list-style-type: none"> <li>Re-load as necessary using any IDPA re-load.</li> <li>T1-T3 can be initially engaged in any order or any sequence. At P2, cover must be used while engaging T4.</li> </ul>			
<b>SCORING:</b> Vickers Count	<b>RELOADS:</b> Any IDPA reloads		
<b>ROUND COUNT:</b> 8 Minimum	<b>START-STOP:</b> Audible and last shot		
<b>SCORED HITS:</b> 2 shots per target			
<small>Richwood Gun &amp; Game Club IDPA Match - January 1, 2015</small>			
<small><b>Prop List</b> 5 Barrels 5 Target Stands 4 Targets 1 Non-Threat 10 Target Uprights</small>			

Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	4 paper, 1 no-shoot	Total	4 targets	Strings	1

Scenario & Procedure	See Stage Image				
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. Snowy Surprise - Again!

Stage #2		Snowy Surprise - Again!	
<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 to division capacity.			
<b>SCENARIO:</b> While on a crisp morning walk, you encounter a "friendly-looking" fellow walker. It doesn't take long to realize he is not so friendly and wants your Christmas bonus. He has sent his three buddies to come at you from behind, but you are too fast for that. Defend yourself and watch for other walkers.			
<b>STAGE PROCEDURE:</b> At the start signal, draw and engage T1 with 6 shots while retreating to P2. At P2, use cover and engage T2-T4 with 2 shots each.			
Notes: • Re-load as necessary using any IDPA re-load.			
<b>SCORING:</b> Vickers Count	<b>RELOADS:</b> Any IDPA reloads		
<b>ROUND COUNT:</b> 12 Minimum	<b>START-STOP:</b> Audible and last shot		
<b>SCORED HITS:</b> 6 shots of T1 & 2 shots on each T2-T4			
<small>Richwood Gun &amp; Game Club IDPA Match - January 1, 2015</small>			

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	4 paper, 1 no-shoot	Total	4 targets	Strings	1

Scenario & Procedure	See Stage Image				
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. Pay the Toll - Moving Forward

Stage #3		Pay the Toll - Moving Forward	
<b>RULES:</b>	IPPA 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> While cutting through the park on a cold day, you encounter a group of thugs who think they own the place and want you to pay a "toll" or die. Defend yourself and any other innocents from the group of trolls.			
<b>STAGE PROCEDURE:</b> At the start signal, draw and engage T1 & T2 with 2 shots while moving to cover. Advance forward engaging the remaining threats with 2 shots each.			
<b>Notes:</b> <ul style="list-style-type: none"> <li>• Re-load as necessary using any IDPA re-load</li> <li>• If you arrive at cover before finishing T1 &amp; T2, be sure to use cover appropriately.</li> </ul>			
<b>SCORING:</b>	Vickers Count	<b>RELOADS:</b>	Any IDPA reloads
<b>ROUND COUNT:</b>	12 Minimum	<b>START-STOP:</b>	Audible and last shot
<b>SCORED HITS:</b>	2 shots per target		
<small>Richwood Gun &amp; Game Club IDPA Match - January 1, 2015</small>			

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	See Stage Image
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. Pay the Toll - Moving Backward

Stage #4		Pay the Toll - Moving Backward	
<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> After advancing through the "tolls" you realize they must be from a magical fairy tale because they are getting back up. Time to retreat and get out of there. Hit them again on your way out.			
<b>STAGE PROCEDURE:</b> At the start signal, draw and engage T1 & T2 with 2 shots while retreating. Engage remaining threats with 2 shots each while continuing to retreat.			
<b>Notes:</b> <ul style="list-style-type: none"> <li>Re-load as necessary using any IPFA re-load.</li> <li>Use cover appropriately - stop to engage each target from a cover position.</li> </ul>			
<b>SCORING:</b>	Vickers Count	<b>RELOADS:</b>	Any IPFA reloads
<b>ROUND COUNT:</b>	12 Minimum	<b>START-STOP:</b>	Audible and last shot
<b>SCORED HITS:</b>	2 shots per target		

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1

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