

1. Snowy Surprise

Stage #1		Snowy Surprise	
RULES: IDPA Rule Book 2014	COURSE DESIGNER: Jon Santini		
CONCEALMENT GARMENT: Required			
STARTING POSITION: Standing at P1, hands relaxed at sides, gun holstered and loaded to division capacity.			
SCENARIO: 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.			
STAGE PROCEDURE: 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.			
Notes: <ul style="list-style-type: none"> Re-load as necessary using any IDPA re-load. T1-T3 can be initially engaged in any order or any sequence. At P2, cover must be used while engaging T4. 			
SCORING: Vickers Count	RELOADS: Any IDPA reloads		
ROUND COUNT: 8 Minimum	START-STOP: Audible and last shot		
SCORED HITS: 2 shots per target			
<p style="font-size: small;"> T1 → 4 # at the divider T2 → 2 # at the divider T3 → 2 # at the divider P1 → P2 T4 → 2 # at the divider </p>			
Richwood Gun & Game Club IDPA Match - January 1, 2015			
Equip List 5 Berries 5 Target Stands 4 Targets 1 Non-Threat 10 Target Uprights			

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 Surpresa - Again!

Stage #2		Snowy Surpresa - Again!	
RULES:	IPFA Rule Book 2014	COURSE DESIGNER:	Jon Santini
CONCEALMENT GARMENT:	Required		
STARTING POSITION: Standing at P1, hands relaxed at sides, gun holstered and loaded to division capacity.			
SCENARIO: 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.			
STAGE PROCEDURE: 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 IPFA re-load			
SCORING:	Vickers Count	RELOADS:	Any IPFA reloads
ROUND COUNT:	12 Minimum	START-STOP:	Audible and last shot
SCORED HITS:	6 shots of T1 & 2 shots on each T2-T4		
<div style="display: flex; justify-content: space-between;"> <div> <p>Richwood Gun & Game Club IPFA Match - January 1, 2015</p> </div> <div> <p>Equip List 6 Barrels 5 Target Stands 4 Targets 1 Non-Threat 10 Target Uprights</p> </div> </div>			

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							
RULES:	IPPA Rule Book 2014	COURSE DESIGNER:	Jon Santini						
CONCEALMENT GARMENT:	Required								
STARTING POSITION: Standing at P1, hands relaxed at sides, gun holstered and loaded to division capacity.									
SCENARIO: 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.									
STAGE PROCEDURE: 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.									
Notes: <ul style="list-style-type: none"> • Re-load as necessary using any IPPA re-load • If you arrive at cover before finishing T1 & T2, be sure to use cover appropriately. 									
SCORING:	Vickers Count	RELOADS:	Any IPPA reloads						
ROUND COUNT:	12 Minimum	START-STOP:	Audible and last shot						
SCORED HITS:	2 shots per target								
<small>Richwood Gun & Game Club IPPA Match - January 1, 2015</small>		<table border="1"> <tr> <td>Equip List</td> </tr> <tr> <td>6 Barrels</td> </tr> <tr> <td>7 Target Stands</td> </tr> <tr> <td>6 Targets</td> </tr> <tr> <td>1 Non-Threat</td> </tr> <tr> <td>14 Target Uprights</td> </tr> </table>		Equip List	6 Barrels	7 Target Stands	6 Targets	1 Non-Threat	14 Target Uprights
Equip List									
6 Barrels									
7 Target Stands									
6 Targets									
1 Non-Threat									
14 Target Uprights									

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	
RULES:	IPFA Rule Book 2014	COURSE DESIGNER:	Jon Santini
CONCEALMENT GARMENT:	Required		
STARTING POSITION: Standing at P1, hands relaxed at sides, gun holstered and loaded to division capacity.			
SCENARIO: 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.			
STAGE PROCEDURE: 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.			
Notes: <ul style="list-style-type: none"> Re-load as necessary using any IDPA re-load. Use cover appropriately - stop to engage each target from a cover position. 			
SCORING:	Vickers Count	RELOADS:	Any IDPA reloads
ROUND COUNT:	12 Minimum	START-STOP:	Audible and last shot
SCORED HITS:	2 shots per target		
Equipment List 6 Barrels 7 Target Stands 6 Targets 1 Non-Threat 14 Target Uprights			
<small>Richwood Gun & 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					