

# 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	
<b>Prop List</b> 5 Barrels 5 Target Stands 4 Targets 1 Non-Threat 10 Target Uprights	
Richmond Gun & Game Club IDPA Match - January 1, 2015	

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.			
<b>Notes:</b> <ul style="list-style-type: none"> <li>Re-load as necessary using any IDPA re-load.</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> 6 shots of T1 & 2 shots on each T2-T4			
<p>Diagram description: The diagram shows a shooter's path from P1 to P2. At P1, there is a target T1. At P2, there are three targets T2, T3, and T4. A '10' paper target is also shown. The shooter's path is indicated by arrows.</p>			
<b>Prop List</b> 6 Barrels 5 Target Stands 4 Targets 1 Non-Threat 10 Target Uprights			
Richmond Gun & Game Club IDPA Match - January 1, 2015			

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> 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 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 this 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			

Richwood Gun & Game Club  
IDPA Match - January 1, 2015

**Prop List**  
 5 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	
<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 advancing through the "tolls" you realize they must be from a magical fairytale 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 IDPA 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 IDPA reloads
<b>ROUND COUNT:</b> 12 Minimum	<b>START-STOP:</b> Audible and last shot
<b>SCORED HITS:</b> 2 shots per target	

Richmond Gun & Game Club  
 IDPA Match - January 1, 2015

**Prop List**  
 8 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					