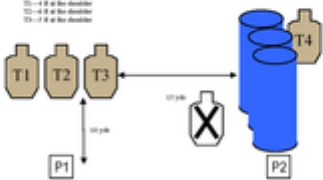


1. Snowy Surprise

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>Diagram illustrating the stage layout. P1 is the starting position on the left. P2 is the ending position on the right. T1, T2, and T3 are targets in the center. T4 is a target on the right. Arrows indicate movement from P1 to P2. A '10' yard distance is marked between P1 and P2. A '10' yard distance is also marked between T1-T3 and T4.</p>	
Prop List 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!	
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: 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: <ul style="list-style-type: none"> Re-load as necessary using any IDPA re-load. 			
SCORING:	Vickers Count	RELOADS:	Any IDPA reloads
ROUND COUNT:	12 Minimum	START-STOP:	Audible and last shot
SCORED HITS:	6 shots of T1 & 2 shots on each T2-T4		
<p> T1 - 4 # 8 in the divider T2 - 2 # 8 in the divider T3 - 2 # 8 in the divider T4 - 2 # 8 in the divider </p> <p> P1 P2 10' paper </p> <p> Prop List 6 Barrels 5 Target Stands 4 Targets 1 Non-Threat 10 Target Uprights </p> <p> Richmond Gun & Game Club IDPA Match - January 1, 2015 </p>			

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: 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: 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.			
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 IDPA re-load. If you arrive at cover before finishing T1 & T2, be sure to use cover appropriately. 			
SCORING: Vickers Count		RELOADS: Any IDPA reloads	
ROUND COUNT: 12 Minimum		START-STOP: Audible and last shot	
SCORED HITS: 2 shots per target			
<small>Richwood Gun & Game Club IDPA Match - January 1, 2015</small>		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	
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 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.	
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	

Richwood 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					