

Stage 7 Another Long Distance Relationship

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing Within SP, Gun loaded to division capacity and holstered. PCC low ready.

SCENARIO:

Standard Skill Drill

PROCEDURE:

Engage all paper targets with at least three rounds each, Steel must fall.
All targets must be engaged within SP box.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 7

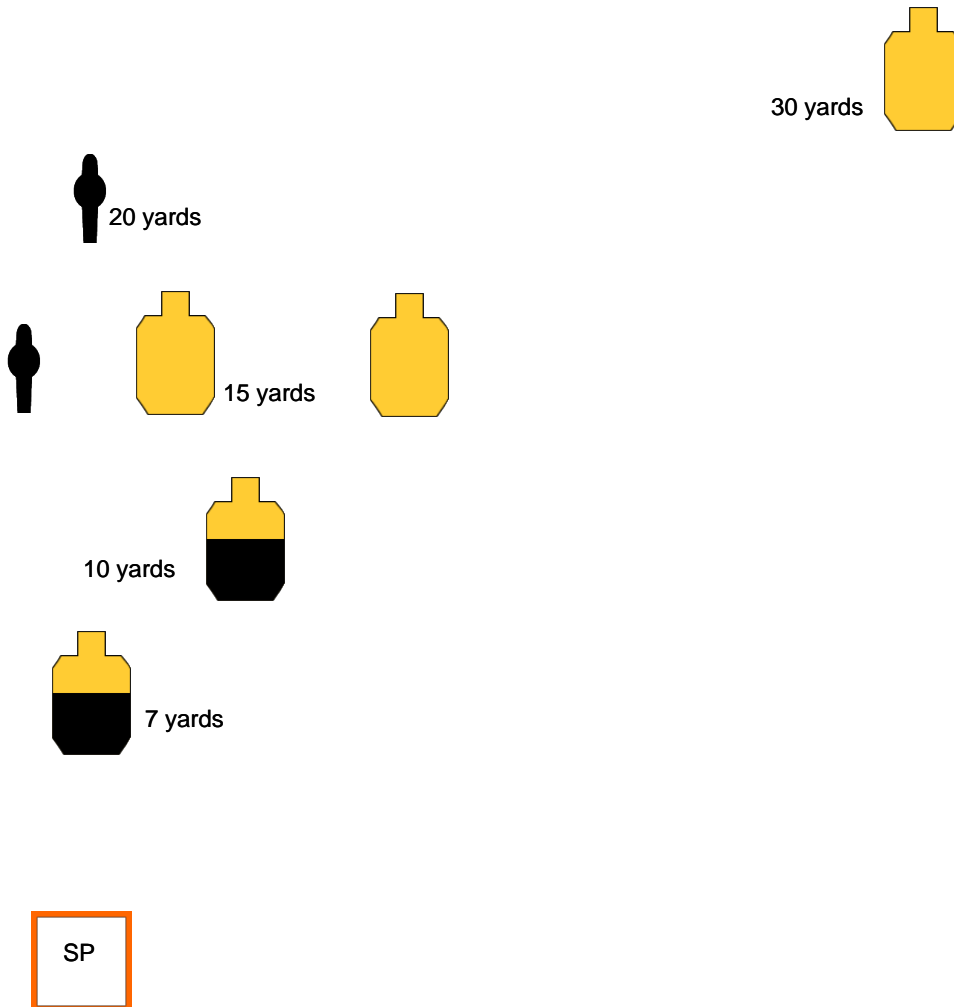
DISTANCE: 7-30

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



Stage 3 Got Him Pegged

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP at least one toe touching, hands relaxed at side. Gun loaded to division capacity and holstered. PCC low ready
Red peg placed on 1st barrel, Yellow peg placed on 2nd barrel

SCENARIO:

Rescue the bank workers by getting the two keys that open the bullet proof glass door.

PROCEDURE:

Engage all targets with two rounds each while using available cover. Recover and Insert pegs in the correct position of the peg box to activate electric slide.

Note: Both pegs have to be installed in the correct holes to activate, identified by color and shape.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

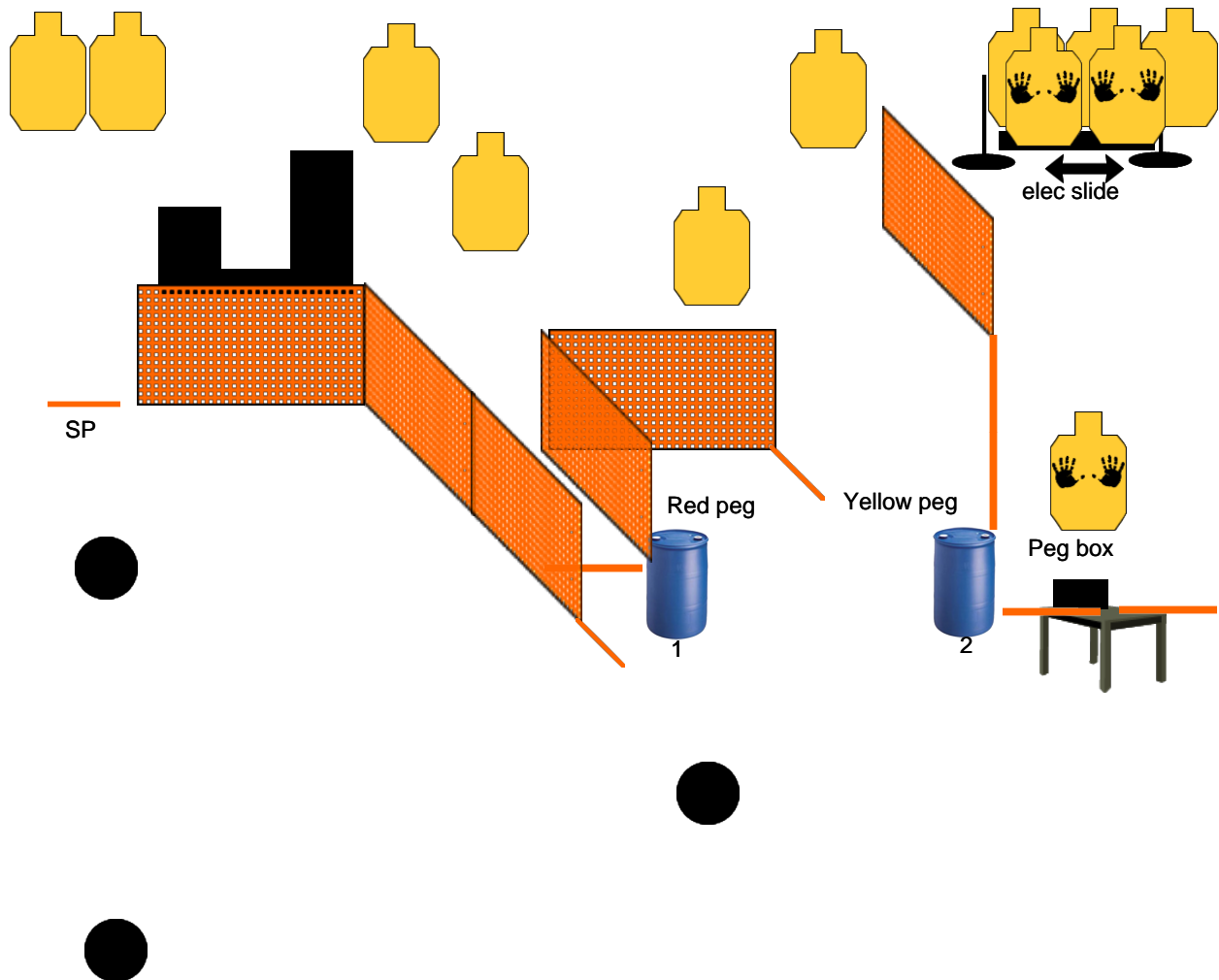
DISTANCE: 3-12

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



Stage 4 Balanced Breakfast

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

SP1 Standing on top of SP1 gun loaded to division capacity and holstered hands relaxed at sides. PCC low ready.
 SP2 Sitting in chair gun loaded to division capacity and holstered hands on Knees. PCC low ready.

SCENARIO:

You are at your local ballet class when hostiles assault the event.

PROCEDURE:

From SP1 engage all targets with at least 2 rounds each, steel must fall. All shots must be taken with both feet on top of the railroad tie.

From SP2 engage all targets with at least 2 rounds each, steel must fall. All shots must be made from the seated position,

Note. Center N/T will be a half target placed just above the popper.

Steel activates both swingers. They are to be set so they are both centered on NT at rest.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 9

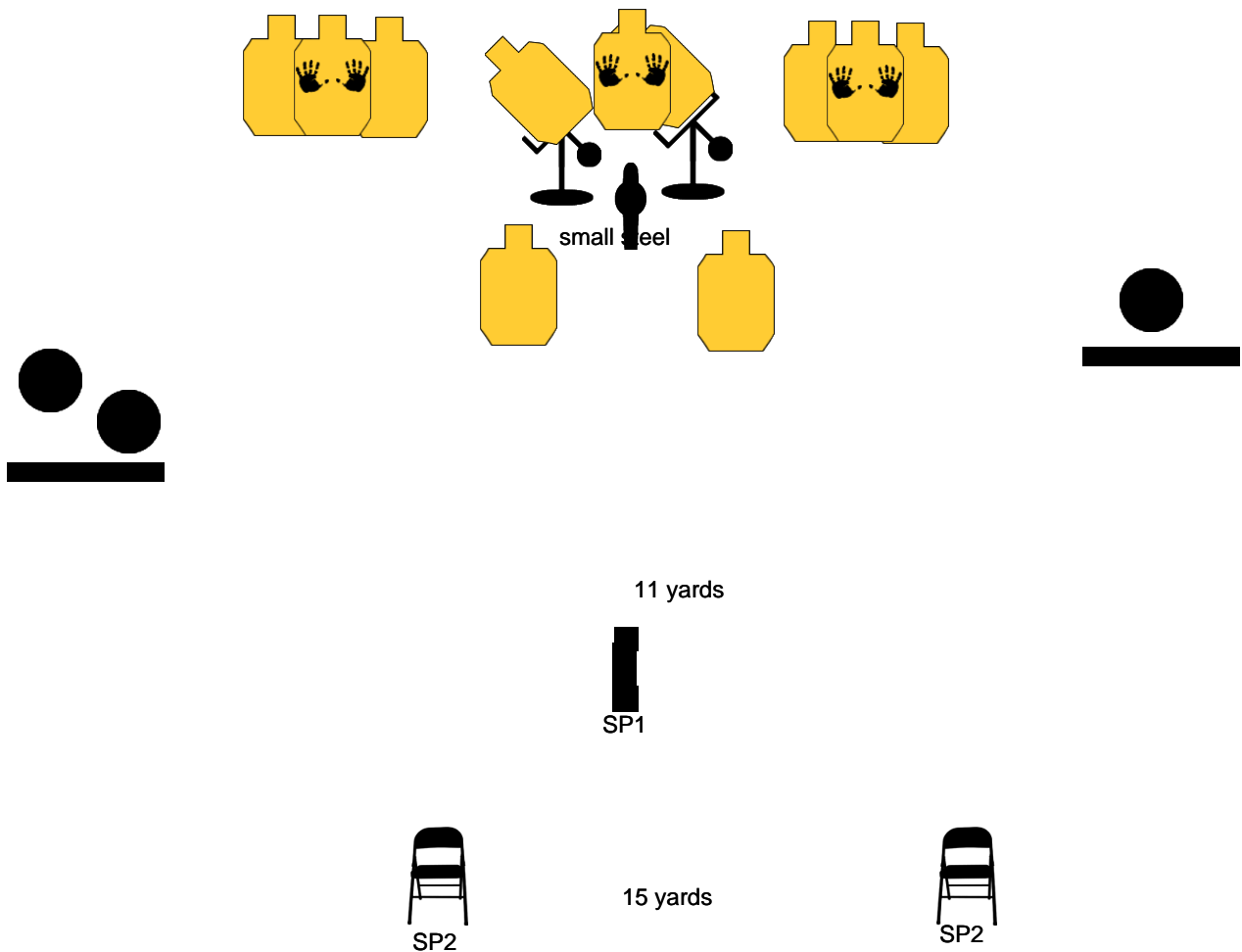
DISTANCE: 7-15

SCORED HITS:

PENALTIES:

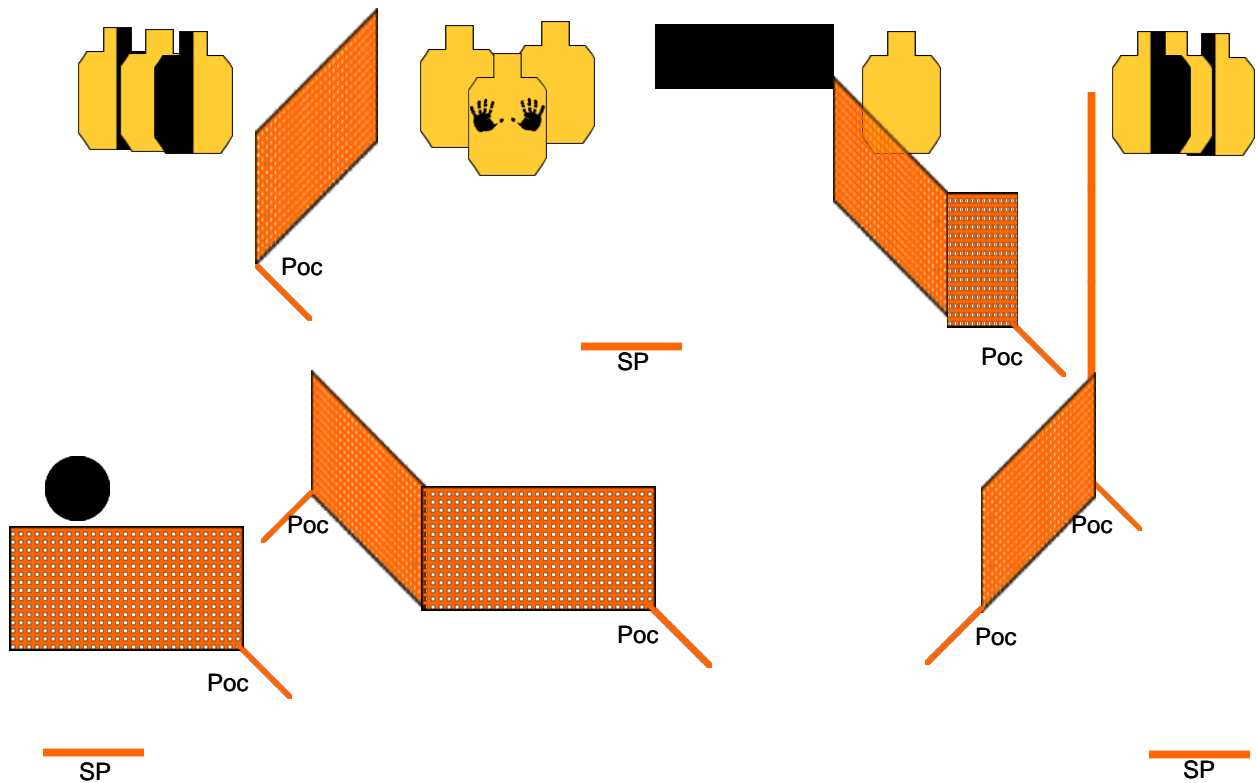
CONCEALMENT: No

NOTES:



Stage 6 Court Yard Blues

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing at any start position with at least one foot touching stick, Gunloaded to division capacity and holstered. Hands relaxed at side. PCC low ready.	
SCENARIO: You are in a courtyard setting when you find yourself in a dangerous situation.	SCORING: Unlimited
PROCEDURE: Engage all targets with at least 2 rounds each from available cover.	ROUND COUNT: 18
	TARGETS: 9
	DISTANCE: 2-10 yards
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: No
	NOTES:



Stage 5 Office Space

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at either SP with at least one toe touching, Gun loaded to division capacity and holstered, PCC low ready. All other devices placed in CLOSED briefcase.

REV and BUG Divisions, All loading devices will be on person ONLY if they choose to start from SP1 due to round count.

SCENARIO:

During a hostile take over of your office surprises you and you realize you left your spare magazines at your desk.

PROCEDURE:

Engage all targets with at least 2 rounds each from available cover.

Opening briefcase activates MAX and is non disappearing. All MAX targets are hidden at the start.

FFL at SP2 is for safety and targets may not be engaged past it. (Steel Hazard) on the target system.

NOTE. Pushing side button in on the case DISARMS system so the shooter may place loading devices.

Pulling the button out ARMS system for the shooter.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

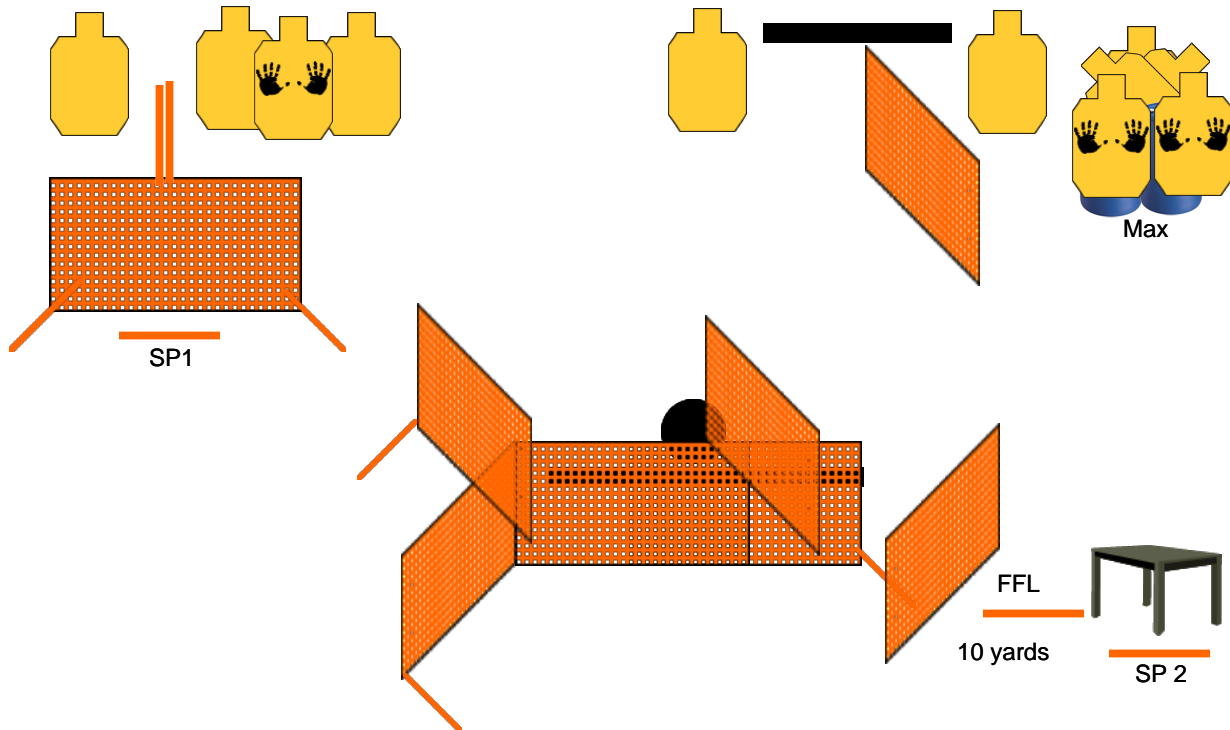
DISTANCE: 2-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



Stage 2 Guard your Yard

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Seated in the chair with your HANDS on your knees, Gun loaded and holstered, All other loading devices place on the table. PCC placed on the table facing down range.

SCENARIO:

You are sitting on your back porch when armed men approach you looking to do you harm.

PROCEDURE:

WHILE SEATED engage all targets with at least two rounds each steel must fall.

Note:

Right steel activates BOTH drop turners simultaneously.

Left steel activates RIGHT drop turner only.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 10

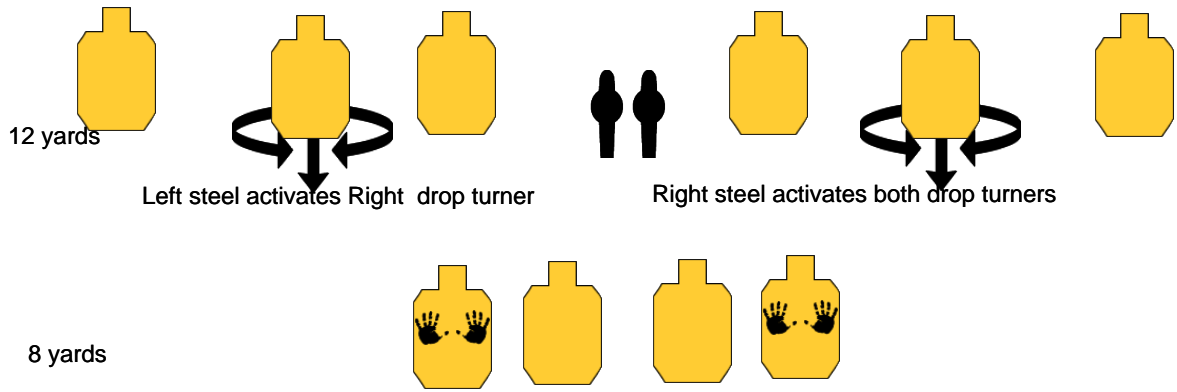
DISTANCE: 8-12

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



FWD fault line for steel engagement



Stage 1 Rope A Dope

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at either SP holding the rope in either hand, Gun loaded to division capacity and holstered. PCC low ready

SCENARIO:

Riots have broken out all over the city. Find a way out and seek shelter.

PROCEDURE:

At the start signal activate target or targets by pulling the rope, Engage all other targets from available cover. If cover is not available targets are to be considered in the open.

BE AWARE OF SWEEPING HAZARD WHILE ACTIVATING TARGETS

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

DISTANCE: 7-12

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:

