

Stage 1 The Old Switcheroo

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at either SP with one foot touching start stick, hands relaxed, Gun loaded and holstered. PCC low ready

SCENARIO:

You find yourself in a bad situation and have no choice but to defend yourself.

PROCEDURE:

At the signal engage all targets with at least two rounds each. Steel must fall.

NOTES:

At your SP, targets will be considered in the open.

T1 disappears after the steel falls.

T2 is only available after steel falls.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

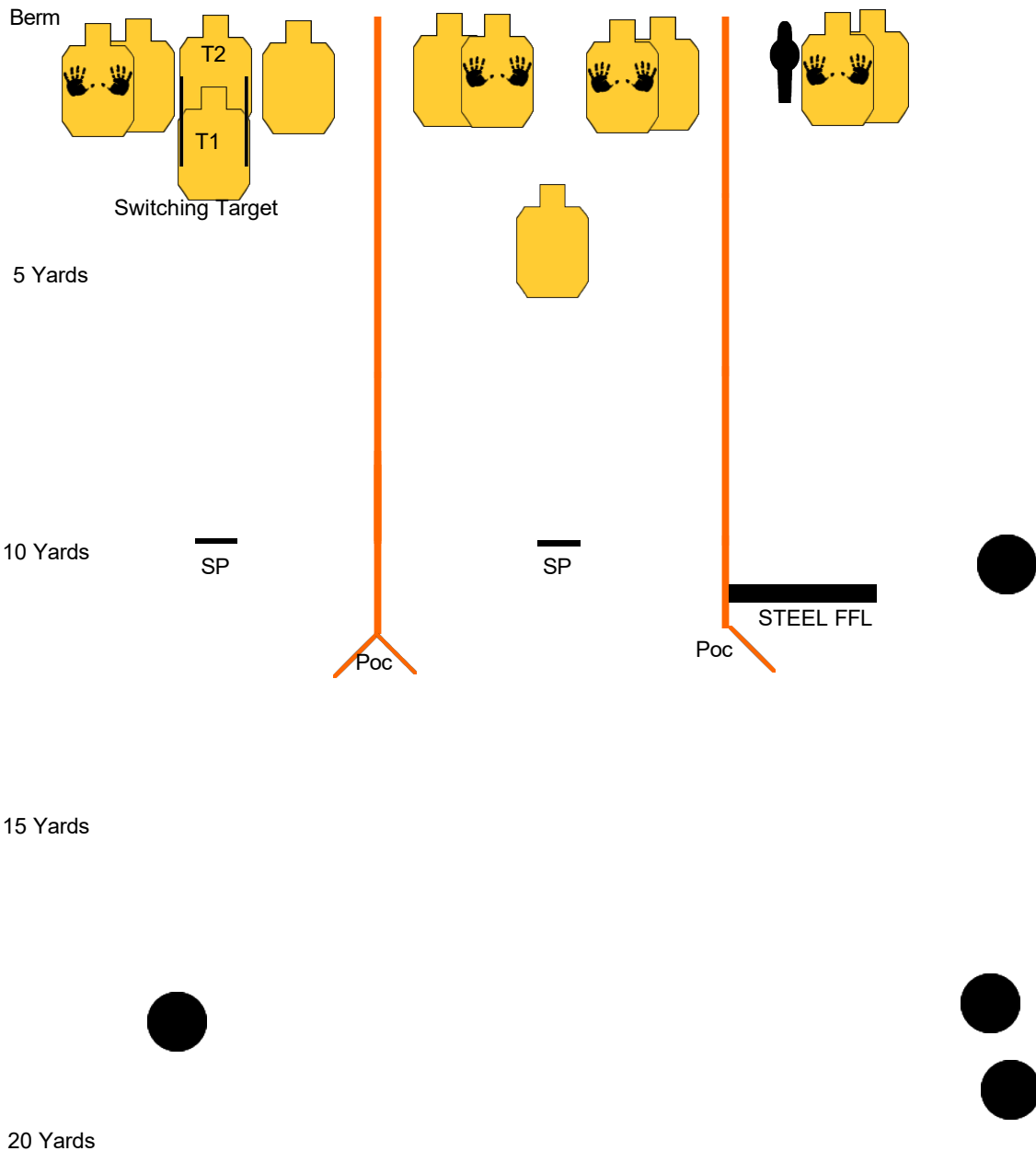
DISTANCE: 12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



STAGE 2 Road to Nowhere

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Sitting in the car with your hands on your knees, Gun loaded and holstered. PCC placed on gun rack.

SCENARIO:

While driving on the old country road you hear banjos coming from the woods.
Hammer Down!

PROCEDURE:

At signal engage all targets with two rounds each while seated in the car.

NOTE:

Gas pedel activates diappearing target.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 7-12 yards

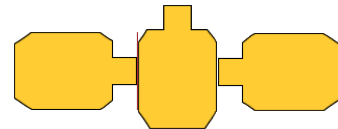
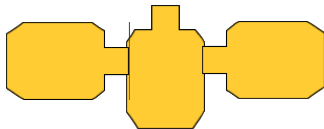
SCORED HITS:

PENALTIES:

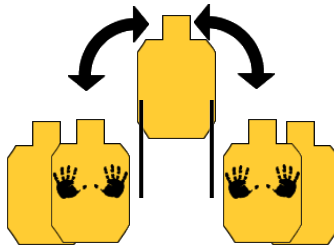
CONCEALMENT: No

NOTES:

Berm



5 Yards



u c daisy

activated by gas pedel

10 Yards

Tree



Attached to steering wheel



Tree



Tree



15 Yards

STAGE 3 Window Licker

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP facing UP RANGE hands relaxed, Gun loaded and holstered. PCC low ready.

SCENARIO:

While out for a stroll you are attacked by multiple extremists. Take out the threats without waxing the window licker.

PROCEDURE:

At the signal engage all threats with 2 rounds each using available cover. Steel must only be engaged from POC 2. Steel must fall.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8

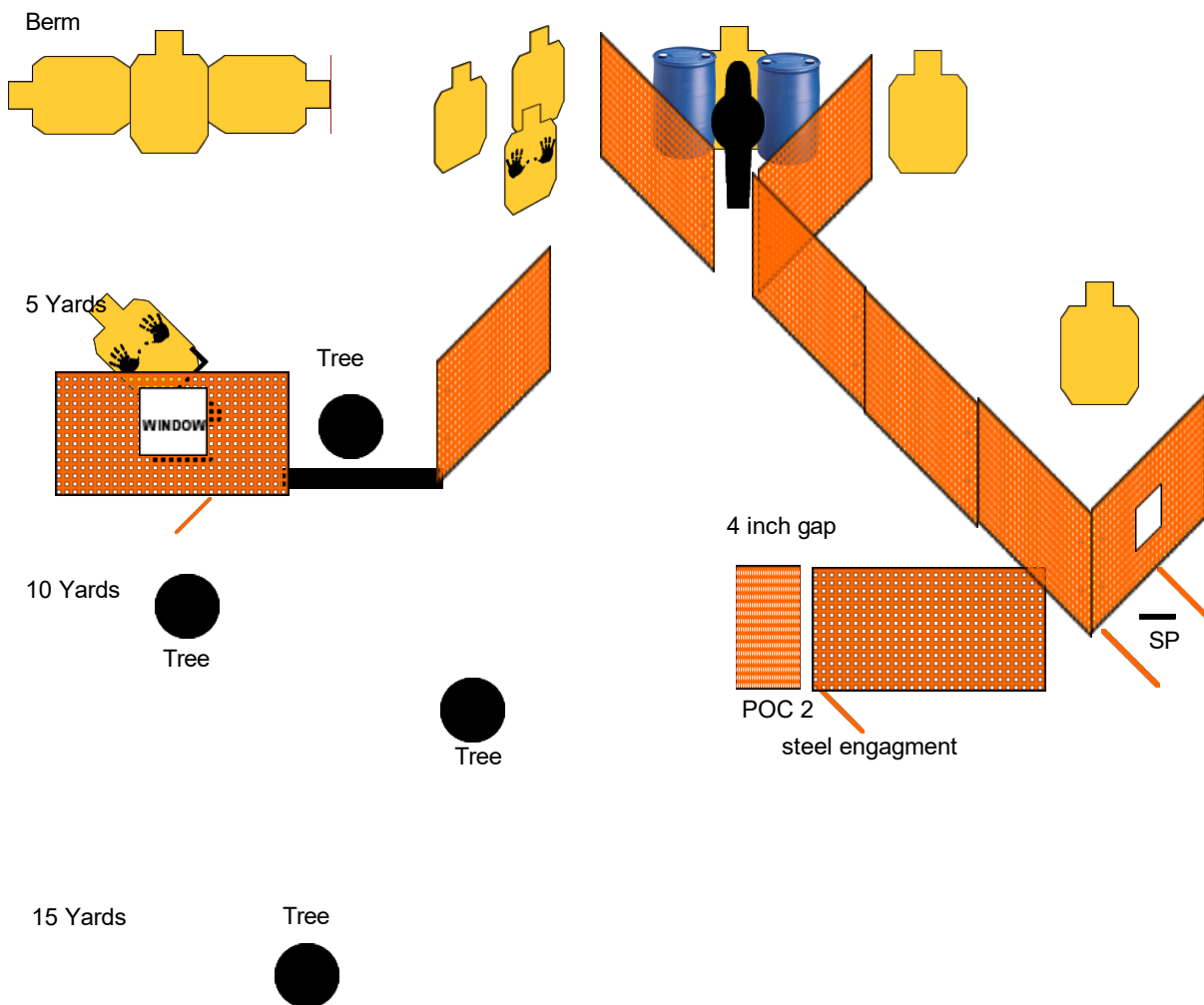
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



STAGE 4 Tango Down

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at SP hands relaxed, Gun UNLOADED slide, bolt, cylinder closed and placed on table facing down range along with one loading device. All other loading devices properly stowed.

SCENARIO:

Shopping at your local fleamarket for things you know you don't need, when you come under attack.

PROCEDURE:

At signal engage T1 with 4 body 1 head, then engage all others targets using available cover with 2 rounds each. Barrels are vision barriers.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 06

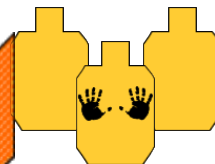
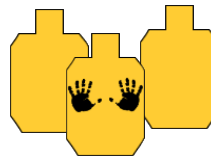
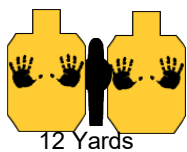
DISTANCE: 5 to 12 yard

SCORED HITS:

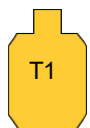
PENALTIES:

CONCEALMENT: No

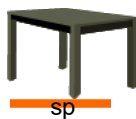
NOTES:



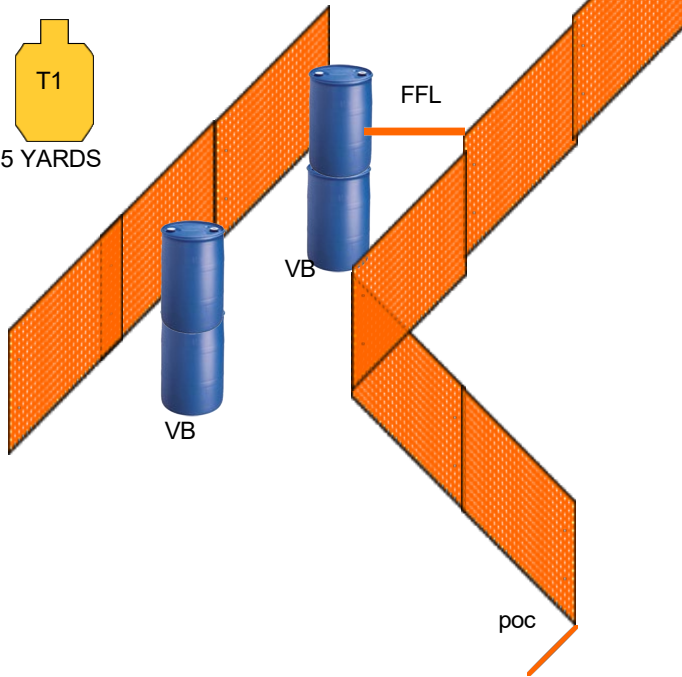
4 BODY , 1 HEAD



5 YARDS



sp



STAGE 5 Any Port In The Storm

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing with at least one foot touching SP, hands relaxed, Gun loaded and holstered. PCC low ready

SCENARIO:

You are the night watchmen on the docks when you find yourself in the middle of a drug smuggling operation.

PROCEDURE:

At signal engage T1 with 1 round only, engage all other targets with at least two rounds each from cover when available.

NOTE:

Steel activates quad and runs for 45 seconds.

On the reset the far left target of quad is to be facing fwd.

Steel is only visible and to be engaged from Poc 2

Quad may be engaged from any or all ports

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

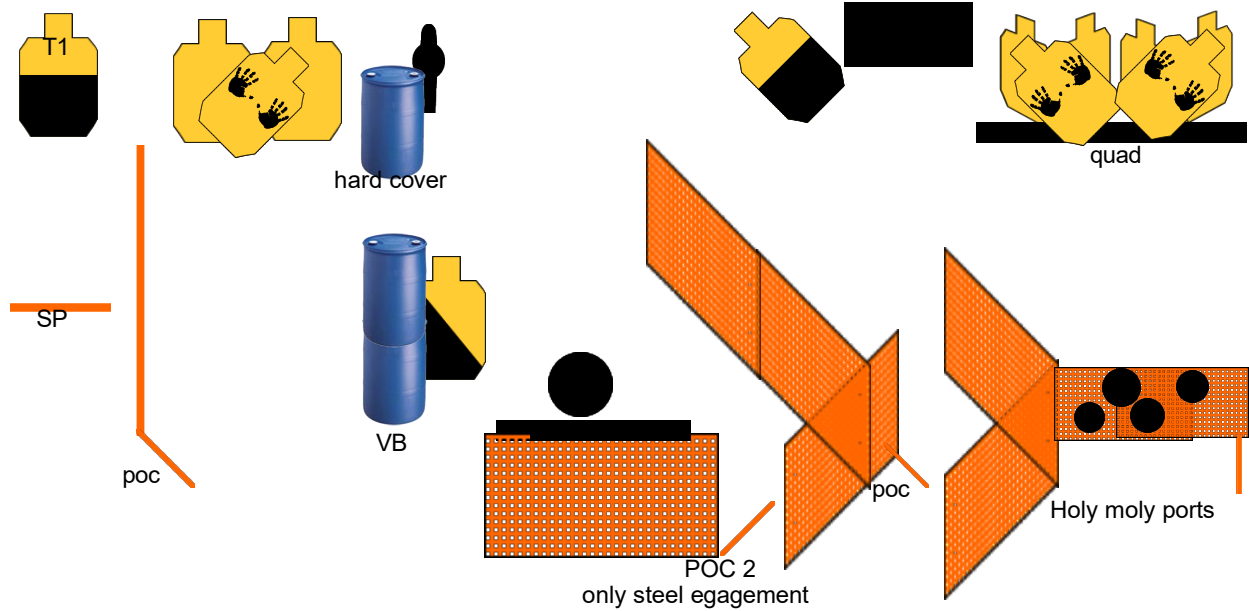
DISTANCE: 7-12

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



STAGE 6 Lost In Transition

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP with at least one toe touching, Hands relaxed, gun loaded and holstered. PCC low ready

SCENARIO:

You have attracted alot of unwanted attention and you seem like an easy mark. Prove them differnt.

PROCEDURE:

Engage all targets with at least Two rounds each. Steel must ONLY be engaged from SP, Steel is not scored but activates disappering target.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

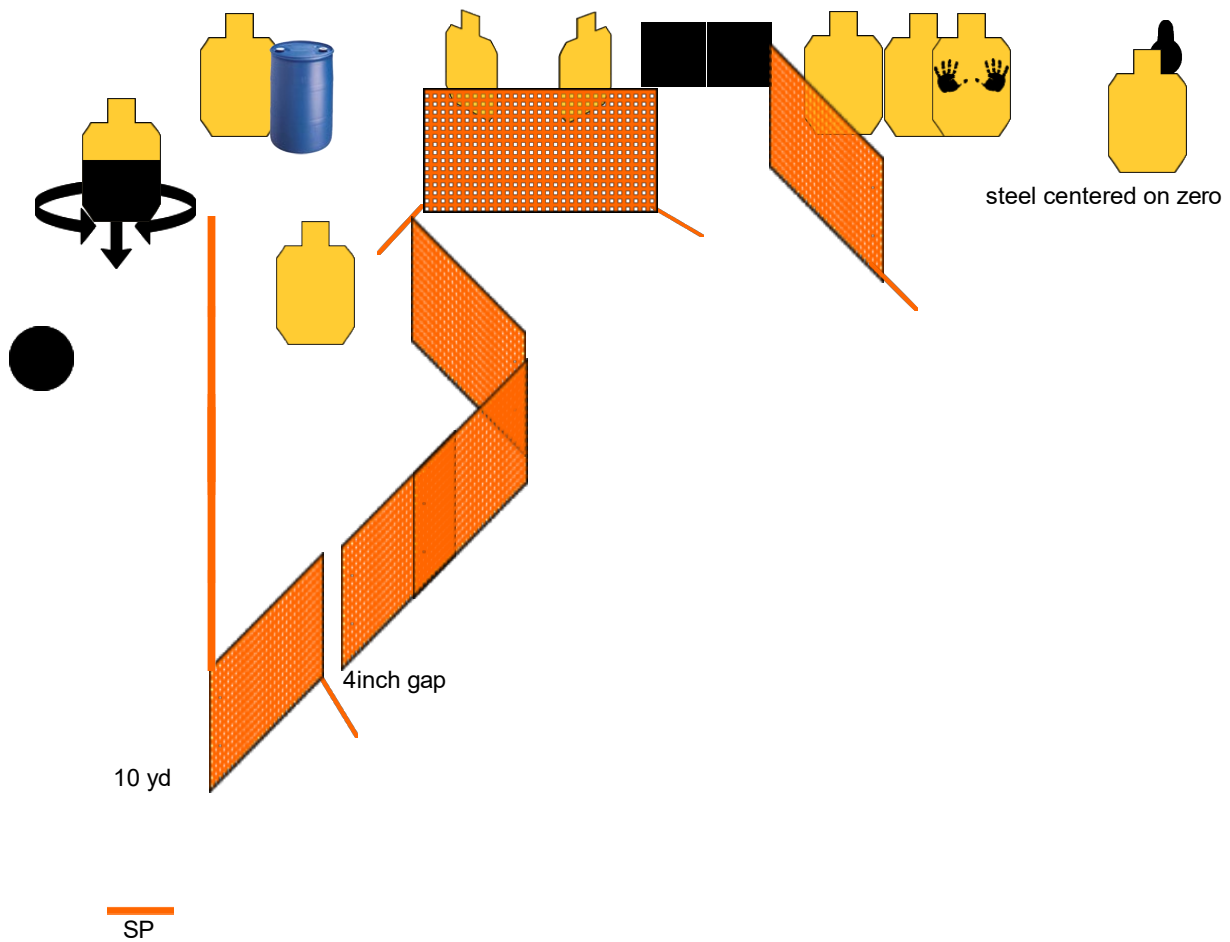
DISTANCE: 3-10 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



Stage 7 Match Day Up and Downs

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing in start box, Gun UNLOADED and holstered, holding first magazine downloaded to 6 rounds in strong hand. All other loading devices stowed as per IDPA rules.
PCC is unloaded with the bolt closed while holding a 6 round magazine in your strong hand.

SCENARIO:

Standard drill

PROCEDURE:

At signal engage T1-T6 with 1 round each support hand only from inside the start box..

Then engage T7-T9 with 2 rounds each from in the open.

Then move to P3 and engage T10-T12 from prone under the wall within the fault lines.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 5-20 yds

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES: First mag loaded to 6 rounds only

