

Stage 7 Yippee Ki A

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing SP toes touching with your hands at your sides. Gun loaded and holstered. PCC low ready, facing down range.

SCENARIO:

Thier are bad guys out there! Choot'em

PROCEDURE:

At the signal engage all threats from cover when available. Steel must fall.
(SFFL) steel forward fault line

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

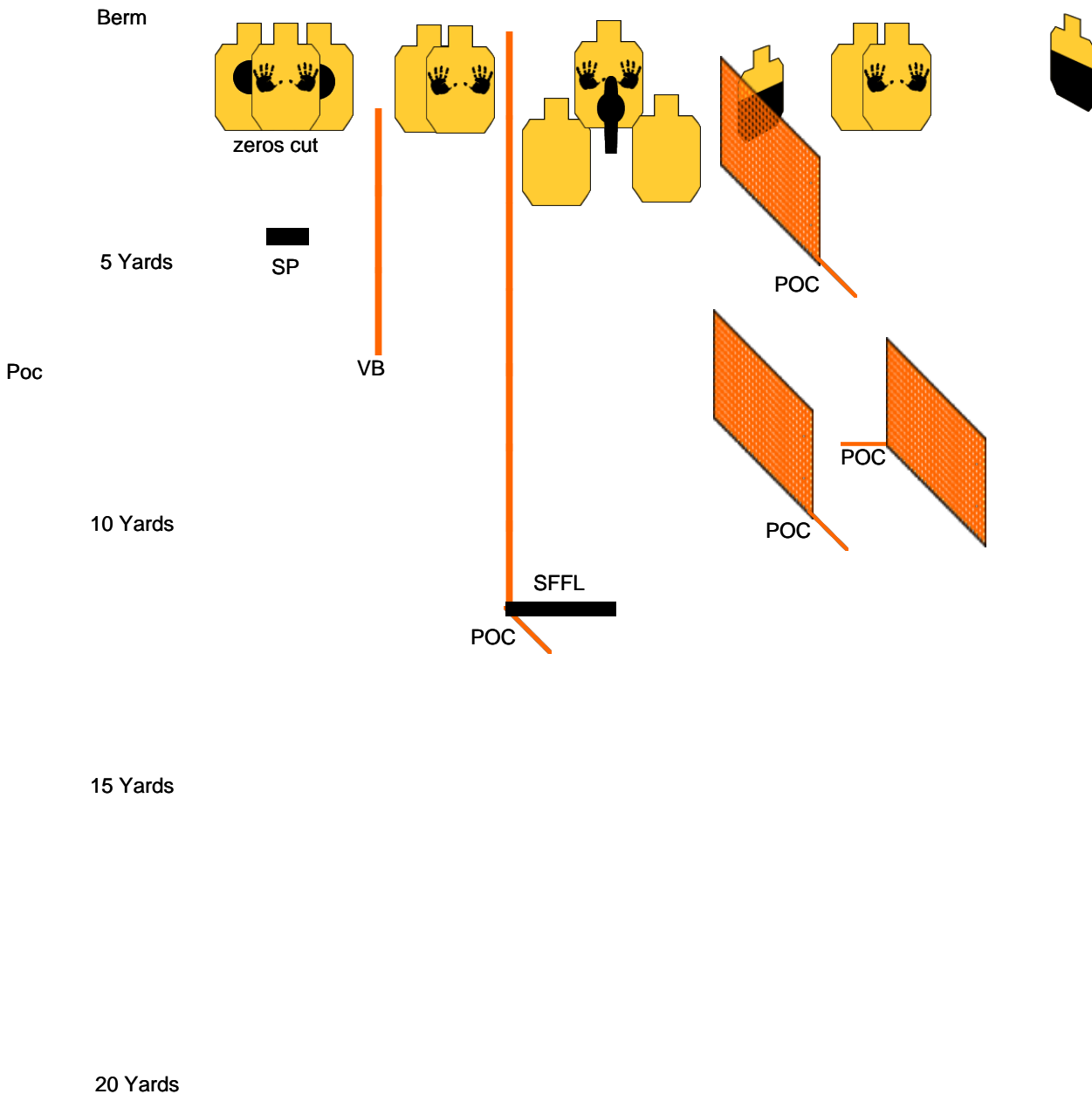
DISTANCE: 3-12 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

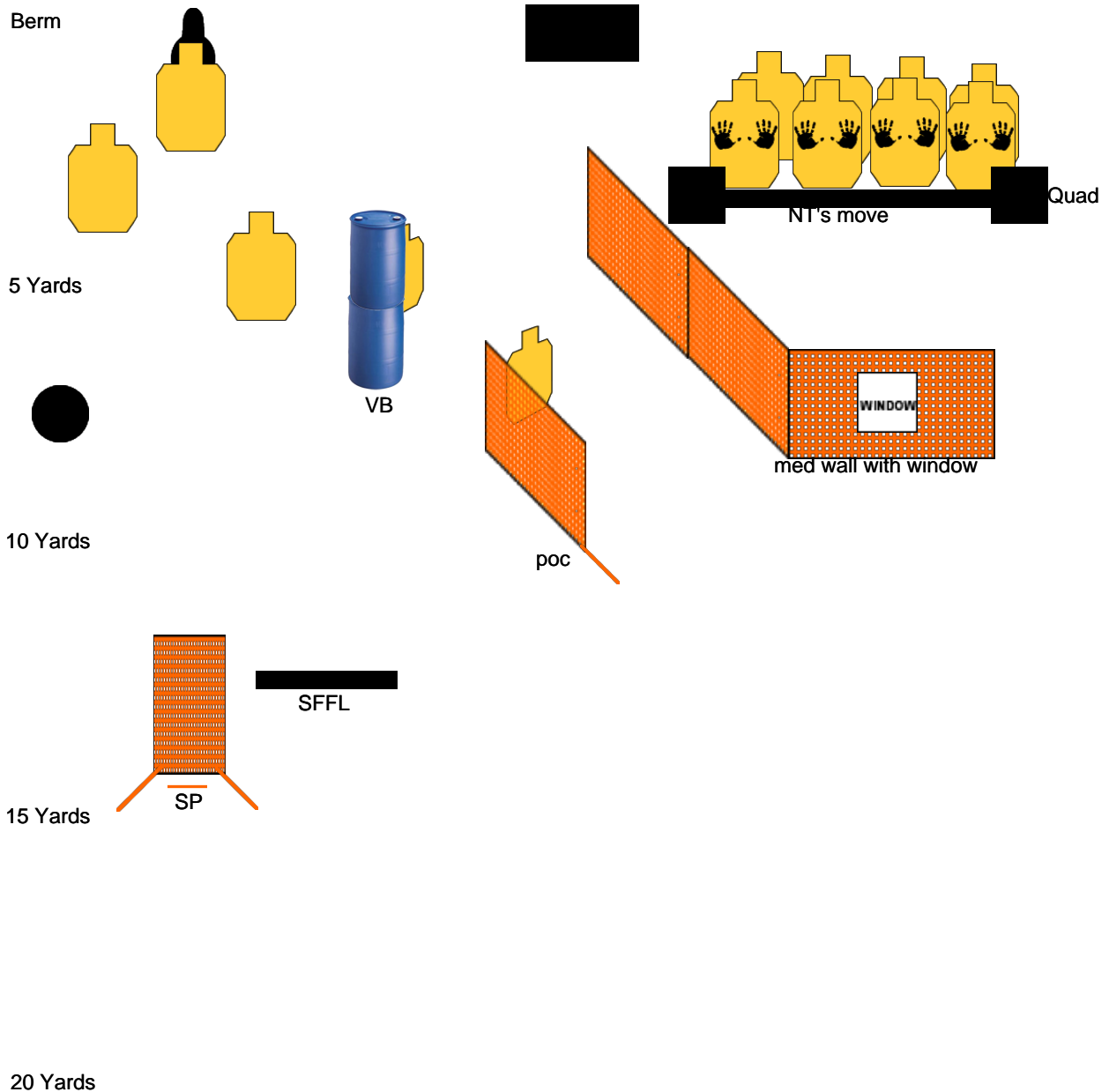
CONCEALMENT: Yes

NOTES:



Stage 6 Come on Man

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing at SP hands relaxed, Gun loaded and holstered, PCC low ready	
SCENARIO: You are out burning up your bonus check when armed men start taking hostages at the local Macys.	SCORING: Unlimited
PROCEDURE: At the signal engage all threats with two rounds each using available cover. Steel activates Quad turner, 45sec operating time. Window isn't considered a point of cover. threats are in the open. Less than 24in Steel forward fault line (SFFL)	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 7-15
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



Stage 5 The Chase

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing At SP with one toe touching and activator rope held in both hands, Gun loaded with FOUR rounds ONLY and holstered, PCC loaded with FOUR rounds and at the low ready.

SCENARIO:

While out seaching for the perfect gift, you find yourself involved in a hostage situation.

PROCEDURE:

At the signal, Pull the rope activating swinger and engage T1 with at least Four rounds. Engage all other threats with at least two rounds from available cover.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 07

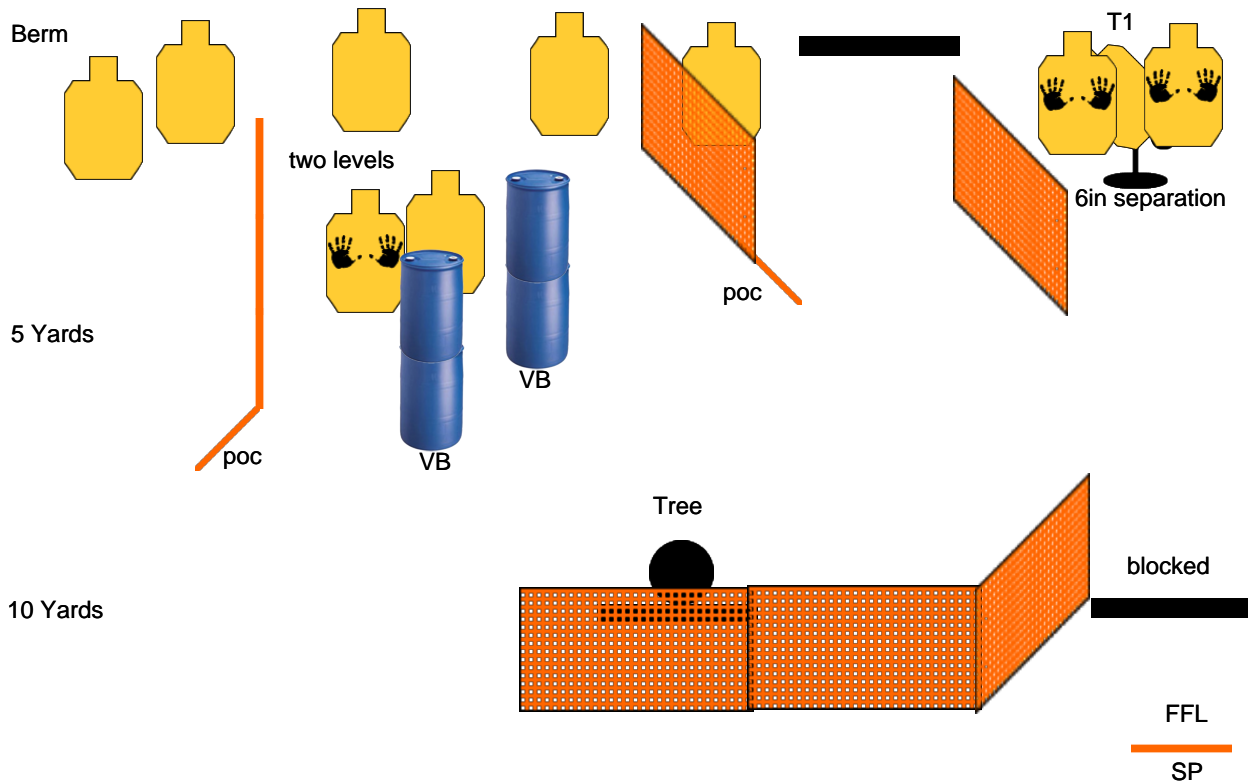
DISTANCE: 3-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 4 Christmas Tree for me

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

You are lost in a Christmas tree farm when the field is over run by chainsaw wielding hooligans. Secure your chosen tree.

PROCEDURE:

At signal engage all targets with 2 rounds each. T2 is a disappearing target after the popper is engaged, Activation revealing T3.

Steel may only be engaged from Poc 1.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

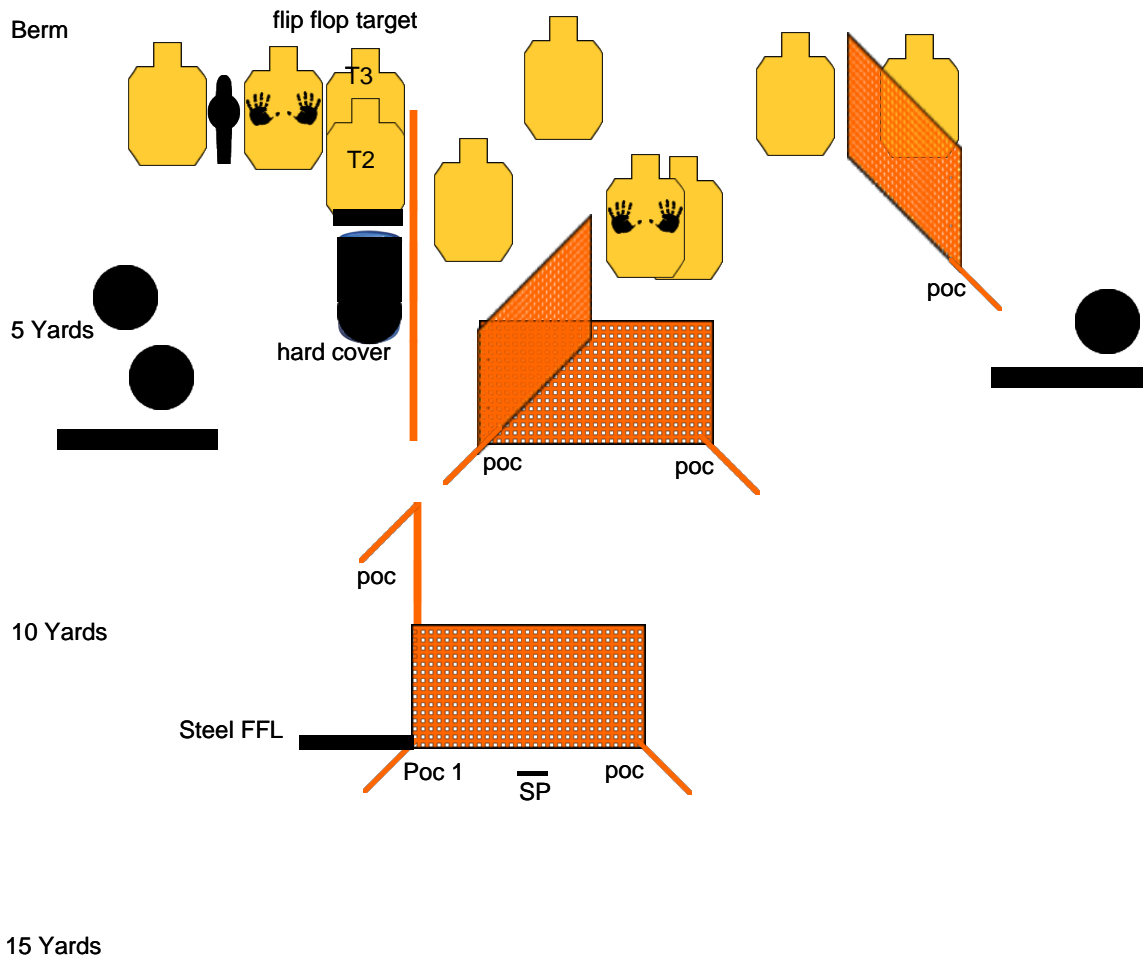
DISTANCE: 2-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 3 Tug Of War

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at either SP with your hands at your sides. Gun loaded with a THREE ROUNDS ONLY and holstered. Ropes placed on top and centered of the table. PCC low ready

SCENARIO:

While out for a walk pulling random ropes you find that someone is trying to pull a fast one on you.

PROCEDURE:

At the signal Engage all targets with two rounds each. Pulling the ropes activate disappearing targets.

All targets must be engaged from behind the FFL'S or positions of cover.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

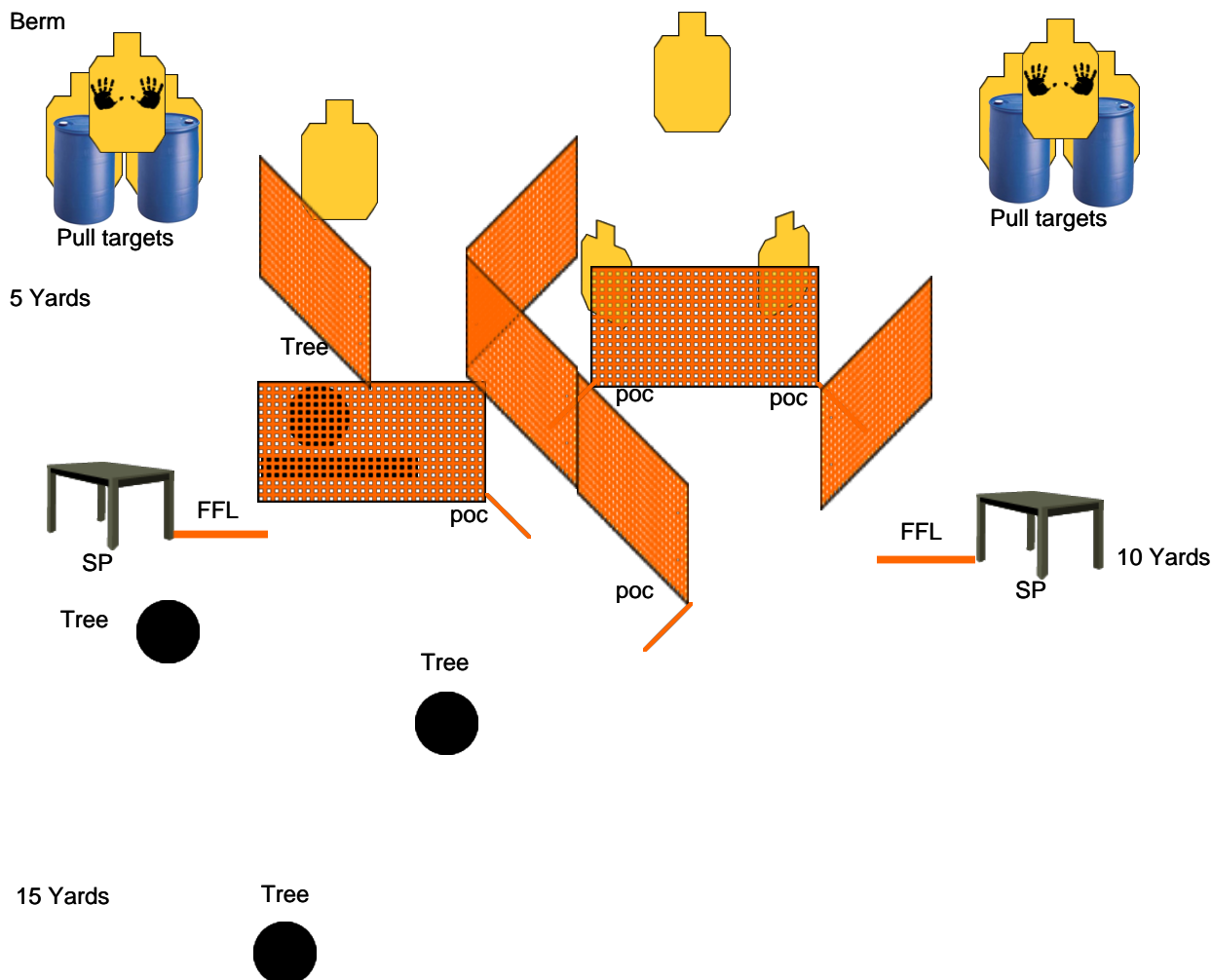
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Bay 2 Dont Forget The EggNogg

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at SP with at least one foot touch SP. Gun loaded and holstered. PCC at the low ready.

SCENARIO:

Your out shopping for last minute Christmas needs and armed thugs try to rob everyone inside.

PROCEDURE:

At the signal, push down activator Joe and engage Up and Down target with (THREE) rounds from in the open. Then engage all remaining threats with two rounds each from available cover.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

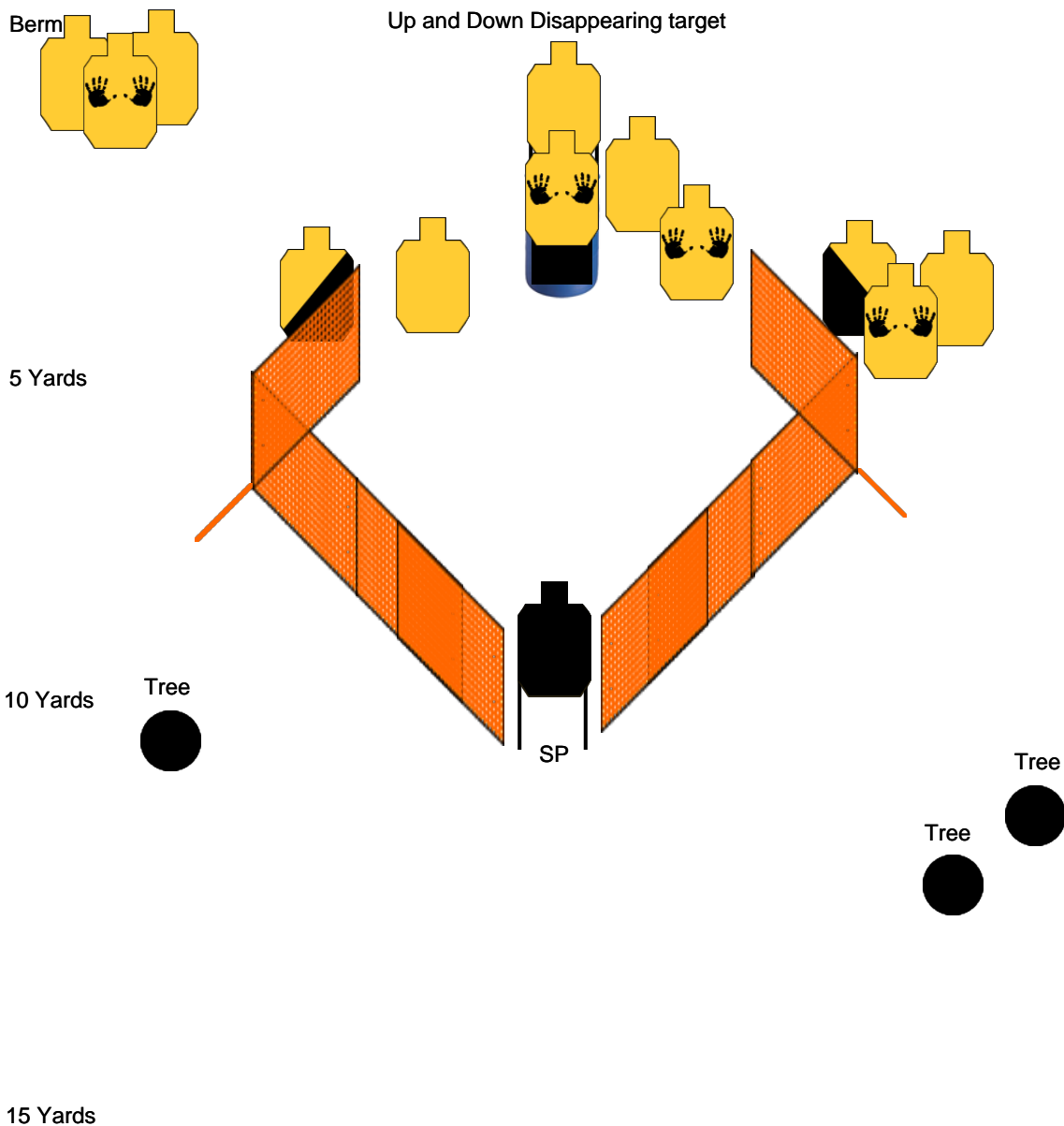
DISTANCE: 5-12 yds

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



Stage 1 Dingle Bells

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Seated in the chair with hands on your knees, Gun loaded and placed on the table facing down range, trigger guard centered on the X along with all loading devices placed on the table.

SCENARIO:

While at work armend men try to steal your jelly of the month club membership card.

PROCEDURE:

At the signal engage all threats with two rounds each EXCEPT T6 that requires 3 rounds using available cover.

SFFL Steel engagement forward fault line.

T6 activates out and back.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:

