

Stage 1 Hidden Treasures

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP with your hands relaxed at your sides, Gun loaded with SIX rounds only and holstered. All other loading devices placed in closed drawer. PCC low ready.

SCENARIO:

While digging through your prized junk drawer, Armed thugs try to steal all your long lost treasures.

PROCEDURE:

At the signal recover your loading devices and engage all threat with at least two rounds each using available cover.

Opening drawer activates Max trap

GUN LOADED WITH SIX ROUNDS ONLY

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

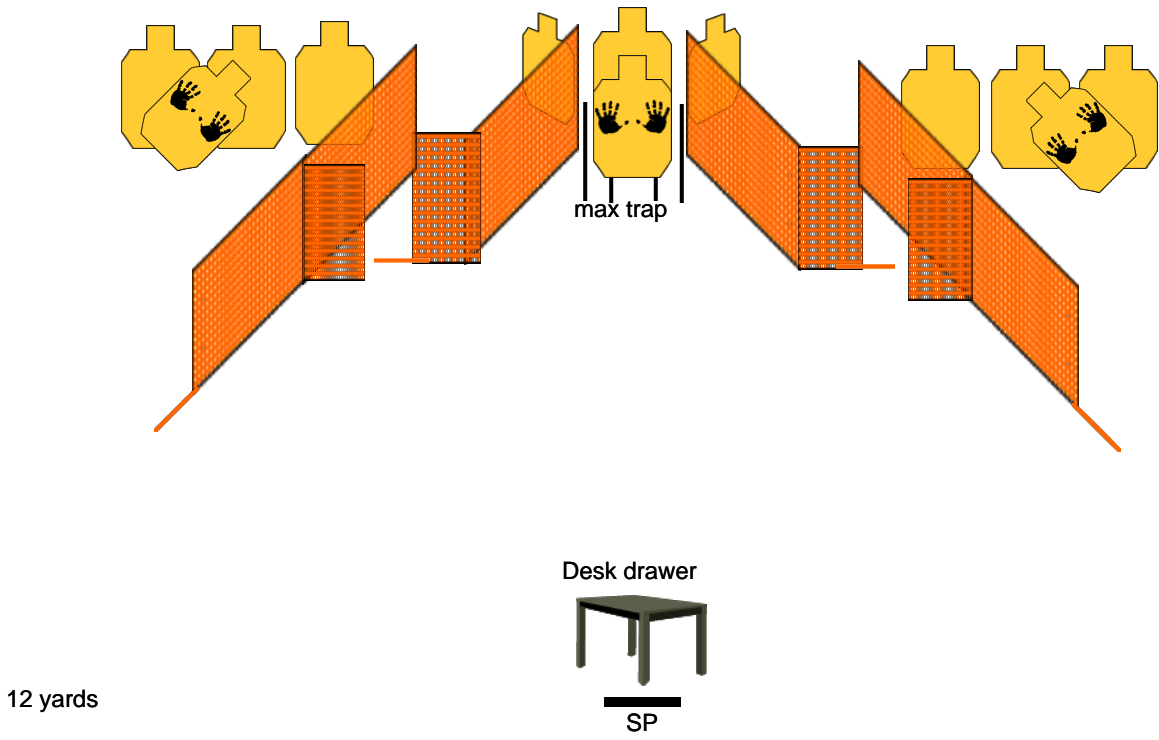
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 2 Cleaning Crew

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP with your hands relaxed at your sides. Gun unloaded with the slide, cylinder, or bolt, closed. Trigger guard centered over the X with all loading devices placed on the table.

SCENARIO:

You just finished cleaning your gun when armed thugs attack you. Time for a functions check,

PROCEDURE:

At the signal engage all threats with two rounds each using available cover. Non scored steel activates both swingers.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

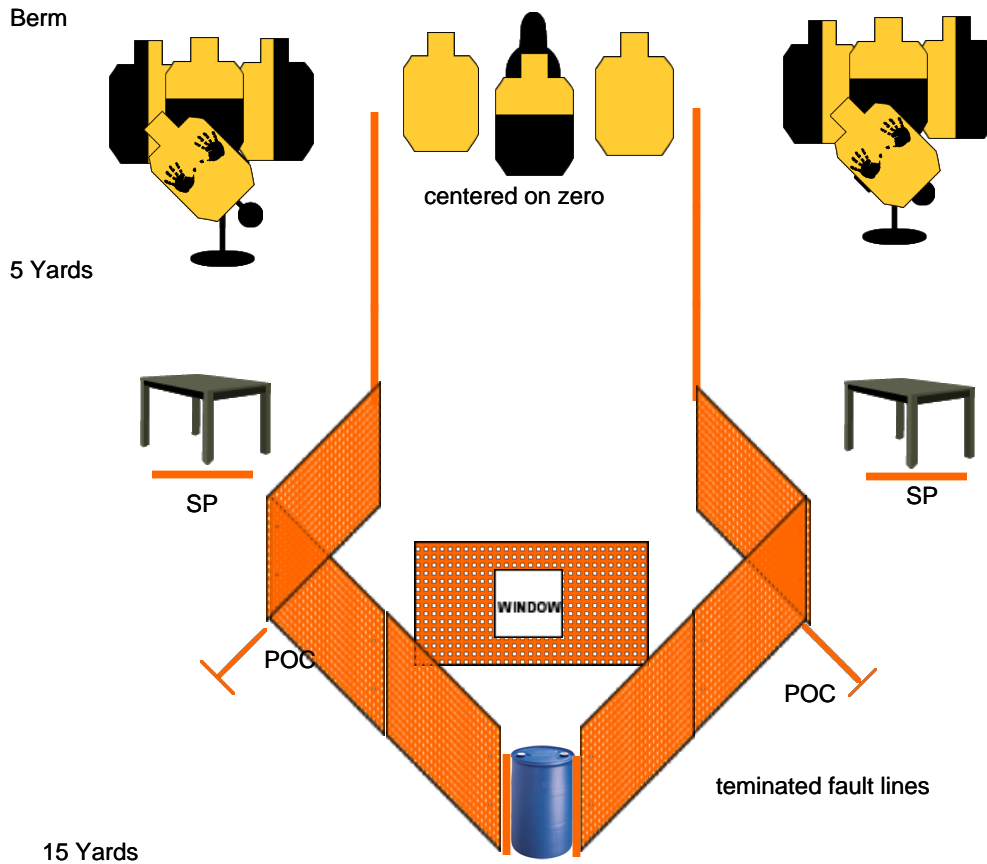
DISTANCE: 7-15 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 3 Spin Doctor

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at either SP with your hands relaxed at your sides, Gun loaded and holstered, PCC at the low ready.

SCENARIO:

You're at the local fair when bad guys take over all fun the attractions.

PROCEDURE:

At signal engage all threats with at least two rounds each, Steel must fall.

SFFL Steel Forward Fault Line

Non threat is to be visible when it is reset

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

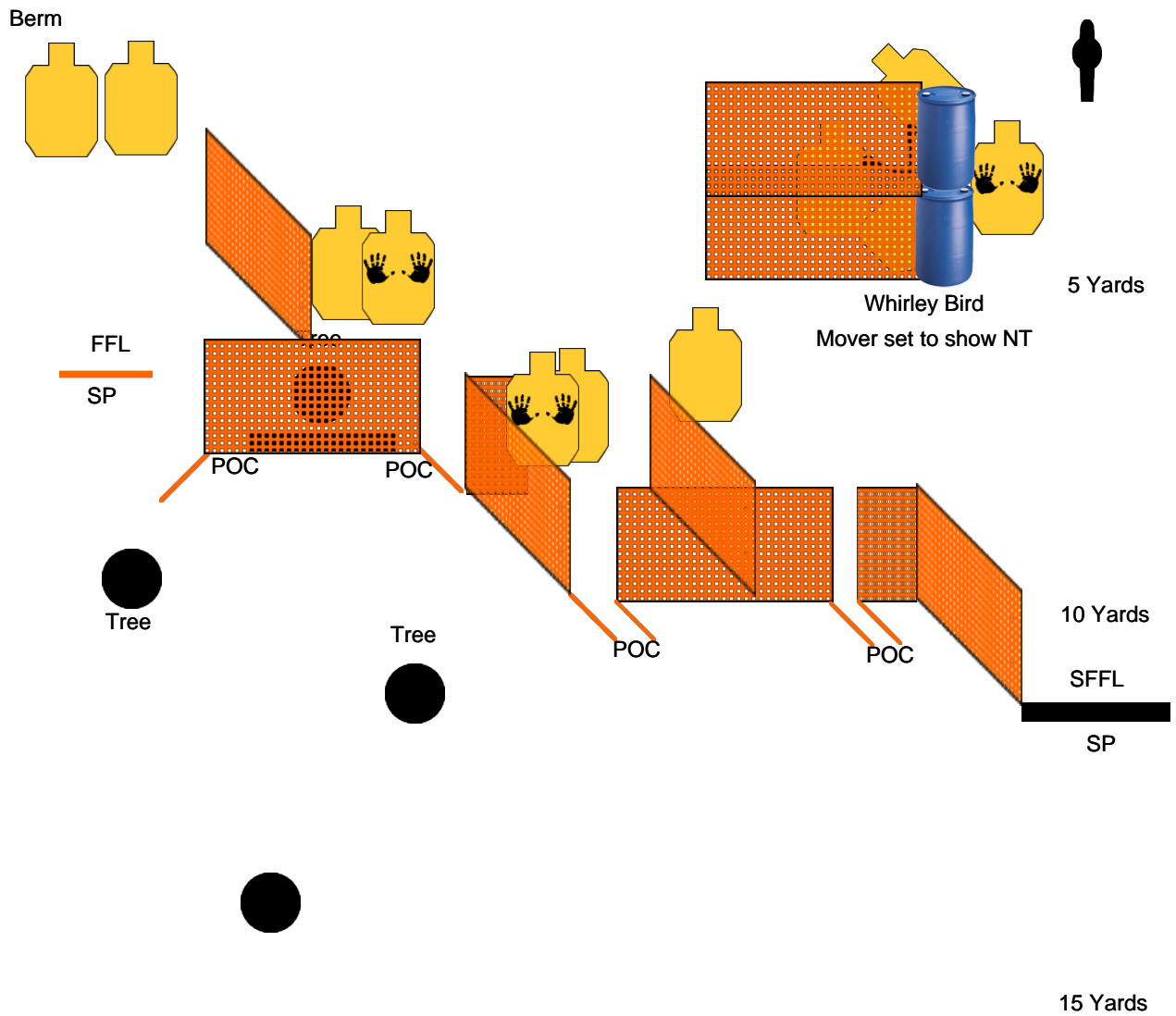
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 4 Two By Two

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP with your hands relaxed at your sides, Gun loaded and holstered. PCC low ready

SCENARIO:

You run into bad guys doing bad things.

PROCEDURE:

At the signal engage all threats with two rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

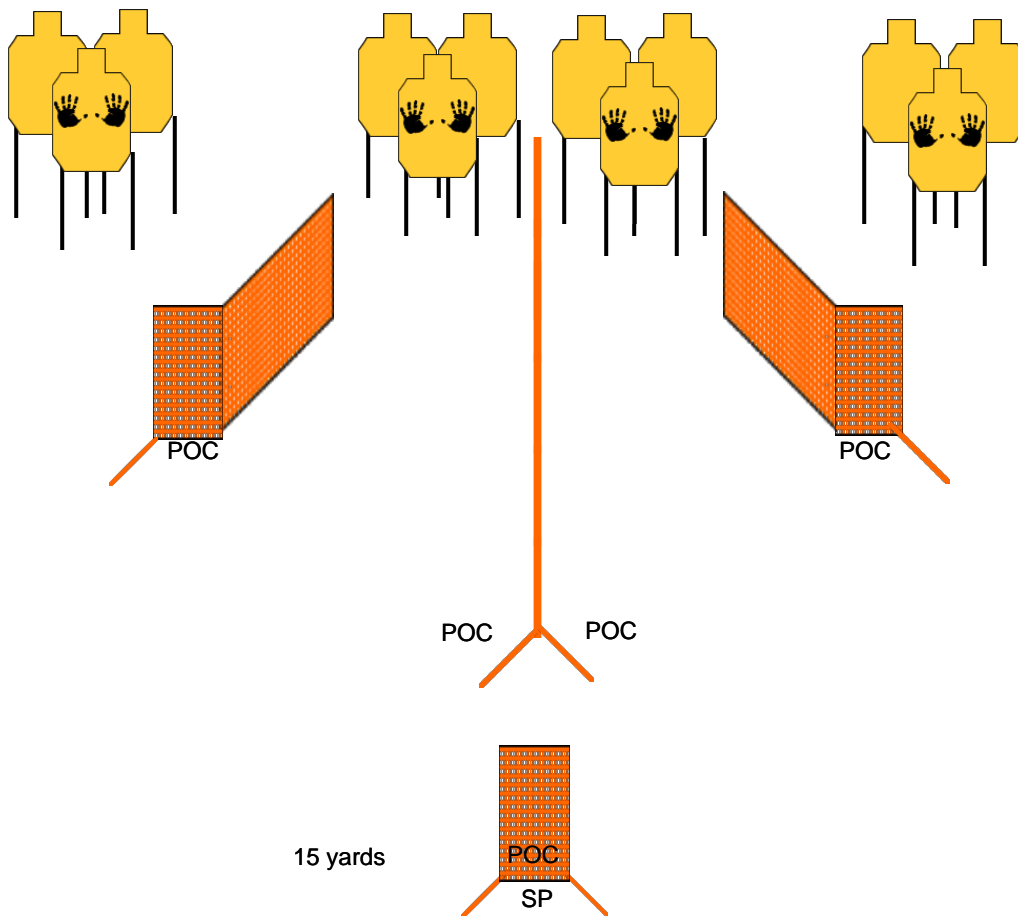
DISTANCE: 8-15 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 5 Long Way From Home

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing within the box with your hands relaxed at your sides. Gun loaded and holstered. PCC low ready

SCENARIO:

You were out for a stroll when you find yourself in a bad situation. Find your way home.

PROCEDURE:

At the signal engage T1 and T2 from within the box with at least two rounds each. Then engage all other targets using available cover with two rounds each. Targets through the window will be engaged in tactical priority.

Bear trap activates the double swinger.

NOTE: Threats are covered by non threats are still considered visible and not hard cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

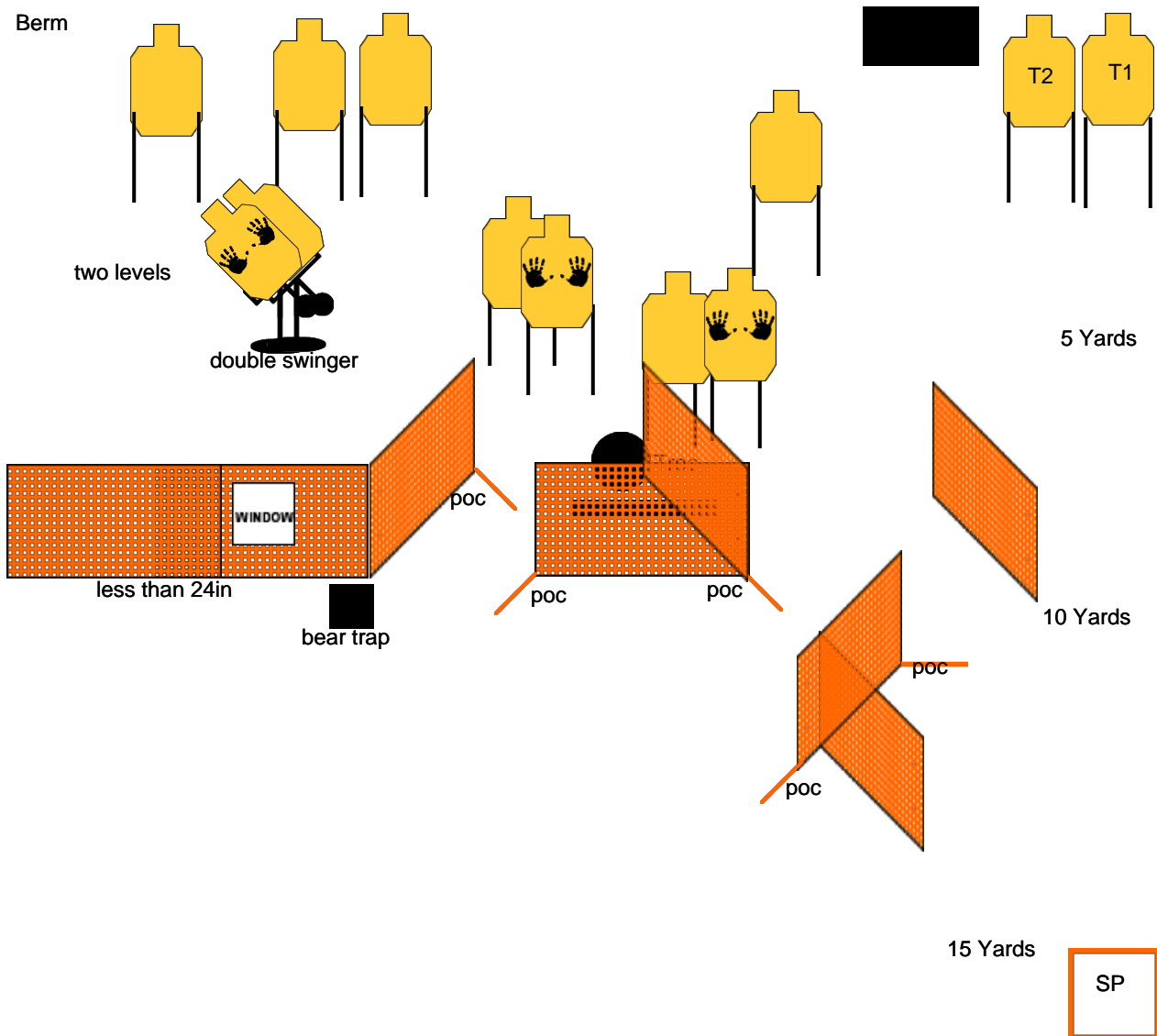
DISTANCE: 3-15 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 6 Going Green

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at the SP with your hands relaxed at your side. Gun loaded and holstered. PCC low ready

SCENARIO:

You have been attacked by armed individuals intent on doing you harm. Clear the way to the green zone.

PROCEDURE:

At signal engage all threats with two rounds each. Steel must fall

Clay must break to be scored

W1 is used only if the black popper is hit and opens the window, Targets are then considered in the open and must be engaged at W1.

Black popper is a not scored and is not required to fall. It is the activator for W1

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 08

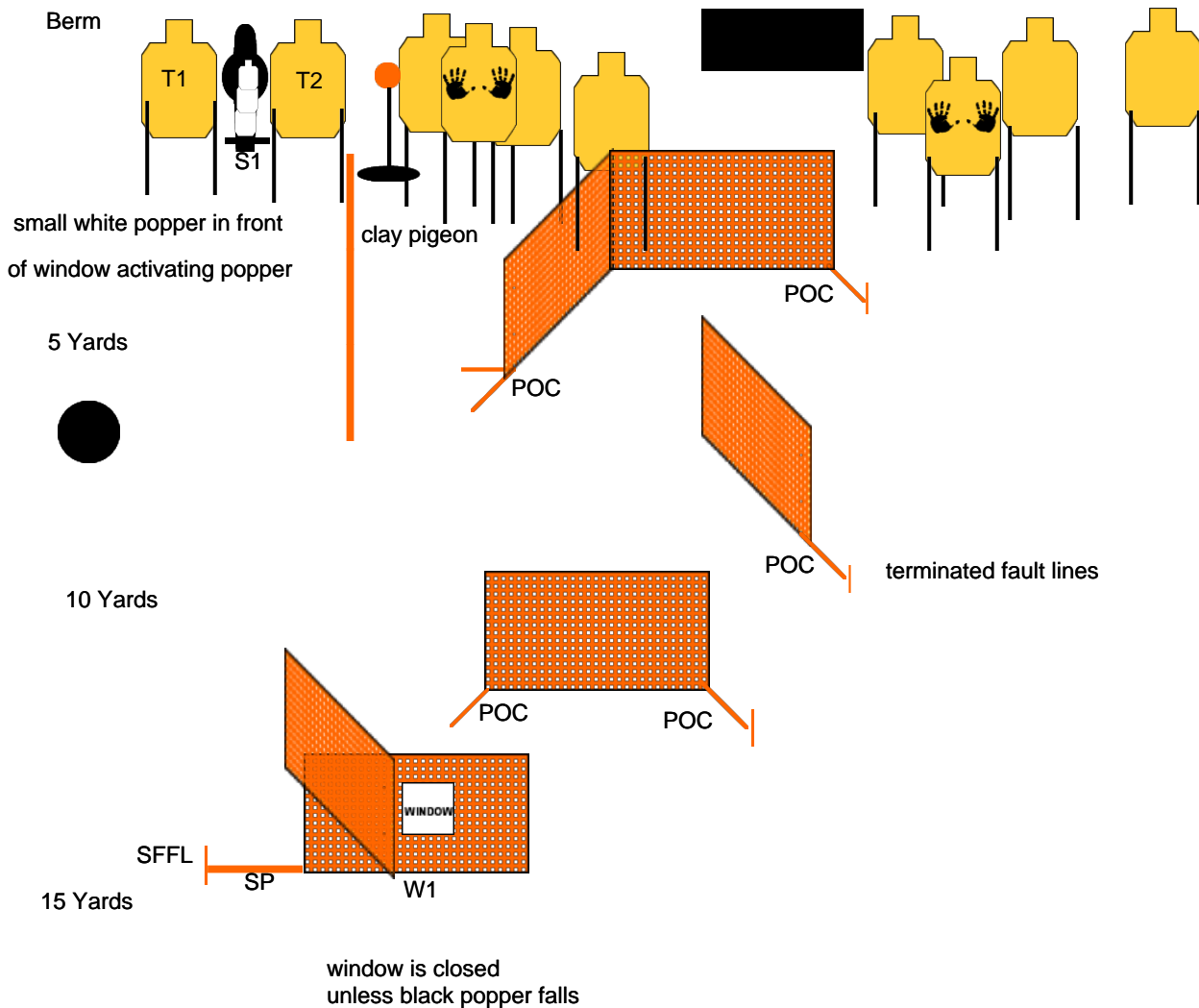
DISTANCE: 5-15 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 7 HAPPY NEW YEAR

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at either SP anywhere along the fault line with your hands relaxed at your side. Gun loaded with FOUR rounds and holstered. PCC loaded with FOUR rounds at the low ready.

SCENARIO:

Drill
Single string
Non threats on the support engagement side will be directly in front of the 4x4 posts
Be aware of shoot throughs, you may have to move along the fault line to have a clear shot.
You may move anywhere along the FFL.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 12

DISTANCE: 5-10 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:

PROCEDURE:

At the signal engage all targets with ONE round from each SP as follows.
From SP 1 engage all threats SUPPORT hand ONLY from in the open. PCC weak side
From SP 2 engage all threats STRONG hand ONLY from in the open. PCC Freestyle
STEEL and Forward Fault Line depicted
Drop turners are activated by the steel popper and the foot pedal.

