

Stage 7 Triple Threat

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at any SP with gun loaded and holstered with hands relaxed. PCC low ready.

SCENARIO:

While out sight seeing you find yourself being followed by masked men intent on robbing you. Escape NY.

PROCEDURE:

AT the signal engage all targets with two rounds each using available cover. Center targets are in the open.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

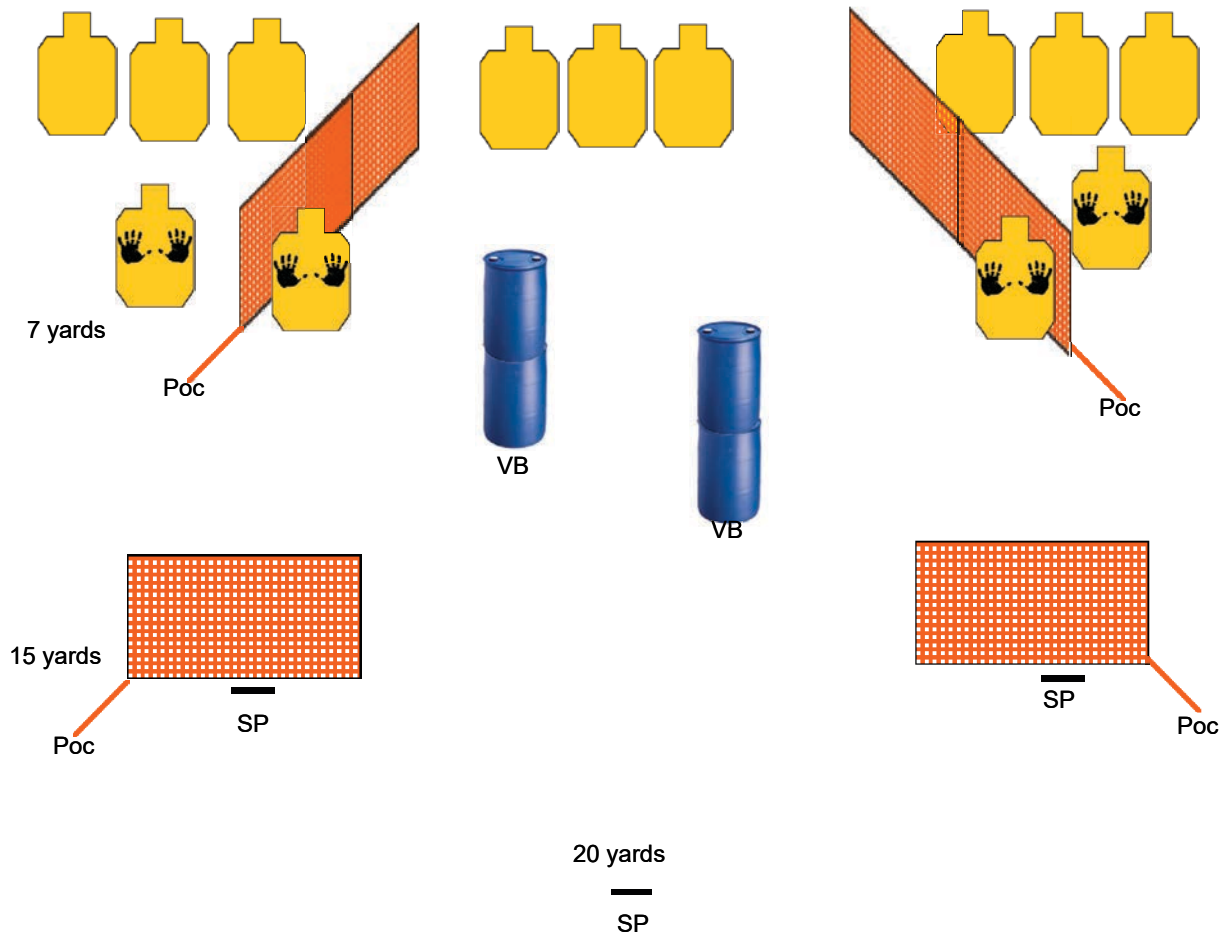
DISTANCE: 7-20 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 5 Because You loved It So Much Last Time

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Start standing at either SP with one foot touching start stick gun loaded and holstered. PCC at the low ready. All other loading devices stowed as per IDPA rules.

SCENARIO:

At the local fair teaching some kids on how to win thier girl the big stuffed animal by shooting a moving target! Dont embarrass yourself! Again!

PROCEDURE:

At the signal engage all threats with 2 rounds each. using cover.when available Clay must break

At the start only the NT is visable on whirly bird and is activated by popper.
THE WEIGHT MUST BE PLACED ON THE TOP POST AND THE STICK MUST BE IN THE CORRECT POSITION

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 08

DISTANCE: 2-12 yrs

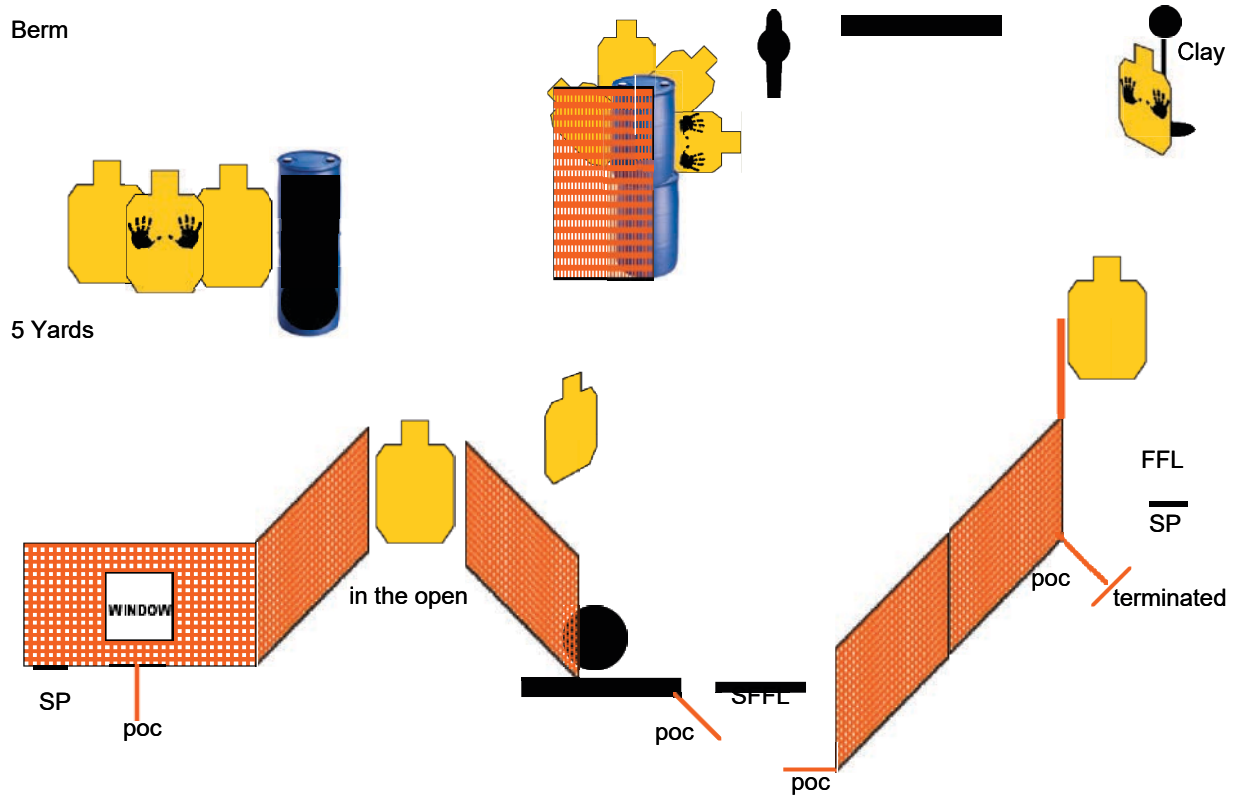
SCORED HITS:

PENALTIES: Per IDPA Rules

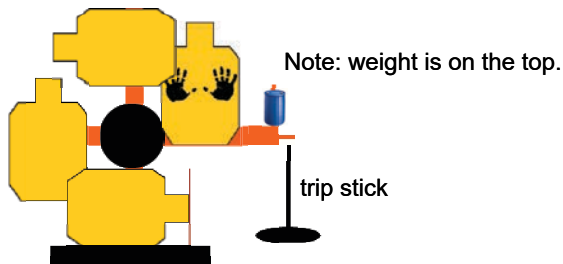
CONCEALMENT: Yes

NOTES: Whirly is to be set with weight on top!

Berm



15 Yards



Stage 4 FISH ON

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Seated in kayak with you hands on your knees Gun loaded CHAMBER EMPTY and placed on the pad in front of you. All other loading devices stowed as per IDPA rule. PCC held at the low ready or placed on the boat CHAMBER EMPTY.

SCENARIO:

While fishing in your kayak after the apocalypse in the California drainage system looking for dinner. You suddenly find yourself approached by floating zombies. But the thing is the feel a really good tug on your line. Clear the area and reel in your big catch. Beware of your little buddy Gilligan on the front of the boat!

FISH ON!

PROCEDURE:

At the signal engage ALL theats WHILE STEATED with two rounds each. reeling the crank activates the double pull target and the triple turner. targets will not stay visable if the crank isnt held. The threat target on triple turner is upside down and only shows down 3 at rest so its considered dissappering.

Two levels of priority

Your feet must not touch the ground. they may be placed on the balancing TOP board

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

DISTANCE: 3-15 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:

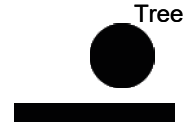
Berm



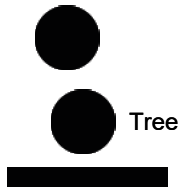
pull targets



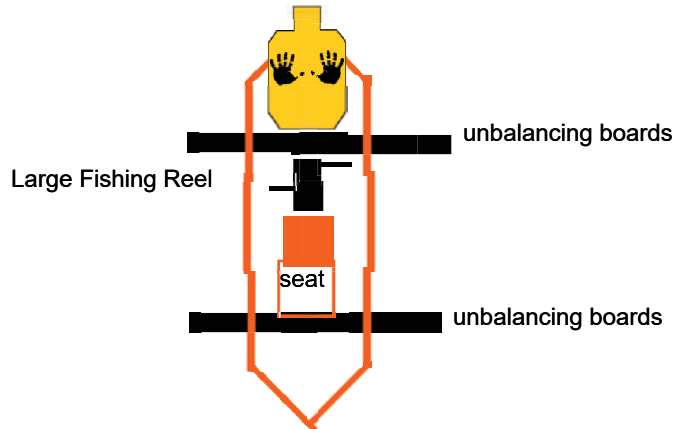
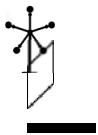
Triple Turner



Tree



Tree



15 Yards

Stage 3 Whats in the Case

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Seated at the table with your hands on your knees, Gun loaded and placed in closed briefcase. PCC placed on the table unloaded, bolt closed facing down range. with all magazines placed in the closed briefcase.

SCENARIO:

While sitting in a dinner having lunch you find yourself in the middle of a robbery. Hunny Bunny insist you open the case. and hand over the contents. OH K!

PROCEDURE:

At the signal engage all targets with two rounds using available cover..Do not advance past the table.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

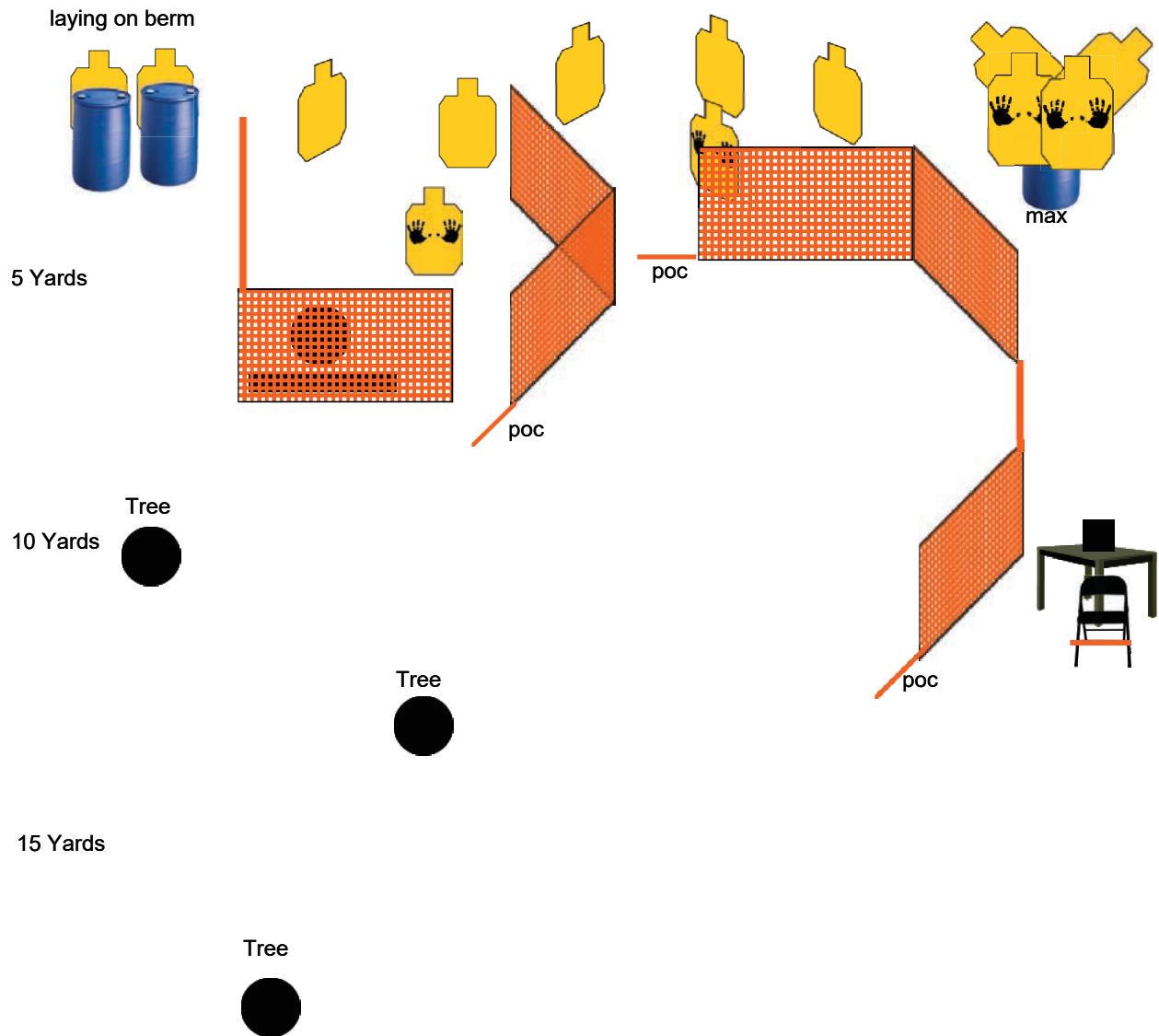
DISTANCE: 2-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 2 Why Didnt I Think of That

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at either SP hands touching the X,s on the wall. PCC at the low ready. Gun loaded and holstered. All other loading devices loaded to division capacity and stowed as per IDPA rules.

SCENARIO:

You're working at a think tank factory when armed thugs try to break in and steal your ideas!

PROCEDURE:

At the signal engage all threats from available POC with 2 rounds each. Steel must be engaged thru port in tactical priority.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 07

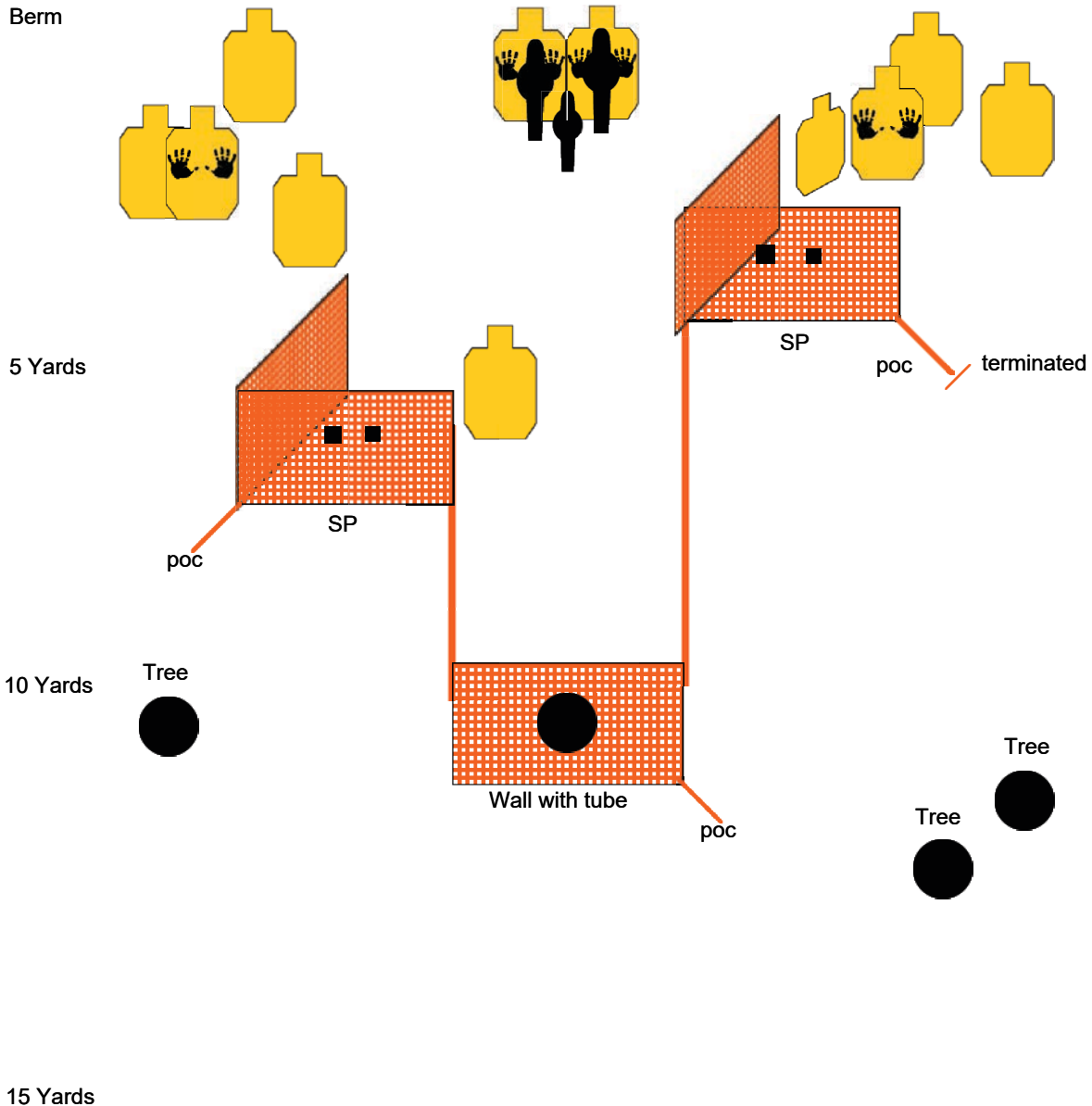
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



Stage 1 - Hammer Time

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

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

SCENARIO:

You're getting ready to run to the hardware store for a new shiny hammer. On you're way out the door bad guys try to rob you of your hammer money.

PROCEDURE:

At the signal engage all threats with 2 rounds in tactical priority or available cover

Door activates UP C DAISY, dissappering target

The door frame is the FFL. Do not advance through the door.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:

