

Stage 1 Clams Casino

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP holding the activator rope in your STRONG hand RELAXED at your side with one foot touching SP. Gun loaded and holstered. PCC at the low ready holding the rope however you choose.

SCENARIO:

While visiting your favorite Italian eatery. You return to your seat and find that your date and most importantly your clams casino is being held hostage. Save your date and your dish.

PROCEDURE:

At signal activate the clam shell and engage all targets from available cover with two rounds each.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

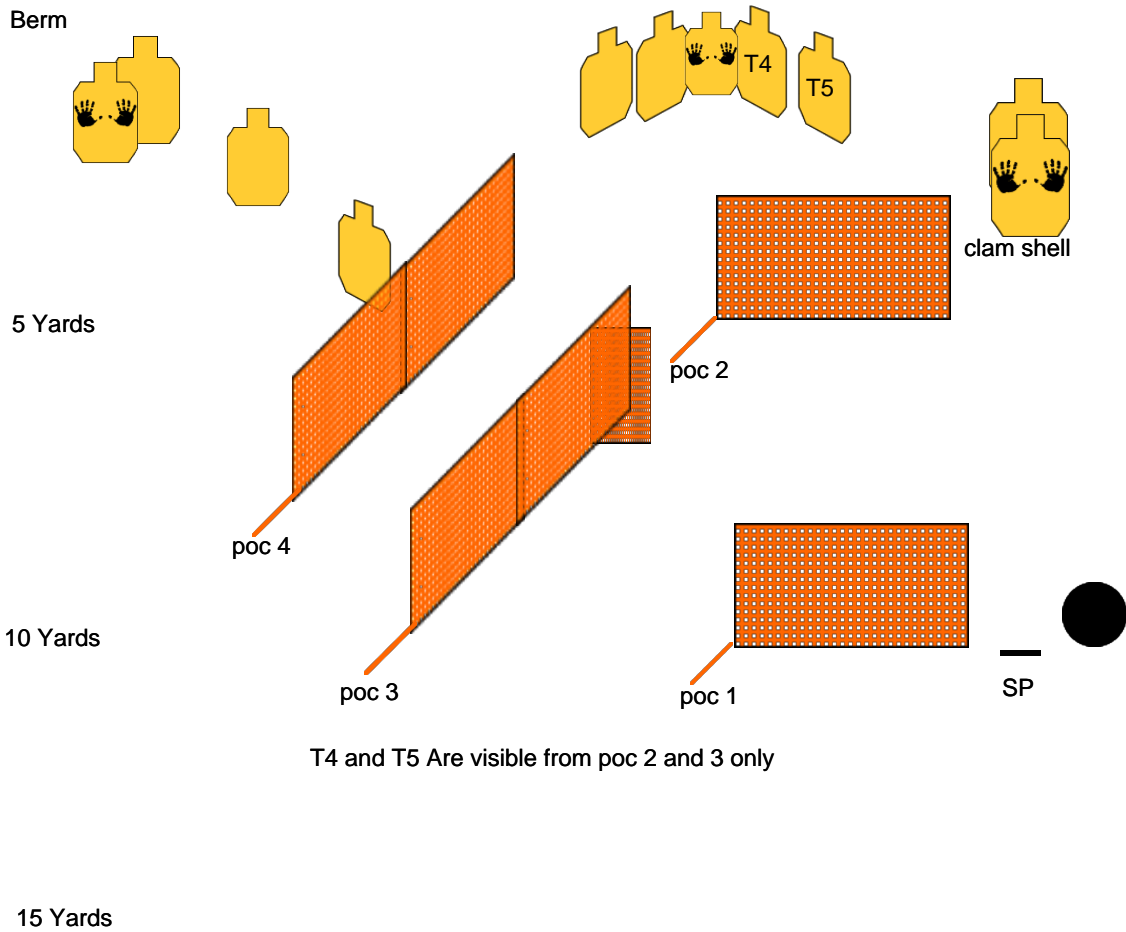
DISTANCE: 2-12 yards

SCORED HITS:

PENALTIES:

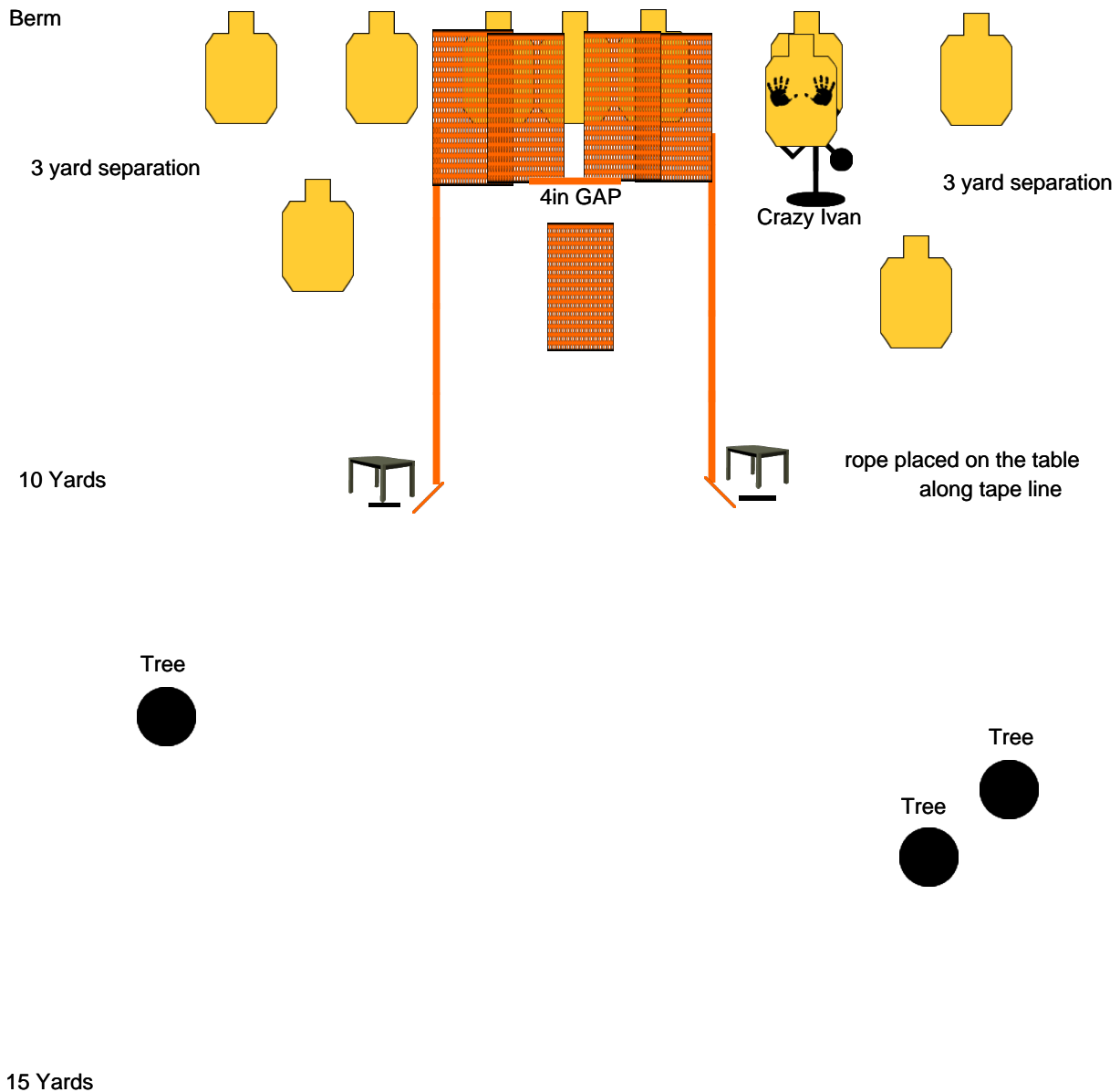
CONCEALMENT: Yes

NOTES:



Stage 2 To Stow or Go

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing relaxed at SP, gun unloaded and placed on the table centered over the X, All loading devices placed on any of the tables	
SCENARIO: While loading your range bag the crap hits the fan. Do you stay packing? or get cracking.	SCORING: Unlimited
PROCEDURE: Engage all targets with two rounds each in tactical priority or available cover. Targets from your SP are in the open. Pulling rope activates Ivan. Rope will be placed on the tape line at the start.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 2-12 yards
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



Stage 3 Five From A Far

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed SP, gun loaded and holstered. PCC low ready.

SCENARIO:

While out for a walk you find yourself involved in a protest turned violent.

PROCEDURE:

At the signal engage T1 with FIVE rounds from within the box. Engage all other targets with TWO rounds each using available cover. Steel is only available through the window.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 07

DISTANCE: 3-18 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:

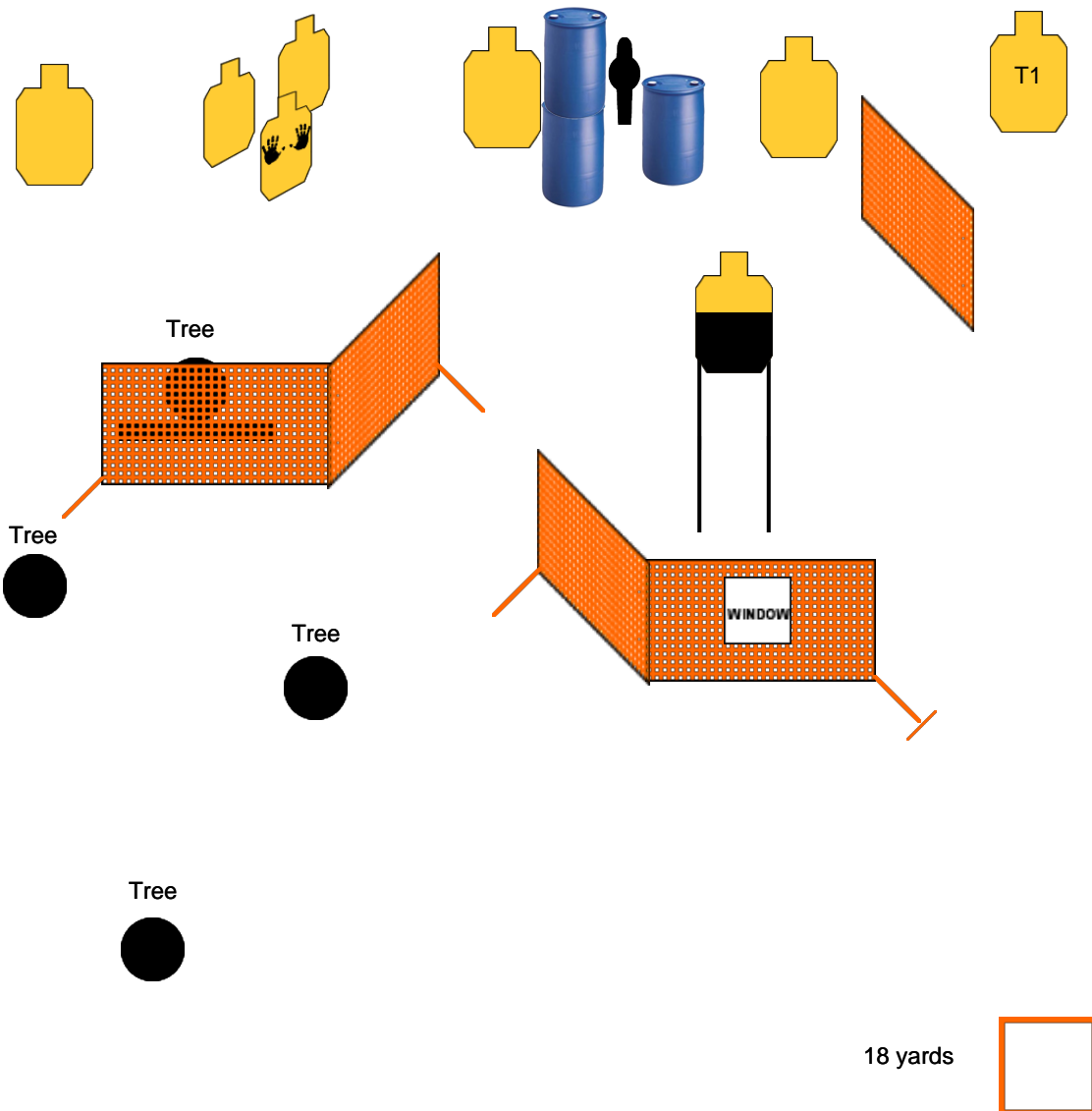
Berm

5 Yards

10 Yards

15 Yards

18 yards



Stage 4 Down On The Corner

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

While visiting the local downtown area it seems that it has been invaded by looters and extremists hell bent on causing death and destruction.

PROCEDURE:

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

T4 and T7 are surprise targets

T8 is only available from POC 5

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9

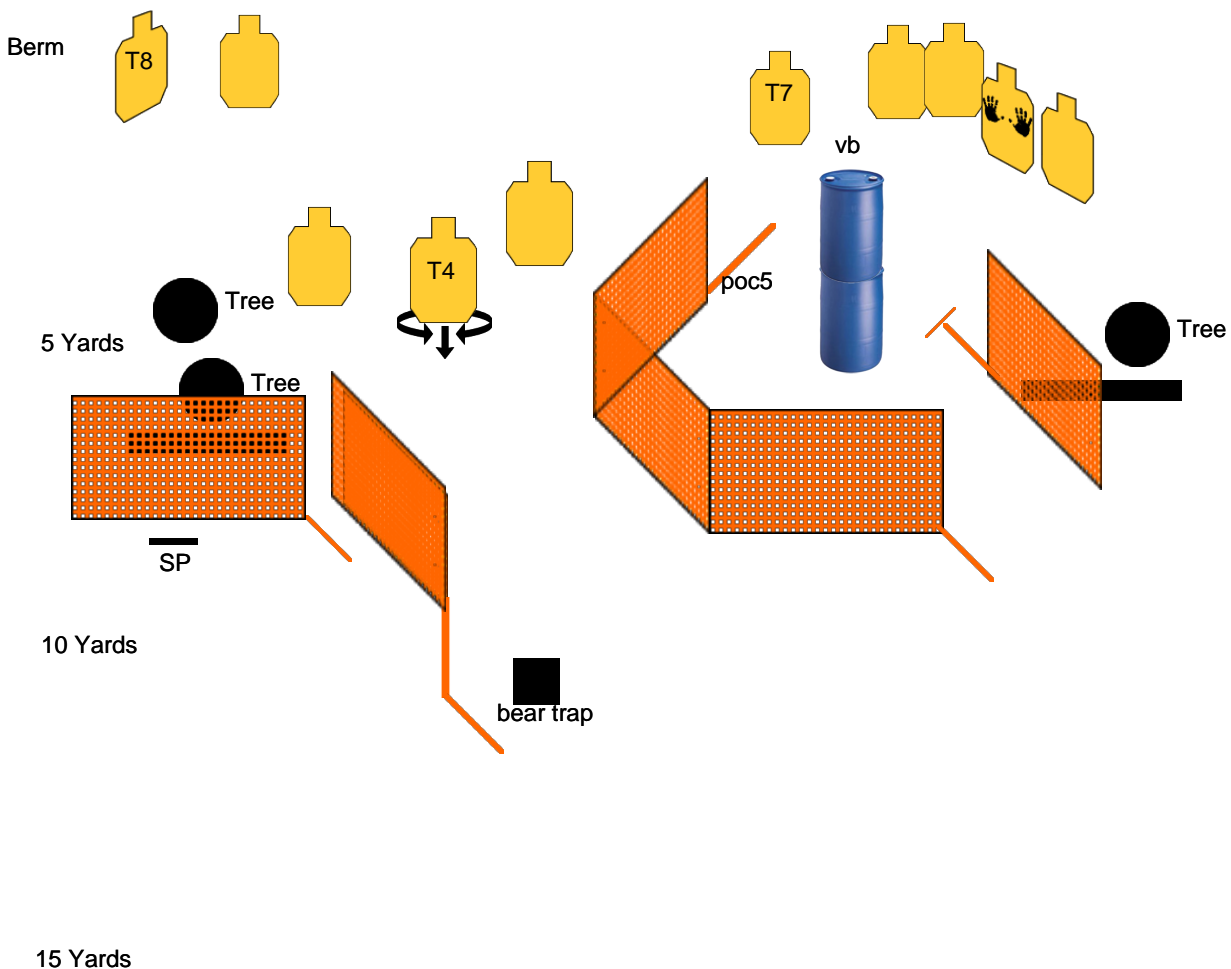
DISTANCE: 2-10 yards

SCORED HITS:

PENALTIES:

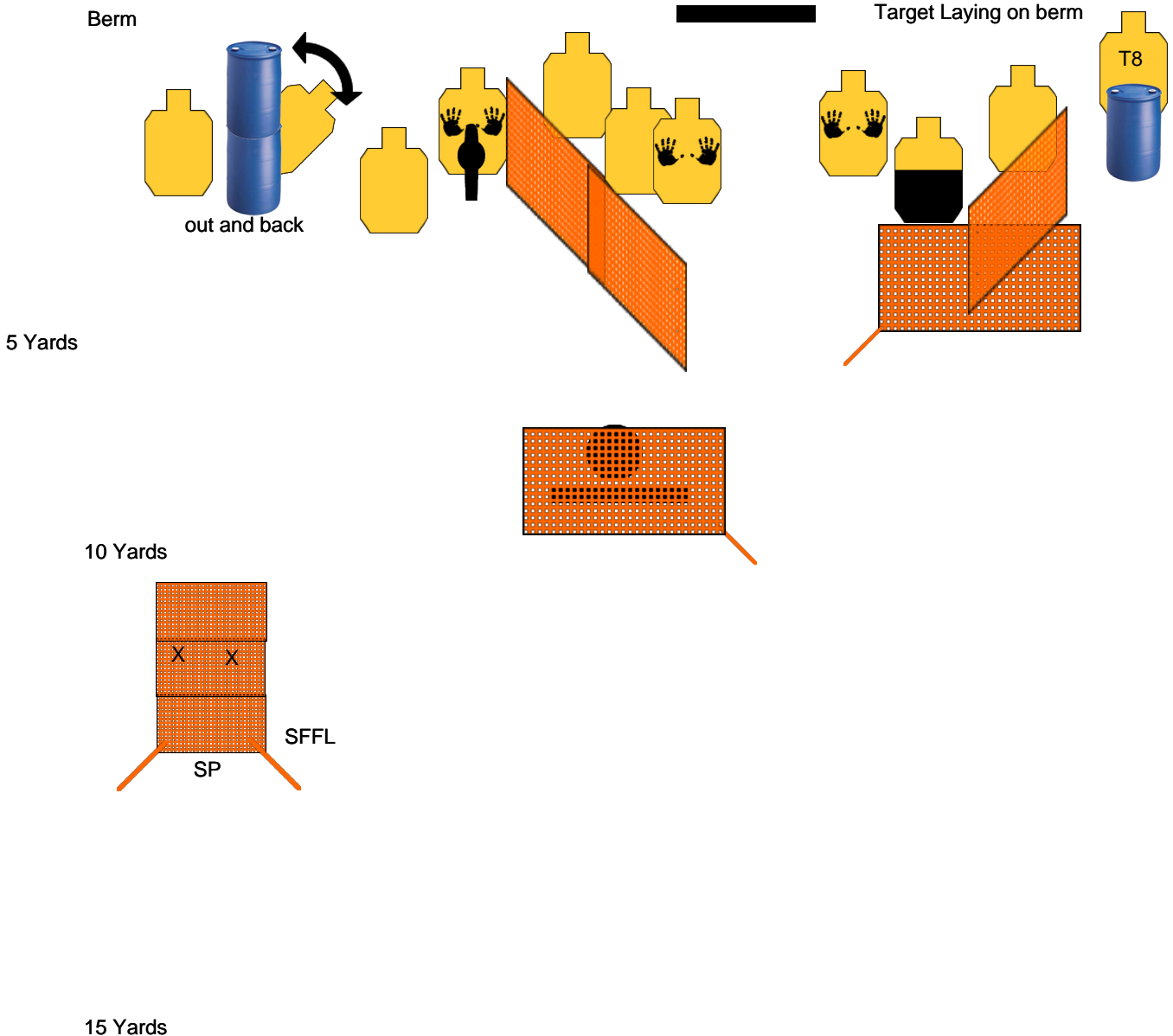
CONCEALMENT: Yes

NOTES:



STAGE 5 - Parking Lot Punks

RULES: IDPA Rules	Created By: Steve Salvo
START POSITION: Standing at SP with your hands on the X's. Gun loaded and holstered. PCC at the low ready with one hand touching an X. All other loading devices stowed as per IDPA rules.	
SCENARIO: You're returning to your car after shopping when a gang of armed thugs are roaming the parking lot for victims. Not tonight boys!	SCORING: Unlimited
PROCEDURE: At the signal engage targets T1 thru T7 with 2 rounds each, Engage T8 with THREE ROUNDS, Steel activates the out and back.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE: 2-12 yrs
	SCORED HITS:
	PENALTIES: Per IDPA Rules
	CONCEALMENT: Yes
	NOTES:



STAGE 6 - Breakfast Ends At Eleven

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Seated in the chair, gun loaded, chamber empty, slide forward or cylinder open and sitting inside closed briefcase. All other loading devices sitting on table outside of the briefcase.

PCC UNLOADED, bolt closed sitting on table outside the briefcase all loading devices inside closed briefcase.

SCENARIO:

You're sitting at a diner and some angry customers come in and are mad that they missed breakfast and start shooting up the place. They are hungry so go ahead and serve them up some vitamin Pb 82

PROCEDURE:

At the signal engage all targets with 2 rounds each, clay must break.
Steel activates swinger and can only be engaged from behind the table.
Briefcase activates electronic up and down.
Double bobber is centered at the start.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

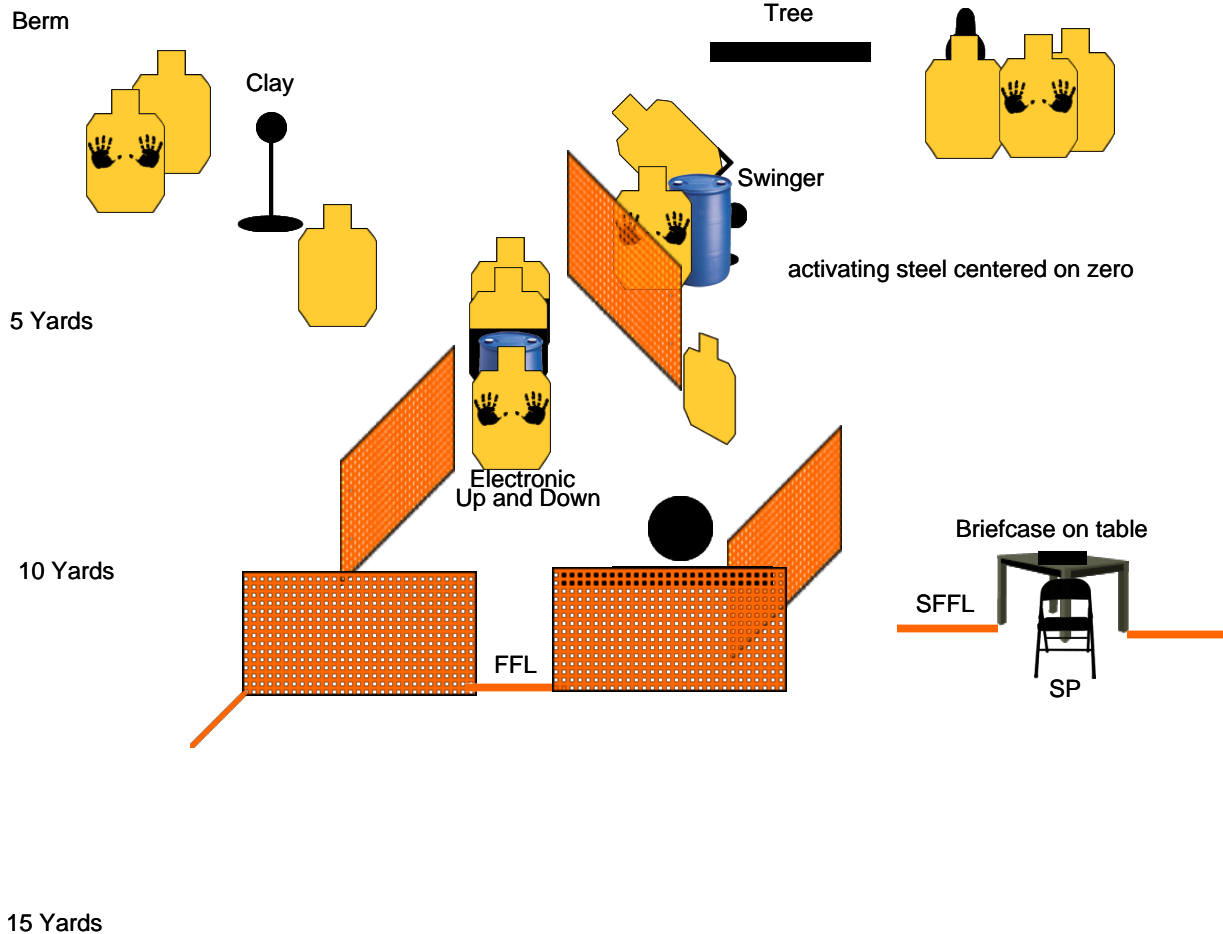
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:



Stage 7 Transition Condition

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed at SP, gun loaded and holstered. PCC low ready

SCENARIO:

DRILL (Limited)

PROCEDURE:

At the signal engage ONLY ONE TARGET WITH ONE ROUND at a time from each side of the barrel alternating from left to right until each target is engaged with a total of two rounds from within the box. You may shoot them in any order but you must alternate from side to side between shots.

One PE will be assessed if ONE OR TWO targets are engaged out of sequence. THREE errors, will be assessed as a Flagrant.

MORE than FOUR errors, you will be assessed an FTDR.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 9

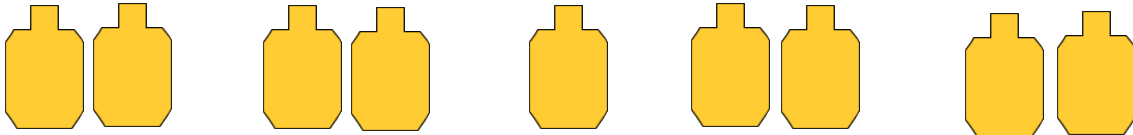
DISTANCE: 12 to 15 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



1 round at a time alternating between sides.

