

# Stage 1 Drops A Daisy

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing anywhere behind the vision barrier, gun loaded and holstered. PCC low ready.

**SCENARIO:**

While peeking through the bushes you interrupt a drug deal and become an unwanted guest. See your way out.

**PROCEDURE:**

Engage all threats with two rounds each from behind FFL.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

**DISTANCE:** 8 yards

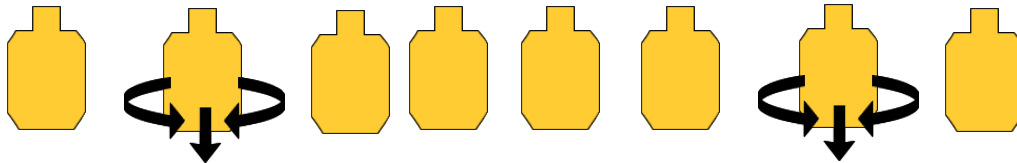
**SCORED HITS:**

**PENALTIES:**

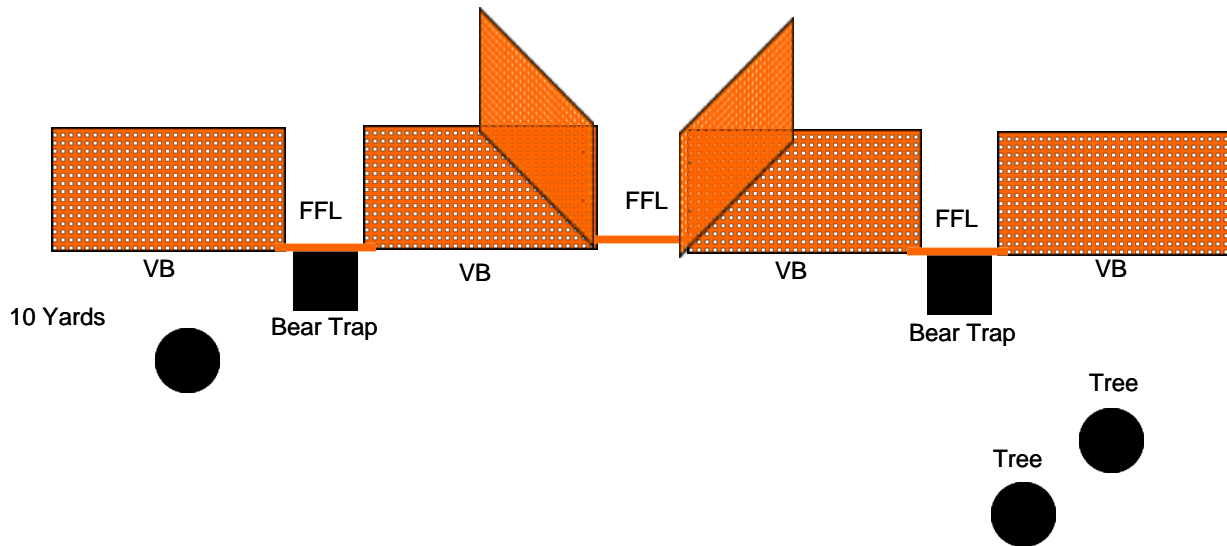
**CONCEALMENT:** Yes

**NOTES:**

Berm



5 Yards



15 Yards

# Stage 2 Hopscotch

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing relaxed within any box, gun loaded and holstered. PCC at the low ready.

**SCENARIO:**

Drill

THIS IS A LIMITED DRILL. STANDING STEEL IS 5

**PROCEDURE:**

You may engage targets from any box or boxes, As long as you follow the course of fire for each of the boxes.

From P1 ALL targets may be engaged with two rounds each, Steel must fall.

From P2 ONLY Steel targets may be engaged. Steel must fall.

From P3 ONLY paper targets may be engaged with two rounds each.

You may use any combination of boxes as long as the guidelines are followed.

**SCORING:** Limited

**ROUND COUNT:** 18

**TARGETS:** 07

**DISTANCE:** 7-15 yards

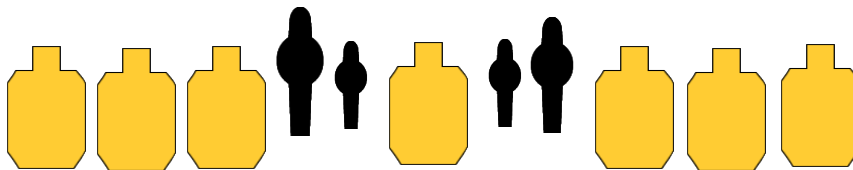
**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**

Berm



7 yards



Only paper can be engaged from P3

Tree



10 Yards



Only steel can be engaged from P2

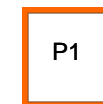
Tree



Tree



15 Yards



Everything can be engaged from P1

# Stage 3 - May The 4th Be With You

**RULES:** IDPA Rules

**Created By:** Steve Salvo

**START POSITION:**

Standing relaxed at SP, behind the table. Gun loaded with 4 rounds only and placed on table. All other loading devices loaded to division capacity and placed inside closed drawer.

**SCENARIO:**

You're leaving Comic-Con when rioters attack.  
You engage when you realize, low on ammo you are.  
Retrieve from the draw you must.

**PROCEDURE:**

At the signal engage T3 with four rounds from behind the FFL, All other targets with at least 2 rounds each. Opening the drawer activates swinger.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 08

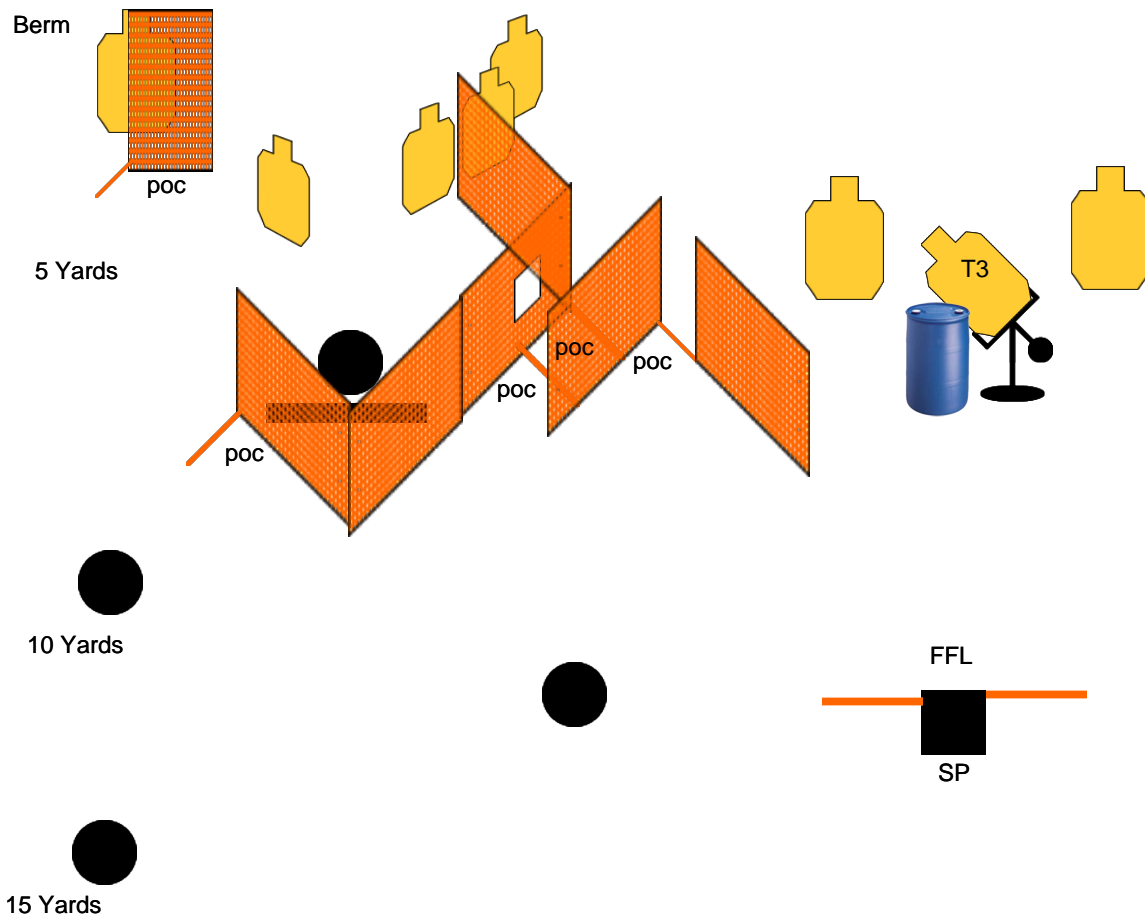
**DISTANCE:** 1-10 yards

**SCORED HITS:**

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** Yes

**NOTES:**



# Stage 4 Cash and Grab

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing relaxed at SP with BOTH toes touching fault line. Gun loaded and holstered. PCC low ready.

**SCENARIO:**

A trip to the local farmers market take a turn for the worse. Get your geens go

**PROCEDURE:**

At the signal engage all targets with two rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 9

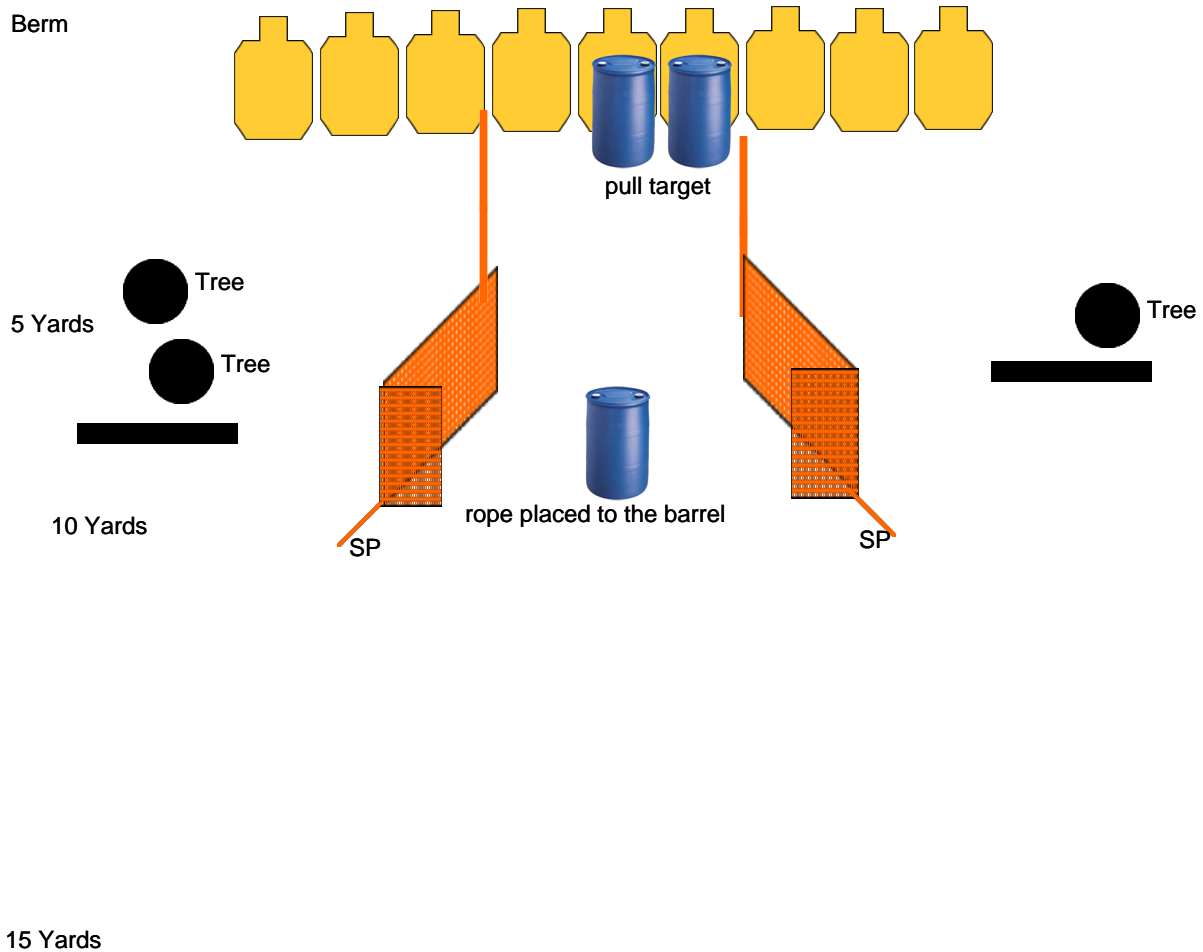
**DISTANCE:** 10 yards

**SCORED HITS:**

**PENALTIES:**

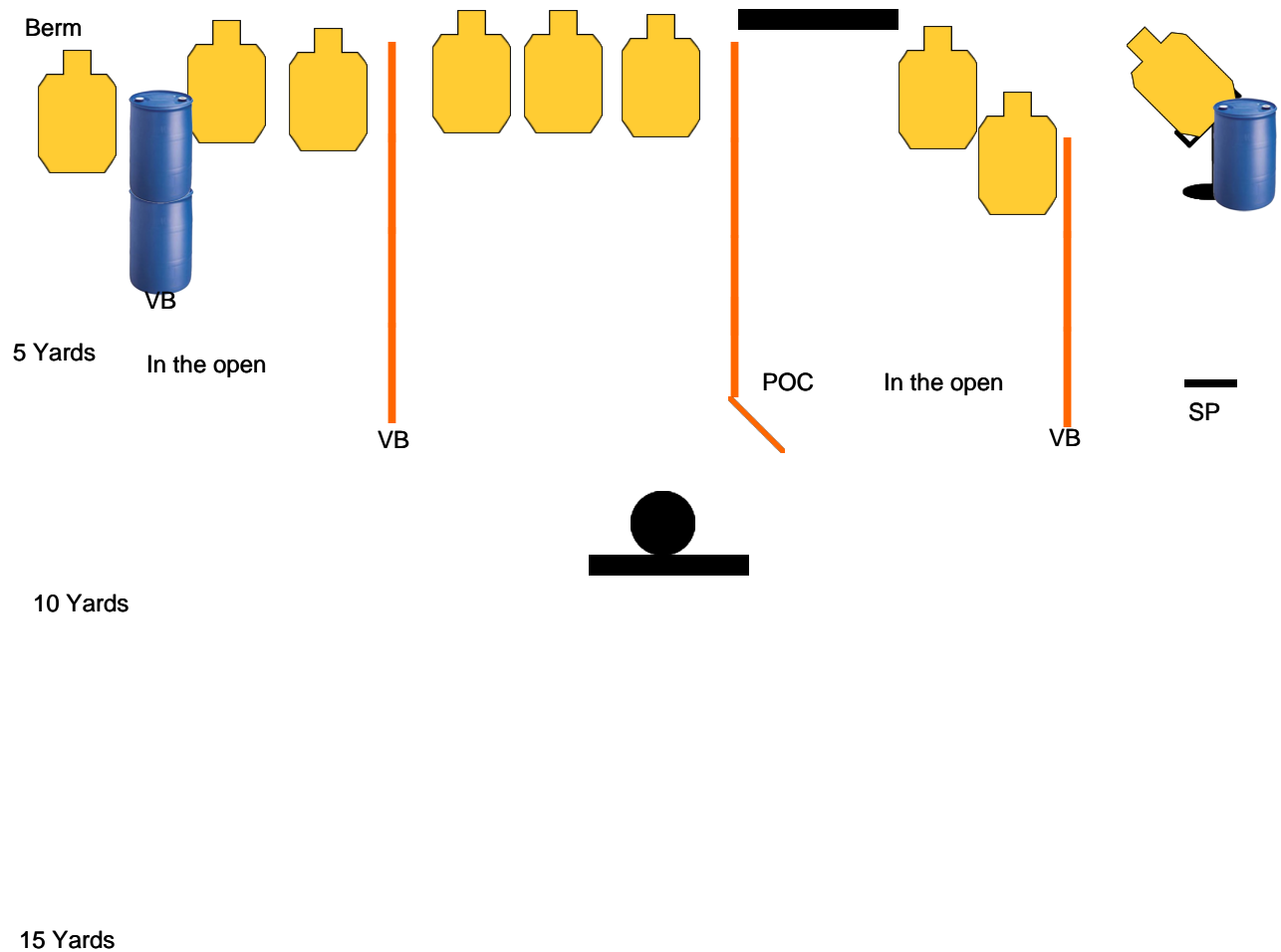
**CONCEALMENT:** Yes

**NOTES:**



# Bay 5 Release the Hounds

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Ross Quarnoccio
<b>START POSITION:</b> Standing relaxed at SP with one toe touching, loaded and holstered, holding the rope in you hand. PCC low ready holding rope	
<b>SCENARIO:</b> While out walking your dog you find yourself in a desperate situation.. Unleash your inner CUJO!	
<b>PROCEDURE:</b> Activate swinger and engage all targets with two rounds each using available cover.	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 09
	<b>DISTANCE:</b> 5-8 yards
	<b>SCORED HITS:</b>
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



# Stage 6 Turn And Burn

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing RELAXED facing UP RANGE at SP with one toe touching, gun loaded and holstered, PCC low ready facing down range.

**SCENARIO:**

While at the park you are approached by thugs planning on doing you harm. Get a move on.

**PROCEDURE:**

At the signal engage all targets with two rounds each from points of cover and from in the open.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 8

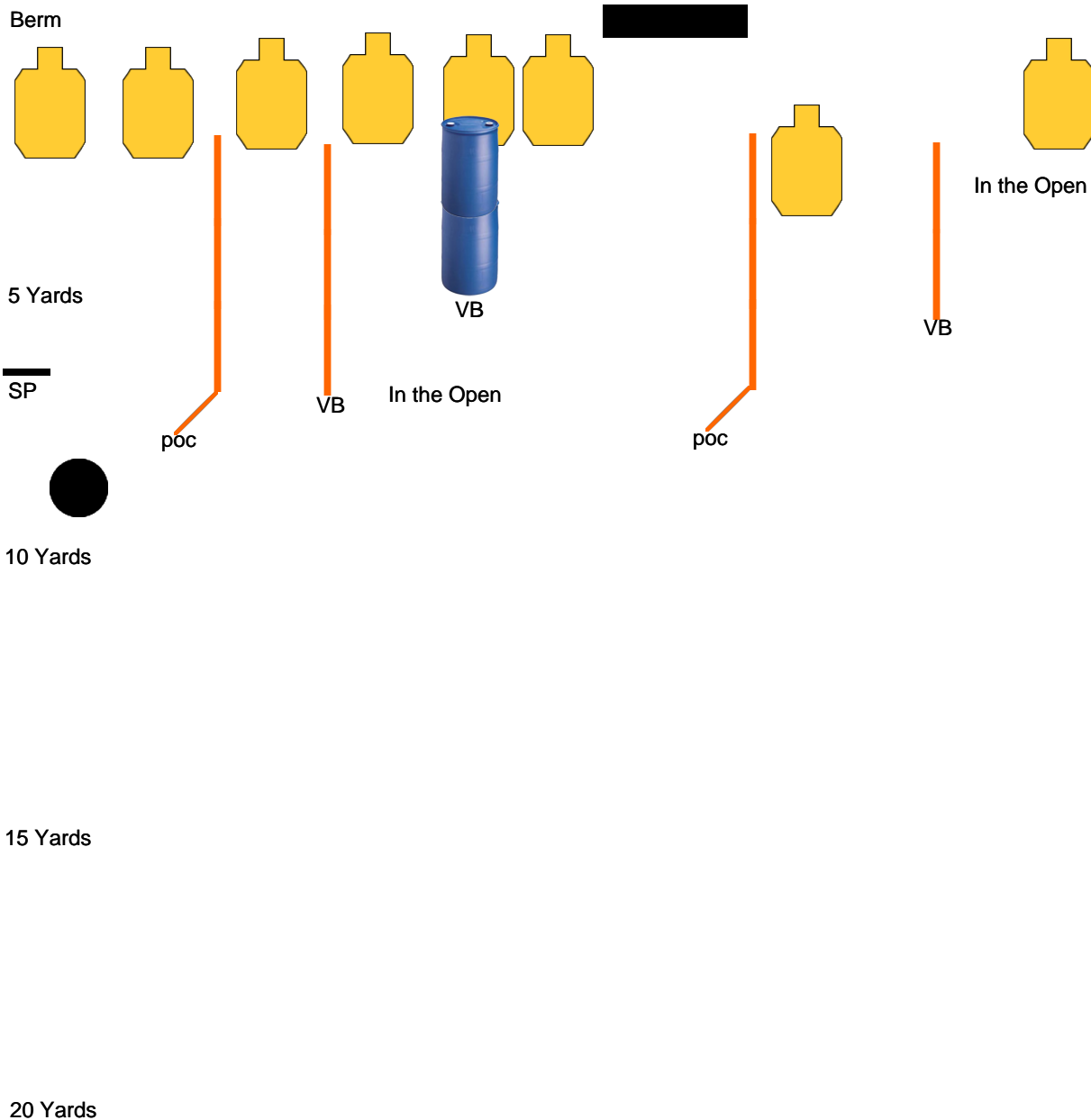
**DISTANCE:** 8 yards

**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



# Stage 7 Patent Expired

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing relaxed within the fault lines at SP1, gun loaded and holstered PCC low ready OR  
 Standing at SP2 relaxed with one toe touching gun loaded and holstered. PCC low ready

**SCENARIO:**

Bad guys are on the loose. Round them up

**PROCEDURE:**

Starting at SP1, engage all targets from within the fault lines. All targets are equal priority.

Starting at SP2, engage all targets from available cover.

Engage all threats with two rounds each.

The choice is yours

Popper must fall

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 7

**DISTANCE:** 7-20

**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**

