

Stage 1 - 3 Round Drill

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing relaxed at SP with one toe touching. Your first magazine down loaded to 6 rounds. Gun loaded with 6 round but EMPTY CHAMBER, slideolt forward, cylinder open, placed on top of the table. All other loading devices loaded to division capacity and placed inside closed drawer. PCC is the same start condition.

SCENARIO:

Standard Stage

PROCEDURE:

At the signal engage T1, T2 and T3 with 3 rounds SUPPORT HAND ONLY.

Engage all other targets with 3 rounds each FREESTYLE.

Opening drawer activates swinger.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

DISTANCE: 3-12 yards

SCORED HITS:

PENALTIES: Per IDPA Rules

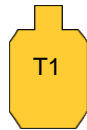
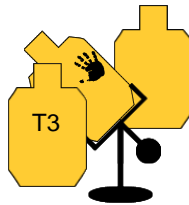
CONCEALMENT: No

NOTES:

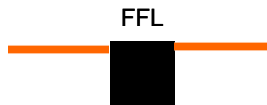
Berm



5 Yards



10 Yards



15 Yards

SP (Start Position) marker



Stage 2 Dirty Dog Drill

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed at P1 or P2, Gun UNLOADED and holstered. Holding a single magazine in any hand. PCC UNLOADED at the low ready holding A single magazine.

SCENARIO:

Standard limited drill

NO BARNEY ROUNDS \ UNLOADED START

PROCEDURE:

At the signal from either Position engage targets as follows.
 Engage all targets with one round strong hand only from P1
 Engage all targets with one round support hand only from P2
 All targets have DN 3 removed Leaving 3\8 past the perf.
 LIMITED

SCORING: Limited

ROUND COUNT: 16

TARGETS: 08

DISTANCE: 7 and 10

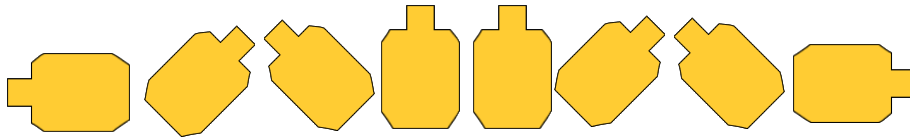
SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:

Berm



7 yards



10 Yards



15 Yards



20 Yards

Stage 3 So...Whats your Plan

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

While at your local fleamarket armed men rush the gate and start taking hostages. Save the day.

PROCEDURE:

Engage all threats with two round each using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

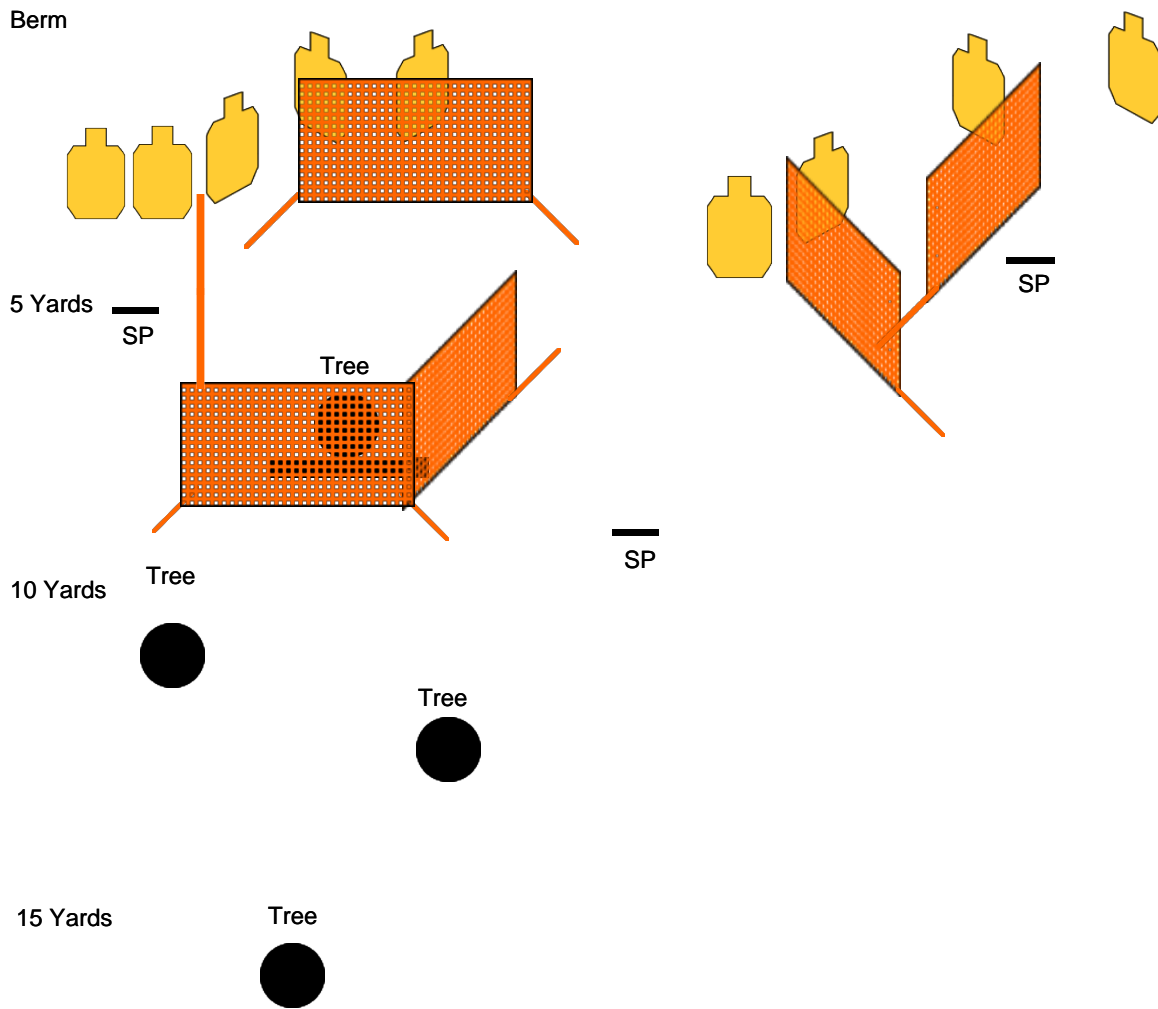
DISTANCE: 2-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 4 Changing it Up

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

Bad guys are intent on doing bad things.

PROCEDURE:

Engage all threats with two rounds each using available cover. Steel must fall
 S1 activates flipper revealing T2 threat but T1 will disappear.
 SFFL steel forward fault line

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

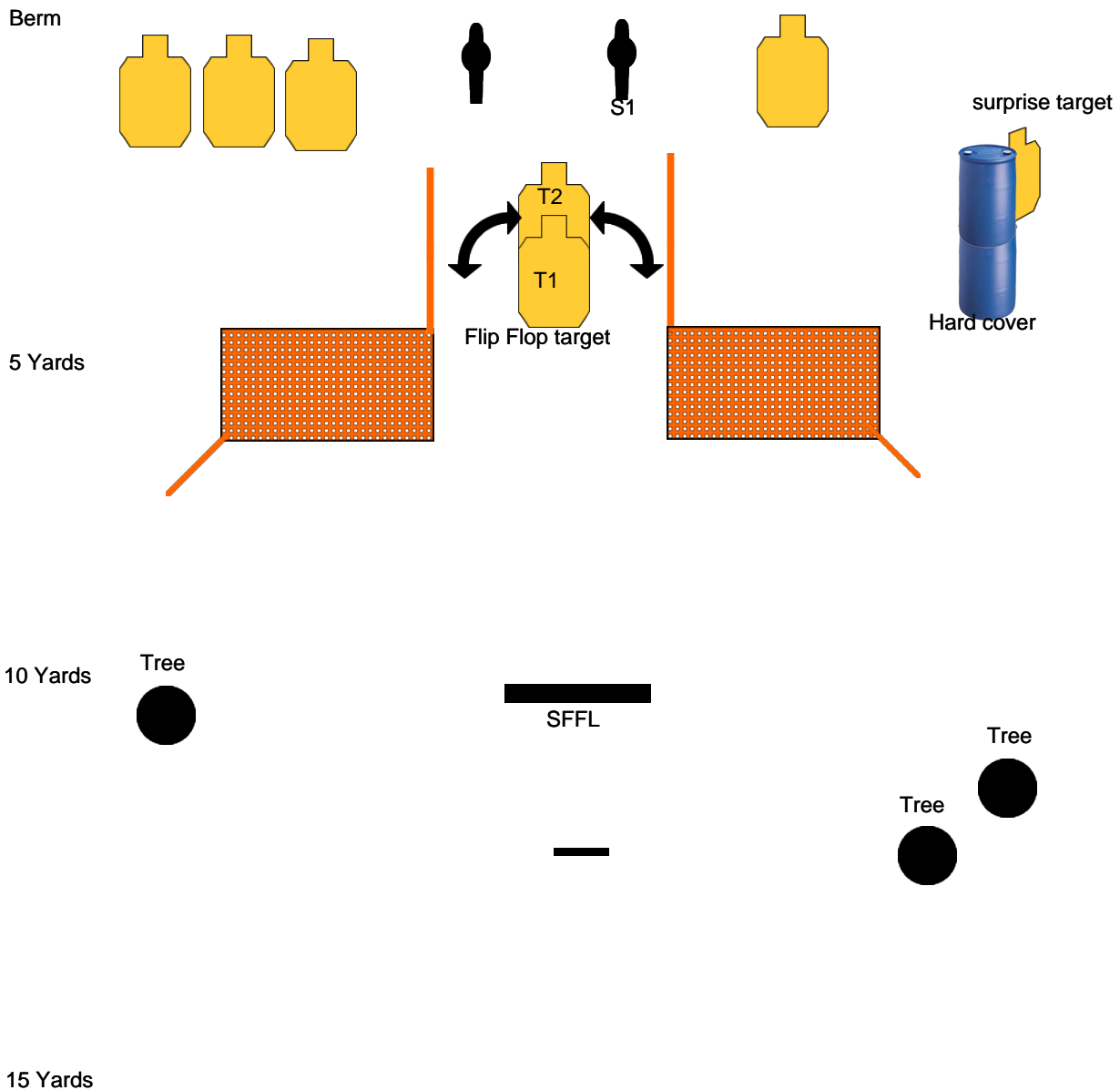
DISTANCE: 2-10 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 5 Sweet 16

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 out and about you find yourself surrounded by bad individuals intent on doing you harm.

PROCEDURE:

Engage all threats with two rounds each using available cover.

T5 is a surprise target behind a wall. not a vision barrier

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

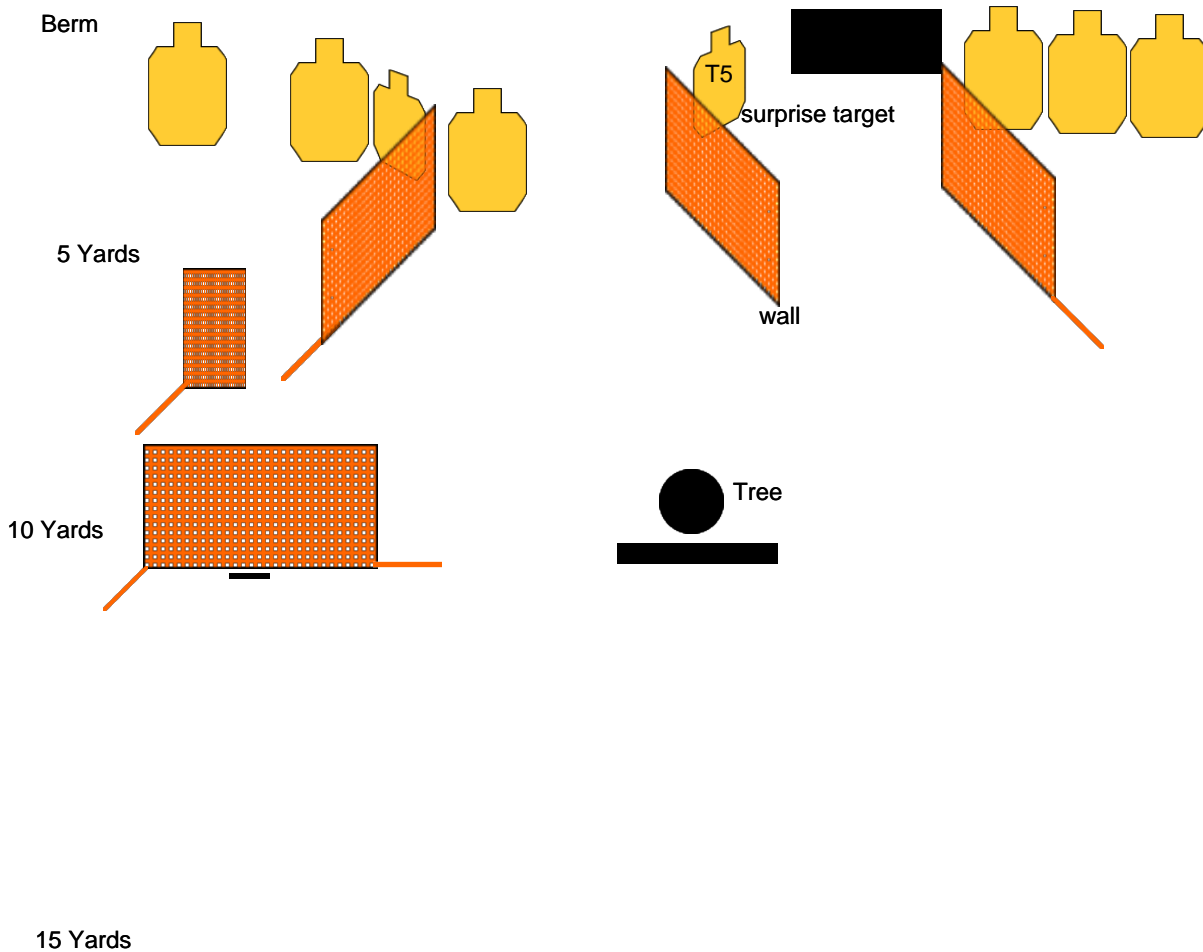
DISTANCE: 2-10 yards

SCORED HITS:

PENALTIES:

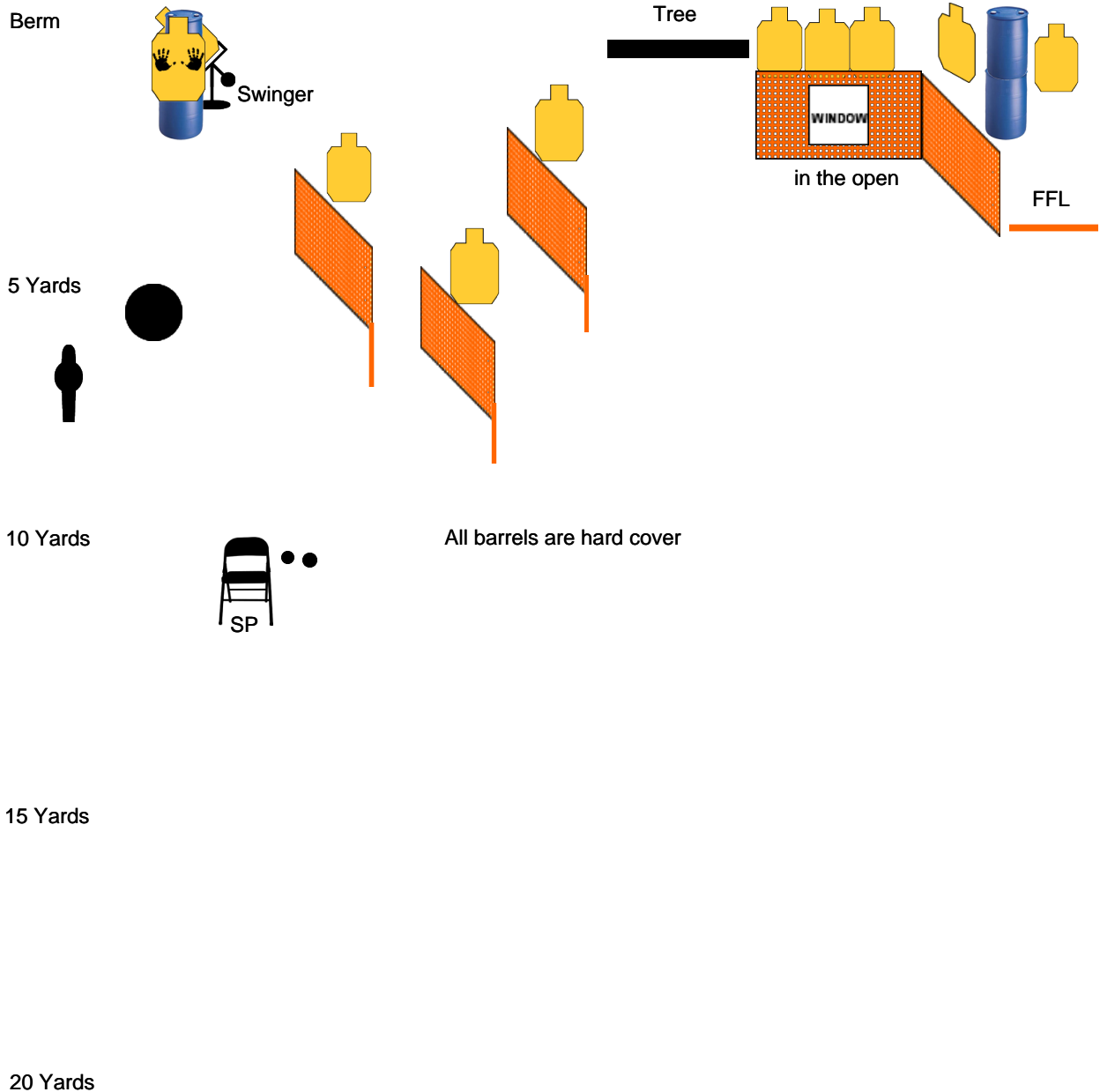
CONCEALMENT: Yes

NOTES:



Bay 6 - Assassins

RULES: IDPA Rules	Created By: Steve Salvo
START POSITION: Sitting in the chair at SP, gun loaded and holstered, Holding at least one apple, Two are available. PCC low ready while holding a apple.	
SCENARIO: You're on Bay 6 when your contract goes live. "Who ever comes, I will kill them, I will kill them all".	SCORING: Unlimited
PROCEDURE: At the signal, manually knock down steel with your hands or tossing apples to activate the swinger. Engage all targets with 2 rounds each from available cover. Threats from the window are considered in the open along with surprise target. Steel is not scored and used as an activator only.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 1-10 yards
	SCORED HITS:
	PENALTIES: Per IDPA Rules
	CONCEALMENT: No
	NOTES:



Stage 7 Hide and Mozambique

RULES: IDPA Rules

Created By: Robert Anderson

START POSITION:

Seated in the chair with your hands placed on the desk. Gun unloaded and placed on the X, along with all loading devices on the desk.

SCENARIO:

While working at the distillery, Thugs break-in and start stealing barrels of your finest whiskey and take your co-workers hostage. Save the barrels and your co-workers!

PROCEDURE:

Engage all targets with two rounds to the body and one to the head using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 6

DISTANCE: 2-10 yards

SCORED HITS: 18

PENALTIES:

CONCEALMENT: No

NOTES:

