

First Shots- Time to Rack and Roll

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed at SP with one toe touching. Gun loaded with TWO rounds only. PCC same same at the low ready.

SCENARIO:

Standard

PROCEDURE:

At the signal engage T1 with FOUR rounds to the body and TWO to the head in any order.

SP is also a forward fault line

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 1

DISTANCE: 7 yards

SCORED HITS: 6

PENALTIES:

CONCEALMENT: No

NOTES:



FFL



SP

Stage 1 Just For You Jeff

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed holding rope. Gun loaded with 6 rounds only and holstered. At least one toe touching start point. PCC at the low ready, loaded with six rounds only.

SCENARIO:

These are the bad guys of the olden days and lining up perfectly for the old trusty wheel gunners.

PROCEDURE:

At the signal engage T1 with 6 rounds
Engage all remaining targets with two rounds each.
Barrels are hard cover

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 7

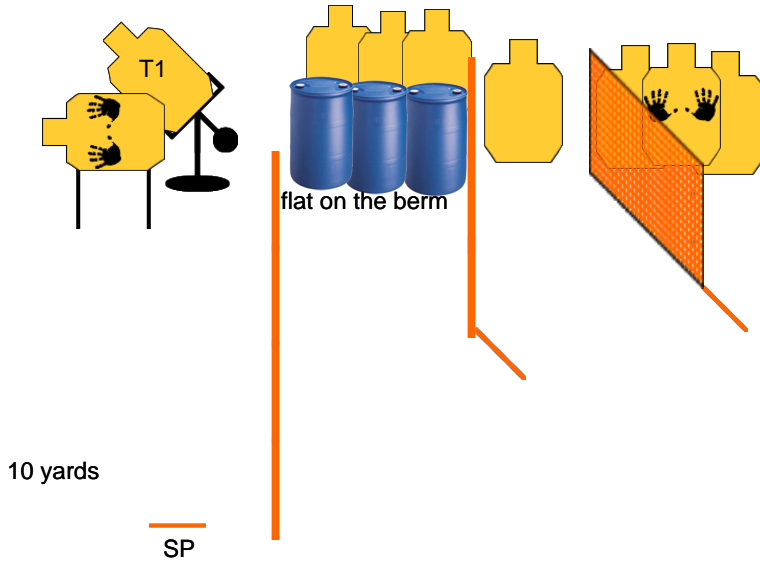
DISTANCE: 0-12 yards

SCORED HITS:

PENALTIES:

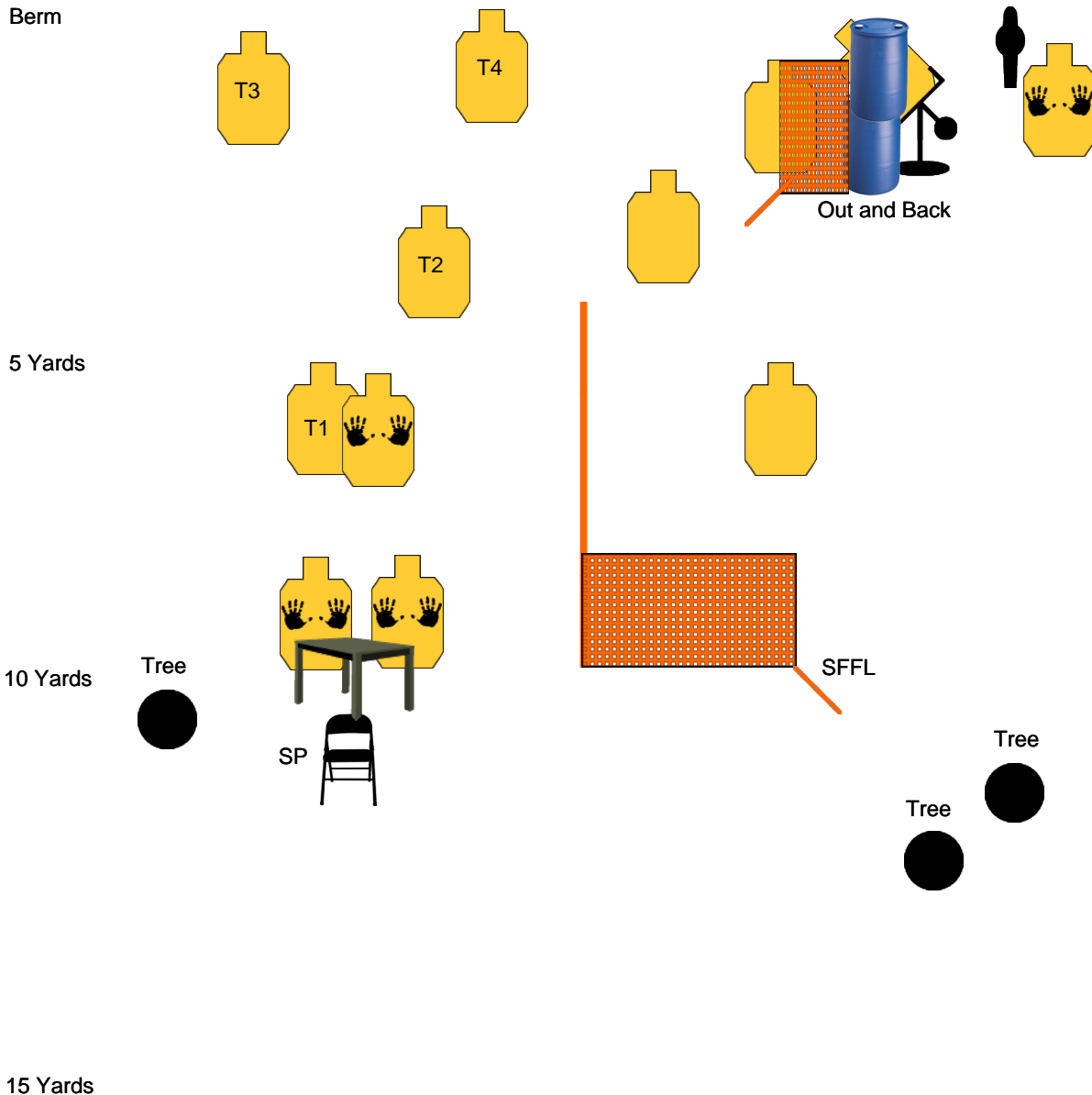
CONCEALMENT: No

NOTES:



Bay 2 - Dog Gone It

RULES: IDPA Rules	Created By: Steve Salvo
START POSITION: Seated in the chair with your hands on your knees. Gun unloaded (slide/bolt) closed and placed on the table. All loading devices sitting on table.	
SCENARIO: While sitting at the dog park with your family playing with your dog Koda when gunmen attack.	SCORING: Unlimited
PROCEDURE: At the signal engage T1-T4 while seated in tactical priority, then engage all other threats from available POC. Steel must fall	ROUND COUNT: 17
	TARGETS: 08
	DISTANCE: 2-12 yrs
	SCORED HITS: 17
	PENALTIES: Per IDPA Rules
	CONCEALMENT: No
	NOTES:



Stage 3 Mad Hatter

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed with one toe touching the start stick. Gun loaded and holstered. PCC at the low ready.

SCENARIO:

Bad guys are out to do bad things. Shut it down.

PROCEDURE:

At the signal engage all targets with TWO rounds each, EXCEPT Crazy Ivan that REQUIRES AT LEAST THREE ROUNDS

T3-T5 are suprise targets that are hidden behind hard cover.

Steel must fall

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8

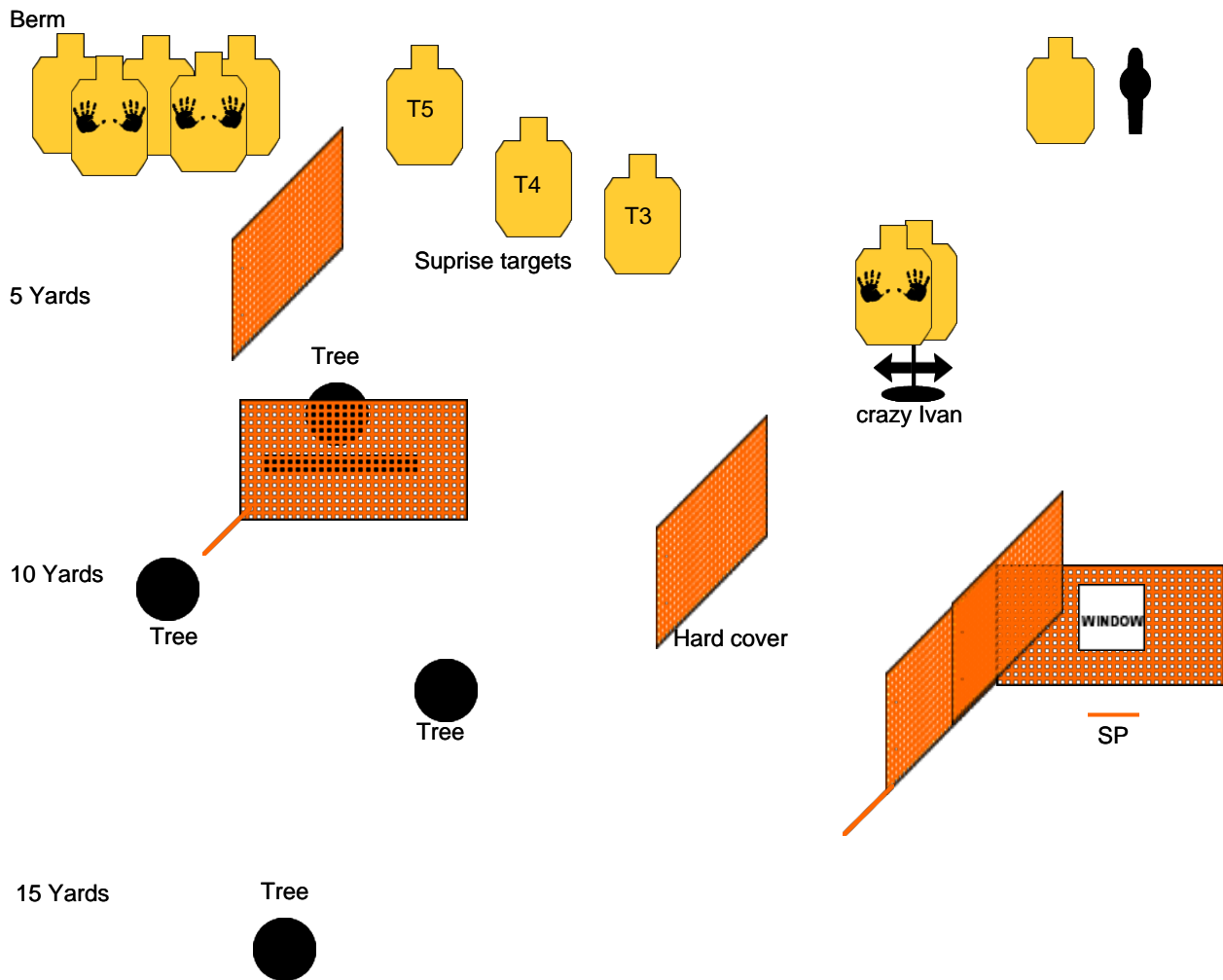
DISTANCE: 5-12 yards

SCORED HITS: 18

PENALTIES:

CONCEALMENT: No

NOTES:



Stage 4 - Boy Oh Boy

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at SP facing uprange with hands relaxed at your sides, Gun unloaded in the default condition (slide/cylinder closed) and placed on the table. One loading device sitting on the table. All other loading devices stowed on your person.

SCENARIO:

Boy Oh Boy, everyone is out to get you! Shot 'em all, shoot 'em all twice!

PROCEDURE:

At the signal engage all threats with 2 rounds each.

Setup note

The vision barrier will be angled to ensure hits impact the berm

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

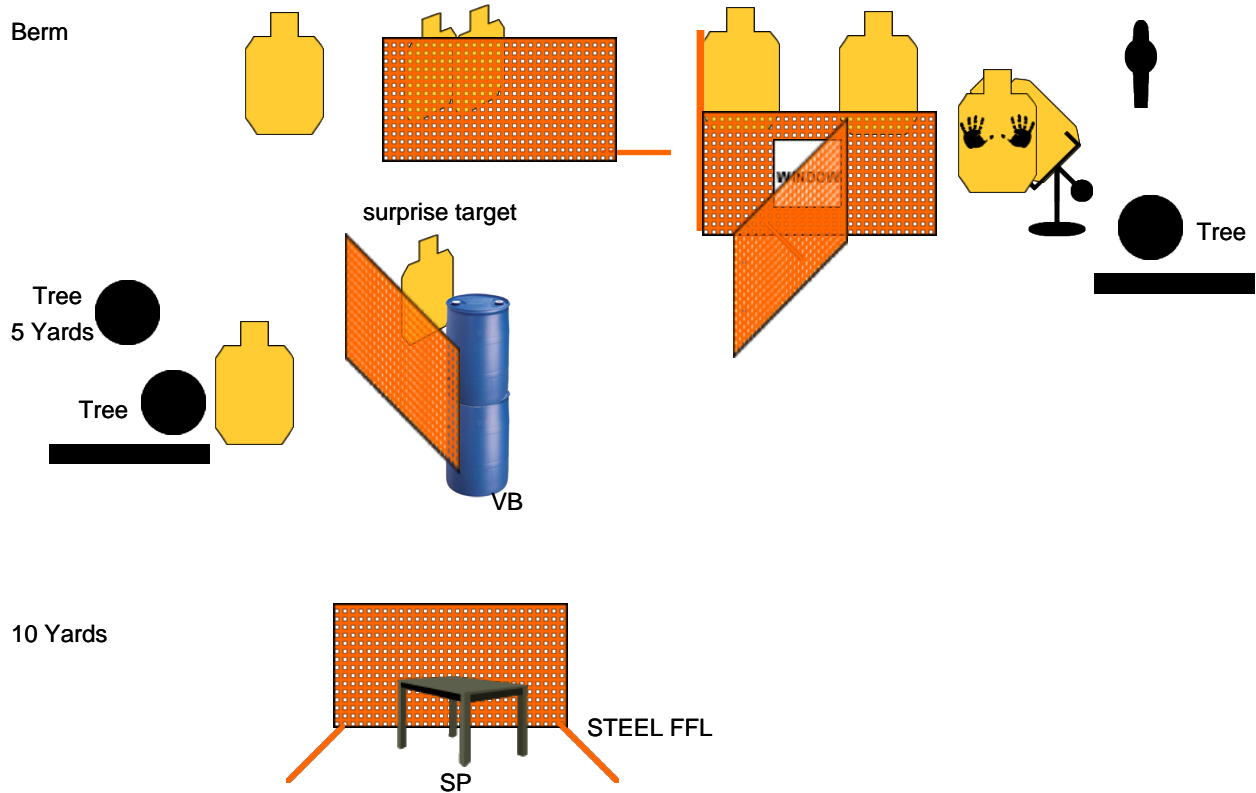
DISTANCE: 2-12 yrs

SCORED HITS: 17

PENALTIES: Per IDPA Rules

CONCEALMENT: No

NOTES:



Stage 5 Make it Quick

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

Nationals are just around the corner, Along with a group of thugs. Punch thier tickets!

PROCEDURE:

At the signal engage all threats with two rounds each.

STEEL activates drop turner and can only be engaged from the SP.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

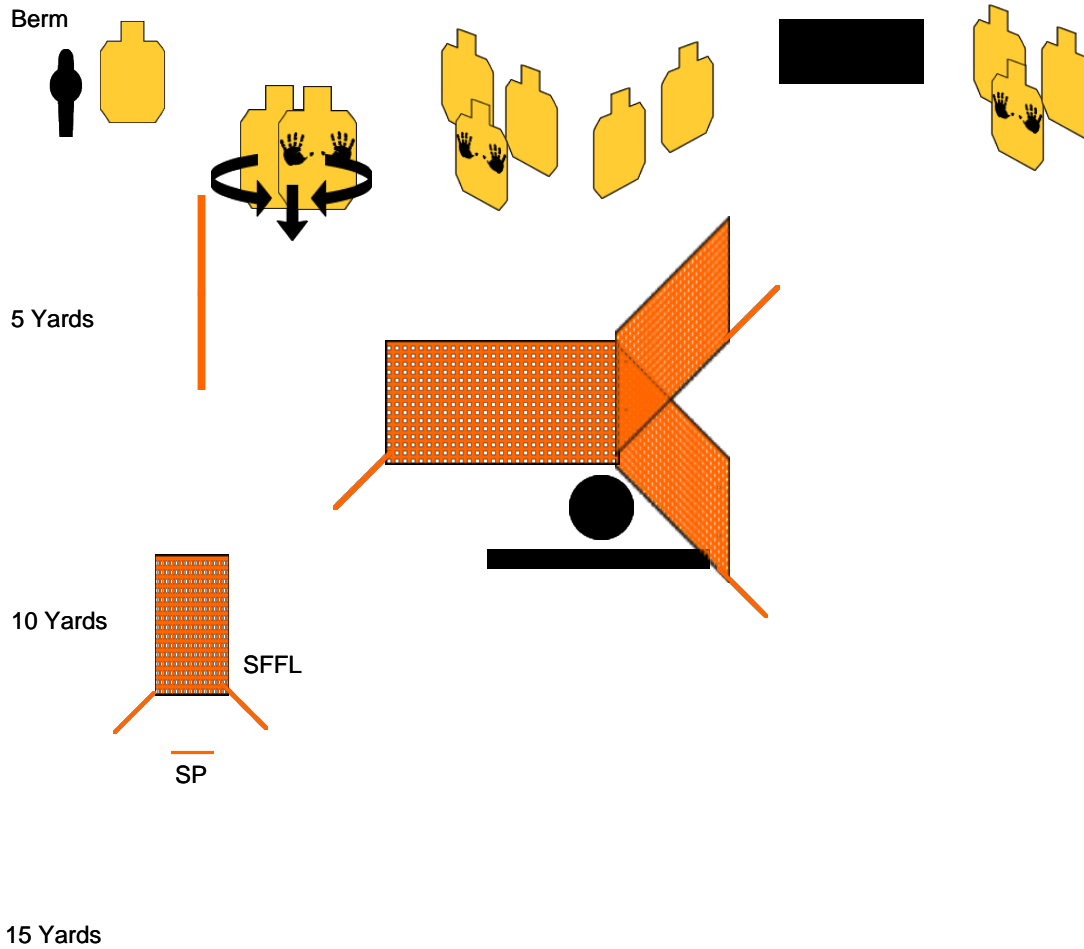
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES:

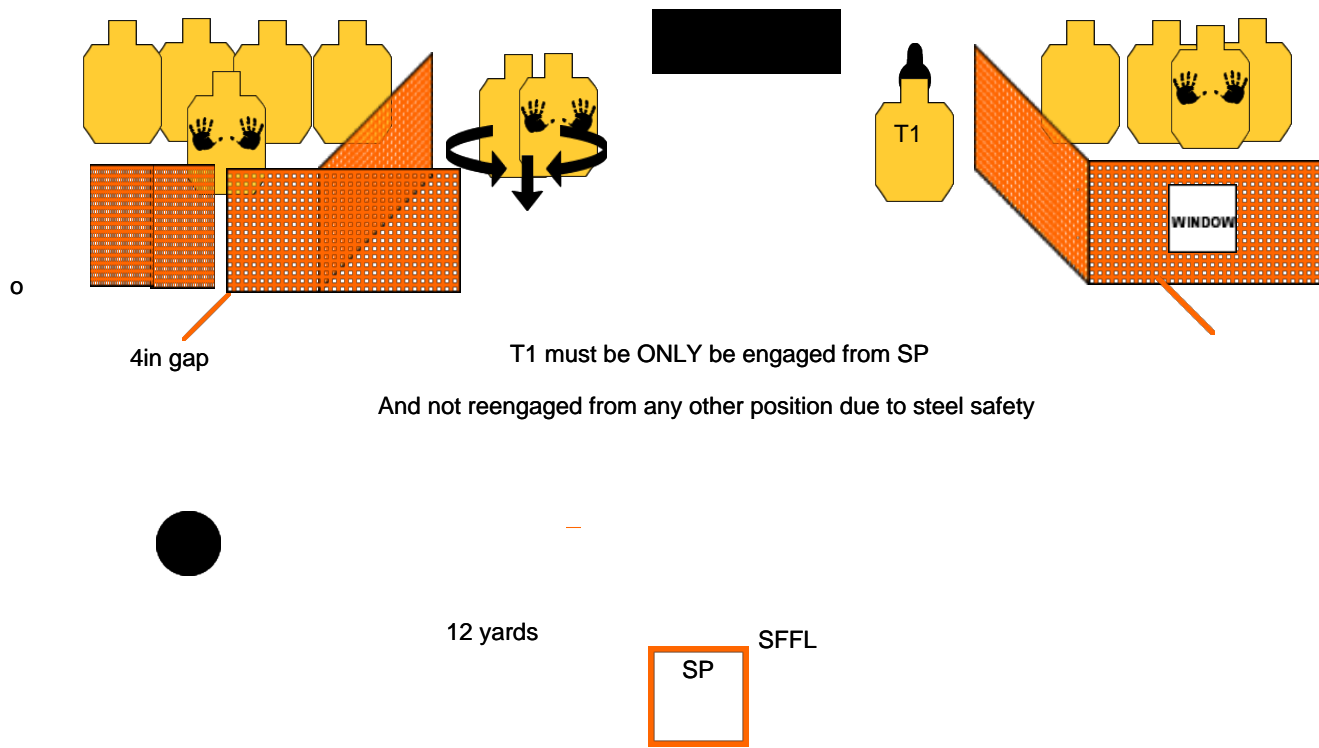
CONCEALMENT: No

NOTES:



Stage 6 Down on the Corner

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing relaxed, Gun loaded and holstered,. PCC at the low ready	
SCENARIO: While standing in your yard chaos breaks out.. Clear your corners.	SCORING: Unlimited
PROCEDURE: At the signal engage all targets with two rounds each. Steel is only an activator and centered on DN 0 of T1 T1 must only be engaged from SP for safety consideration. PERIOD. No reengagement due to possible shoot throughs damaging equipment or ricochets.	ROUND COUNT: 18
	TARGETS: 9
	DISTANCE: 2-12 yards
	SCORED HITS: 18
	PENALTIES:
	CONCEALMENT: No
	NOTES:



Stage 7 At least its not 50 anymore

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed within SP1, Gun loaded and holstered. PCC at the low ready.

SCENARIO:

Standard

PROCEDURE:

At the signal engage all paper targets from within SP1 with two rounds each. THEN advance to LC2 (low cover) and reengage paper targets with two more rounds through the window.. Steel may be engaged from either position. If you are UNABLE to shoot from the low cover position you must engage everything from SP1 and a Flagrent PE will be assessed. If you are able but choose not to follow the COF = FTDR

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 04

DISTANCE: 25-35 yards

SCORED HITS: Best 4 per paper, steel must fall

PENALTIES:

CONCEALMENT: No

NOTES:

