

LAST SHOTS

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

Standard

PROCEDURE:

At the signal engage target with 4 rounds Strong Hand only and 4 rounds Support Hand only.

FROM BEHIND THE FORWARD FAULT LINE.

BEST 4 HITS TO THE BODY AND 4 HITS TO THE HEAD WILL BE SCORED

SCORING: Unlimited

ROUND COUNT: 8

TARGETS: 1

DISTANCE: 7 yards

SCORED HITS: Best 4 to the head and 4 to the body

PENALTIES:

CONCEALMENT: No

NOTES:



FFL 

Stage 1 Triple Sixes

RULES: IDPA Rules

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START POSITION:

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

SCENARIO:

While on a roll at the local underground game room. The hosts decides that you are too lucky. Grab your chips and head to the door.

PROCEDURE:

At the signal engage T1 from retention, T2-T3 from in the open. Equal priority. Windows are less than 24in. Engage all other threats using available cover. All threats require a minimum of two rounds each.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

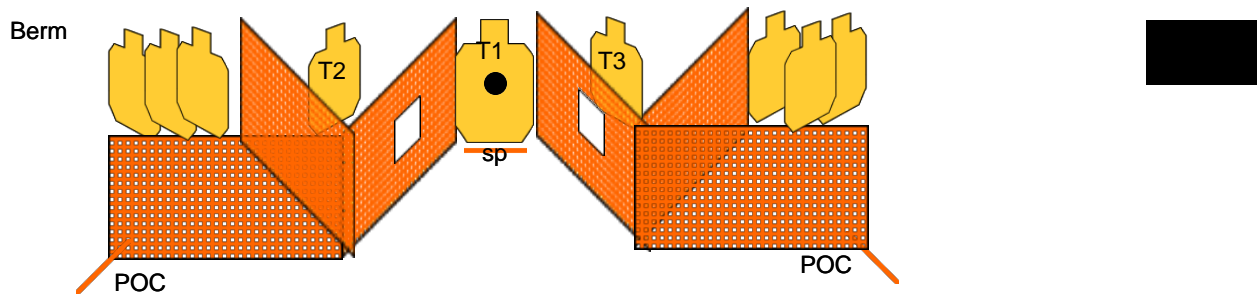
DISTANCE: 3-7 yards

SCORED HITS: 18

PENALTIES:

CONCEALMENT: Yes

NOTES:



10 Yards

Stage 2 RIP IT and Grip It

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

You just downed a can of you favorite 100 degree energy drink and its time to take a trip outside the wire.
If you know, You know!

PROCEDURE:

Engage all threats with two rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 3-10 yards

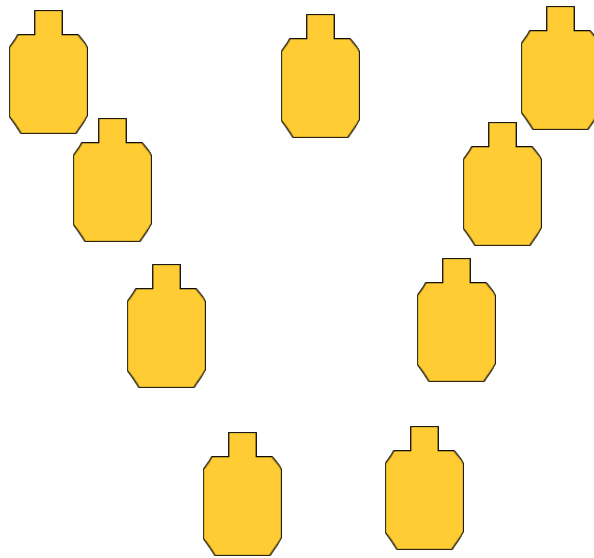
SCORED HITS: 18

PENALTIES:

CONCEALMENT: Yes

NOTES:

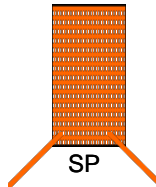
Berm



5 Yards

10 Yards

Tree



Tree



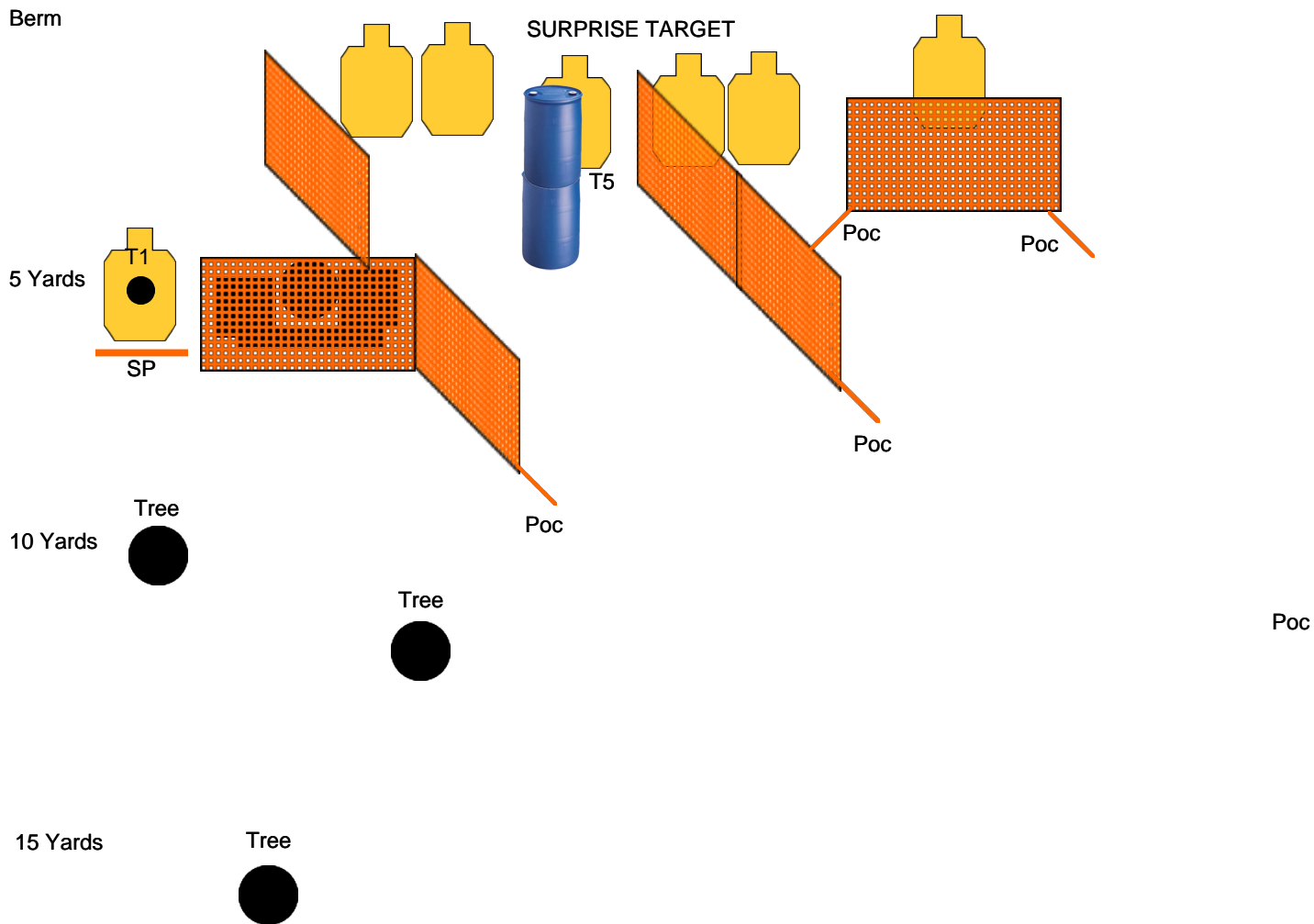
Tree



15 Yards

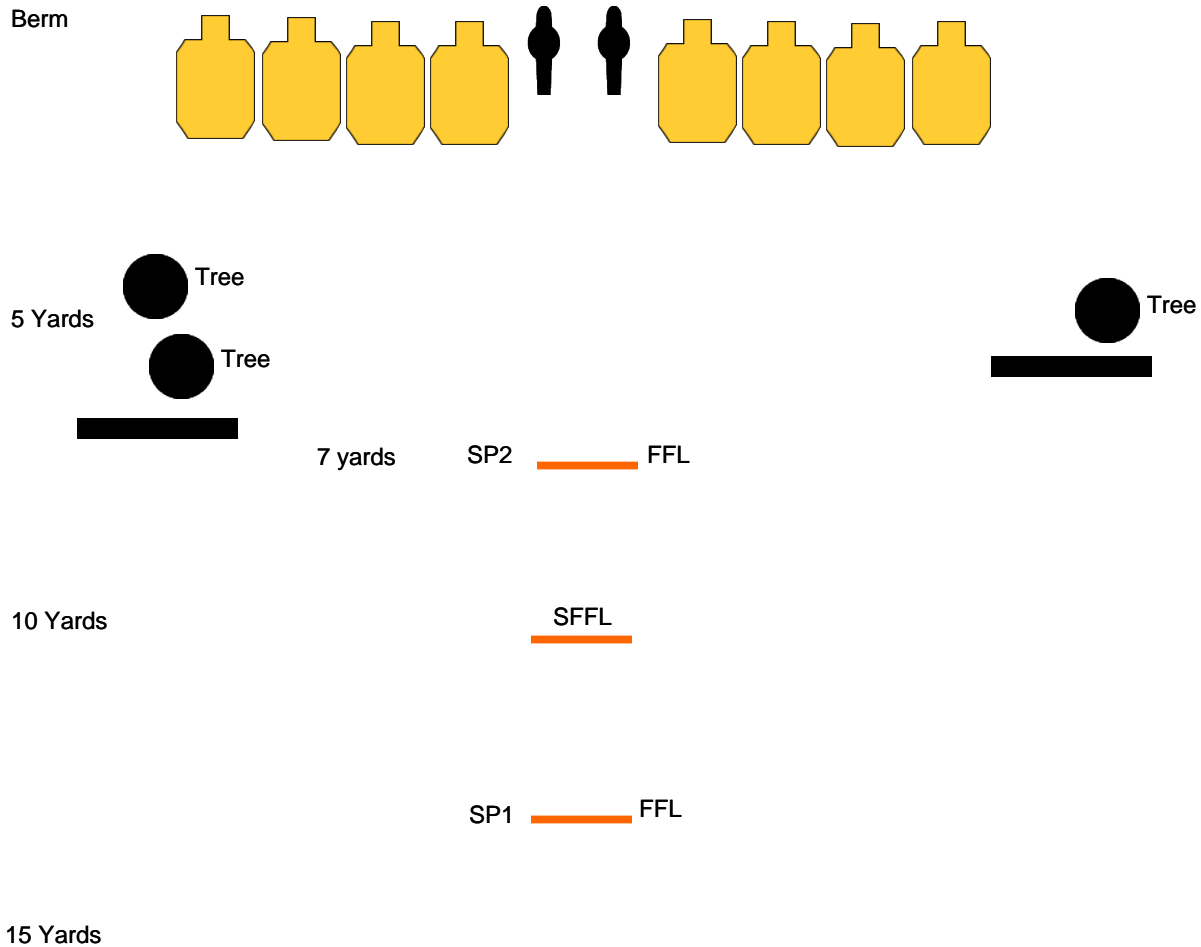
Stage 3 Bills Gut Punch

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing relaxed at SP. Gun loaded and holstered. PCC at the low ready.	
SCENARIO: Big bad Bill is out for revenge and closes the distance. He also brought some of his buddies along. Shut em down.	SCORING: Unlimited
PROCEDURE: Engage T1 with 6 rounds from RETENTION. Engage all other targets with at least two rounds each using available cover or in the open. T5 is a surprise target.	ROUND COUNT: 18
	TARGETS: 07
	DISTANCE: 0-8 yards
	SCORED HITS:
	PENALTIES:
Ensure you dont leave a point of cover with an empty gun if thier are unengaged threats. T5	CONCEALMENT: Yes
	NOTES:



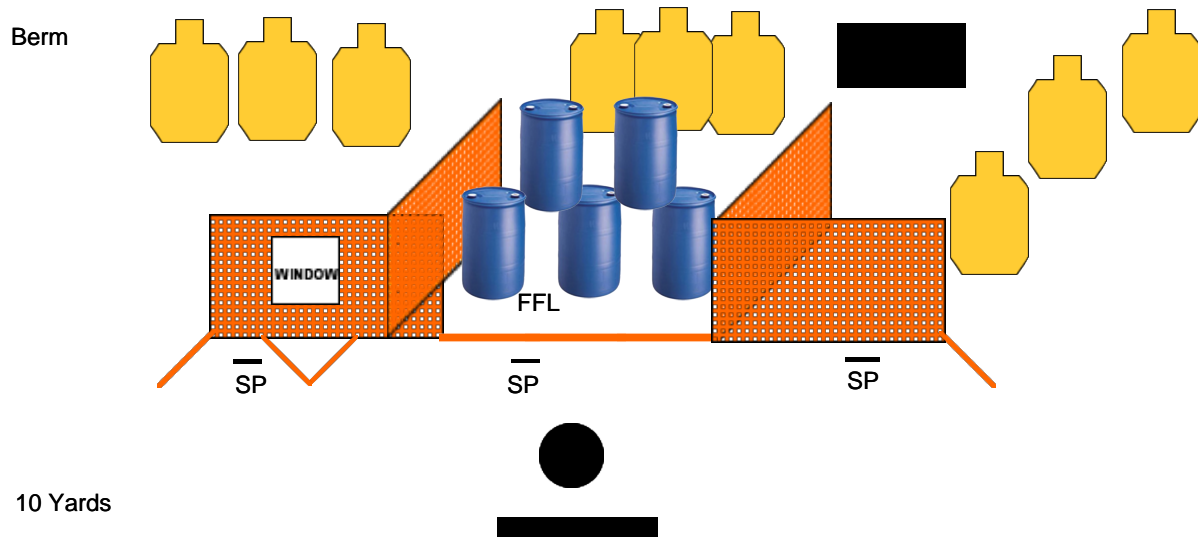
Stage 4 The Clock Is Running

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing relaxed at SP1 Gun loaded and holstered. PCC at the low ready.	
SCENARIO: Standards	SCORING: Unlimited
PROCEDURE: From SP1 engage all threats with two rounds each freestyle. SP1 is a FFL. Steel must fall OR Starting at SP1, Steel must be engaged from behind the steel forward fault line FREESTYLE, Engage all other threats STRONG hand only from behind SP2 FFL.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE: 7-13 yards
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: No
	NOTES:



Stage 5 Steet Sweeper

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing relaxed at Any SP with your heels touching star stick, facing UP Range, Gun loaded and holstered. PCC at the low ready facing DOWN range please.	
SCENARIO: Bad guys are out doing bad things. Clean up the streets.	SCORING: Unlimited
PROCEDURE: At the signal engage all threats with two rounds each from available cover or in the open.	ROUND COUNT: 18
Barrels at LCIDPA are always considered hard cover regardless of the color and not to be shot intentionally	TARGETS: 09
	DISTANCE: 3-8 yards
	SCORED HITS: 18
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



Stage 6 Here Kitty Kitty

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP hands touching X,s. Gun loaded and holstered. PCC at the low ready

SCENARIO:

While getting stopped and frisked by the cops because you look suspicious walking around town with your favorite fishing vest on.. You both are interrupted by hungry cat stealing thugs when the officer asks for your help to save those cats from becoming snacks.

PROCEDURE:

Engage threats from available cover and in the open with two rounds each.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

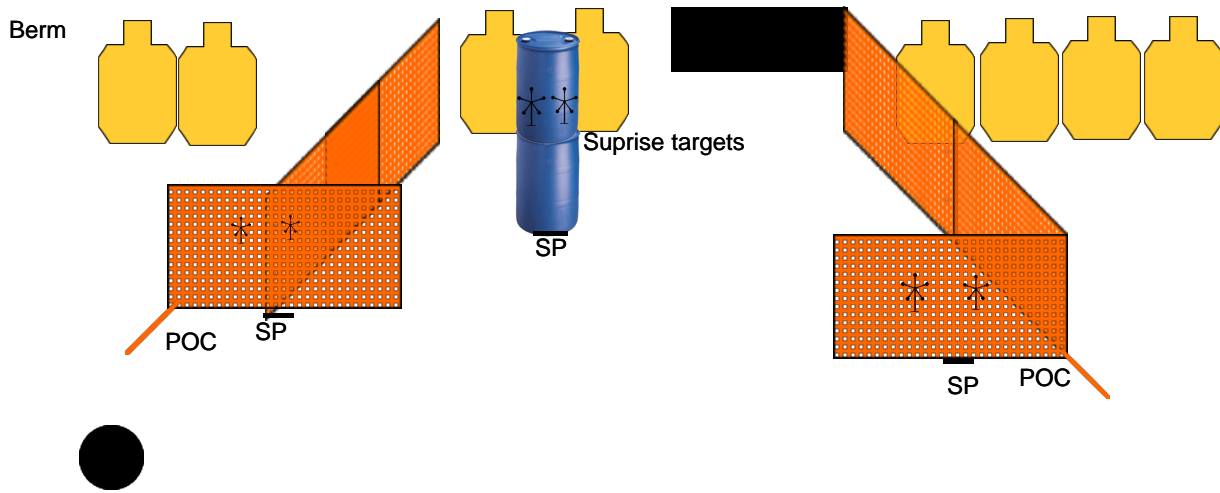
DISTANCE: 3-10 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:

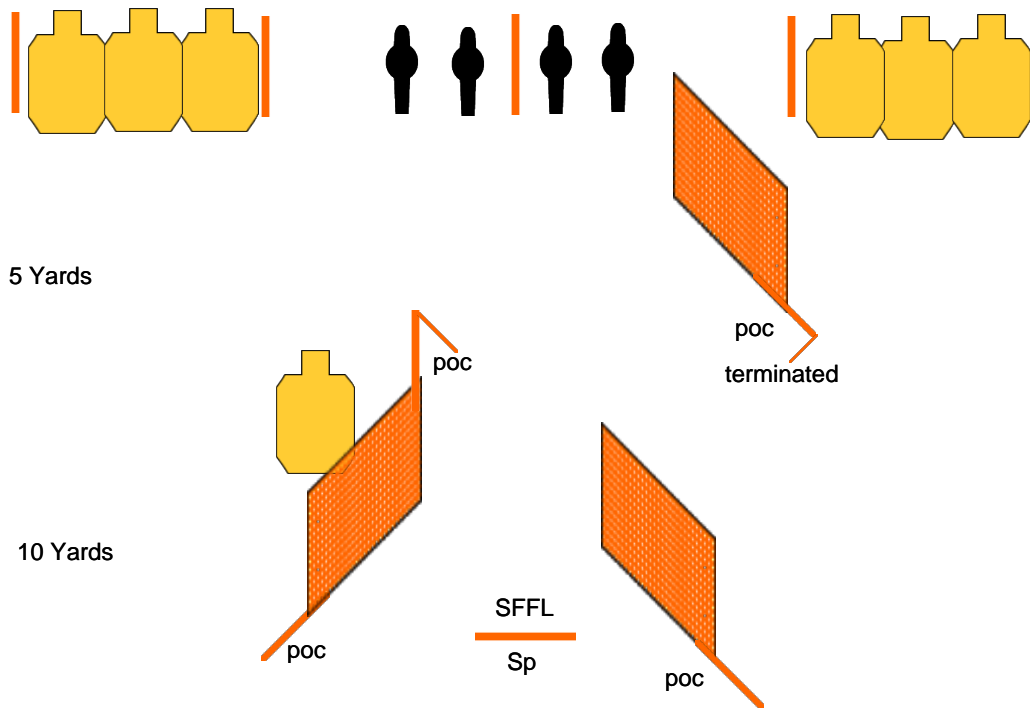


20 Yards

Stage 7 - Beeper Buy Back

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing at SP, Gun loaded and holstered. PCC at the low ready.	
SCENARIO: While standing in the breeze way thugs approach you trying to pawn off some old pagers on you. Not today!	SCORING: Unlimited
PROCEDURE: Steel must fall. Engage all other threats with two rounds each using available cover.	ROUND COUNT: 18
	TARGETS: 07
	DISTANCE: 1-12 yards
	SCORED HITS: 18
	PENALTIES: Per IDPA Rules
	CONCEALMENT: Yes
	NOTES:

double swinger



5 Yards

10 Yards

20 Yards