

# Stage 1 - Porch Pirates

**RULES:** IDPA Rules

**Created By:** Steve Salvo

**START POSITION:**

Gun unloaded, slide or cylinder closed and sitting on table, all loading devices inside drawer.

**SCENARIO:**

Your out in the front yard with your family, when some armed porch pirates make the mistake of trying to rob you! Protect your packages and your family.

**PROCEDURE:**

Starting at SP sitting in chair, at the signal engage T1, T2 and T3 while seated with 2 rounds each. Then engage all other threats with 2 rounds each from POC or ITO.

**SCORING:** Unlimited

**ROUND COUNT:** 17

**TARGETS:** 8

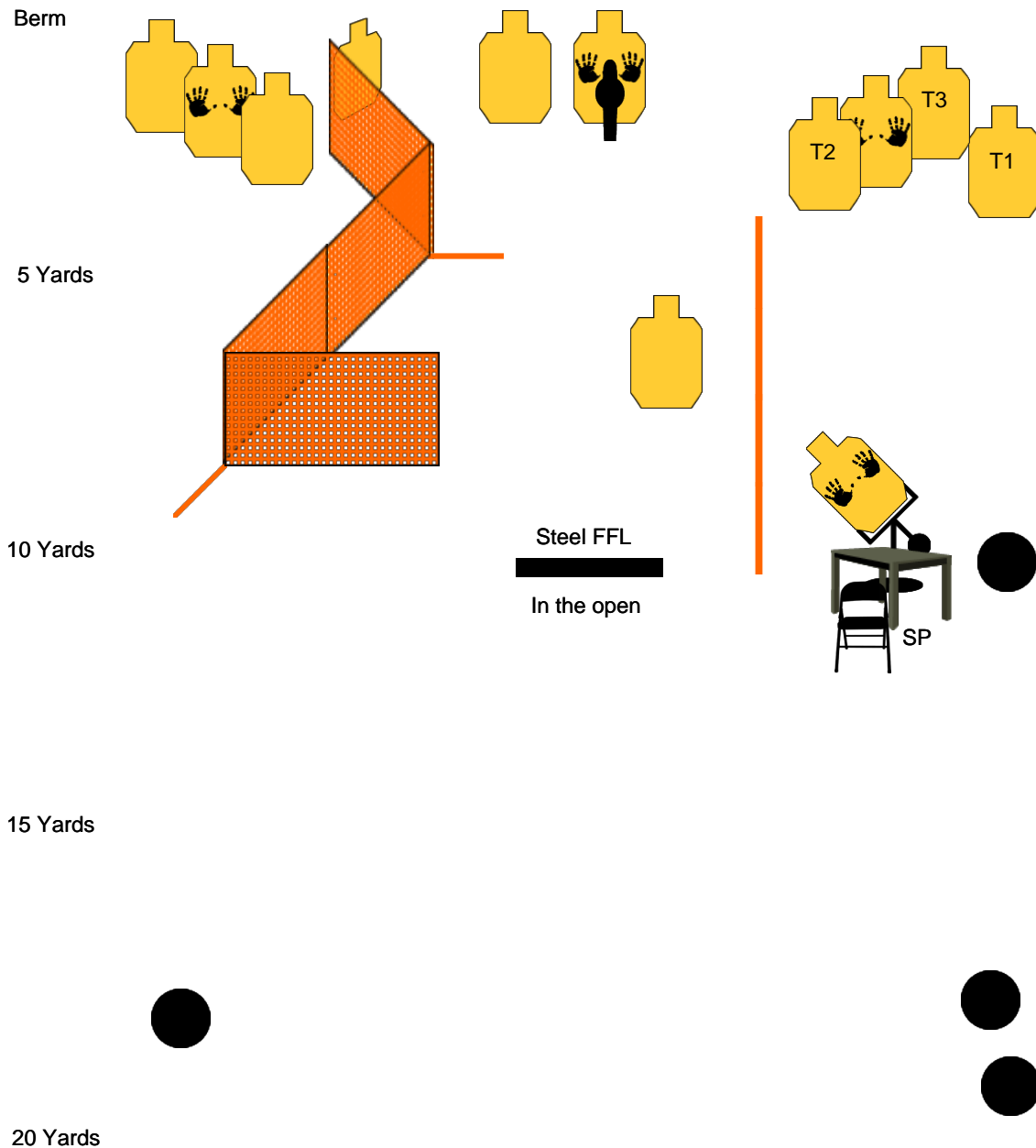
**DISTANCE:** 3-12 yards

**SCORED HITS:** Best 2 per paper.

**PENALTIES:** Per IDPA Rules

**CONCEALMENT:** Yes

**NOTES:**



# Stage 2 - Surprise Surprise

**RULES:** IDPA Rules

**Created By:** SteveSalvo

**START POSITION:**

Standing at SP with at least one foot touching SP. Gun loaded and holstered. PCC at the low ready.

**SCENARIO:**

You are at a surprise party at the clubhouse and armed thugs try to be party poopers. Stop them!

**PROCEDURE:**

At the signal engage all threats with 2 rounds each from available POC or In The Open. T1 must be shot from retention thru the doorway with 2 rounds.

**SCORING:** Unlimited

**ROUND COUNT:** 17

**TARGETS:** 8

**DISTANCE:** 0-10

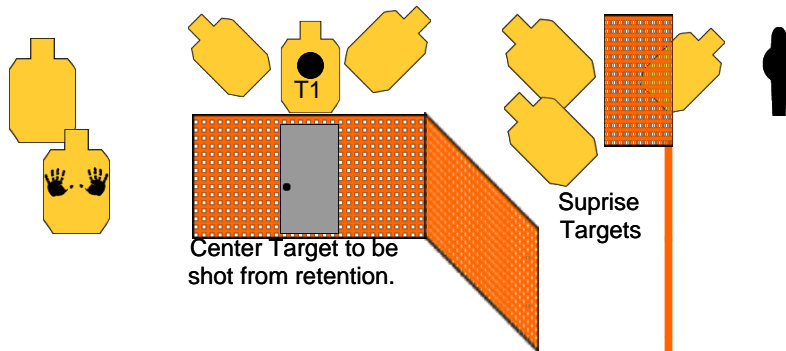
**SCORED HITS:** Best 2 per paper.

**PENALTIES:** Per IDPA Rules

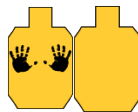
**CONCEALMENT:** Yes

**NOTES:**

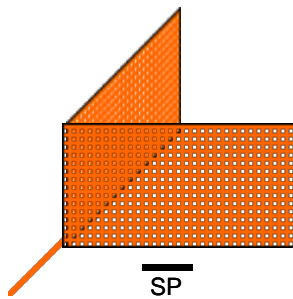
Berm



5 Yards



10 Yards



Open

Steel FFL



15 Yards

Tree



Tree

Tree



# Stage 3 - Lava Lamp Factory

**RULES:** IDPA Rules

**Created By:** SteveSalvo

**START POSITION:**

Standing at SP, hands on X's. Gun loaded and holstered. All other loading devices stowed as per IPDA rules. PCC at the low ready with one hand on either X.

**SCENARIO:**

Your working at a lava lamp factory and mad protestors attack because they want you to stop killing volcanos to make those lava lamps.

**PROCEDURE:**

At the signal engage all threats with 2 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 9

**DISTANCE:** 1-8 yards

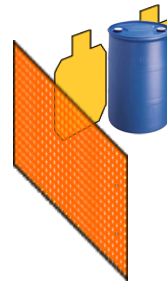
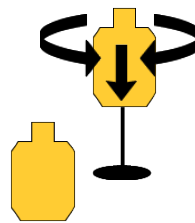
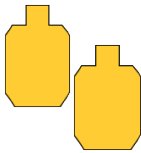
**SCORED HITS:** Best 2 per paper.

**PENALTIES:** Per IDPA Rules

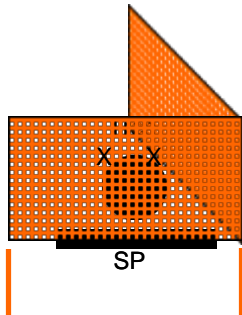
**CONCEALMENT:** Yes

**NOTES:**

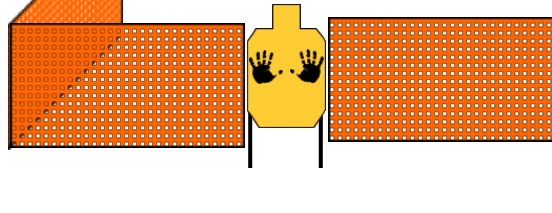
Berm



5 Yards



Pushdown Non Threat Activator



10 Yards



Tree



15 Yards

Tree



# Stage 4 - Because I Can

**RULES:** IDPA Rules

**Created By:** SteveSalvo

**START POSITION:**

Start standing at SP behind the barrel. Gun unloaded, chamber/cylinder closed, sitting on the SP barrel. All loading devices also sitting on the SP barrel.

**SCENARIO:**

You're at a local IDPA match and there are targets, figure out how to shoot the threats without hitting those darn non-threats!

**PROCEDURE:**

At the signal engage all threats with 2 rounds each either from in the open or available POC.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 9

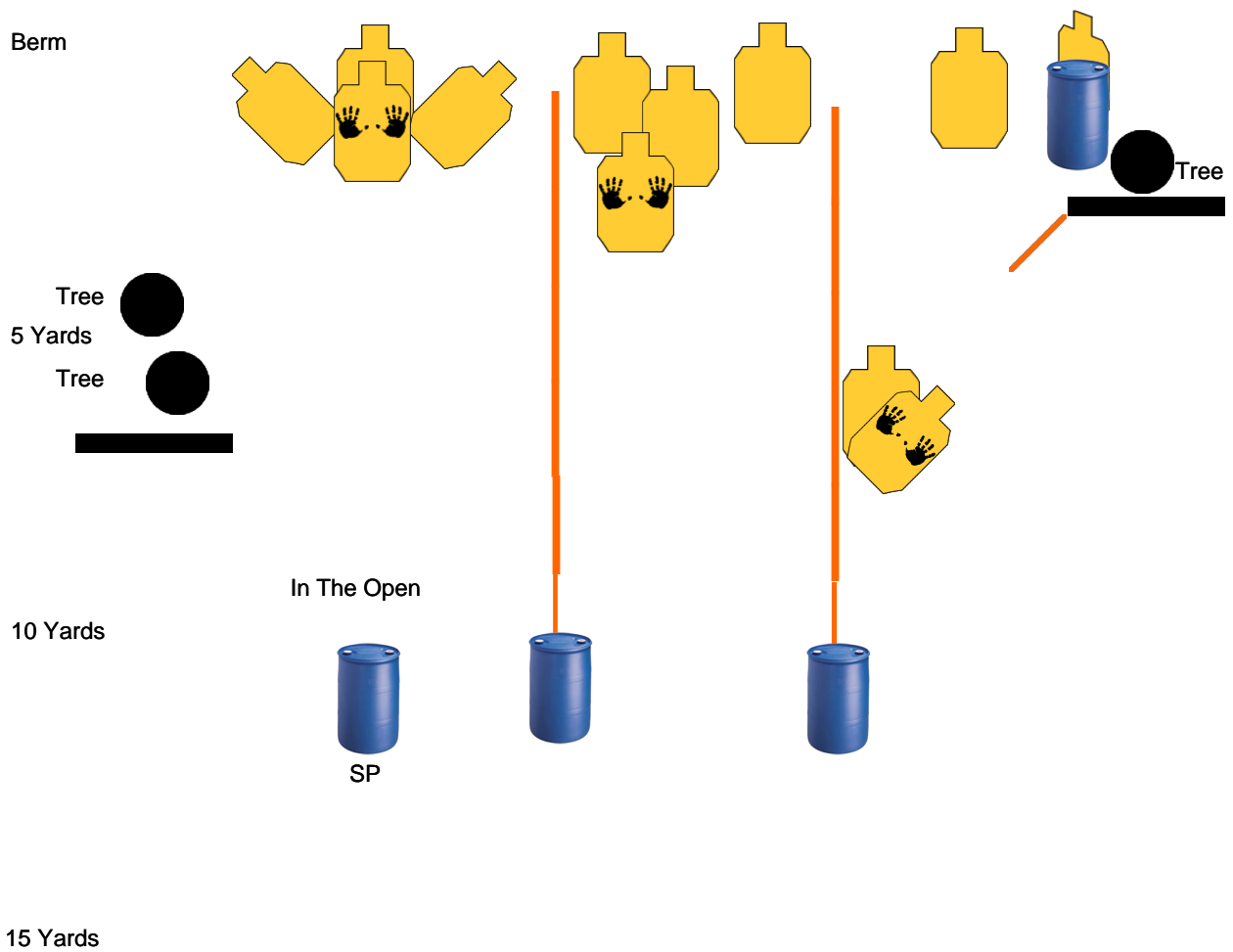
**DISTANCE:** 2-12 yrs

**SCORED HITS:** Best 2 per paper.

**PENALTIES:** Per IDPA Rules

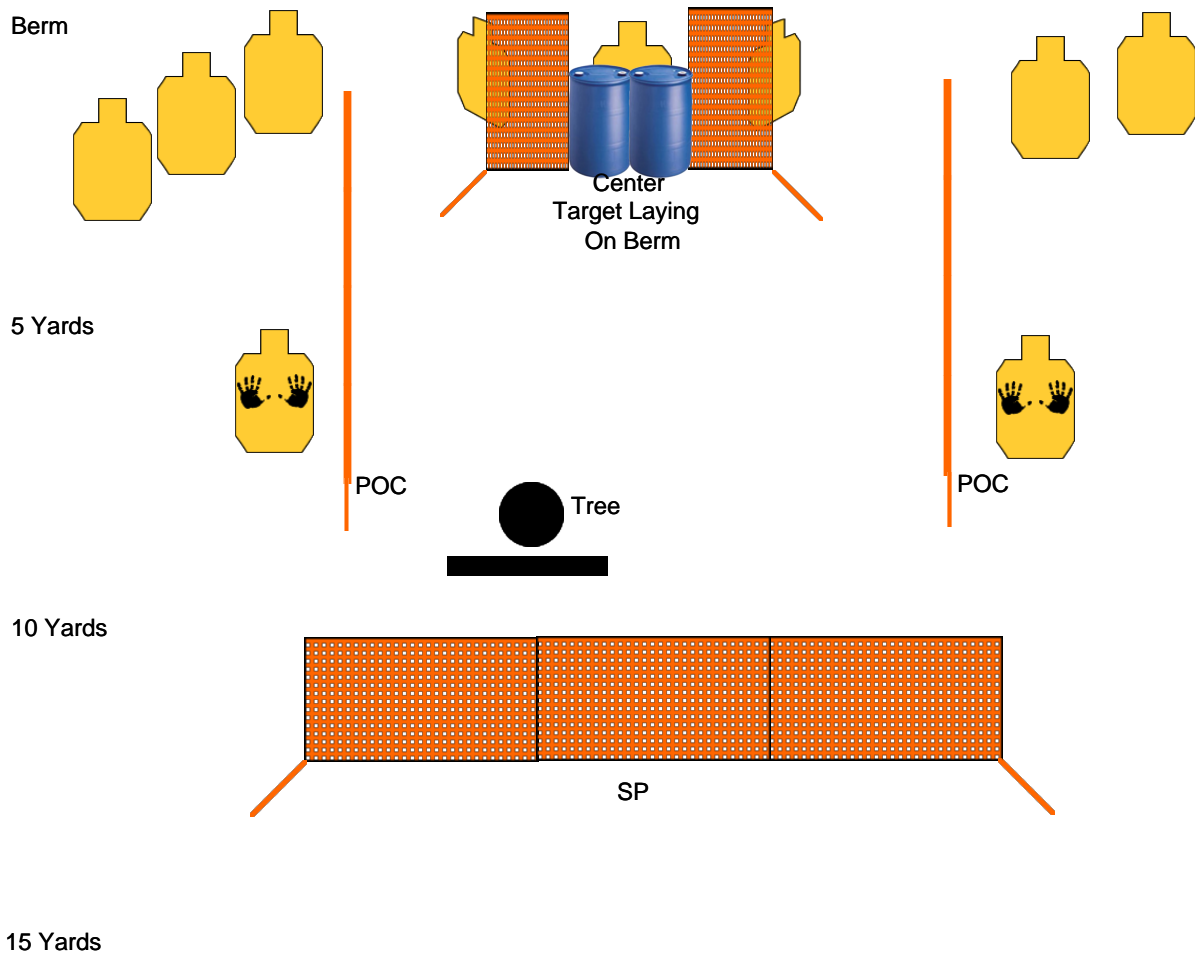
**CONCEALMENT:** Yes

**NOTES:**



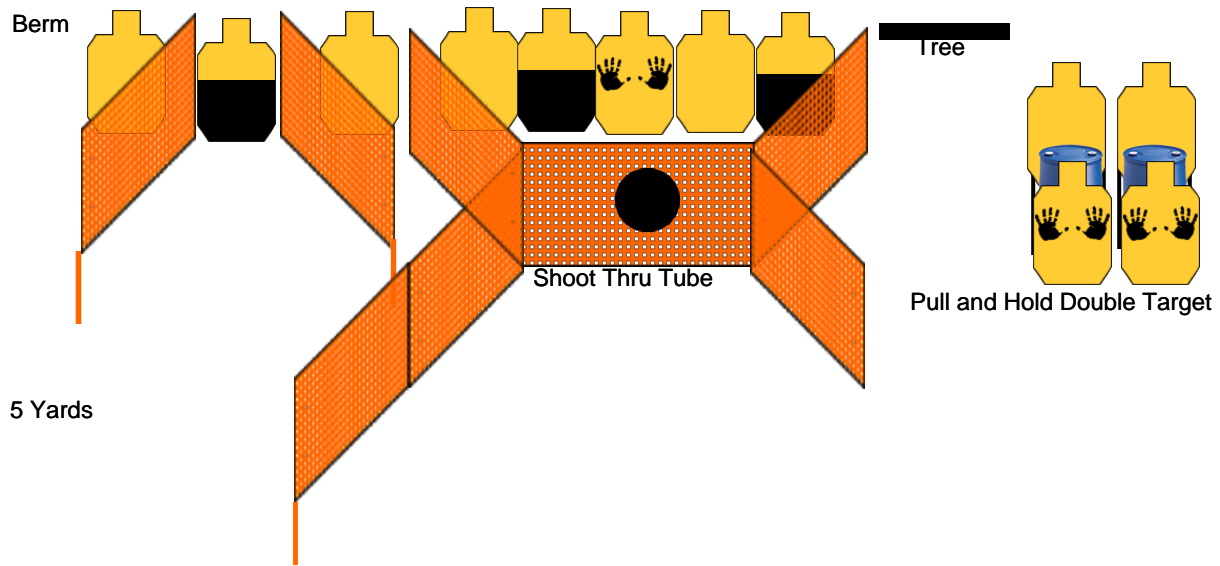
# Stage 5 - Remember Blockbuster

<b>RULES:</b> IDPA Rules	<b>Created By:</b> SteveSalvo
<b>START POSITION:</b> Standing at SP, with at least one foot touching SP. Gun loaded and holstered. All other loading devices stowed as per IDPA rules. PCC at the low ready.	
<b>SCENARIO:</b> Your at your local Blockbuster and robbers are taking over. Even hiding behind the counter by the VHS rewind!	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 16
<b>PROCEDURE:</b> At the signal engage all threats with 2 rounds each using available POC.	<b>TARGETS:</b> 8
	<b>DISTANCE:</b> 1-12 yrs
	<b>SCORED HITS:</b> Best 2 per paper.
	<b>PENALTIES:</b> Per IDPA Rules
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



# Stage 6 - Chillin and Grillin

<b>RULES:</b> IDPA Rules	<b>Created By:</b> SteveSalvo
<b>START POSITION:</b> Standing behind the table at SP. Gun loaded and holstered, PCC low ready. All other loading devices stowed as per IDPA rule.	
<b>SCENARIO:</b> You are at an outside bar and grill tryin to chill and enjoy a nice evening when it gets robbed and you are the "good guy with the gun"	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 18
<b>PROCEDURE:</b> At the signal engage all threats with 2 rounds each from in the open or available POC. Pulling rope activates pull and hold double targets and must be shot from behind the table.	<b>TARGETS:</b> 9
	<b>DISTANCE:</b> 2-10 yrs
	<b>SCORED HITS:</b> Best 2 per paper.
	<b>PENALTIES:</b> Per IDPA Rules
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>



10 Yards



15 Yards

# Stage 7 - Those Damn Post

<b>RULES:</b> IDPA Rules	<b>Created By:</b> SteveSalvo
<b>START POSITION:</b> Standing at either SP with at least 1 foot touching SP. Gun loaded and holstered. All other loading devices stowed.	
<b>SCENARIO:</b> Shoot the targets, not the post!	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the signal engage all targets with 2 rounds each from available POC. Except for T1 that gets 4 rounds shot thru the window.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 8
	<b>DISTANCE:</b> 2-15 yrs
	<b>SCORED HITS:</b> Best 2 per paper. T1 gets 4
	<b>PENALTIES:</b> Per IDPA Rules
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b>

