

Stage 1 Three At A Time

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

While at the local outdoor mall armed men invade your space. Eliminate the threats.

PROCEDURE:

At signal engage all threats with at least three rounds each from available cover. Stomp pad activates the charger.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

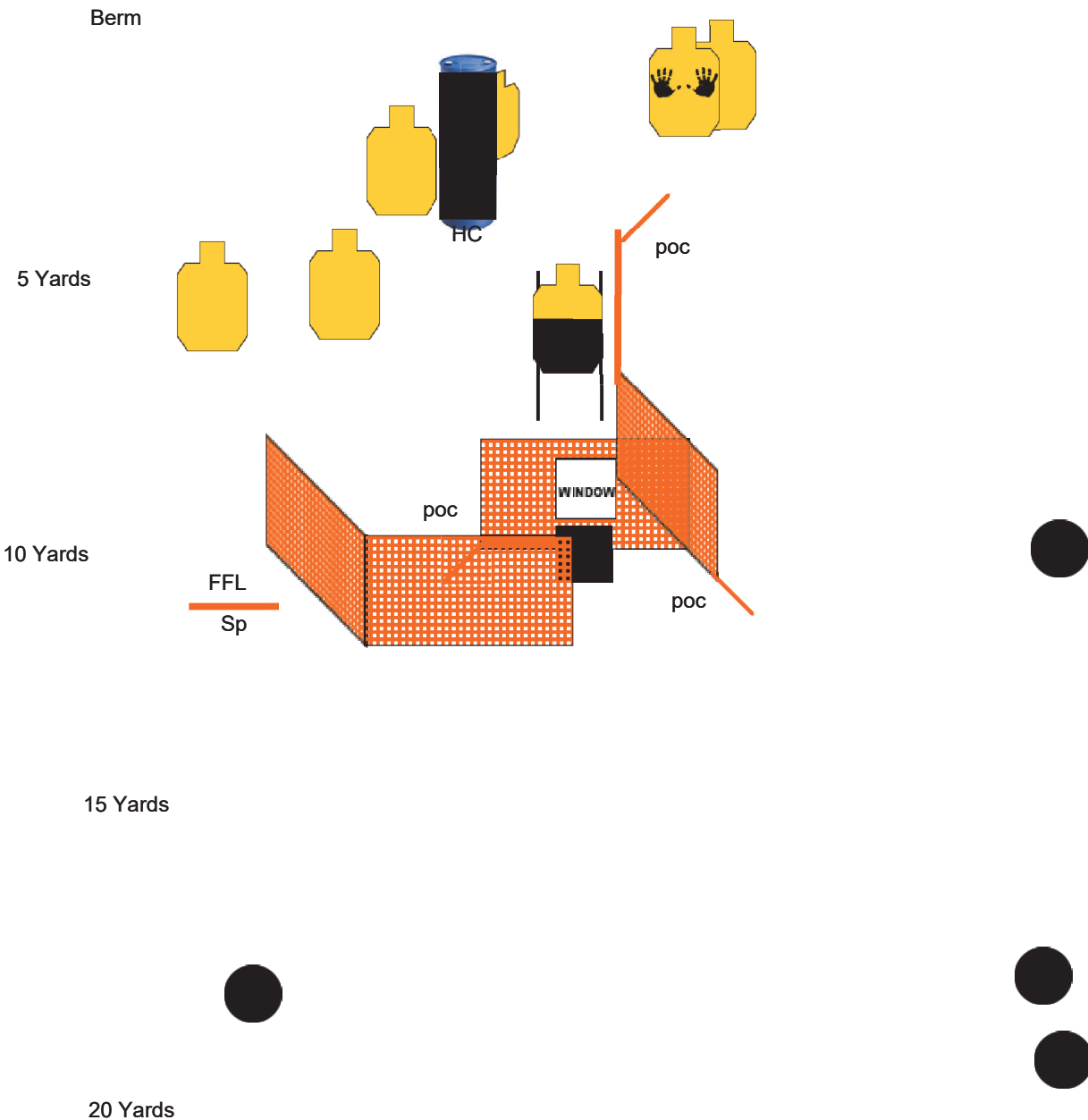
DISTANCE: 7-10 yards

SCORED HITS: 18

PENALTIES: Maybe

CONCEALMENT: Yes

NOTES:



Stage 2 Junk Head

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Hands touching both X's, Gun loaded and holsted. PCC with one hand touching one X.

SCENARIO:

During your shift at the Stop and Shop. Armed thugs try and raid the shelves in hope of suppling thier new meth kick start. Closing time!

PROCEDURE:

At the signal engage all targets with at least two rounds each using available cover. POC 3 is a low cover position. At least one knee touching the ground.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8

DISTANCE: 7-10 yards

SCORED HITS:

PENALTIES:

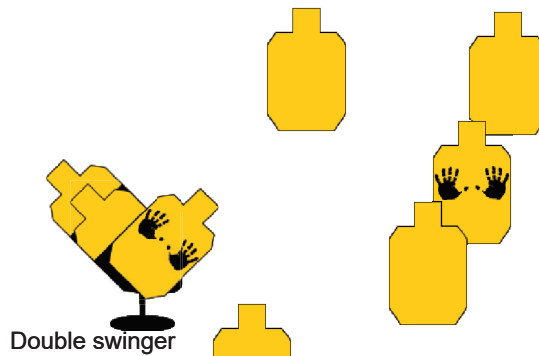
CONCEALMENT: Yes

NOTES: Head is centered on DN 0 of the other swing target

Berm



5 Yards

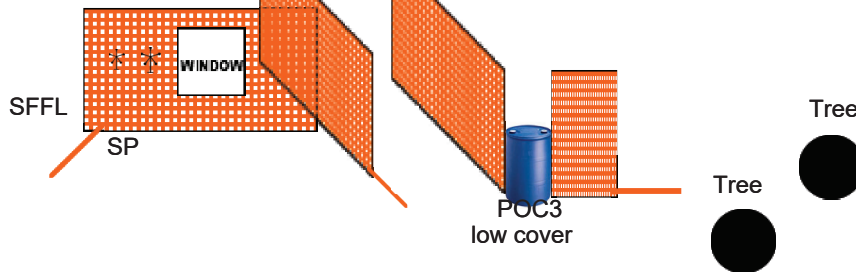


Double swinger

10 Yards



Tree



SFFL

SP

WINDOW

POC3
low cover

Tree

Tree

15 Yards

Stage 3 Prime Time

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

While at the grocery store armed thugs try to steal all the prime rib. Save the family feast and don't forget the pumkin pie.

PROCEDURE:

At the signal engage T1,S1 and Surprise T2 in tactical priority from in the open, Then engage all other targets from available cover. T5 is a surprise target. All threats require two rounds each and steel must fall.

NOTE: T1 is the closest available target.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8

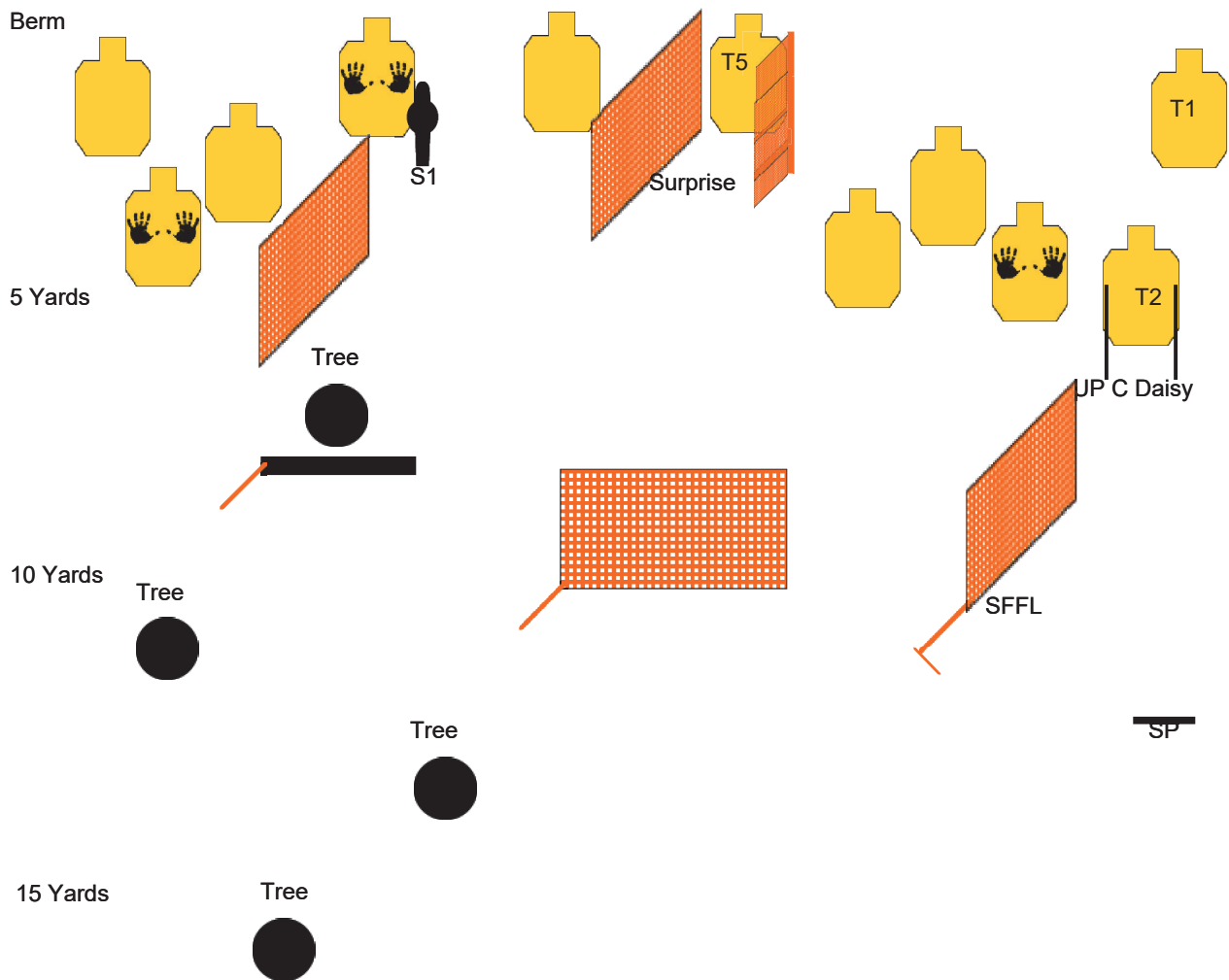
DISTANCE: 5-12 yards

SCORED HITS: 17

PENALTIES: I'm Sure

CONCEALMENT: Yes

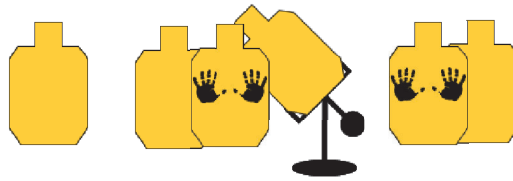
NOTES:



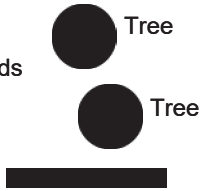
Stage 4 Oh What Fun

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing relaxed at SP, Unloaded gun placed on top of the drawer. ALL magazines placed in closed drawer. PCC unloaded and placed on top of the drawer, All mags placed inside closed drawer	
SCENARIO: Drill	SCORING: Limited
PROCEDURE: At the signal engage all targets with two rounds each STRONG hand only. THEN engage all targets with two rounds each SUPPORT hand only. FROM BEHIND THE DESK LIMITED	ROUND COUNT: 16
	TARGETS: 04
	DISTANCE: 10 yards
	SCORED HITS: 16
	PENALTIES: Hopefully not!
	CONCEALMENT: No
	NOTES:

Berm



5 Yards



10 Yards

FFL



15 Yards

Stage 5 Line Backers

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

While you are serving an arrest warrant at the local drug house. You are met with heavy resistance and the head honchos are hiding behind their own defensive line. Call an audible.

PROCEDURE:

At the signal engage all available targets FROM SP, The SP is a fwd fault line, Steel must fall. THEN engage all remaining targets with two rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 08

DISTANCE: 5-18 yards

SCORED HITS: 18

PENALTIES:

CONCEALMENT: Yes

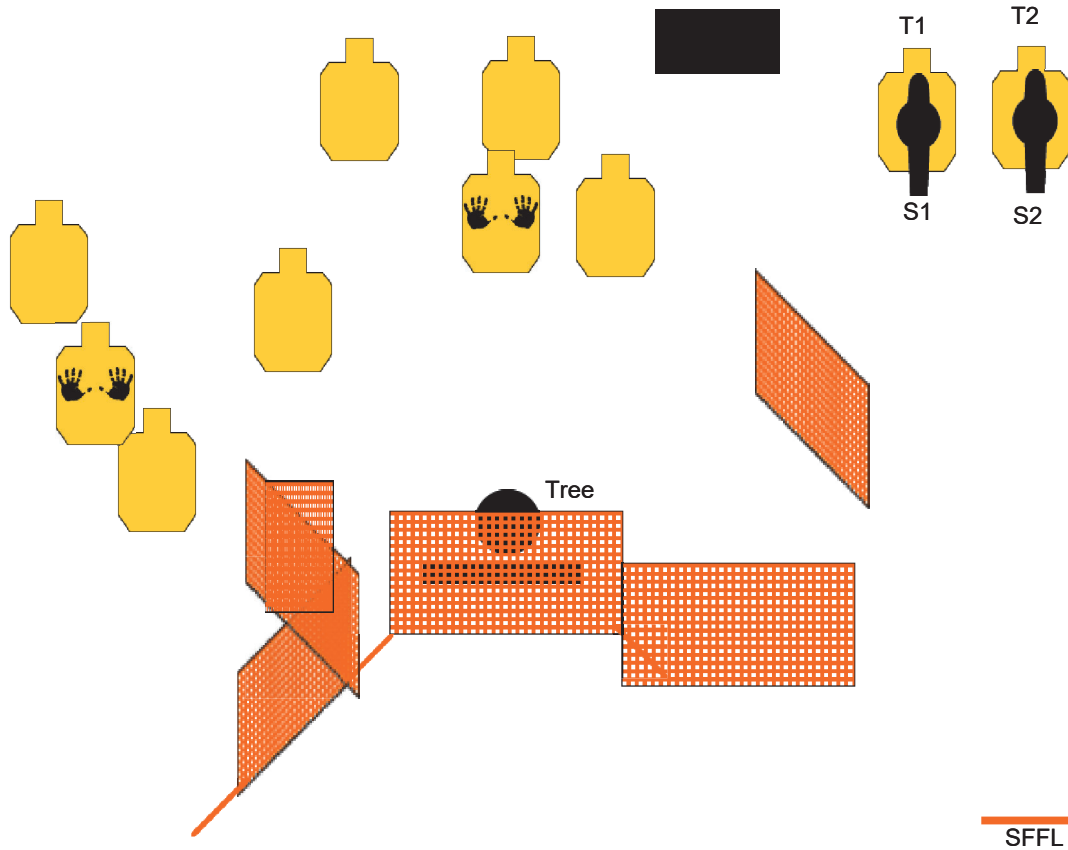
NOTES:

Berm

5 Yards

10 Yards

15 Yards



Stage 6 Open Range Day

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

During a open range day it gets real and real quick. The event has been invaded by militants hell bent on stealing your gear and guns. Eliminate the threats.

PROCEDURE:

At the signal engage exposed steel poppers from in the open. Engage all other threats with two rounds each using available cover.

Steel poppers are basicly only visable from the SP

All fault lines are teminated

T1-2 are the only targets available from POC1

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 07

DISTANCE: 7-18 yards

SCORED HITS: 16

PENALTIES:

CONCEALMENT: Yes

NOTES:

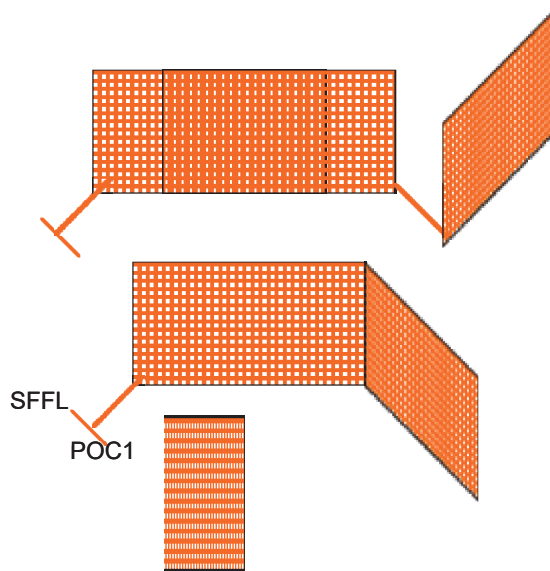


5 Yards

10 Yards

15 Yards

20 Yards



SP

Stage 7 JUST IN CASE YOU MISSED IT

RULES: IDPA Rules

Created By: SPACECOAST

START POSITION:

Standing relaxed behind the table, Gun loaded with SIX rounds only and holstered.

SCENARIO:

DRILL

PROCEDURE:

At the signal engage T1-T3 with two rounds each

RELOAD

THEN engage T1-T3 with two more rounds each

FROM BEHIND THE TABLE.

Moving past the FFL at any time will be considered a safety violation and you will not be scored. PERIOD

SCORING: Limited

ROUND COUNT: 12

TARGETS: 3

DISTANCE: 30 yards

SCORED HITS: Best 4 per

PENALTIES:

CONCEALMENT: Yes

NOTES:

