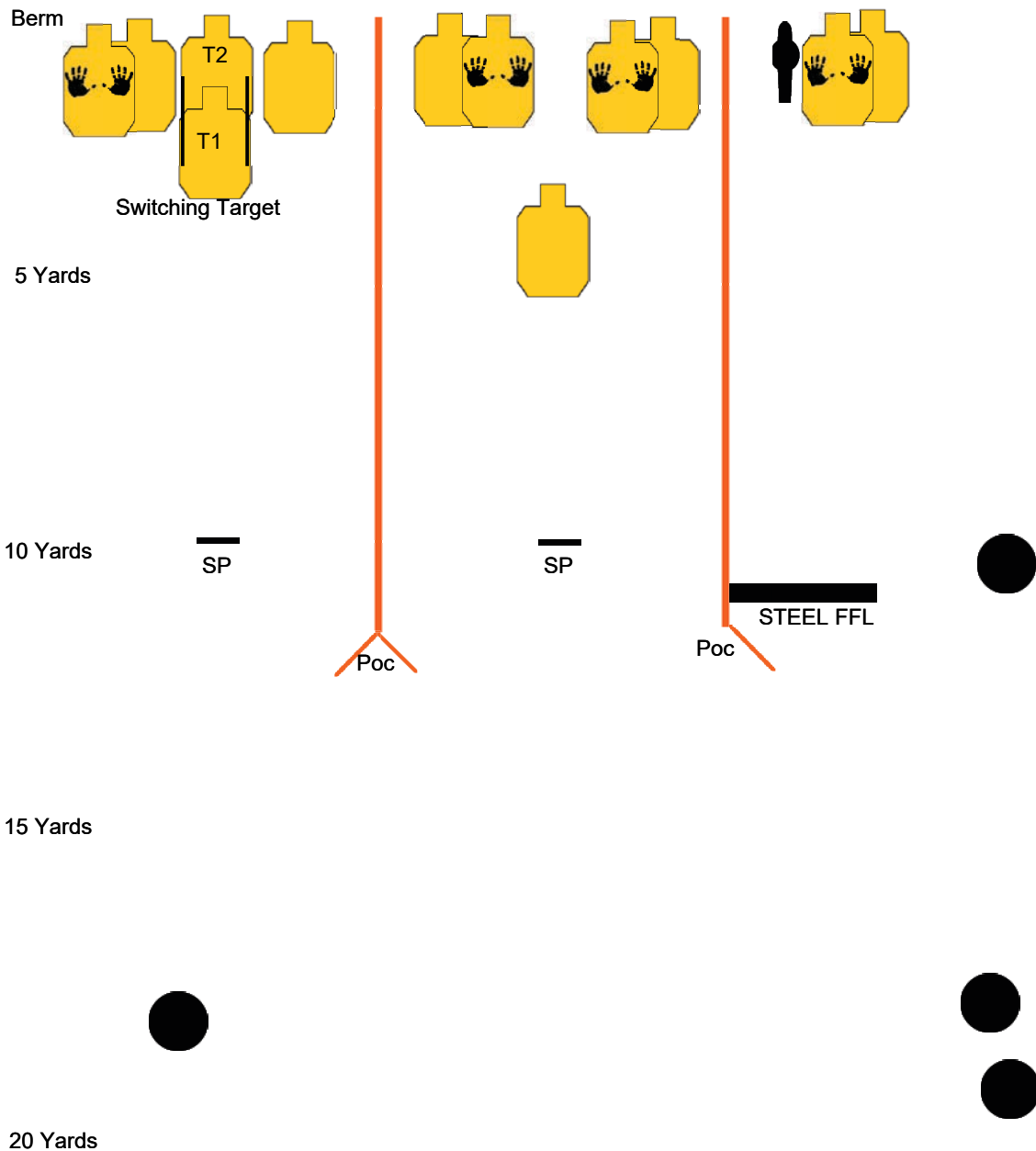


Stage 1 The Old Switcheroo

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing at either SP with one foot touching start stick, hands relaxed, Gun loaded and holstered. PCC low ready	
SCENARIO: You find yourself in a bad situation and have no choice but to defend yourself.	
PROCEDURE: At the signal engage all targets with at least two rounds each. Steel must fall.	SCORING: Unlimited
NOTES: At your SP, targets will be considered in the open. T1 disappears after the steel falls. T2 is only available after steel falls.	ROUND COUNT: 17
	TARGETS: 08
	DISTANCE: 12 yards
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: No
	NOTES:



Stage 2 - Half Left

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at Sp with one toe touching. Gun loaded and holstered. All other loading devices stowed as per IDPA rules. PCC at the low ready.

SCENARIO:

You're heading into the mall for the half off sale and terrorists are fleeing the mall after attacking the shoppers. Don't let them escape.

PROCEDURE:

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

TFL terminated fault line

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 2-12 yards

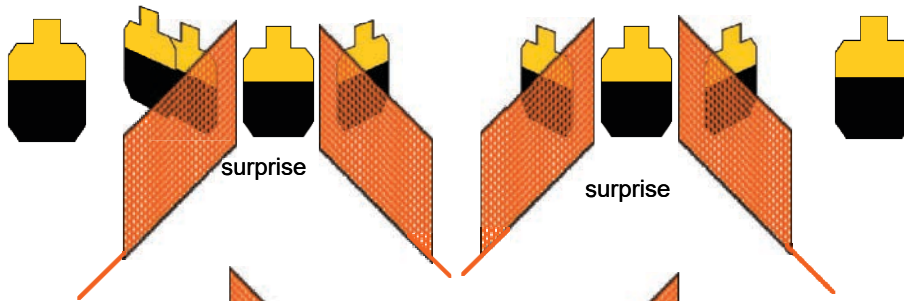
SCORED HITS:

PENALTIES: Per IDPA Rules

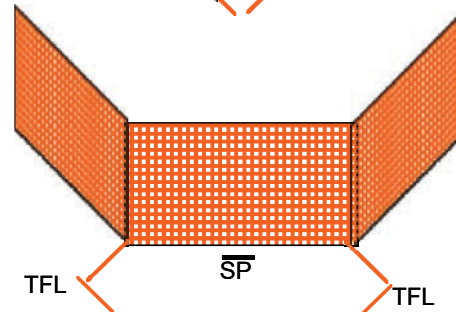
CONCEALMENT: No

NOTES:

Berm



5 Yards

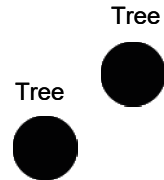


All targets are taped off below down zero.

10 Yards



Tree



Tree

Tree

15 Yards

Stage 3 Spin Doctor

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at either SP with your hands relaxed at your sides, Gun loaded and holstered, PCC at the low ready.

SCENARIO:

You're at the local fair when bad guys take over all fun the attractions.

PROCEDURE:

At signal engage all threats with at least two rounds each, Steel must fall.

SFFL Steel Forward Fault Line

Non threat is to be visible when it is reset

The wieght goes on top of the pin. Not the side one

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 08

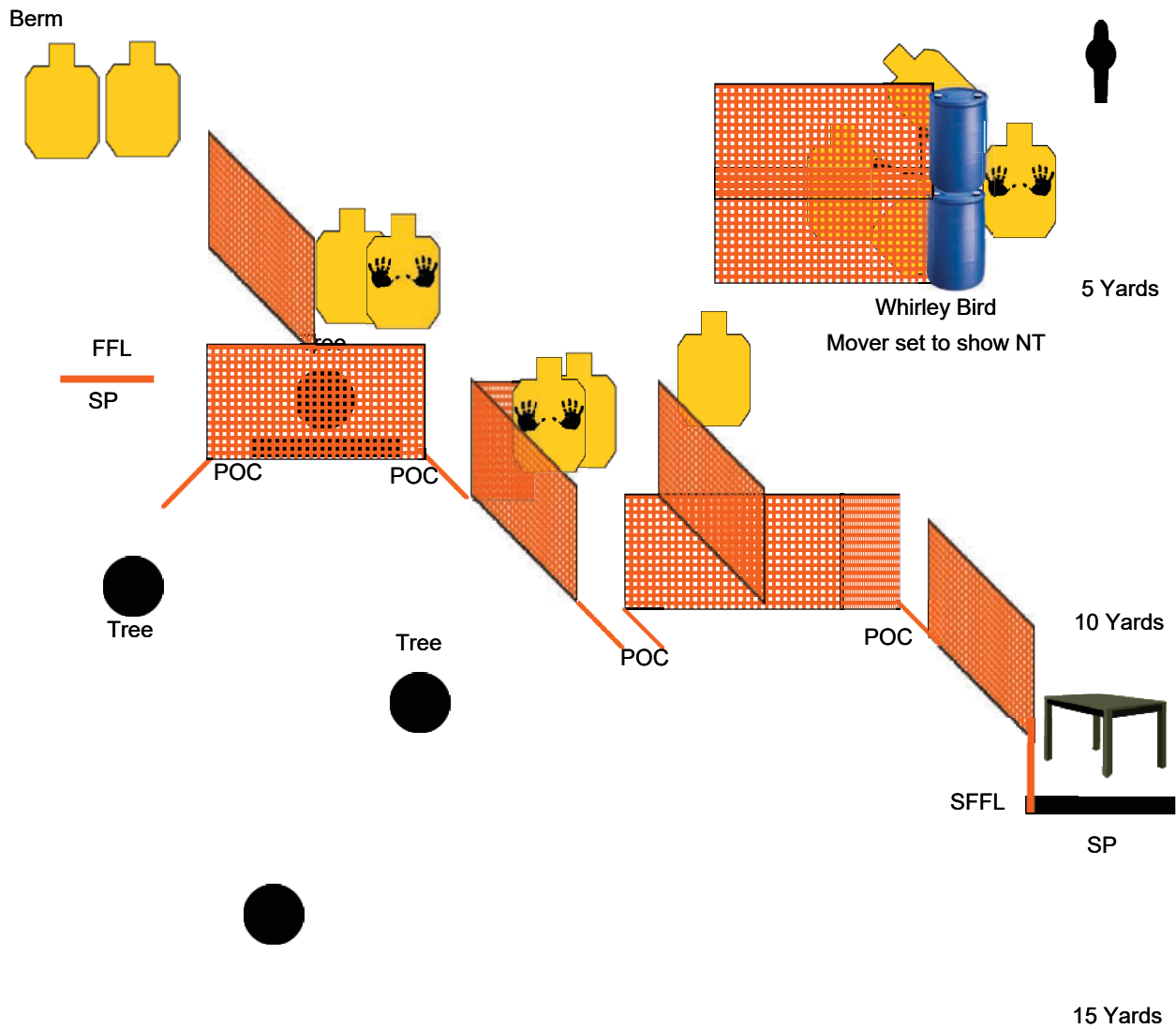
DISTANCE: 5-12 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



Stage 4 Why Didnt I Think of That

RULES: IDPA Rules

Created By: Steve Salvo

START POSITION:

Standing at either SP hands touching the X,s on the wall. PCC at the low ready. Gun loaded and holstered. All other loading devices loaded to division capacity and stowed as per IDPA rules.

SCENARIO:

You're working at a think tank factory when armed thugs try to break in and steal your ideas!

PROCEDURE:

At the signal engage all threats from available POC with 2 rounds each. The barrel is horizontal cover and engaged in tactical priority.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 07

DISTANCE: 5-12 yards

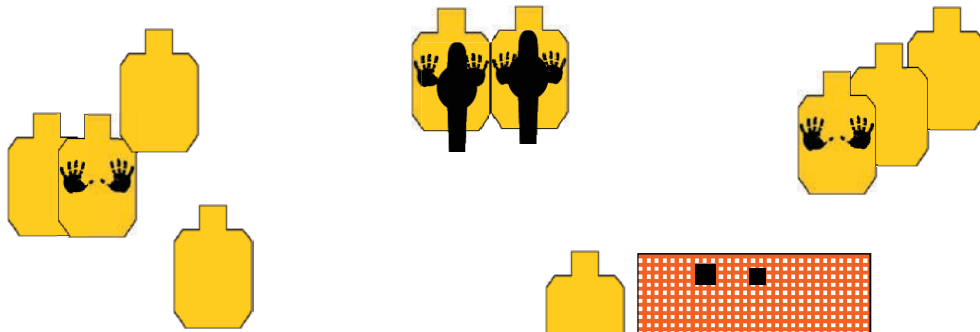
SCORED HITS:

PENALTIES: Per IDPA Rules

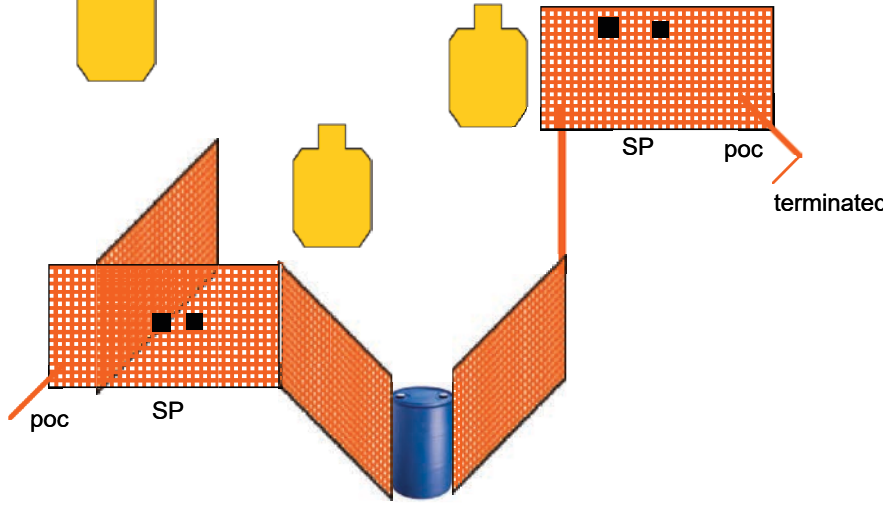
CONCEALMENT: Yes

NOTES:

Berm



5 Yards

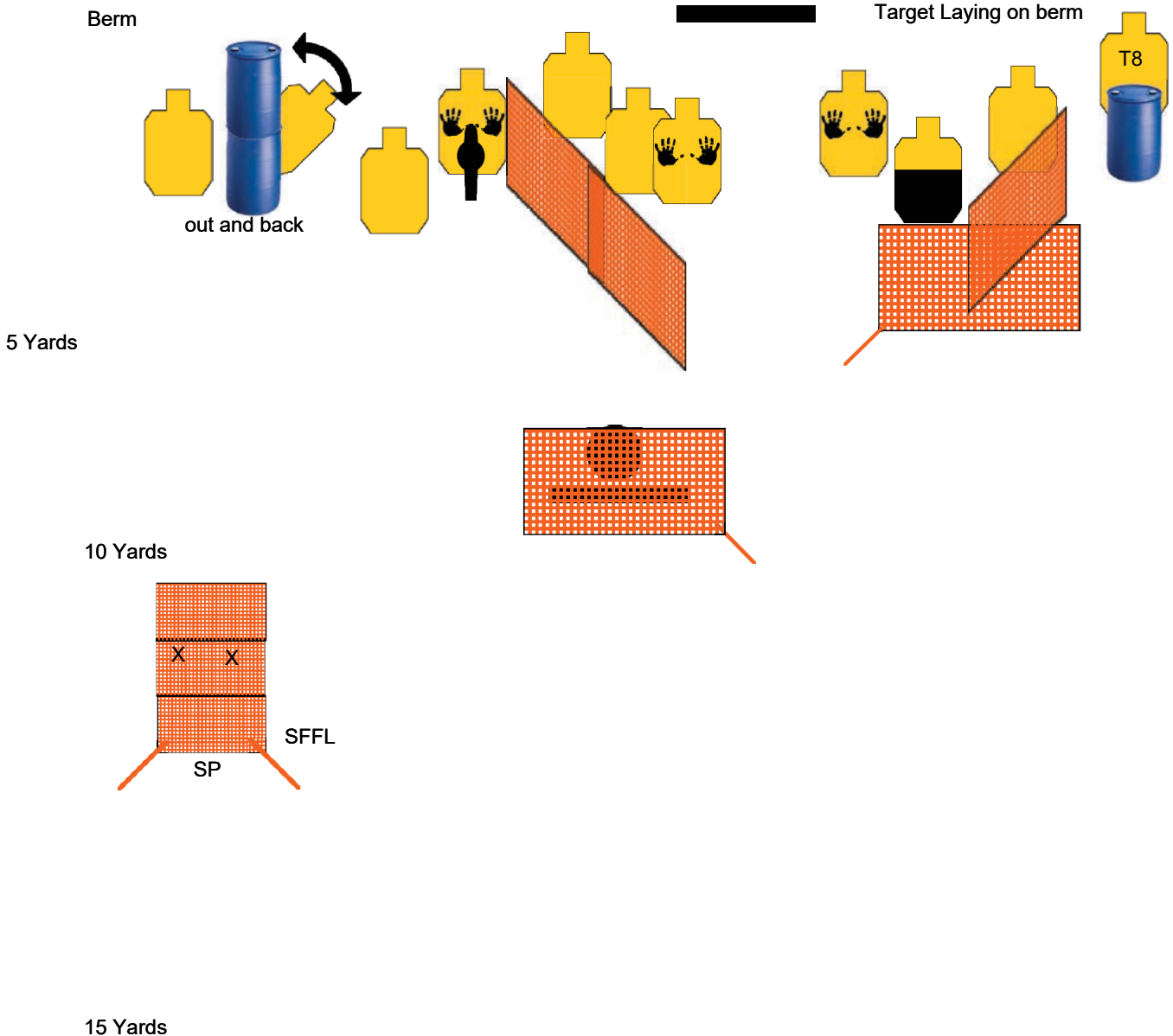


10 Yards

15 Yards

STAGE 5 - Parking Lot Punks

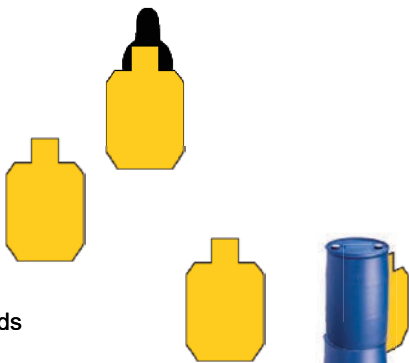
RULES: IDPA Rules	Created By: Steve Salvo
START POSITION: Standing at SP with your hands on the X's. Gun loaded and holstered. PCC at the low ready with one hand touching an X. All other loading devices stowed as per IDPA rules.	
SCENARIO: You're returning to your car after shopping when a gang of armed thugs are roaming the parking lot for victims. Not tonight boys!	SCORING: Unlimited
PROCEDURE: At the signal engage targets T1 thru T7 with 2 rounds each, Engage T8 with THREE ROUNDS, Steel activates the out and back.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE: 2-12 yrs
	SCORED HITS:
	PENALTIES: Per IDPA Rules
	CONCEALMENT: Yes
	NOTES:



Stage 6 Come on Man

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing at SP hands relaxed, Gun loaded and holstered, PCC low ready	
SCENARIO: You are out burning up your bonus check when armed men start taking hostages at the local Macys.	SCORING: Unlimited
PROCEDURE: At the signal engage all threats with two rounds each using available cover. Steel activates Quad turner, 45sec operating time. Window is horizontal cover. Steel forward fault line (SFFL) AT START LEFT NT IS FACING FORWARD	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 7-15
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:

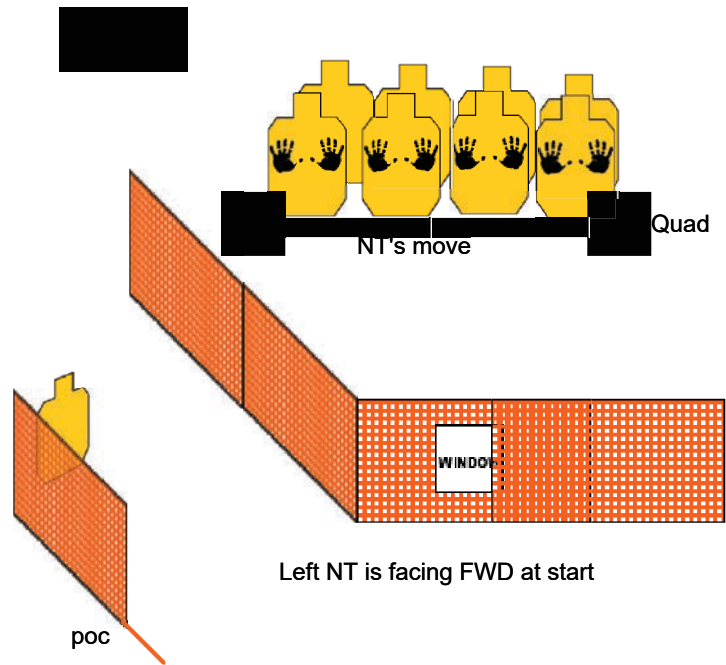
Berm



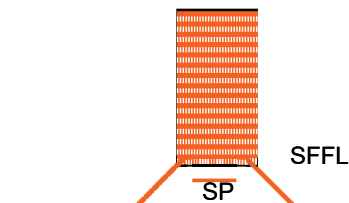
5 Yards



10 Yards



Left NT is facing FWD at start



15 Yards

Steel must be engaged from SP

20 Yards

Stage 7 Transition Condition

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

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

SCENARIO:

DRILL (Limited)

PROCEDURE:

At the signal engage ONLY ONE TARGET WITH ONE ROUND at a time from each side of the barrel alternating from left to right until each target is engaged with a total of two rounds from within the box. You may shoot them in any order but you must alternate from side to side between shots.

One PE will be assessed if ONE OR TWO targets are engaged out of sequence. THREE errors, will be assessed as a Flagrant.

MORE than FOUR errors, you will be assessed an FTDR.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 9

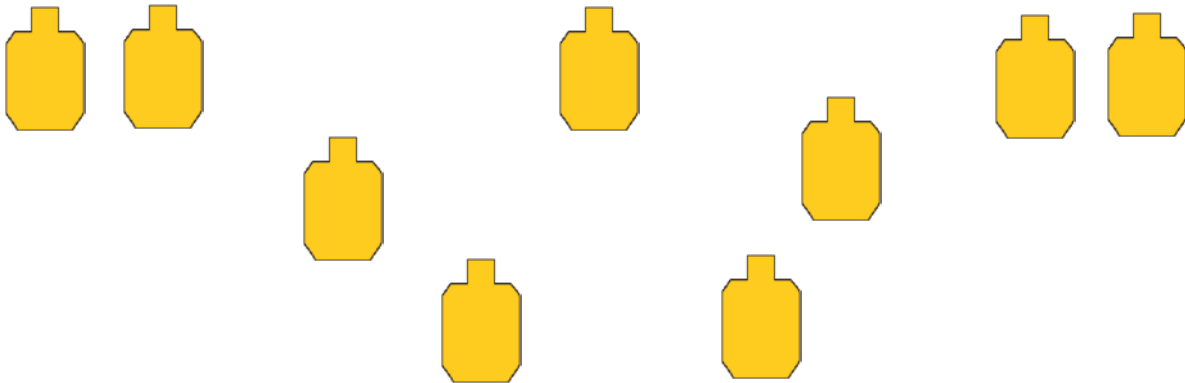
DISTANCE: 8 to 15 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: Yes

NOTES:



15 yards



1 round at a time alternating between sides.