

Stage 1 Delivery Dropoff

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing relaxed at SP, Holding the ammo can. Gun loaded and holstered.

SCENARIO:

While trying to make your Amazon deliveries. Bandits try to intercept your package.

PROCEDURE:

At the signal Engage T1-T6 with two rounds each. Engage T7 with 6 rounds using available cover

Dropping the ammo can on the bear trap activates swinger.

ANY PROP, WALL, OR BARREL SHOT INTENTIONALLY WILL BE A DQ.... PERIOD!

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 07

DISTANCE: 5-10 yards

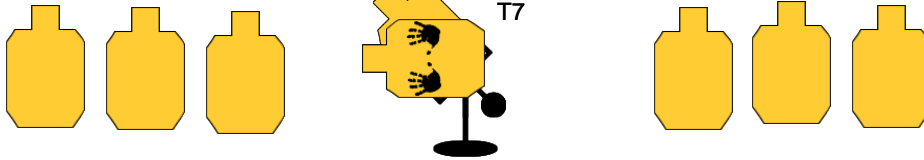
SCORED HITS: 18

PENALTIES:

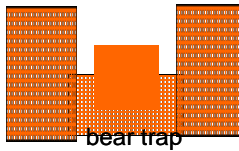
CONCEALMENT: Yes

NOTES:

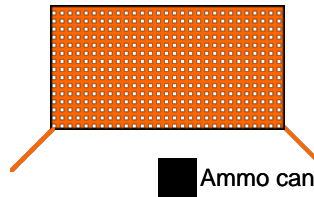
Berm



5 Yards



10 Yards



15 Yards



20 Yards



Stage 2 A Good Support System

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Seated in the chair gun, unloaded Slide/Cylinder/Bolt closed, and placed on the X. All loading devices placed on the table.

SCENARIO:

While sitting at the head of the class it becomes apparent that your trying to teach the wrong group of people about Americana. Gunfire rings out, take as many out as you can. It starts out ok but then you are hit in the hand and have to finish up the hard way.

PROCEDURE:

At the signal engage all steel WHILE seated, freestyle. Steel must fall. Engage all other threats with two rounds each. SUPPORT hand only using available cover. ANY PROP, WALL, OR BARREL INTENTIONALLY SHOT WILL BE A DQ. PERIOD!

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 6

DISTANCE: 5-12 yards

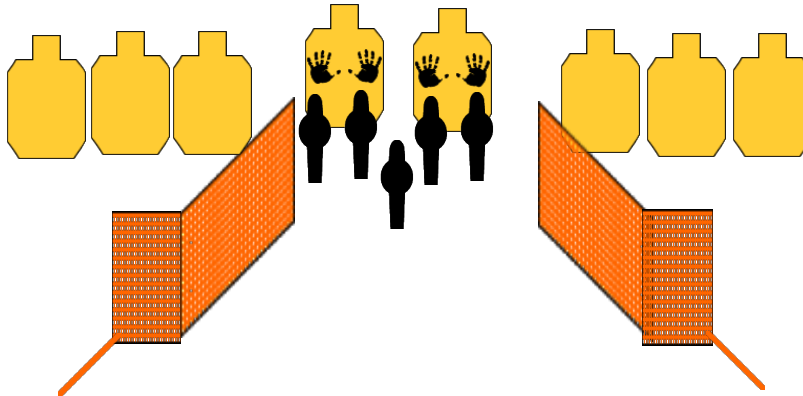
SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:

Berm



5 Yards

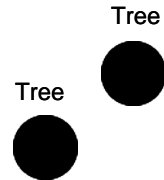
10 Yards



Tree



SFFL



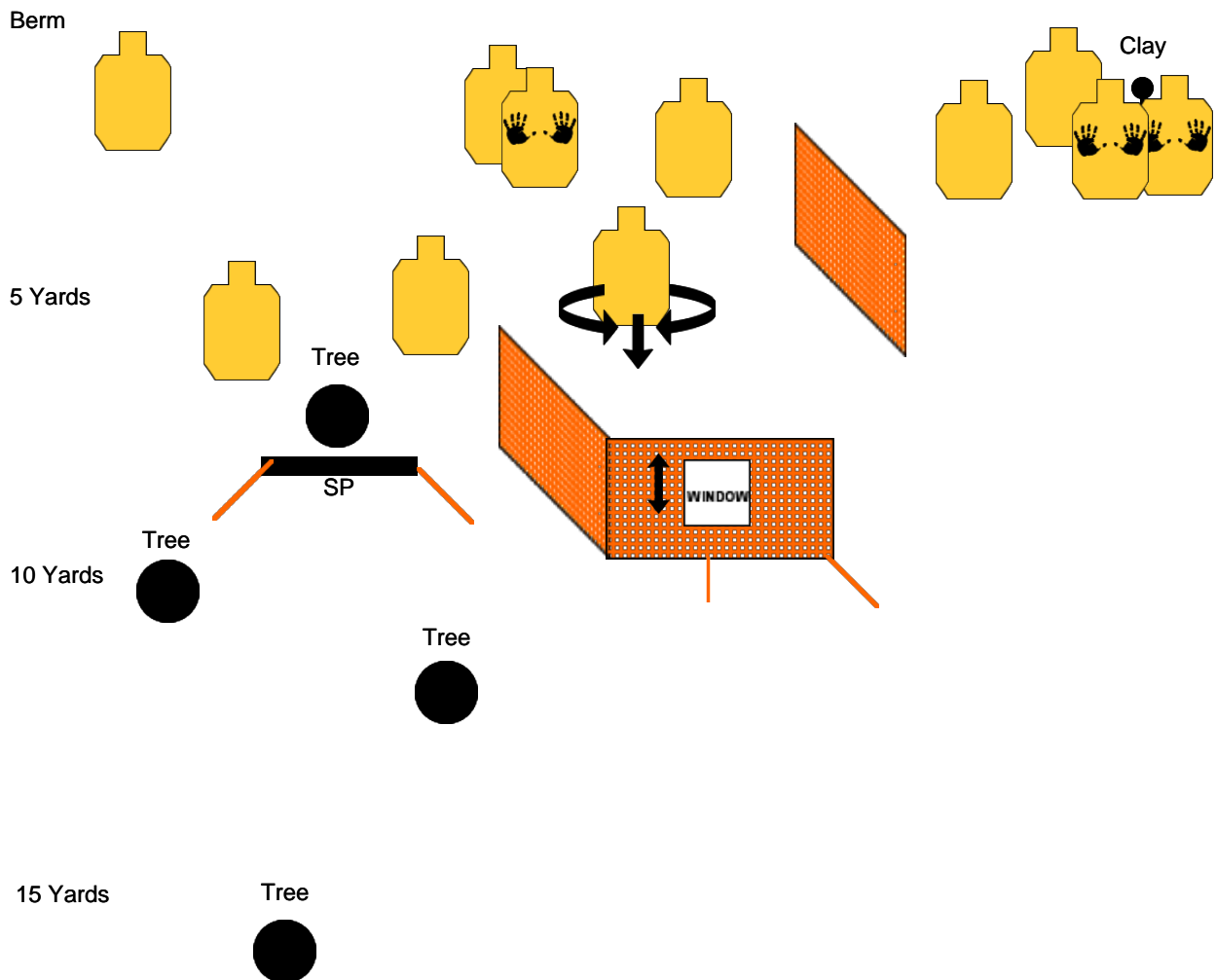
Tree

Tree

15 Yards

Stage 3 Alarm Fire

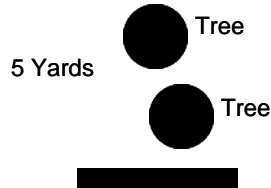
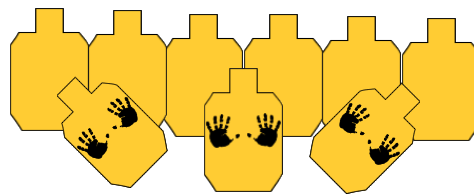
RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing at SP with your hands on the X,s. Gun loaded and holstered.	
SCENARIO: You're at the office when it is invaded by terrorists. Get to the fire alarm and pull it to get everyone out as fast as possible. The only exit is locked so you must shoot the lock out to escape. Too bad your coworkers are in the way, thread the needle.	SCORING: Unlimited
PROCEDURE: At the signal engage all threats with two rounds each using available cover. Pulling overhead rope activates drop turner. Clay must break to be scored. ANY PROP, WALL, BARREL SHOT INTENTIONALLY WILL BE DQ'ED AND ASKED NOT TO COME BACK	ROUND COUNT: 17
	TARGETS: 8
	DISTANCE: 5-12 yards
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



Stage 4 Three The Hard Way

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing relaxed at P1, Gun loaded and holstered.	
SCENARIO: Drill	SCORING: Unlimited
PROCEDURE: At the signal engage all threats with one round each Freestyle. THEN advance to P2 and engage all threats with 1 round each STRONG hand only. Then advance to P3 and engage all threats with one round each using SUPPORT hand from LOW COVER At least one knee touching. BEST THREE HITS WILL BE SCORED	ROUND COUNT: 18
	TARGETS: 06
	DISTANCE: 7-10-15 yards
	SCORED HITS: 18
	PENALTIES:
	CONCEALMENT: No
	NOTES:

Berm



10 Yards



15 Yards



Stage 5 Bunch of Softies

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Standing at SP, Gun UNLOADED and holstered. PCC UNLOADED and held at the low ready. ALL loading devices placed on the table.

SCENARIO:

While at your table loading your mags gangsters invade the range looking for some soft targets and some new gear. Take immediate action.

PROCEDURE:

At the signal engage all threats with two rounds each using available cover.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

DISTANCE: 2-8 yrs

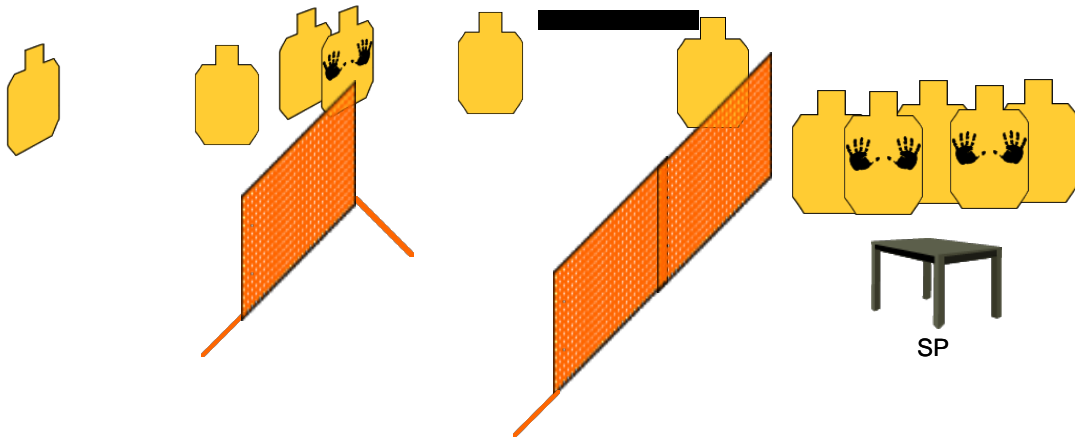
SCORED HITS:

PENALTIES: Per IDPA Rules

CONCEALMENT: Yes

NOTES:

Berm



10 Yards



15 Yards