

# Stage 1 Mothballs

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

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

**SCENARIO:**

While out thrifting for treasures and looking for your favorite band shirts, thugs try and get away with all the good Tee's. You try and explain to them that they are about to experience moth holes. They look confused.

**PROCEDURE:**

At the signal engage your first two targets from RETENTION with two rounds each. Engage all other targets with two rounds each from cover if available. T1, T2, T3, and T4 may be shot from in the open depending if they are your last engagement. T5 and T6 can be surprise targets depending on the SP used. All the targets will have tee shirts and the zeros will be cut out.

**SCORING:** Unlimited

**ROUND COUNT:** 14

**TARGETS:** 07

**DISTANCE:** 1-3 yards

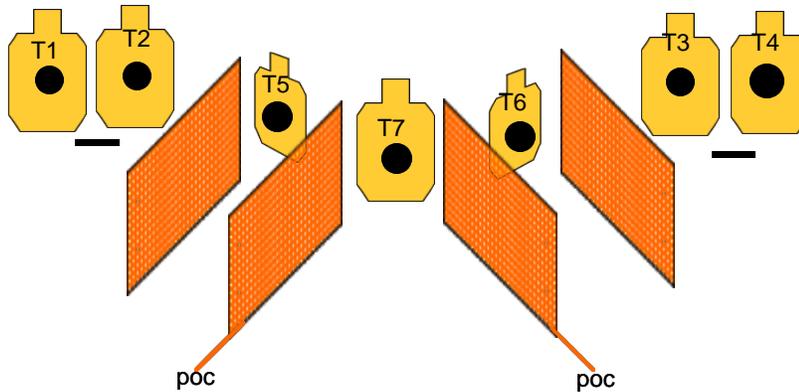
**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**

Berm



5 Yards

10 Yards



15 Yards



20 Yards

# Stage 2 Speed Freak

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

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

**SCENARIO:**

Drill

**PROCEDURE:**

At the signal engage each paper target with one round Freestyle, Then engage all paper targets with your Support hand only with one round each. Hand gun. PCC must engage one free and one weak side.

Steel may be shot at anytime with any hand during the COF.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 08

**DISTANCE:** 10 yards

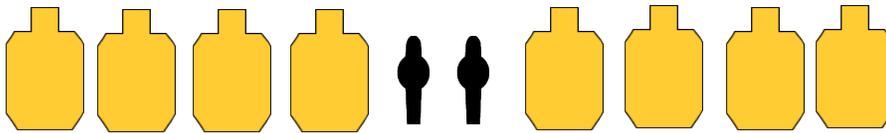
**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**

Berm

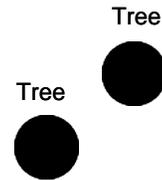


5 Yards

10 Yards



FFL  
SP



15 Yards

# Stage 3 Safe Places

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

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

**SCENARIO:**

Bad guys willing to do bad things invade your safe space. Fight or flight.

**PROCEDURE:**

At the signal Engage T4 with four rounds and all other targets with two rounds each. Depending on the start point used targets may be in engaged in different orders and from in the open or shot from available cover.

Pedal activates the swinger.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 07

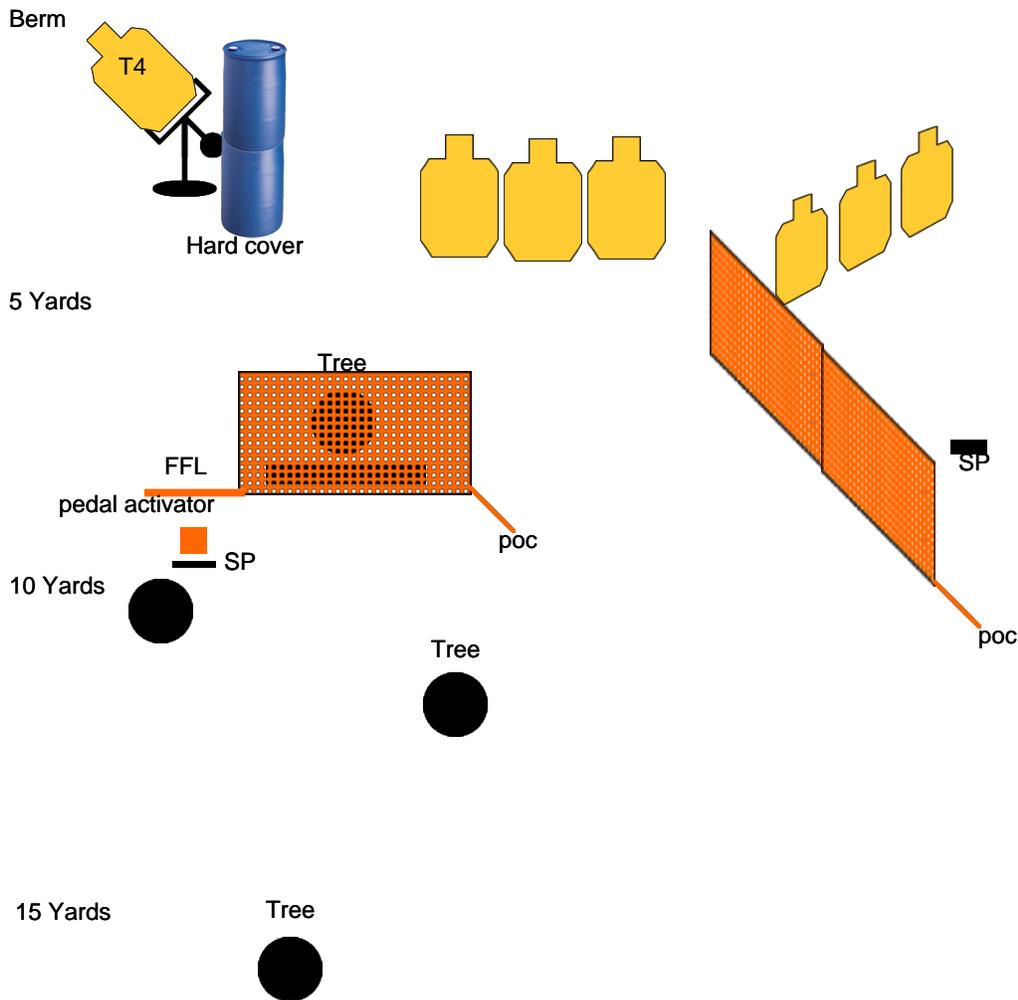
**DISTANCE:** 3-8 yards

**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**



# Stage 4 Rip Cord

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing at the SP, Gun loaded and holstered. Holding the activator rope in one of your hands

**SCENARIO:**

During a friendly Gang get together things take a turn for the worse. Pull the ripcord and egress the party.

**PROCEDURE:**

At the signal pull the rope and engage drop turner with two rounds from in the open. Engage all others from available cover with two rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

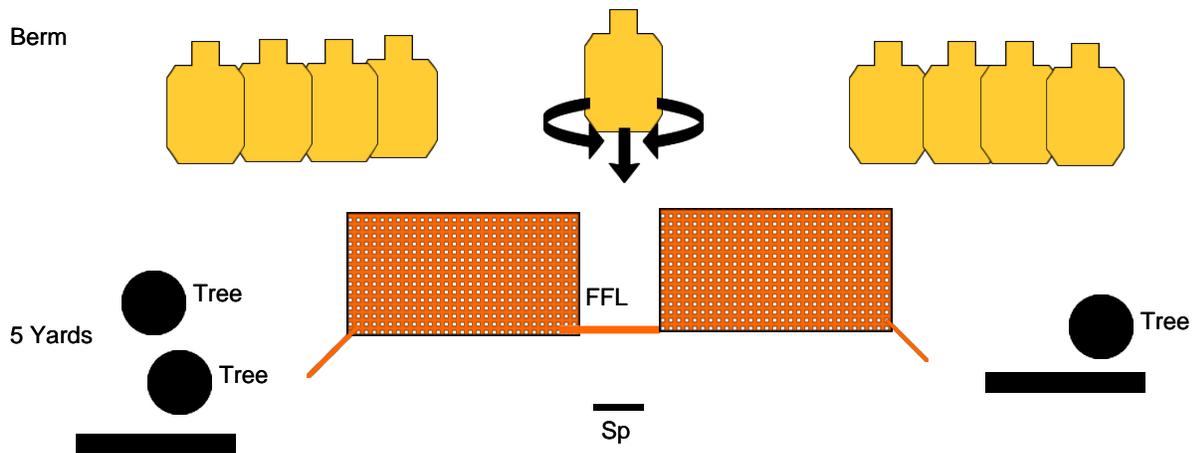
**DISTANCE:** 2-7 yards

**SCORED HITS:**

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**



10 Yards

15 Yards

# Stage 5 Six is always more fun

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing at Sp loaded and holstered, holding the rope in your hand.

**SCENARIO:**

While at the park tugs try and take over the fun. Save the day.

**PROCEDURE:**

Engage T1 with 6 rounds, Engage all others with two rounds each from available cover or in the open.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 06

**DISTANCE:** 2-10 yards

**SCORED HITS:**

**PENALTIES:**

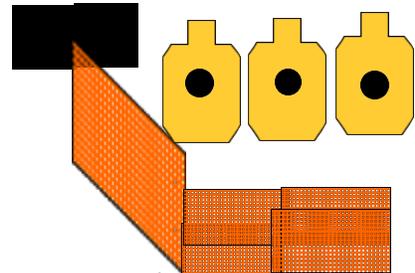
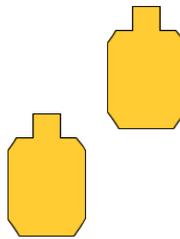
**CONCEALMENT:** No

**NOTES:**

Berm



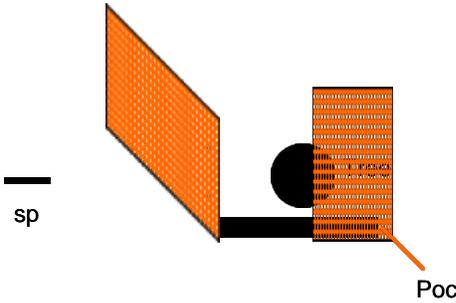
Hard Cover



med wall placed on its side

Laying on the berm with the zeros cut

5 Yards



10 Yards

Poc

15 Yards

# Stage 6 Table Talk

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Seated with gun unloaded and closed placed on the X. All loading devises placed on the table. Hands placed on the table.

**SCENARIO:**

While cleaning your gun, the stuff hits the fan. Take immidiate action and clear your property.

**PROCEDURE:**

At the signal engage all threats with two rounds each. Steel must fall. Engage T1,T2,S1 and S2 from behind the table. Engage targets from available cover. The window is horizontal cover.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 07

**DISTANCE:** 2-10 yards

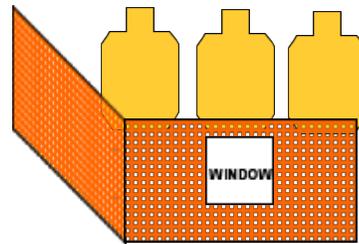
**SCORED HITS:**

**PENALTIES:**

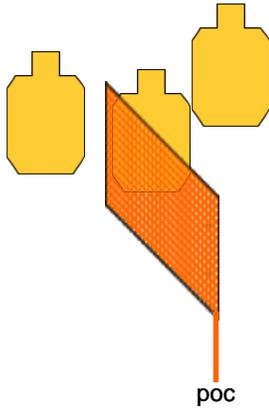
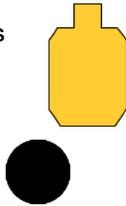
**CONCEALMENT:** No

**NOTES:**

Berm



5 Yards



10 Yards

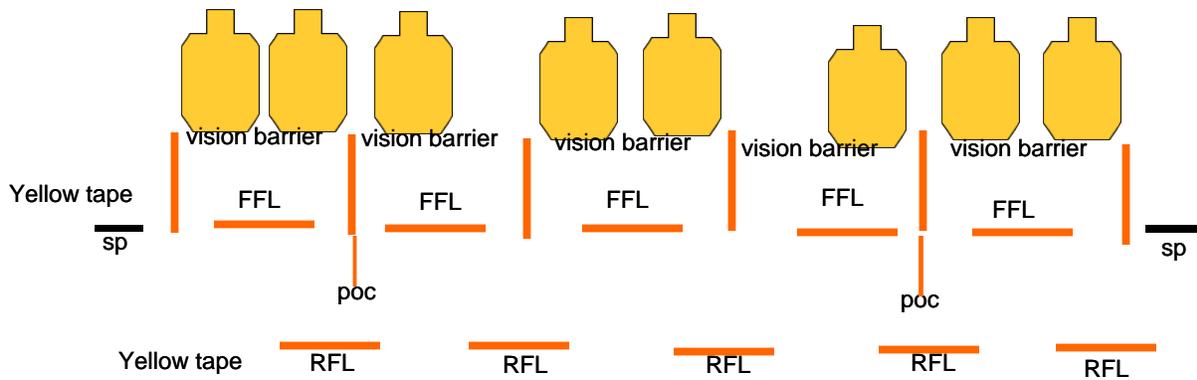


15 Yards

20 Yards

# Stage 7 Shower Power

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Ross Quarnoccio
<b>START POSITION:</b> Standing relaxed at either SP with one toe touching, gun loaded and holstered. PCC at the low ready.	
<b>SCENARIO:</b> While at the gym getting ready to take a shower. Terrorists start stealing all the towels for whatever reason. Save Yourself, And maybe a towel for yourself. Always remember "don't drop the soap".	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the signal engage all targets with two rounds each from available cover and in the open depending on your direction.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 8
	<b>DISTANCE:</b> 3 yards
	<b>SCORED HITS:</b> 16
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> No
	<b>NOTES:</b>



Vision barriers are clear shower curtains