

Stage 1 Oh \$h1T I'm hit

Scenario:

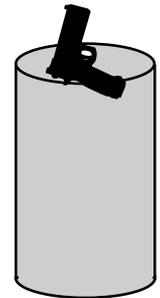
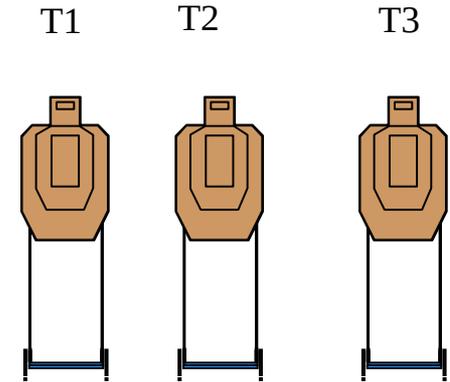
Three bad guys begin their attack. During the fire fight you are injured on your strong side. Continue to engage one handed weak hand and eliminate the threats.

Course of Fire:

Load and make ready with one six round magazine. At the signal draw, and engage T1 – T3 with two round each. Slide lock reload, transition to weak hand engage T1 – T3 with two rounds each one handed.

Threats can be engaged in any order, Tactical Sequence (1 shot on each threat before any threat gets two) not required. Only four hits per target allowed, make up shots allowed for malfunctions only not for misses. Two hands may be used to clear malfunctions.

12 Rounds

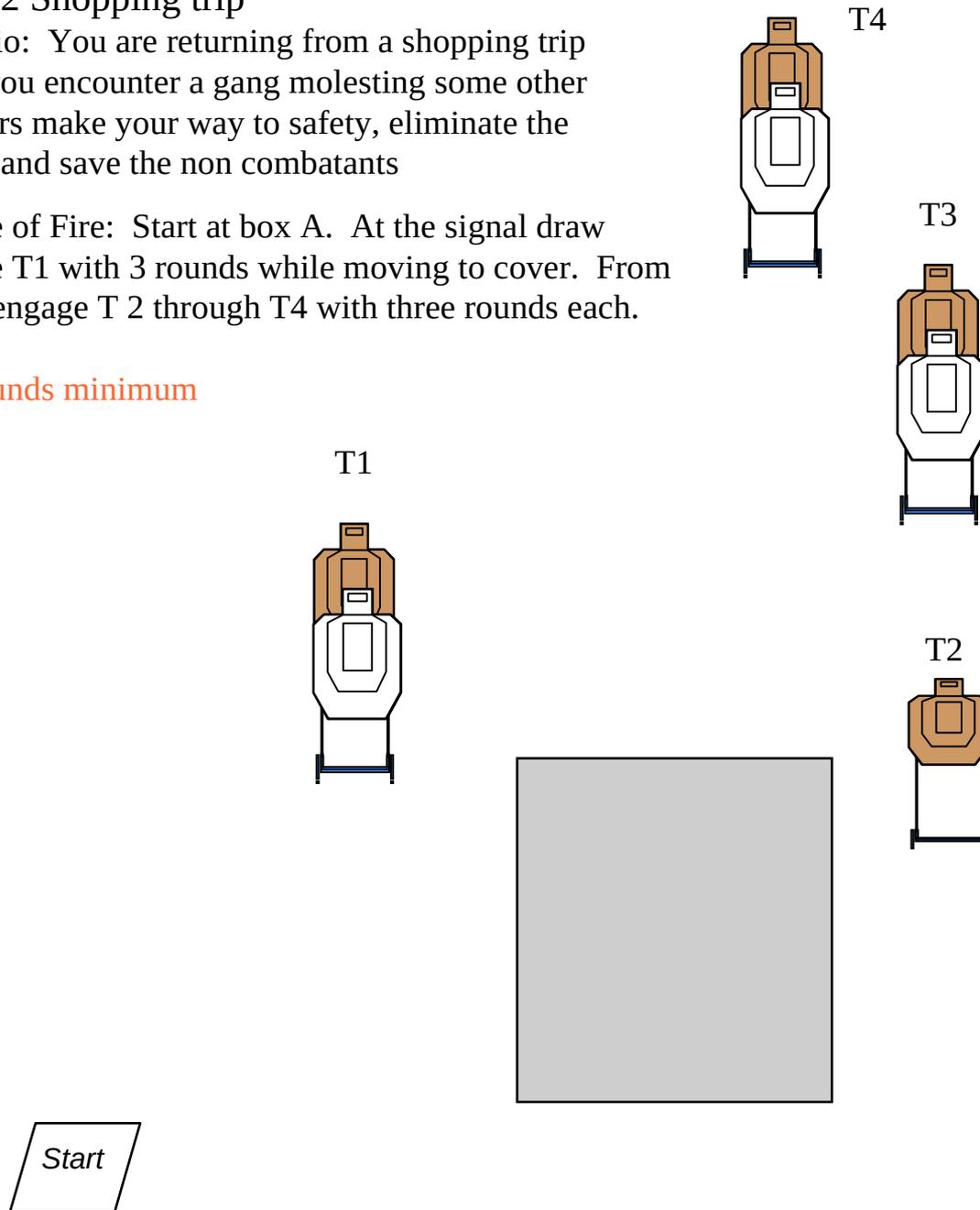


Stage 2 Shopping trip

Scenario: You are returning from a shopping trip when you encounter a gang molesting some other shoppers make your way to safety, eliminate the threats and save the non combatants

Course of Fire: Start at box A. At the signal draw engage T1 with 3 rounds while moving to cover. From cover engage T 2 through T4 with three rounds each.

12 Rounds minimum



Stage 4 At the bank, based on IDPA Nationals Stage 8

Scenario: While getting ready to make a deposit at the bank you encounter a robbery in progress. Engage the bad guys and avoid the good guys running amok.

Course of Fire: Start behind barrier with briefcase in your hand. At the beep drop or toss briefcase to activate swinger. Engage each threat with three rounds each, avoiding the swinging non shoot.

12 Rounds minimum

