

April 25 Club Match

2015

Stage 6 – Find'em All

Designed by: GeneG@MWT

<p>START POSITION: Seating at P1, hands on knees, firearm unloaded on a table, ammunition carriers loaded on a table, flashlight turned off, per IDPA rules</p>	
<p>SCENARIO: The uninvited guests did not call in ahead with a headcount. But you have to find'em all.</p> <p>PROCEDURE: Engage T1-T6 from P1. Pressure switch activating movers can be activated any time before leaving P1. On the move to P2 or from P2 engage T7-T9. P1 is in the open, P2 is "low cover" shooting over the top of barrels.</p>	<p>SCORING: Unlimited count, 18 rounds min</p> <p>TARGETS: 9 IDPA, 4 NT</p> <p>SCORED HITS: Best 2 on paper</p> <p>START-STOP: Audible – last shot</p> <p>PENALTIES: Per IDPA rules</p> <p>CONCEALMENT: Optional</p> <p>FLASHLIGHT: Optional</p>

