



## Stage Stage 6: Double Trouble

Designed by: Joe Chappie (Metrowest Tactical)

**SCORING:** Unlimited, 18 rounds min

**TARGETS:** 9 IDPA, 2 non-threat

**SCORED HITS:** Best 2 on paper

**START-STOP:** Audible - Last Shot

**PENALTIES:** Per IDPA rules

**CONCEALMENT:** Not Required

**START POSITION:** Seated at P1, back touching chair, hands on knees. Firearm loaded with an empty chamber, in the box. Ammunition carriers on table.

**SCENARIO:** You're waiting for a friend to arrive at your favorite local restaurant. He arrives and brings trouble with him. Save your friend and yourself.

**PROCEDURE:** Engage T1 to T9 in tactical sequence. All shooting from seated position.

**NOTES:** All targets must be within 10 yards. Set S1/T1 back so plate is at 10 yards. T6 has head exposed at rest. T7-T9 should be at 10 yards. T8 activates T6 swinger.

