

Stage 3 – “Duck, Duck, Goose”

Designed by: Tim Kelly @MWT

START POSITION: Standing behind the table at P1. Firearm unloaded and holstered, first ammo carrier loaded to 6 rounds on table. All other ammo carrying devices on body loaded to division capacity. Arms relaxed at sides.

SCENARIO: You are in the process of unloading your carry firearm when surprisingly aggressive ducks attack and start “quacking” up your day. Take care of them.

PROCEDURE: On the beep engage T1-T6 from available cover positions with 2 shots each. Proceed to P4 and engage T7 with 4 shots. There is no cover at P4

NOTES: None

SCORING: Unlimited, 16 rounds min

TARGETS: 7 IDPA, 3 non-threat

SCORED HITS: Best 2 on paper T1-T6, best 4 T7

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Required

