

POSTAL STAGE 4 “QUICK LEARNER”

After your escape from the restaurant, you head back into the park to get home. Unfortunately, the rest of the gang that attacked you in the restaurant races into the woods to finish you off. They put body armor on and plan their revenge on you. Two of the hoodlums jump out of the woods to attack you. After firing and seeing no effects, you shoot for the head, and duck behind a tree to check for more attackers. You will not waste any more ammunition on body shots.

Start Position Standing at P1, 5 yards from target T3, hands at sides..

At Start Signal Draw and engage T2 and T3 in tactical sequence (1 – 2 – 1) with two shots each, while retreating to cover. **Then**, re-engage T2 and T3 with one head shot each. Engage T1 from cover, at P2, with two head shots. Reload as necessary.

Note that if the shooter uses cover for the T2 and T3 head shots, it must be done using tactical priority (slicing the pie).

Shot Count Vickers. Three scored hits per target for T2 and T3 with one required head shot. Two required head shots for T1. Eight shots minimum

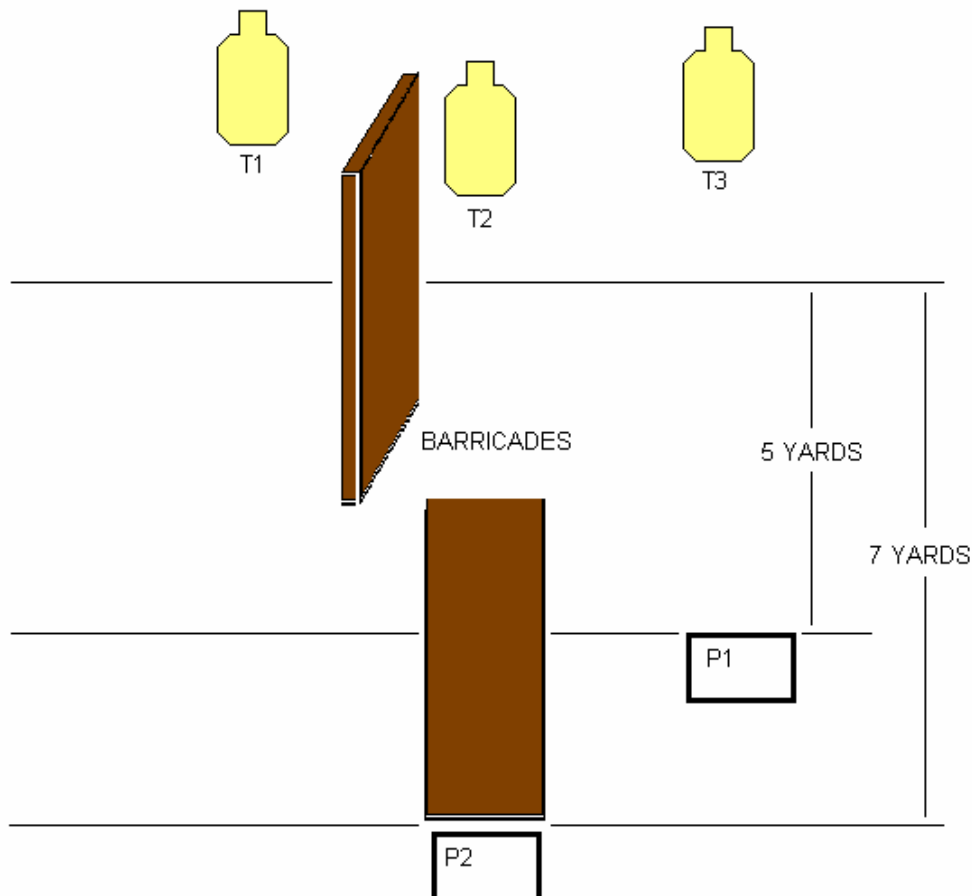
Supplies Three IDPA shoot targets and two barricades (as used in the classifier)

Set-Up Details Set up this stage exactly like the classifier, but a barricade will be placed at classifier position one. The second barricade is used to block T1 from view at the stage start position.

T1- 6' tall

T2- 6' OVER 4' tall

T3- 6' OVER 5' tall P1 is squarely in front of T3.



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