

Stage 1 – “Taken”

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SCENARIO: Kidnappers have your daughter on a luxury yacht. You must fight to get her back.

START POSITION: Standing at P1, hands relaxed at side.
Handgun loaded to division capacity & placed on barrel next to P1.
Ammunition carriers also on barrel.

PROCEDURE: Retrieve firearm and ammunition carriers and engage T1-T3 through the port with two rounds each. Steel (S1) behind T1 activates T2 drop turner. Move to P2 and get into prone shooting position. Engage T4 and S2 and S3 in tactical priority. T4 must be engaged by shooting out its leg first, making it drop.

SO/SETUP NOTES: Barrels between arrays should be positioned so that T4 and S2 and S3 are not be visible from right side of P2. Only the leg of T4 should be visible from P2. Place a small tire on ground to minimize impact to T4 when it falls.

SCORING: Vickers count, 11 rounds min
TARGETS: 4 IDPA, 2 NT, 2 Steel
SCORED HITS: Best 2 on paper, dropped poppers.
START-STOP: Audible – Last shot
PENALTIES: Per IDPA rules
CONCEALMENT: Required
RELOADS: Per IDPA rules

