

## Stage 1 – “Don't Hit the Hostage”

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**START POSITION:** Start at P1 with firearm in holster, loaded to division capacity.

**SCENARIO:** Lots of bad guys holding lots of hostages (including one that freaks out). Don't hit the hostages.

**PROCEDURE:** On the buzzer, engage T1-T3 from cover. Advance to P2 and engage T4-T6. Popper must fall with a shoot-through on T6, which engages the swinger on the third array. Advance to P3 and engage T7-T9.

**STAGE SETUP:** Arrange barrels so that they provide a visual barrier so that shooter can only see each target array from each shooting position. Other props can be used instead of barrels to provide visual barriers.

Popper on the 2<sup>nd</sup> array should be directly behind T6, so that a down zero shoot-through drops the popper and activates the swinger on the third array.

**SCORING:** Vickers count, 18 rounds min

**TARGETS:** 9 IDPA, 3 no-threat, steel activator must fall.

**SCORED HITS:** Best 2 on paper,

**START-STOP:** Audible

**PENALTIES:** Per IDPA rules

**CONCEALMENT:** Required

