

Stage 1 – Through the Port

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START POSITION: Standing at P1, hands at side. Firearm loaded to division capacity, spare ammo (carriers) on body.

SCENARIO: You and two allies are caught in hostile territory. Your only cover is a large metal plate which your allies are carrying. Take out the bad guys before they can flank you.

STAGE PROCEDURE: On the start signal, activate the mover with strong hand. Proceed to moving cover and engage T1-T6 through the portal.

SCORING

SCORING: Vickers, 12 rounds minimum

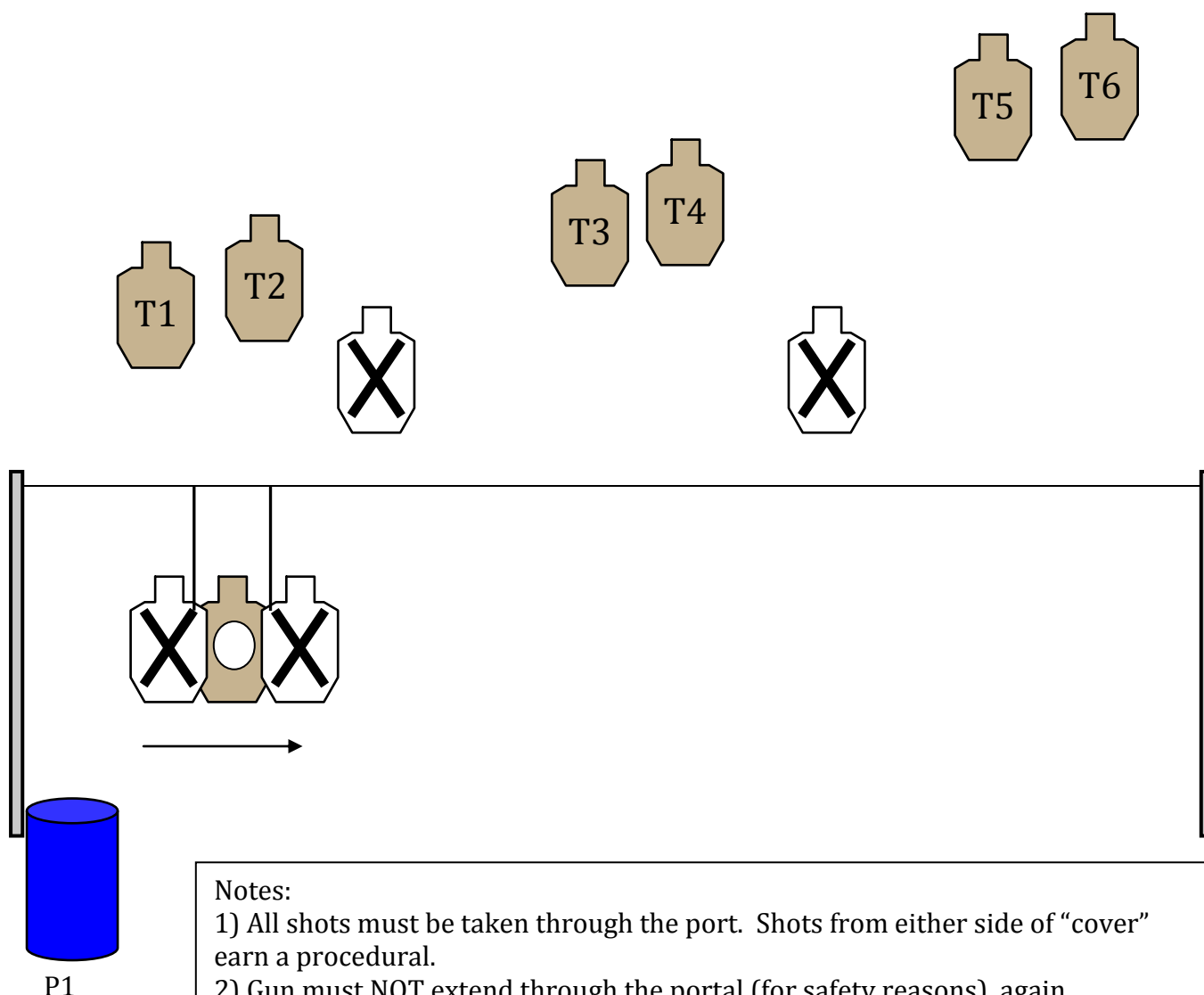
TARGETS: 6 IDPA, 2 non-threat

SCORED HITS: Best two on paper.

START-STOP: Audible-Last Shot

PENALTIES: Per IDPA rules

CONCEALMENT: Required



Notes:

- 1) All shots must be taken through the port. Shots from either side of "cover" earn a procedural.
 - 2) Gun must NOT extend through the portal (for safety reasons), again procedural
- ASO stops runner when it gets to end. All targets still visible.