

## Stage 2 – “Walk in the Park”

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**START POSITION:** Gun and magazines loaded to division capacity and holstered. Gun and magazines on your body.

**SCENARIO:** While walking at the park, gang members attack. Stop the gang members, but don't hit the innocents.

**PROCEDURE:** Starting at P1, on the buzzer move to cover at P2 or P3 and engage targets.

**SO/SETUP NOTES:** T1 is at 20'. T5 is at 50'. Space T2 – T4 closer to T1. No-shoot is even with down-zero of T5. A popper behind the T6 activates the no-shoot on the swinger.

**SCORING:** Vickers count, 16 rounds min

**TARGETS:** 8 IDPA 2 NT

**SCORED HITS:** Best 2 on paper - **Steel must fall.**

**START-STOP:** Audible – Last shot

**PENALTIES:** Per IDPA rules

**CONCEALMENT:** Required

**RELOADS:** Per IDPA rules

