



Stage 3 – “Aisle Mania”

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Scenario: You come out of the bathroom at the minimart only to find a gang terrorizing the store. Fight your way to the exit.

START POSITION: Standing at P1, firearm and ammunition carriers loaded to division capacity. Firearm holstered, ammo carriers stowed on the body.

PROCEDURE: On the buzzer, engage popper T1 which activates the swinger (T2). Move to P2 and engage T2 and T3. Move to P3 and engage T4, T5, and T6.

SCORING: Vickers count, 11 rounds min

TARGETS: 5 IDPA, 1 steel, 1 NT

SCORED HITS: steel must fall; best 2 on paper

START-STOP: Audible – Last shot

PENALTIES: Per IDPA rules

CONCEALMENT: Required

RELOADS: Per IDPA rules

