

Stage 2 – Risk and Reward

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START POSITION: Gun and ammunition carriers loaded to division capacity. Gun and ammunition carriers on your body.

SCENARIO: Thugs attack customers at your grocery store. Protect your customers.

PROCEDURE: Starting at P1, on the buzzer, engage T1, T2, and T3 while on the move to cover at P2. At P2, engage the remaining targets.

SETUP: T6 is the clamshell, activated by the popper at T4.

SO Notes: The barrels are not cover. T6 is a disappearing target, so failure to neutralize does not apply. No makeup shots allowed on T1 through T3 once the shooter has passed them.

SCORING: Vickers count, 15 rounds min

TARGETS: 7 IDPA, 1 steel, 2 no-threat,

SCORED HITS: Best 2 on paper, steel must fall

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Required

