

Stage 3 – “Bowling Alley Shootout”

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START POSITION: Start with rifle loaded to maximum capacity at low ready. Shotgun is unloaded on table at P2.

SCENARIO: At the bowling alley you are attacked! Use your rifle and shotgun to destroy the threats.

PROCEDURE: On the buzzer, knock down the bowling pin and engage T1-T5 while retreating. Move to P2 and stow safe rifle on barrel. At P2, retrieve shotgun and engage the five “bowling balls”, two poppers, and two aerial targets.

SO Note: Missed and unbroken clays that land are considered disappearing and only down 5.

SCORING: Vickers count, 10 rifle rounds and 9 birdshot shells min

TARGETS: 5 IDPA, 5 Steel Plate, 1 no-threat, 2 Steel Poppers, 2 clays.

SCORED HITS: Best 2 on paper, steel must fall, clays broken.

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Not Required

