

Stage 2 – “Get That Shotgun!”

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START POSITION: Start with pistol loaded in holster, loaded shotgun in patrol ready on table.

SCENARIO: Fight your way to the shotgun to destroy the 4 steel targets.

PROCEDURE: On the buzzer, engage T1-T6 on the move toward the table at P2. Stow handgun on table and use shotgun to engage the poppers with birdshot.

SO note: Patrol ready is defined as rounds loaded in tube, and a round in the chamber with safety on.

SCORING: Vickers count, 12 pistol/4 shotgun rounds min

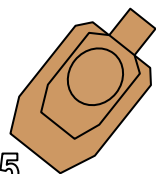
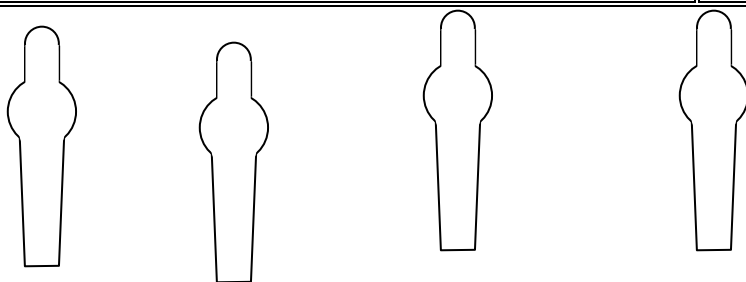
TARGETS: 6 IDPA, 4 steel, 1 no-threat,

SCORED HITS: Best 2 on paper and steel must fall.

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Required



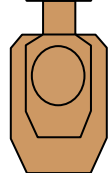
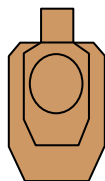
T5



T6



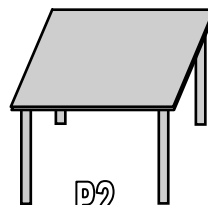
T4



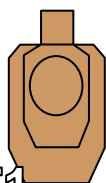
T3



T2



P2



T1

P1