

Stage 2 – “Whack a Mole”

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Metro West Tactical

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START POSITION: Firearm loaded and holstered ammo carriers on body per rules. Start standing at P1, with mallet in hand, head of mallet touching the top of the table.

SCENARIO: You are attacked by drunk dudes at a carnival.

PROCEDURE: On the buzzer, with strong hand, pull mallet to activate mover, then draw and engage T1 and T2. Move to P2 and engage T3 and T4 from cover. Then move to P3 and engage T5 and T6 from cover.

SETUP NOTES:

Manually pulled prop(mallet) at P1 activates T1 and T2 both mounted to single view “up & down” target. T1 and T2 are disappearing targets, barrels in front of them are soft cover. Barrels at P2 and P3 are cover.

SCORING: Vickers count, 12 rounds min

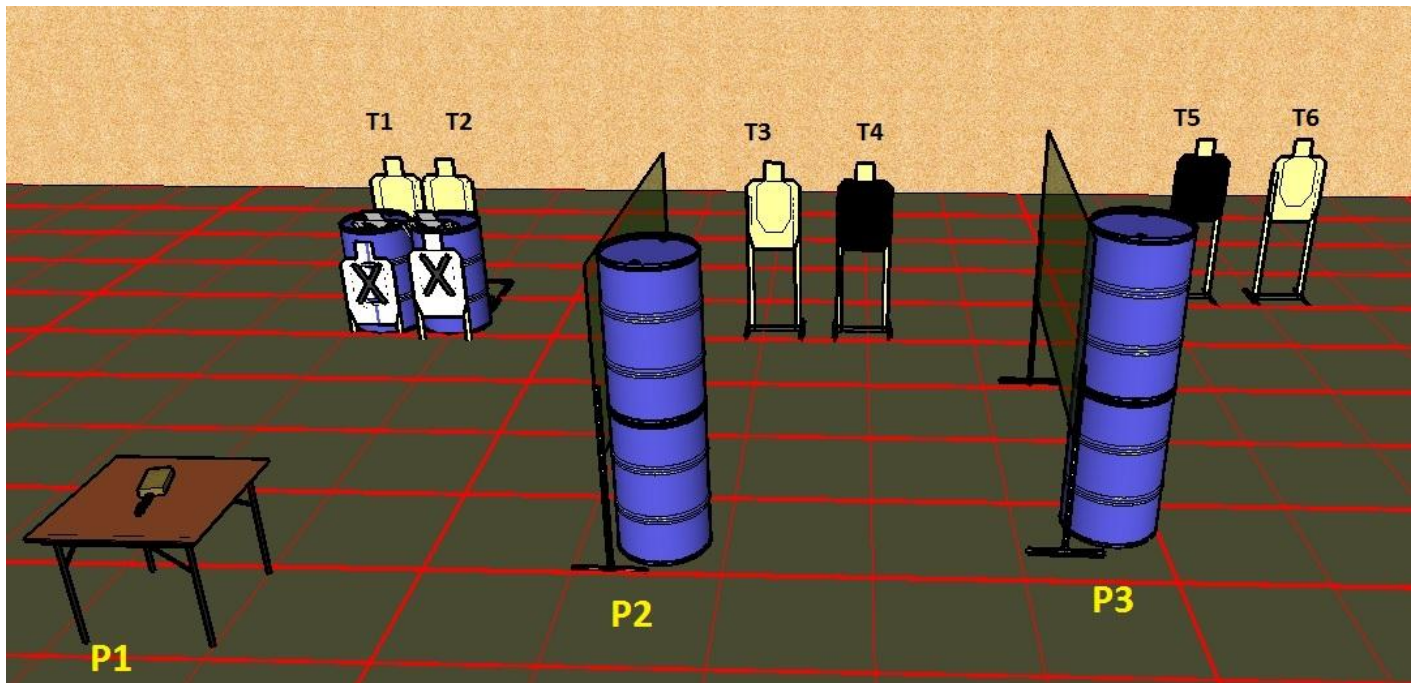
TARGETS: 6 IDPA, 2 no-threat,

SCORED HITS: Best 2 on paper,

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Required



SETUP NOTES:

Manually knocked over prop at P1 activates T1 and T2 both mounted to single view “up & down” target. T1 and T2 are disappearing targets, barrels in front of them are soft cover. Barrels at P2 and P3 are cover.

S.O. NOTES: