

Stage 3 – Amusement Park I

Designed by: TP

START POSITION: Standing facing up range, hands at surrender. Firearm loaded to division capacity, holstered. Ammunition carriers stowed on body.

SCENARIO: At amusement park with family, getting refreshments, defend from getting attacked by thugs.

PROCEDURE: Engage targets T1-T3 while retreating to P2, using barrel as cover, engage T4 – T7. S1 must fall, activates drop-turner T6.

SO/SETUP NOTES: If there aren't enough walls, first wall marks start, barrier continues from barrel to berm.

SCORING: Vickers count, 14 rounds min

TARGETS: 7 IDPA 1 Steel 2 NT

SCORED HITS: Best 2 on paper, Steel must fall

START-STOP: Audible – Last shot

PENALTIES: Per IDPA rules

CONCEALMENT: Required

RELOADS: Per IDPA rules

