

FoR 2013

Stage 2 – “Halloween ”

Designed by: Gene@MWT

START POSITION: Start standing at P1 with firearm loaded to division capacity, holstered. Ammo carriers loaded, on body.

SCENARIO: It's a Halloween, they are everywhere.

PROCEDURE: Engage T1 with 6 rounds, then T1-T7 with 2 rounds each.
Steel behind T3 activates T7, steel behind T6 activates T2.
T2, T7 are disappearing targets.

T1 can be engaged from P1, on a move to P2, or anywhere in between.

T1 can not be reengaged after that.

Barrels are visual barriers, no advancing in front of barrels allowed.

SCORING: Vickers count, 18 rounds min

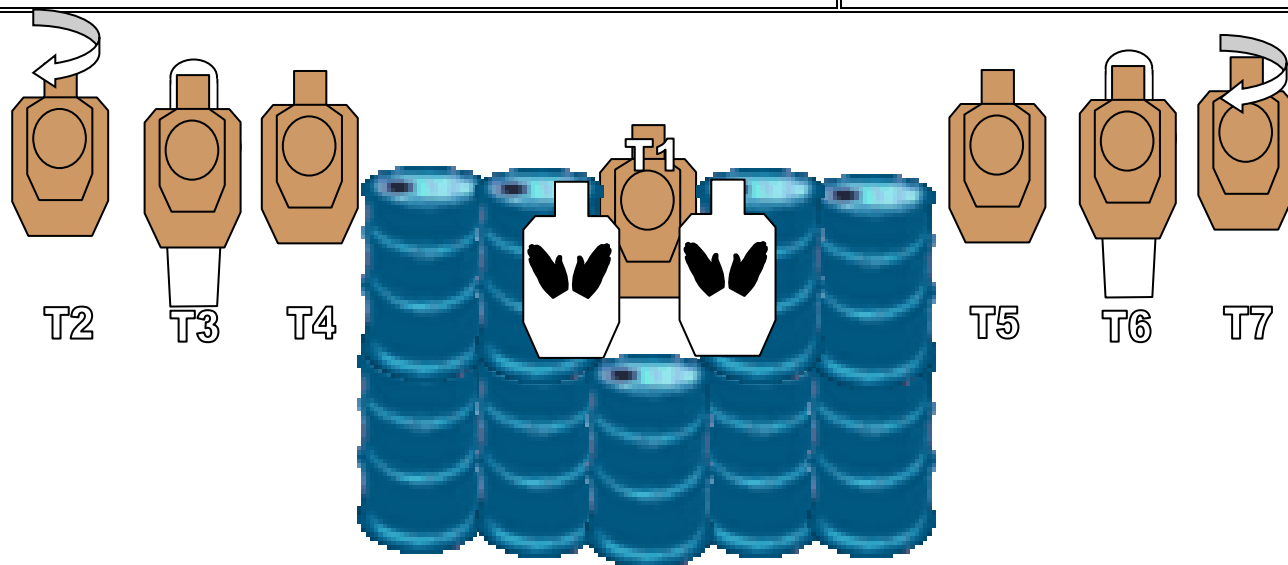
TARGETS: 7IDPA, 2 no-threat

SCORED HITS: Best 6 on T1, best 2 on P2-P7
Steel must fall

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Required



P2

P1