

Stage 1 – So many thugs, so little time

Designed by: TP

SCENARIO: Upon entering the amusement park you encounter thugs hiding among citizens.

START POSITION: Firearm loaded to division capacity and ammo carriers stowed on body facing downrange at P1.

PROCEDURE: On the buzzer, from P1 engage targets T1 – T9, 2 shots each in tactical sequence.

SO/SETUP NOTES: Spread targets out except T1 & T2 as shown, leaving >2 yards between targets with targets as far as 25 yards.

SCORING: Vickers count, 18 rounds min.

TARGETS: 9 IDPA

SCORED HITS: Best 2 on paper

START-STOP: Audible – Last shot

PENALTIES: Per IDPA rules

CONCEALMENT: Required

RELOADS: Per IDPA rules

