

Stage 5 – Amusement Park part II

Designed by: TP

SCENARIO: Your ride is almost done, yet you hear screaming getting louder as you approach the loading platform. Only to realize that you have no way to escape.

START POSITION: Standing on platform, shoulders touching the bars, looking forward between bars. Loaded to div. capacity, ammo stowed in carriers on body.

PROCEDURE: At P1 with shoulders pinned to the bars, engage targets in tactical priority. S1 activates drop turner - steel must fall. All shots to be taken looking between 'safety bars'.

SO/SETUP NOTES: Near targets are to be positioned such that one hand shots must be taken.

SCORING: Vickers count, 12 rounds min

TARGETS: 6 IDPA 1 Steel 1 NT

SCORED HITS: Best 2 on paper, Scoring Steel

START-STOP: Audible – Last shot

PENALTIES: Per IDPA rules

CONCEALMENT: Not Required

RELOADS: Per IDPA rules

