

NER

2014

## Stage 2 – “I Like to Move It, Move It”

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**START POSITION:** At P1, firearm loaded to division capacity, holstered, ammunition carriers on body, flashlight turned off and in hand.

**SCENARIO:** You're in the middle of showing off your latest dance moves to your friends when the bad guys show up to ruin the party. Move It to safety.

**PROCEDURE:** Engage T1-T2 either on the move or stationary. Move to P2 and engage T4-T7. Pressure plate activates dropping non-threats. No cover available. Shooter can step on pressure plate at any time.

**SO/SETUP NOTES:** Non-threats on the second array are back-to-back non-threats such that when it turns it will cover the target on the opposite side. When covered by the non-threats, T3-T6 will have the min amount of head exposed to be non-disappearing. One drop turner has a short delay. One has a long delay. Which drop turner has which delay will be randomized (electronically) for each shooter.

**SCORING:** Vickers count, 14 rounds min

**TARGETS:** 7 IDPA, 3 NT

**SCORED HITS:** Best 2 on paper

**START-STOP:** Audible – last shot

**PENALTIES:** Per IDPA rules

**CONCEALMENT:** Required

**FLASHLIGHT:** Optional

