

Stage 1 – “Stop-n-Rob”

Designed by: Daved Ritchie@MWT

START POSITION: Standing at P1. Handgun loaded to division capacity. Handgun ammunition carriers loaded to division capacity on body

SCENARIO: You walk into your local Stop-n-Rob to find, surprise!, a robbery in progress.

PROCEDURE: On the start signal engage T1-T4 from cover.

All four targets are available from P1, T1-T2 are available from P2 and P3, T3-T4 are available from P4.

SCORING: Vickers count, 12 rounds min

TARGETS: 4 IDPA, 2 no-threat

SCORED HITS: Best 3 on paper

START-STOP: Audible –Last Shot

PENALTIES: Per IDPA rules

CONCEALMENT: Required

