

NER

2014

Stage 14 – “Trapped”

Designed by: Bob B@MWT

START POSITION: At P1. Firearm loaded to division capacity. Hands on X.

SCENARIO: You’re trapped in the back room and there is only one way out. You’ve decided the best defense is a good offense.

PROCEDURE: Engage T1 – T7. T2-T3 cannot be re-engaged once leaving cover.

T1 can only be seen from P1. T5-T6 can be engaged from P1 or P3. T7 can only be seen from P2. Photobeam activates T4 max trap and swinger in front of T5-T6.

SCORING: Vickers count, 14 rounds min

TARGETS: 7 IDPA, 2 no-threat

SCORED HITS: Best 2 on paper

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Required

