



July Match

2014



Stage 6 – “They are going to blow up the Brewery”

Designed by: JimH@MWT

START POSITION: Standing at P1 with both hands holding explosive wires, gun loaded to division capacity and holstered.

SCENARIO: The AA has over run the Guinness Brewery. They have taken several coworkers for protection and booby trapped the lobby. Before entering the brewery to rescue your coworkers you must cut the red wire to disarm the bomb.

PROCEDURE: Engage all targets using all available cover.

SCORING: Vickers count, 17 rounds min

TARGETS: 8 IDPA, 1 Steel Plate, 3 no-threat,

SCORED HITS: Best 2 on paper, dropped steel

START-STOP: Audible

PENALTIES: Per IDPA rules

CONCEALMENT: Required

