



Targets: 7 IDPA, 4 Non-threat

Stage Designer: Len Weld

SO Notes: T1 and T6 are hidden behind Non-threats on same side

Scenario: At the park, you are walking to the restrooms and see many bad people getting ready to hurt two innocent people. You decide to help.

Procedure: At the signal, engage at least 3 targets in tactical priority with at least 2 rounds each. Move to the other end of the barricade and engage the remaining targets with at least 2 rounds each. No make-up shots when you leave the first position.

Muzzle Safe Points: 180 degree rule

Scoring: Unlimited

Scored Hits: 14

Start Position: Behind barricade at P1, IDPA Weapon loaded to division capacity, holstered and concealed.

Stop on: Last Shot

Rifle Stage - At the signal, engage at least 3 targets in tactical priority with at least 3 rounds each (at least 1 headshot). Move to the other end of the barricade and engage the remaining targets with at least 3 rounds each (at least 1 headshot). No make-up shots when you leave the first position.

