

Stage # 2

Just Keep Moving

RULES: IDPA Rule Book 2005
CONCEALMENT GARMENT: Required

COURSE DESIGNER: Jon Santini

STARTING POSITION: Standing at P1, hand at sides, gun holstered and loaded to division capacity.

SCENARIO: While at your favorite Stop & Rob, you encounter several armed thugs. They have taken your friend, the cashier, hostage. You need to help him and the other innocents in the store.

STAGE PROCEDURE: At the start signal, draw and engage T1, T2, & the steel using appropriate cover. Advance around the right side of the barricade to P2 and engage T3, T4, & the steel using cover appropriately. Advance to P3 around the left side of the barricade and engage T5 - T7 through the window in any order.

Notes:

- Reload as necessary using any IPDA reload.
- T2 flips up when the steel is knocked down.
- Swinger T4 is activated by the steel behind it. T4 is not visible before it is activated and will **NOT** fully disappear so an FTN can be scored.
- Only engage the targets from cover. You may **NOT** re-engage targets once you leave the corresponding cover position.

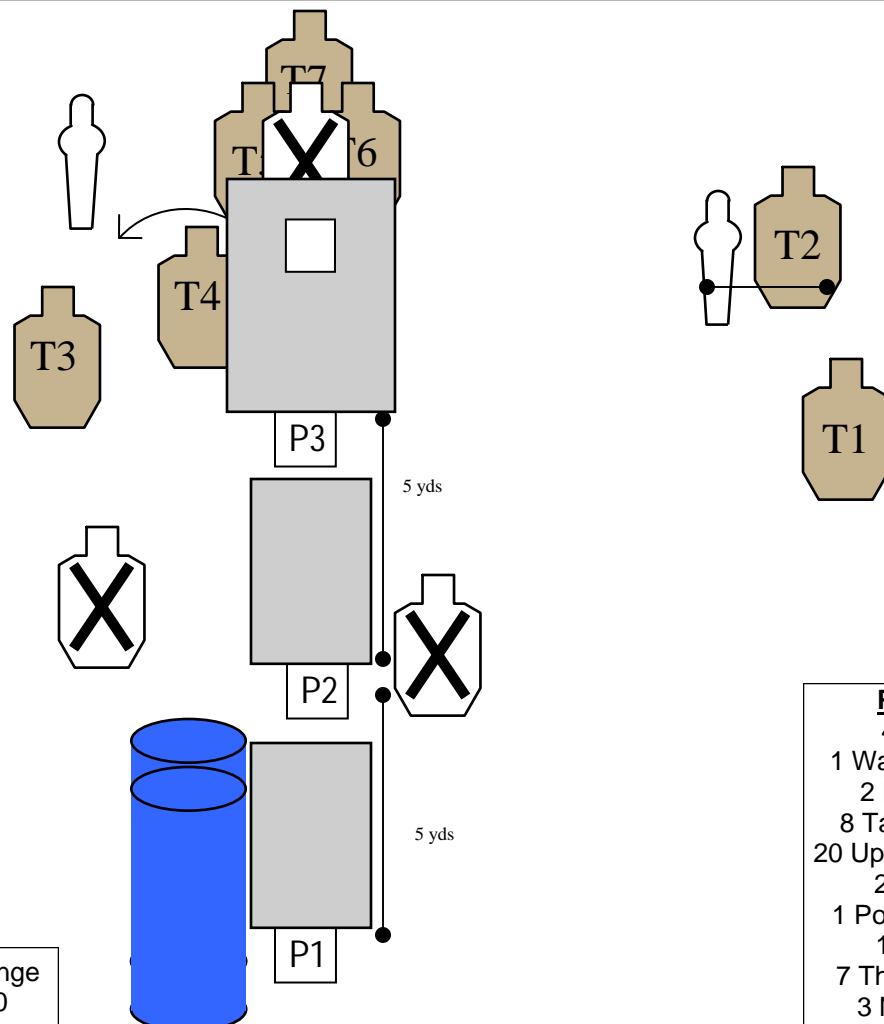
SCORING: Vickers Count

RELOADS: Any IDPA reloads

ROUND COUNT: 16 Minimum

START-STOP: Audible and last shot

SCORED HITS: Best 2 shots on T1-T7 and knock down steel



Big Darby Creek Shooting Range
IDPA Match - April 24, 2010

Prop List

- 4 Barrels
- 1 Wall w/ Window
- 2 Barricades
- 8 Target Stands
- 20 Uprights (4 short)
- 2 Poppers
- 1 Popper Bracket
- 1 Swinger
- 7 Threat Targets
- 3 Non Threat