

Stage #1

Bad Day in the Neighborhood

RULES: IDPA Rule Book 2005
CONCEALMENT GARMENT: Required

COURSE DESIGNER: Jon Santini

STARTING POSITION: Standing at P1, hands relaxed at sides, loaded to division capacity.

SCENARIO: While standing in your neighbors driveway discussing the upcoming NASCAR race, you see 2 armed thugs approach your neighbor from behind. Once you take care of them, you head back to your house and are surprised by 4 more thugs approaching your position at the fence. Time to take out the trash!

STAGE PROCEDURE: Start at P1 with your hands relaxed at your sides arms-length from the non-threat. At the start signal, draw and engage T1 & T2 with 2 shots each to the body while retreating to cover. Move to P2 and engage T3—T6 with 2 shots each in tactical priority. Discovering they are wearing body armor, re-establish cover and re-engage T3-T6 with 1 head shot each.

Notes:

- T1 & T2 must be shot on the move while retreating.
- Missed head shots on T3-T6 count as 5 points down and will score and FTN.
- Re-load as necessary using any IDPA re-load from cover only.

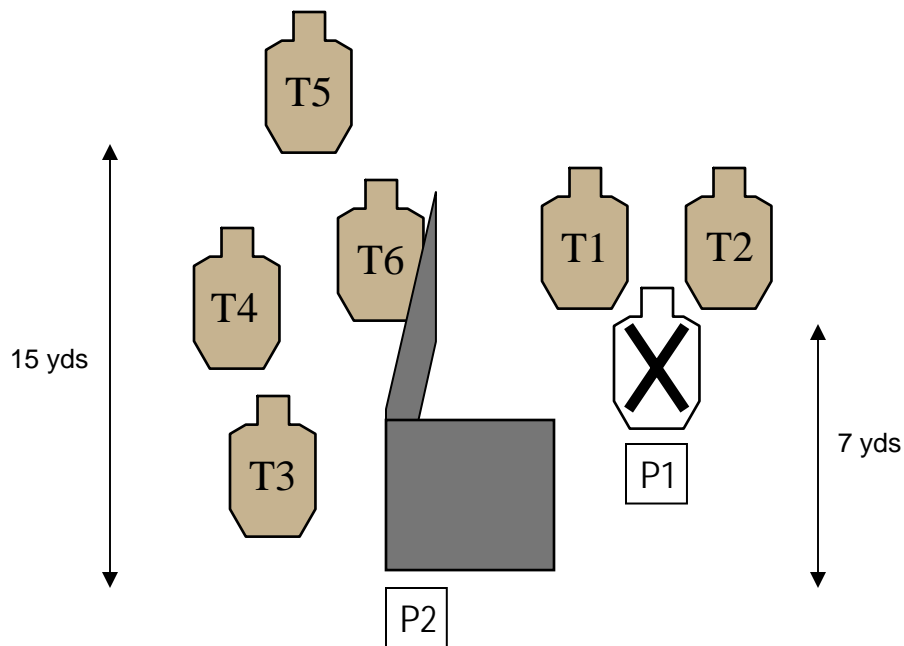
SCORING: Vickers Count

RELOADS: Any IDPA reloads

ROUND COUNT: 16 Minimum

START-STOP: Audible and last shot

SCORED HITS: Best 2 body shots on T1 - T6 and 4 required head shots on T3 - T6.



Prop List

- 3—4 Walls
- 7 Target Stands
- 14 Target Uprights
- 6 Threat Targets
- 1 No-Shoot Target

Big Darby Creek Shooting Range
IDPA Match - May 23, 2009