

Stage #1

Where's the Exit?

RULES: IDPA Rule Book 2005
CONCEALMENT GARMENT: Required

COURSE DESIGNER: Ted Murphy modified by Jon Santini

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

SCENARIO: You get stuck in a building with several thugs when something goes terribly wrong. You need to find the exit as quickly as possible, but there are bad guys around every corner. Defend yourself and get out of the building.

STAGE PROCEDURE: At the start signal, knock down popper at P1, draw and engage T1-T2 with 2 shots each while retreating to P2. Engage T 3-T5 with 2 shots each and knock down the popper from cover at P2. Advance to P3 and engage T6 with 2 shots.

Notes:

- Re-load as necessary using any IDPA re-load from cover only.
- Use cover appropriately where available.

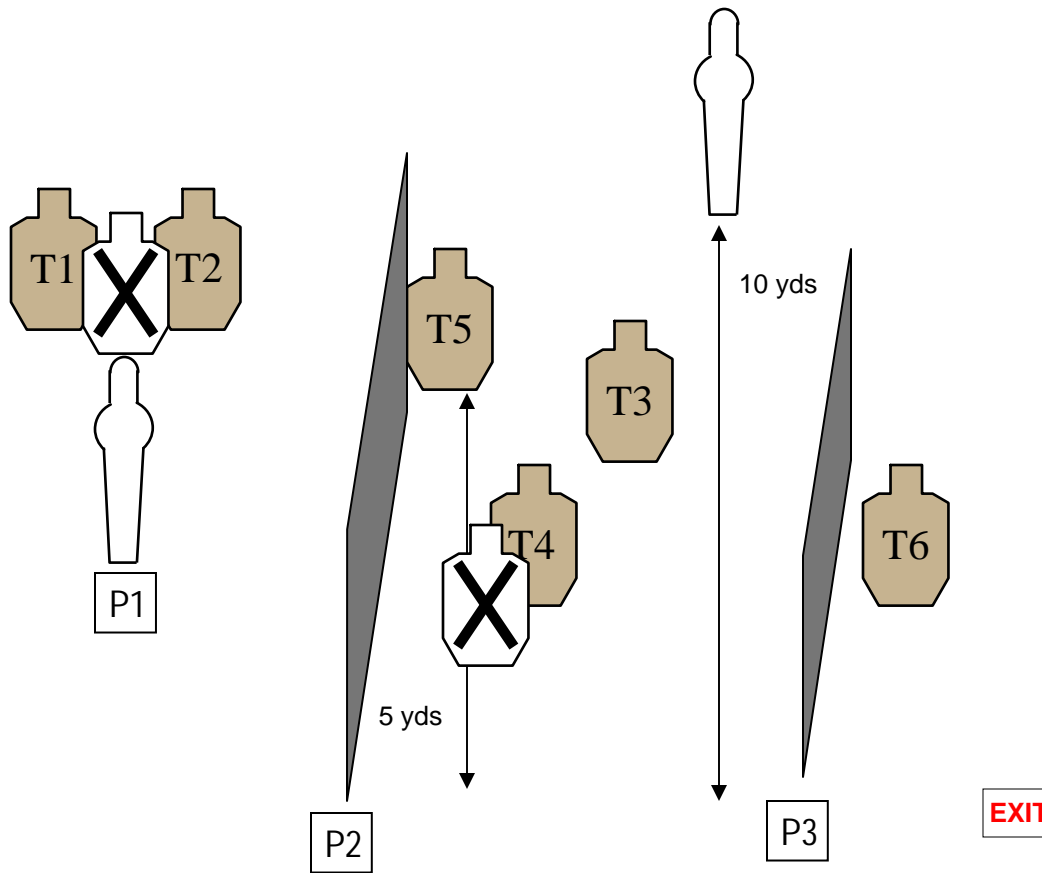
SCORING: Vickers Count

ROUND COUNT: 13 Minimum

SCORED HITS: Best 2 shots on each target and knock down steel.

RELOADS: Any IDPA reloads

START-STOP: Audible and last shot



Big Darby Creek Shooting Range
IDPA Match - May 24, 2008

Prop List
6 Walls
2 Poppers
8 Target Stands
16 Target Uprights
6 Threat Targets
2 No-Shoot Target
1 Exit Sign