

Stage #4

Card Sharks

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 when a ruckus occurs. You don't know who the bad guys are until the last second. The don't want any witness, so they are coming after you. Defend yourself while not killing the victims in each room.

STAGE PROCEDURE: Standing at P1 behind the table of cards. At the start signal, turn over a card to reveal the non-threat suit. Engage the first 3 threat targets with 2 shots each. Advance to P2 and engage the next set of 3 threat targets with 2 shots each using appropriate cover. Finally advance to P3 and utilize low cover to engage the last 3 threat targets with 2 shots each.

Notes:

- Re-load as necessary using any IDPA re-load from cover only.
- Each group is to be engaged in tactical priority.

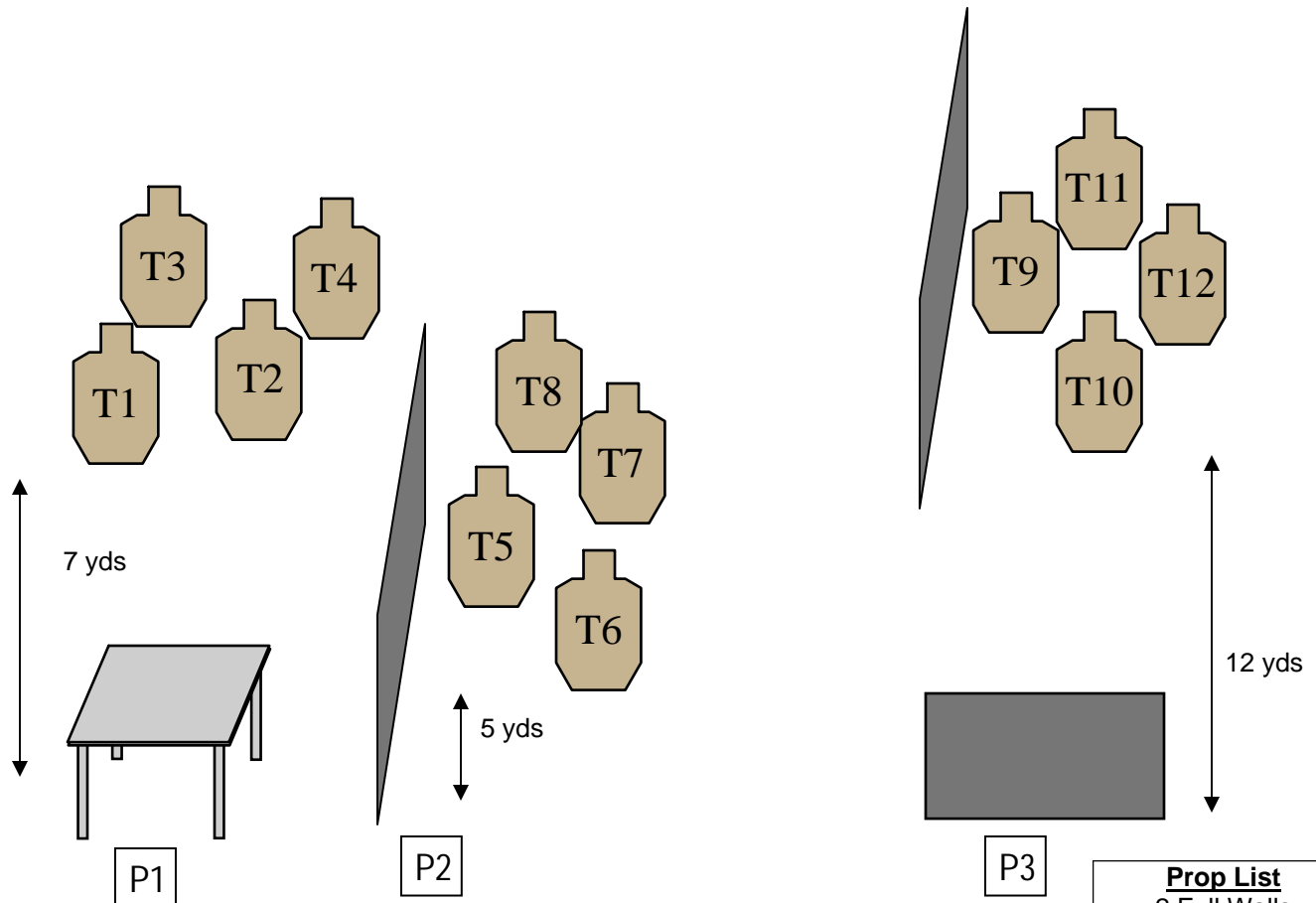
SCORING: Vickers Count

ROUND COUNT: 18 Minimum

SCORED HITS: Best 2 shots on each target.

RELOADS: Any IDPA reloads

START-STOP: Audible and last shot



Big Darby Creek Shooting Range
IDPA Match - May 26, 2007

Prop List
2 Full Walls
1 Half Wall
1 Table
12 Target Stands
24 Target Uprights
12 Threat Targets