

Stage #5

Witness for the Prosecution

RULES: IDPA Rule Book 2005
CONCEALMENT GARMENT: Not Required

COURSE DESIGNER: Jon Santini

STARTING POSITION: Seated at P1, folded in lap, gun loaded to division capacity on the judges table.

SCENARIO: Being a witness to a gang hit, you are testifying in court for the prosecution. While the prosecutor approaches the defendants, their scumbag lawyer gives them guns he smuggled into the court room. The judge pulls his own gun and shots are fired. The judge slumps forward dropping his gun on his bench; the bailiff is also down. You are the next target. Grab the gun and save the day.

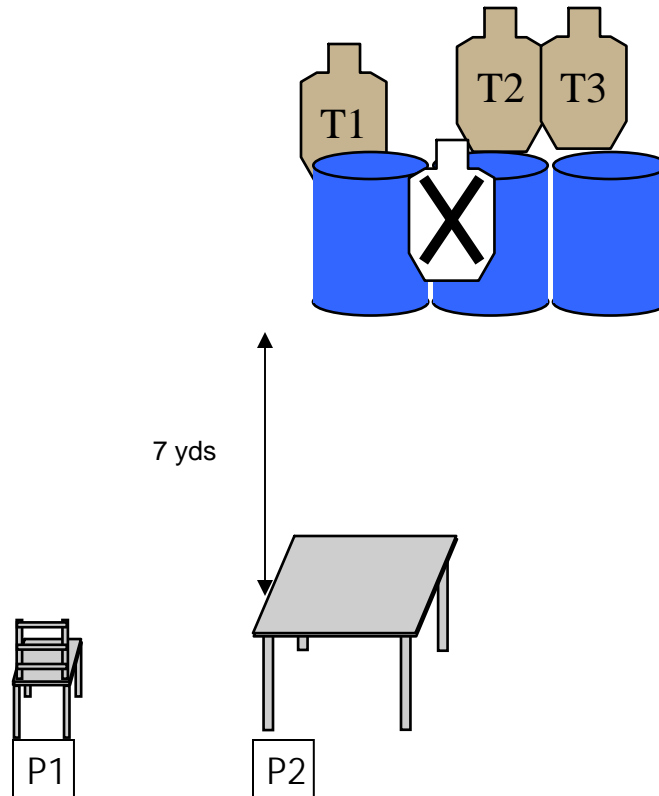
STAGE PROCEDURE: Starting seated at P1, retrieve the gun from the table and engage T1-T3 with 2 shots each using low cover.

Notes:

- There will be no reloads as this is not your gun. There will be 10 rounds in the gun. The gun is a double action semi-auto and the safety will be in the off position.
- You may shoot over the top of cover. There is no engagement order.

SCORING: Vickers Count
ROUND COUNT: 6 Minimum, 10 Maximum
SCORED HITS: Best 2 shots on paper.

RELOADS: None
START-STOP: Audible and last shot



Prop List

- 4 Target Stands
- 8 Target Uprights
- 3 Barrels
- 1 Table
- 1 Chair
- 3 Threat Targets
- 1 Non-Threat