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.

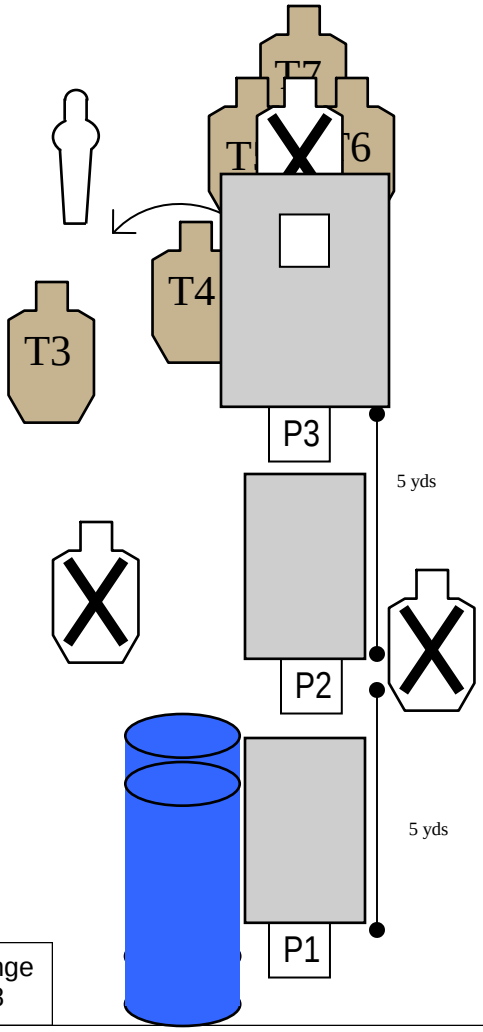
SCENARIO: While at your favorite Stop & Rob, you encounter several armed thugs. They have taken your friend, the cashier, hostage. You need to help him and the other innocents in the store.

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
ROUND COUNT: 16 Minimum
SCORED HITS: Best 2 shots on T1-T7 and knock down steel
RELOADS: Any IDPA reloads
START-STOP: Audible and last shot



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

Big Darby Creek Shooting Range
IDPA Match - June 28, 2008