

Stage #1

Crappy Day

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 traveling along the highway with your grandfather, you realize you drank too much coffee. You pull into the rest area and head to the can. Suddenly "s**t" happens. You see several "a**holes" taunting and calling your grandfather an "old fart" you and it "pisses" you off. You just don't take that "crap" from anyone. When you shout to leave him alone, they draw their guns. You duck behind a garbage can and prepare to "rectumfy" the situation.

STAGE PROCEDURE: At the start signal, draw and engage T1 from low cover with 3 shots while. Next, engage the popper until down and swinger with 3 shots. Move to P2. Engage the remaining targets with 3 rounds each using cover appropriately.

Notes:

- Re-load as necessary using any IDPA re-load. Do not leave cover with an empty gun.
- T2 will fully disappear when it stops moving. It may be re-engaged from P2 if it is still available.
- All paper targets get 2 body shots and 1 head shot. Any missed headshot scores 5 points down.

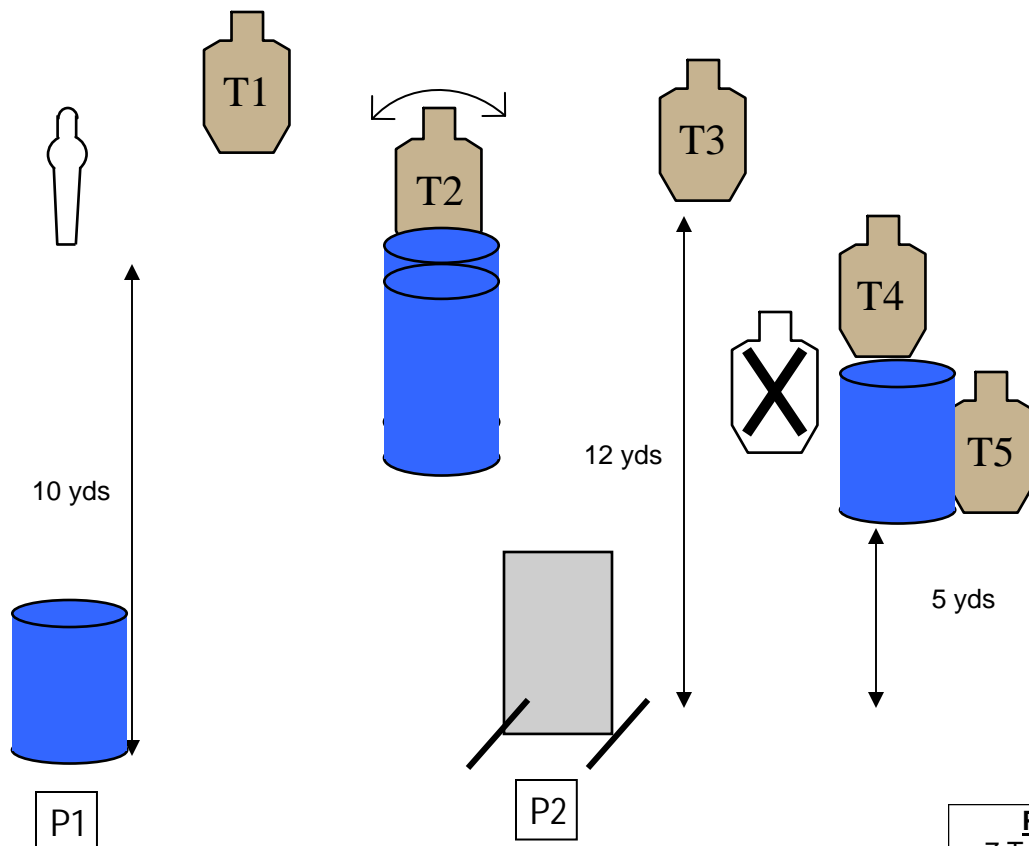
SCORING: Vickers Count

RELOADS: Any IDPA reloads

ROUND COUNT: 16 Minimum

START-STOP: Audible and last shot

SCORED HITS: Best 3 shots on paper and knock down popper.



Prop List

- 7 Target Stands
- 14 Target Uprights
- 1 Popper
- 8 Barrels
- 4 Barricades
- 7 Threat Targets
- 2 No-Shoot Target