

Stage # 3

Carnival Chaos

RULES: IDPA Rule Book 2005
CONCEALMENT GARMENT: Required

COURSE DESIGNER: 2007 IDPA Nationals Stage 1 Bay 1,
modified by Jon Santini

STARTING POSITION: Standing at P1, hands on the half wall, gun loaded to division capacity.

SCENARIO: You have volunteered to work a booth at your favorite charity's carnival when 6 thugs in poorly fitted body armor attack the patrons. Save the day!

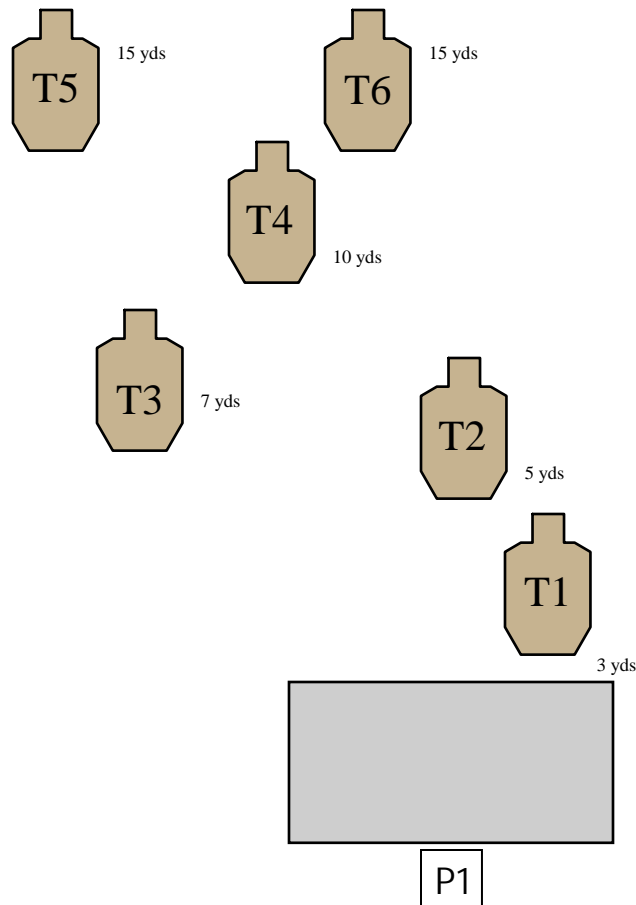
STAGE PROCEDURE: At the start signal, draw and engage T1-T6 with 1 shot each in tactical priority. Perform a tactical reload and re-engage T1-T6 with 1 round each in tactical priority.

Notes:

- Reload - Tactical reload is required after all 6 targets are engaged once.
- You may make up shots during the re-engagement.
- T5 & T6 are considered equal distance, so their order is not important.
- Low cover is NOT required.
- All targets have hard cover in the "Down 3" zone. The only scored hits are in the 0 and 1 zones. Targets will be painted to reflect hard cover.

SCORING: Vickers Count
ROUND COUNT: 12 Minimum
SCORED HITS: Best 2 shots on T1-T6

RELOADS: Any IDPA reloads
START-STOP: Audible and last shot



Prop List
1 Stepped Wall
6 Target Stands
12 Uprights
6 Threat Targets