

# STAGE # 1 Bay 1

# Counter Threat

**RULES:** IDPA, no concealment

**Course Designer:** Greg Jones, modified by Michael Craig

**STARTING POSITION:** Shooter begins at P1

**SCENARIO:** You need to run one last errand at the Stop ‘n Rob before ending this long and eventful day. You have left your handgun in your car as the store is marked as a “No Carry Zone. The manager is a personal friend and she asks you to come behind the counter and assist her in moving some heavy inventory. As the two of you are behind the counter, thugs enter the store and immediately wound your friend as she attempts to dial 911. Your friend shouts to you that there is a handgun on the counter in a box & to use it to protect the two of you from further harm. After shooting each of them you realize these guys are not going down easy. So you take cover and re-engage them.

**STAGE PROCEDURE:** Start scenario at P1 on one knee to assist your wounded friend. Handgun and all spare magazines are to be placed in the box on the counter. At the start signal, retrieve the handgun at P2 and engage T1-T4 with two shots each in tactical order. While using cover perform a mandatory IDPA reload and re-engage T1-T4 with 2 shots each from either side of the counter using low cover.

**Safety & Stage Notes:**

All targets are engaged in tactical priority (near to far or by slicing the pie)

**SCORING:** Vickers Count

**ROUND COUNT:** 16 Minimum

**SCORED HITS:** 2 best body shots on each target, 2 best head shots on each target

**RELOADS:** Any IDPA reloads behind cover.

**START-STOP:** Audible & Last shot

