

# STAGE #3

# Which Way Out?

**RULES: IDPA- Concealment Garment Req.**  
**Loaded to IDPA Max**

**Course Designer:**  
2003 Alabama State Championship

**STARTING POSITION: P1**

**SCENARIO:** One evening while on business in an unfamiliar big city downtown you decide to take a walk. Like most cities, the downtown is surrounded by bad neighborhoods. When approached by a stranger for directions to the local all night convenience store you see his intentions aren't good. As he asks he is drawing a firearm and you also observe that his 3 buddies behind him have 3 body guards & all are armed. You must draw your firearm for self defense and engage all targets while seeking cover.

**STAGE PROCEDURE:** Shooter begins at P1. On signal draws and engages T1 with 2 shots to the body and 1 to the head while retreating to cover at P2. The poppers can be engaged while moving or from cover at P2. Poppers may be engaged in any order until you reach P2. Once at P2 you must use cover and engage all targets in tactical priority. Popper in front of paper target must be down before engaging paper target behind popper. Targets T2, T3 & T4 are about 1 yard behind poppers and must be engaged with 2 shot each.

**Note: You must keep your firearm pointed downrange when seeking cover otherwise a DQ will be assessed.**

**SCORING: Vickers Count**

**ROUND COUNT: 12 minimum**

**SCORED HITS: T1 must have one shot to the head and 2 to the body -Best 2 on T2-T4 Poppers must be down or a FTN will be assessed.**

**RELOADS: Any IDPA reloads**

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

