

## STAGE 4

## X Marks the Spot

**RULES: IDPA Concealment  
Garment Required**

**Course Designer: Unknown  
Modified by Michael Craig**

**STARTING POSITION:** Shooter standing with ear against wall hands on the X's. Gun loaded to division capacity, concealed.

**SCENARIO:** While trying to hide from a roaming gang during a riot you quickly duck inside a building. You hear muffled voices so you put your ear against the wall to hear how they are planning to get you...

**STAGE PROCEDURE:** Start at P1 with ear to wall and hands on the X's. On signal engage targets in tactical priority from a location of your choice from within the room with 2 shots each for paper & knock down the steel. You cannot leave the safety of cover that the room provides. You must use cover while reloading.

**SCORING:** Vickers Count

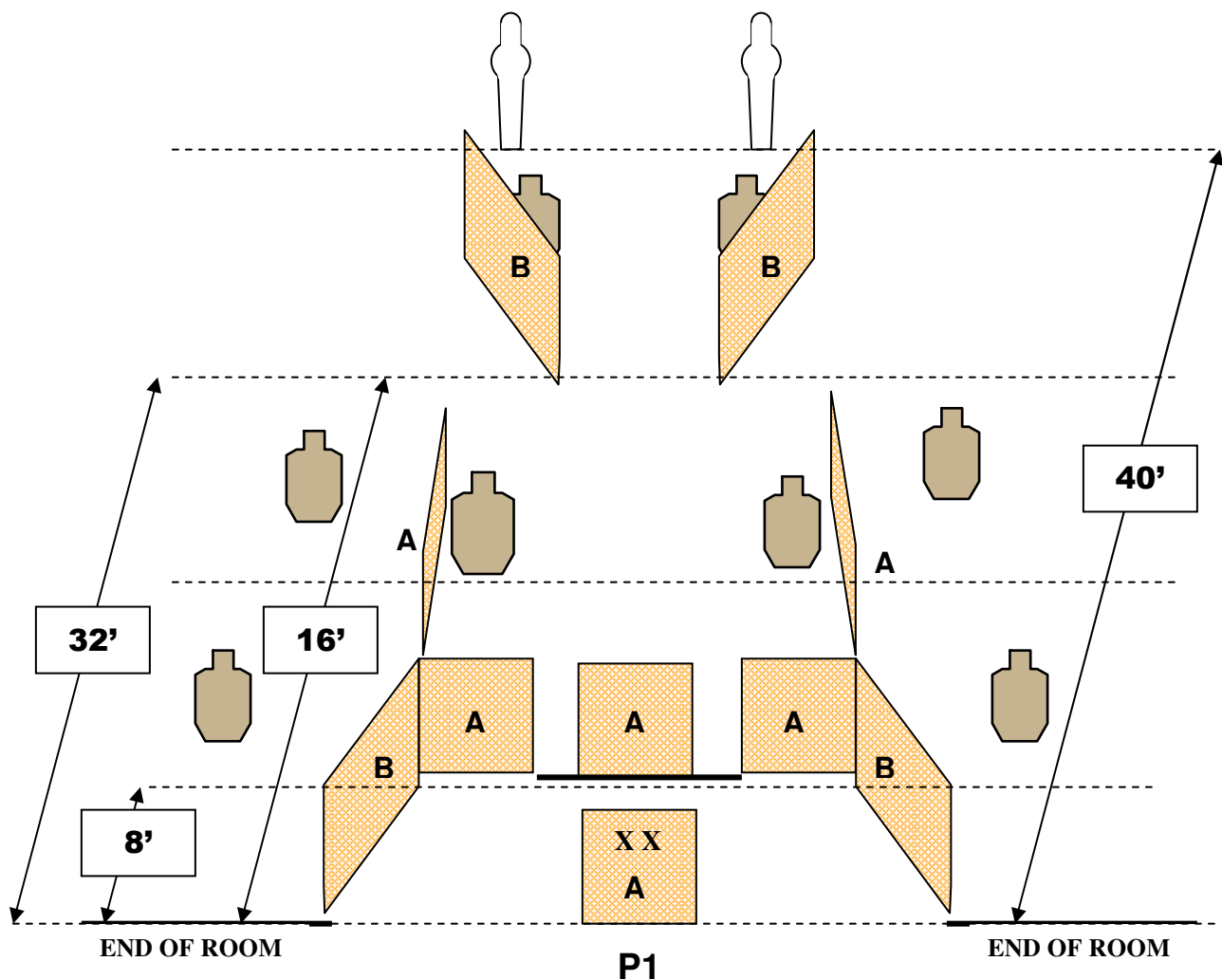
**ROUND COUNT:** 18 Minimum

**SCORED HITS:** 2 best shots on each paper target

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

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

**SAFETY NOTES:** IF FOR ANY REASON YOU NEED TO MOVE UP RANGE  
KEEP YOUR MUZZLE POINTED DOWNRANGE.



## **Setup Notes:**

“A” = 6 4ft x 6ft snow fence walls

“B” = 4 4ft 8ft snow fence walls set 2ft off ground with supports

8 IDPA Threat Targets

8 Target stands

16 Furring Strips

2 Standard Pepper Poppers