

STAGE #4

Time to get a'head

RULES: IDPA with concealment

Course Designer: 2007 WV State IDPA
Championship Match - Adapted by J. Henry

STARTING POSITION: P1 at low ready.

SCENARIO: While on the way to work you hear on the radio of a local prison break. Body armor and automatic weapons were taken along with hostages. When you arrive at work you are faced with the escapees. Take no chances; go for the head shot.

STAGE PROCEDURE: At the signal, draw and engage T1 - T3 with 2 shots to each head while moving. Continue moving to P2 and engage T4 - 6 with 2 shots to each head. Advance to P3 and engage T7 - T9 with 2 shots to each head. You cannot engage any targets on the move after P1.

SCORING: Vickers Count

ROUND COUNT: 18 rounds minimum

SCORED HITS: Best 2 hits to each head. Only head shots will score.

RELOADS: Any legal IDPA reload

START-STOP: Audible & Last shot

