

STAGE # 1 Bay #1**Just “Plane” Trouble**

RULES: IDPA, Concealment garment required

Course Designer: Original concept by Fort Harmar Rifle Club, modified by Greg Jones

STARTING POSITION: Shooter begins standing at P1, hands relaxed at side

SCENARIO: You are a Federal Air Marshall on a flight with two fellow agents. The flight attendant has notified you of a passenger creating a disturbance outside the cabin and you move forward to investigate. You discover the passenger is a terrorist and, as you are too close to him to safely draw your handgun, you punch him in the face, yell “Federal Agent, everyone remain seated” while you draw your handgun and retreat to the First Class section.

You then realize that there are other terrorists on the plane and they have taken your fellow agents hostage. The terrorists begin shooting at you, so you continue to move to the Coach section while neutralizing the terrorists. The terrorists have changed seats with your fellow agents, so you must be careful not to engage the agents. As you arrive at the Coach section, the first terrorist recovers from your punch to the face while additional terrorists peer from the cabin of the plane. You neutralize the remaining terrorists from the cover of the bulkhead of the plane.

STAGE PROCEDURE: Begin standing at P1, hands relaxed at sides. On the signal, punch T1 to the head, yell “Federal Agent, everyone remain seated”, draw your handgun and begin retreating. Proceed through the stage to P2 while neutralizing the threat targets (see stage notes). Reloads in the open while moving to P2 are permitted. At P2, either side of the aisle, engage T1 and S1-S2. Engage all targets with 2 shots each on paper targets T1-T7 and knockdown S1 & S2.

Safety & Stage Notes:

Shooter must warn everyone to remain seated or a procedural penalty will be assessed
The scorekeeper will randomly change which passengers are terrorists (T2-T7) and which are agents T2-T7 after the shooter is positioned at P1
Targets T2-T7 are to be engaged as they become visible
Targets S1-S2 and T1 are to be engaged in tactical priority from behind cover
Muzzle must stay pointed downrange at all times
Shooter must stay in the aisle of the plane (red lines) when moving to P2

SCORING: Vickers Count

ROUND COUNT: 16 Minimum

SCORED HITS: 2 best shots on each paper target & knockdown the steel plates

RELOADS: Any IDPA reloads behind cover if available.

START-STOP: Audible & Last shot

