

## STAGE 4

## Shoot & Scoot

**RULES: IDPA Concealment  
Garment Required**

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

**STARTING POSITION:** Shooter standing facing downrange at P1 facing popper. Gun loaded to division capacity, concealed.

**SCENARIO:** While trying follow your family into the local dollar store you are confronted by a thug who wants to get up close and personal in order to and ask you a few questions...Turns out he wants your money or else...Now all you want to do is get away safely and find your family.

**STAGE PROCEDURE:** Start at P1 facing pepper popper. On the signal knock pepper popper thug down with open hand and engage T1 & T2 with 2 shots each while moving to cover toward entrance of store. Then enter store slicing the pie making sure to not expose yourself to any bad guys. After the entrance is cleared move to each room looking for your family and eliminating any threats. All targets must be engaged in tactical priority. All paper targets get two shots each and steel must be knocked down. If you do not engage a target and enter the store thus allowing yourself to be fully exposed to a threat you will be assessed a cover procedural.

**SCORING:** Vickers Count

**ROUND COUNT:** 18 Minimum

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

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

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

