

## STAGE 2 Bay 2

## A Bad Day Gets Worse

**RULES:** IDPA – Concealment garment required.

**Course Designer:** Lin Edwards  
(modified by Steve Ormeroid)

**STARTING POSITION:** Back to targets, hands relaxed at sides

**SCENARIO:** You are returning to your car from a meeting in a rough part of town when a street gang takes exception to your presence. As they close in behind you, their leader orders the others to cut you up to teach you to stay off their turf. They all have guns in their belts with the knives. Move to low or high cover as needed.

**STAGE PROCEDURE:** On the start signal, turn, draw, and engage targets T1- T5 in tactical priority while moving to, or from behind, cover. The one wearing the hat is high on “crack” and requires 3 shots to the body and 1 shot to the head. All others require 2 shots.

**SCORING:** Vickers Count

**ROUND COUNT:** 12 minimum

**TARGET DISTANCE:** 2- 12 yards

**SCORED HITS:** Best 2 on each except target wearing hat. Hat target requires 3 body and 1 head shot. Head shot is required to “neutralize” target or a procedural will be issued

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

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

**SPECIAL NOTES:** Be cautious of shoot thru from T1 to non-threat. Move OFF LINE before firing. Set all other targets to avoid shoot thru's. P2 at barrel is low cover.

**SO Instructions-** After shooter is loaded, holstered and facing up range, move hat to another threat target.

