

STAGE 2 BAY 3

Saving the Good Guys v.2

RULES: IDPA, Latest Edition Concealment Not Required

COURSE DESIGNER: Michael Craig

START POSITION: Sitting in chair with gun in left or right drawer in ready condition. Hands on counter top.

SCENARIO: You are working the late shift at the local convenience store. Knowing this a bad neighborhood you have put your self defense handgun in the drawer just in case the local thugs decide to rob you and your store help. The bad guys make their move and take your employee hostage. You must save the good guys.

STAGE PROCEDURE: Seated in chair with hands on counter. Handgun loaded to division capacity in closed left or right drawer. Opening drawer will activate swinger. On the signal draw gun from drawer of choice and engage armed thugs T1-T8. T4 is a drop turner activated by a popper. You must use cover to engage targets and to reload. All targets must be engaged in tactical order.

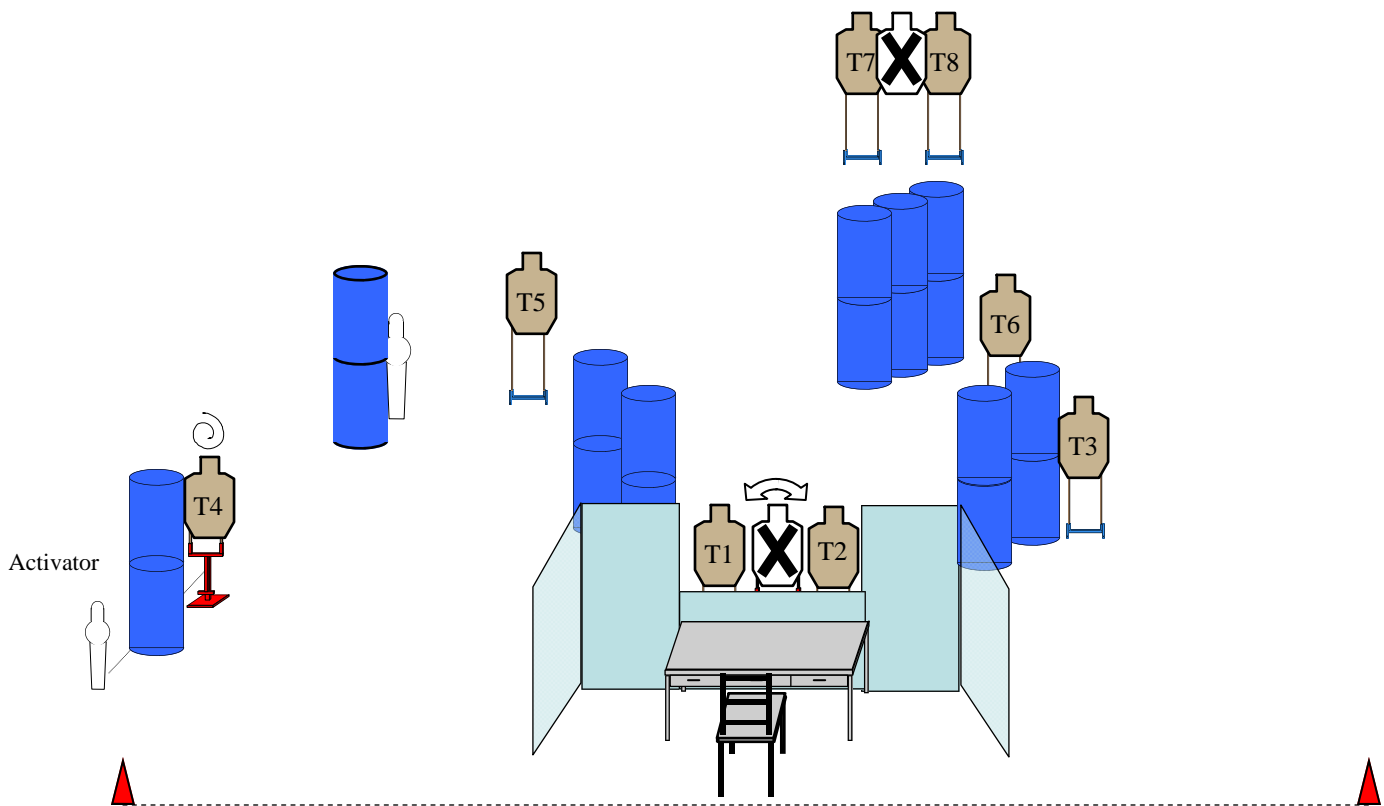
Scoring: Vickers Count

Round Count: 18 Minimum

Scored Hits: 2 best shots on each paper target. Steel must fall to be scored.

Reloads: Any IDPA reloads behind cover.

Start Stop: Audible & Last shot



SETUP NOTES: There is a activator cable for each drawer. T6, 7 & 8 cannot be seen from counter position. T6&7 need to be shot from barrels and T8 from hard wall. There may be multiple solutions. Targets numbers are just suggestions.

SO NOTES: Put cones out for visual markers left and right so shooter is reminded of 180. Remind shooter that cover will be called once as a courtesy.