

## STAGE 3 Bay 3 : It's Pillar Time

**RULES: IDPA Note concealment garment required.**  
**Gun loaded to division capacity.**

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<http://idpashooting.wordpress.com>

**STARTING POSITION:** Standing at P1 facing up-range; gun loaded and holstered; holding cell phone in strong hand to ear

**SCENARIO:** A BG approaches from behind and attempts to rob you while you're making a call. You stop him, but after hearing gunfire, his crackhead friends take hostages and need some extra persuasion to stop.

**STAGE PROCEDURE:** At the start signal drop phone, turn, draw and engage T1 while retreating to P2. Then engage T2-T6 in tactical priority. T2-T3 must be engaged from left side of barricade and T4-T6 from right side. NOTE- no shooting on the move on T2 – T6. Shooter must use cover. All targets must be engaged with two shots to the body and one to the head. T1 cannot be reengaged once shooter is at P2.

**SCORING:** Vickers Count

**ROUND COUNT:** 18

**TARGET DISTANCE:** 7 yards max

**SCORED HITS:** Best two to body and one headshot. Any miss on a headshot will invoke a FTN penalty.

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

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

**SPECIAL NOTES:** 100% of body -0 zone should be available on all targets.

**SAFETY ISSUES:** Watch muzzle direction when retreating to P2

