

Stage # 3 Bay 3

The Redeemer

RULES: IDPA Current Edition 2005
Concealment Garment Required

Course Designer: WCRHC MI State 2006
Modified by Michael Craig

STARTING POSITION: Standing at P1. Gun loaded with 6 rounds.

SCENARIO: "Buy Back" some of your score. Stage is not timed. Points only. You can earn as many as 20 points + 10 seconds as a FTN on Pepper Poppers = 20 seconds + hits on non-threats.

STAGE PROCEDURE:

On signal engage PP1 from P1. Once PP1 is knocked down T1 will move across stage from right to left. Engage with as many shots as you can making sure not to hit the non-threats. Once T1 is safe behind cover perform a Tactical reload making sure to have only 6 rounds in the gun at the start signal. On signal engage PP2 from P2. Once PP2 is knocked down T1 will move across stage from left to right. Engage with as many shots as you can making sure not to hit the non-threats.

SCORING: Limited Vickers Count

ROUND COUNT: 12 max

SCORED HITS: 4 best shots on T1 & knockdown the 2 steel Pepper Poppers.

RELOADS: Any IDPA reloads behind cover.

START-STOP: Audible & Last shot

