

STAGE: Drive By Madness Bay

RULES: IDPA Note concealment garment not required.

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STARTING POSITION: Standing at P1 facing downrange with sign in strong hand.

SCENARIO: It's the end of the day and you're just about to lock up the store when a pick-up truck pulls up with five armed thugs. They let two snarling dog off the back of the truck and open up on you. Retrieve the counter gun and defend yourself, but try to avoid the pedestrians behind the truck.

STAGE PROCEDURE: At the audible start signal drop the sign, retreat to P2 and retrieve gun from table. Engage T1 and T2 with three shots each in tactical priority while moving to P3. Engage T3 and T4 in tactical priority with two shots each. Move to P4 and engage T5-T7 in tactical priority with two headshots each.

SCORING: Vickers Count

ROUND COUNT: 16 rounds

TARGET DISTANCE: Up to 10 yds

SCORED HITS: Best three shots on T1, best two shots on T2 and T3. One headshot each on T4-T6.

RELOADS: Any IDPA reloads.

START-STOP: Audible & Last shot

SPECIAL NOTES: Gun unloaded with one magazine on table, other magazines on belt. Only headshots allowed on T5-T7. Barrels are considered hardcover and impenetrable. Tactical sequence not required.

SAFETY ISSUES: Ensure shooter arrives at P2 and faces downrange before picking up pistol.

