

STAGE: It's Pillar Time Bay

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

Course Designer: Reuben Yau
<http://idpashooting.wordpress.com>

STARTING POSITION: Standing at P1 facing uprange; gun loaded and holstered; holding cellphone 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-T7 in tactical priority. T2-T3 must be engaged from left side of barricade and T4-T6 from right side. 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 and advancing to P3

