

# Bad Poker

**Start Position:** Seated at P1, swinger rope in strong hand, cards in weak hand, gun loaded to division capacity in holster.

**Scenario:** You and your buddy enter into a high stakes poker game. The game goes bad, just as you win a big hand. Unfortunately your buddy is not doing a very good job of staying out of your way.

**Stage Procedure:** At the signal, pull the rope to activate the swinger, draw, and then engage targets T1-T4 with two (2) rounds each. Targets may be shot in any order. All shots must be fired while seated.

**Note:** Shooter must activate swinger before firing any shots or an FTDR will be assessed.

**Scoring:** Vickers Count

**Scored Shots:** 8

**Target Distance:** 3-5 yards

**Concealment:** Required

**Penalties:** Per IDPA Rules

