

Bad Alley

Course designer: Jay Koller, Modified By Steve Ormeroid

SCENARIO: Pulling over to change a tire in front of an alley, you quickly realize that the flat was no accident. Very bad men emerge from the alley.

GUN READY CONDITION: Holstered, loaded to Division capacity.

STAGE PROCEDURE: Starting at P1 with hands on car. At buzzer, move to P2 and engage T1-T3 tactical priority. Move to P3 and engage T4-T6, move to T4, kneel and engage T7-T9.

SCORING: Best 2 rounds each target- Vickers

TARGETS: 8 threat, 2 non threat, 1 Steel

SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

RULE: Current IDPA Rulebook

COVER GARMENT: Required

NOTE: PP1 is placed behind the 0 down of T7. If you fail to activate T8, it will be a FTN. PP1 is not scored.

