

A Bad Day Gets Worse

RULES: IDPA

COURSE DESIGNER: Lin Edwards

START POSITION: Shooter at P1 with **back** to targets and hands relaxed at sides.

SCENARIO: You are returning to your car from a meeting in a rough part of town when a street gang takes exception to your presence. As they close in behind you, their leader orders the others to cut you up to teach you to stay off their turf. They all have guns, in addition to knives.

STAGE PROCEDURE: On start signal, turn, draw and engage targets T1- T5 in Tactical Order while moving to, or from behind, cover. The one wearing a hat is high on Crack and requires 3 rds. to the body and 1 to the head. The others require 2 rds. each.

BE CAUTIOUS of shoot thru from T1 to non-threat – **MOVE OFF LINE** before firing.

SO INSTRUCTIONS: After shooter is loaded, holstered and facing up range, move hat to another threat target. Required reload must be in accord with IDPA rules.

SCORING: Vickers Count

RD COUNT: 12 minimum

TARGETS: 5 IDPA, 1 non-threat

TARGET DISTANCE: 2 – 12 yards

SCORED HITS: Best 2 on each except the one wearing hat. That one requires 3 to the body and 1 to the head; the head shot is required to neutralize, but the best 3 to the body will also be scored.

START-STOP: Audible – Last shot

PENALTIES: As per IDPA rules.

SPECIAL NOTES: Concealment garment required.

