

Abduction Interrupted

RULES: IDPA

COURSE DESIGNER: Lin Edwards

START POSITION: At P1, hands at sides, facing T3.

SCENARIO: Walking to a downtown office, you come upon an abduction in progress. The BG's aren't going to leave a witness to ID them.

STAGE PROCEDURE: While moving to or from cover at P2, engage S1 until it falls. S1 will activate mover T1, and T2 will also appear. From cover at P2, engage T1 (before it disappears) and T2 with 3 rds. each in any order. Then engage T3-T4 with 3 rounds each in Tactical Priority (slice-the-pie.) Use any IDPA-legal reload as needed or desired.

SCORING: Vickers Count
RD COUNT: 13 minimum
TARGETS: 4 IDPA, 2 NT, 1 PP
TARGET DISTANCE: 3-20 yards
SCORED HITS: Best 3 on paper
START-STOP: Audible – Last shot
PENALTIES: As per IDPA rules
CONCEALED CARRY: Required
SPECIAL NOTES:

