

Hi-Low Shootout

RULES: IDPA

COURSE DESIGNER: Larry Cox,
modified by Lin Edwards

START POSITION: Shooter at P1 facing window with hands at side.

SCENARIO: As you explore an old, abandoned building, you discover that it has been taken over by a terrorist cell. As you enter a room you hear voices coming from the hole kicked through the wall ahead and to your left. A group of terrorists are discussing plans to blow up a local tourist attraction. As you turn to leave you look through the window and see a group exercising in the yard behind the building. Suddenly the door to your left opens and you are facing one of the terrorists. After you have engaged T1-T4 you look out the window and see that the exercise group has produced weapons and are advancing towards you as they fire.

SCORING: Vickers Count
RD COUNT: 18 minimum
TARGETS: 9 IDPA
TARGET DISTANCE: 2 - 15 yards
SCORED HITS: Best 2 on paper
START-STOP: Audible – Last shot
PENALTIES: As per IDPA rules
CONCEALED CARRY: Required

STAGE PROCEDURE: Turn and engage T1. Then advance to hole in wall to engage T2 - T4. Then engage T5 - T9 from window. All targets must be engaged with at least 2 rounds each. Use cover when available. Any IDPA legal reload may be used.

