STAGE 1 Bay 1 A Failed Car Jacking Bay:

RULES: IDPA Note concealment garment is required	Course Designer: Reuben Yau

STARTING POSITION: Sitting at P1 with hands on table

SCENARIO: While on the way to Walmart to find more ammo, a detour takes you into a bad part of town. An SUV cuts you off and forces you to pull over. Three guys get out, approach your car from both sides and draw weapons. As the firefight ensues, the driver and his accomplice also draw weapons. You will not let this be another car jacking.

STAGE PROCEDURE: Sitting at P1, hands on table. At the start signal draw and engage T1 and T2 with two shots to the body and one to the head. Engage T3 with two shots, then knock down the poppers before engaging T4 and T5 with one headshot each.

SCORING: Vickers Count

ROUND COUNT: Minimum 12

TARGET DISTANCE: 2-10 yards

SCORED HITS: Best three shots on T1, T2. Best two shots on T3. Scored headshot on T4 and T5. Steel must be knocked down.

RELOADS: Any IDPA reloads behind cover.

START-STOP: Audible & Last shot

SPECIAL NOTES: Full zero down circle must be available on T1 and T2. T4 and T5 head height should be approximately level with shooter's head when sitting at P1.

SAFETY ISSUES: Be mindful of T1 and T2 position relative to berm/backstop.