

Shopping at The Maul of Murica Bay 1- Bad Day at Subway

RULES: IDPA Rules

Created By: Corgi Nation Pistol Team

START POSITION:

Sitting at the table, gun loaded to division and holstered. Reloading devices are on belt. Elbows on table holding a delicious sammich.

SCENARIO:

Lunch time and the Mall is busy with shoppers and, apparently, ne'er do wells. You are at Subway enjoying a high carb and fatty sammich - when gunshots ring out! Drop the sammich and save yourself and a few lives, as you make your way out!

Prop: Faux Sammich

PROCEDURE:

At signal, while seated, engage T1 with 2 rounds, Steel behind T1 must fall to activate swinger. Shooter may engage remaining targets from forward fault lines or POC.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 07

DISTANCE: T1 / PP 10 yds min. Remaining targets 7 yds from forward fault lines

SCORED HITS: Best 2 on paper; non- scoring steel must fall. 3 NT

PENALTIES: Per IDPA Rule Book; engaging PP1 outside of seated position is a DQ

CONCEALMENT: Yes

NOTES: Small PP1 is behind T1. When PP1 falls swinger moves. Steel must be engaged from seated position. PP1 is 10 yds from chair.

