

Shopping at The Maul of Murica Bay 6 -Shake a Leg and Go-Go

RULES: IDPA Rules

Created By: Corgi Nation Pistol Team

START POSITION:

Standing behind barricade, facing up range; gun loaded to division capacity with hands relaxed at sides

SCENARIO:

Stuck waiting for your spouse to finish shopping in "That boring shop that has nothing I'm interested in," you are behind a marble support in the main thoroughfare of the Mall. Suddenly, shots ring out and shoppers are scattering! Using cover (not concealment!!) engage the approaching armed mob and halt their evil murderous actions!

You will be hailed as a hero - maybe get a free Orange Julius.

PROCEDURE:

At the signal, turn and draw, engage each target with 2 shots, within the fault lines of the barricade. Hidden T3 and T6 targets must shoot leg in order to expose target.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 06

DISTANCE: T1 & T4 @ 4 yds; T2 & 5 @ 7 yds; T3 & 6 10 yds

SCORED HITS: Best 2 on paper ; Steel legs must fall to expose T 3&6

PENALTIES: Per IDPA Rule Book

CONCEALMENT: Yes

NOTES: T3 and T6 to fall toward the center of the range. Place non-threats angled in a manner to block the left side targets from the right side and vice versa

