

Stage 11- Honey its Me

RULES: IDPA Rules

COURSE DESIGNER: LarsLiden

START POSITION:

At P1, gun loaded to division capacity, hands at side, flashlight in one hand if desired.

SCENARIO:

You arrive home late from a night of "bowling" and your significant other has left the outdoor light on for you. You notice nothing out of the ordinary. As you walk into a darkened house, you call out, "Honey, it's me", as you normally do when you get home. After saying this you hear a strange male voice whisper " Shut up bitch, or I'll kill both of you". Upon hearing this, save your significant other and your own life.

PROCEDURE:

At signal shooter draws and enters bedroom, using flashlight to identify and engage T1-3 with minimum 2 rounds each while avoiding hostage no shoot from either or both sides of P2. Targets will be dressed with T shirts and identifier labels(hands, knives, guns) .

upon completion of the stage, shooter will perform a tactical reload (off the clock) to make ready for the next stage, which commences immediately after this stage.

SCORING: Unlimited

ROUND COUNT: 06

TARGETS: 03

DISTANCE: 3-5 ft

SCORED HITS: Best 2 hits on target

PENALTIES:

CONCEALMENT: Yes

NOTES: This stage follows rule 6.9.2 which states while blind stages are not allowed in IDPA, portions of the stage can have moveable non threat indicators to allow for a shooter to make shoot/ no shoot decisions as part of the COF. These targets must be hidden from view of shooter prior to reaching the shooting position where the shoot/ no shoot decision is made. In order to maintain a level playing field for all shooters the first and last targets will not be eligible as non threats. Consequently, the target identifiers will be changed up in random order to allow for shoot/no shoot decision, both on this stage and stage 12

No shoot and Center target will randomly change to create shoot / no shoot decision

