

Stage 10- Nightmare Main Range

RULES: IDPA Rules

COURSE DESIGNER: LarsLiden

START POSITION:

P1, facing T1, hands at sides, gun loaded to division capacity

SCENARIO:

You wake to find your home is being invaded by drug addicts. Save your kid and escape.

PROCEDURE:

At signal, engage T1-2 with minimum 3 rounds each in tactical sequence while retreating to cover of P2. Proceed to P3 and engage T3-4 with minimum 3 rounds each from cover. Retrieve child to activate T5 and proceed to cover of P2 and engage T5 (mover) with minimum 3 rounds. Then move to cover of P4 to engage T6 with minimum 3 rounds. Child may be set on the ground (remaining behind cover) to engage targets, but may not be tossed, thrown, drop kicked, used as cover itself or in anyway abused. Child must be carried in arms and or hands when being carried.

Shooter may reload between P2-P3 and P3-P2 and after crossing port between P2 and P4.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

DISTANCE: 5-10 yards

SCORED HITS: Best three hits scored

PENALTIES:

CONCEALMENT: Yes

NOTES: T5(mover) is activated remotely when shooter picks up child .

