

# Stage 8-Lifes a Drag

**RULES:** IDPA Rules

**COURSE DESIGNER:** LarsLiden

**START POSITION:**

At P1 hands at sides, gun loaded to division capacity facing down range

**SCENARIO:**

You witness your buddy get beat to the ground by some dirt bags, protect him and drag him to safety

**PROCEDURE:**

At signal draw and engage PP to activate the disappearing target, DT1 with minimum 2 rounds from P1 before advancing. Move forward to get your buddy and drag him toward P3. While enroute to P3, you are confronted by an appearing target, engage T2 while moving to P3 with minimum 2 rounds. From cover of P3 engage T3-6 with minimum 2 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 13

**TARGETS:** 06

**DISTANCE:** 5-30 ft

**SCORED HITS:** Best 2 hits on target

**PENALTIES:** Per Idpa rules

**CONCEALMENT:** Yes

**NOTES:** Procedural penalty for dropping your buddy to engage T2. T2 must be engaged while moving. T2 may be reengaged from P2 after crossing port. Buddy may be released at P3. One procedural penalty each for not dragging buddy across port, and between P2 and P3.

PP activated disappearing target

