

Night Cap

RULES: IDPA Rules

COURSE DESIGNER: Mike Seiler

START POSITION: Seated at P1 with gun unloaded with slide forward and laying on table. Magazines will be loaded as follows 1 mag with 4 rounds loaded, 1 mag with 3 rounds loaded, and 1 mag with 2 rounds loaded. Magazines will be mixed up in bag before stage starts by SO.

SCENARIO: You arrived home late after shooting the GRGC Night Match and you lay your shooting gear on the table and sit in your favorite recliner to rest briefly before going to bed. You end up dozing off but are awakened by your significant other and child screaming when armed attackers grab them.

PROCEDURE: At the start signal get out of chair and retrieve gun and one magazine randomly from bag, load weapon and engage T1-T3 from P2 utilizing low cover in tactical sequence with 2 rounds to the body and 1 round to the head. Reload as required.

SCORING: Vickers

ROUND COUNT: 09

TARGETS: 03

DISTANCE: 10 yards

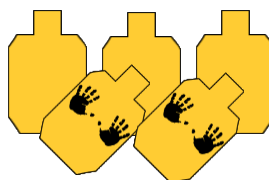
SCORED HITS: 3 per target

START/STOP:

PENALTIES:

CONCEALMENT: No

NOTES: At least 1 hit per target must be a head shot or it will be scored as a miss



10 yards from P2



P2



P1 5 yards from P2