

Dont Clam Up

RULES: IDPA Rules

COURSE DESIGNER: Michael Seiler

START POSITION:

Standing at either side of P1 with gun loaded to division capacity hands at side, spare magazines on belt.

SCENARIO:

A wrong turn down a side street makes you realize you have made a serious tactical error when you run into some street thugs shaking down an innocent victim and they are none to happy to see you. Save yourself and the poor victim.

PROCEDURE:

At the start signal draw and engage paper targets in tactical priority with 4 rounds each, steel must fall. Move to P2 & P3 as necessary.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 06

DISTANCE: varies

SCORED HITS: 4 per paper target, steel must fall

PENALTIES:

CONCEALMENT: Yes

NOTES:

