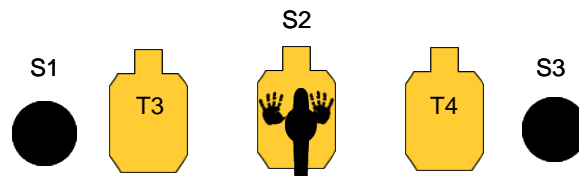
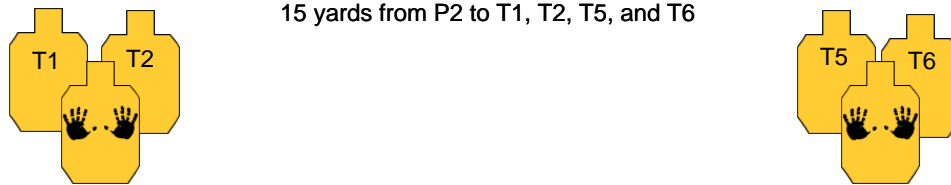


moving around - Bay 2

RULES: IDPA Rules	Created By: ScottTripp
START POSITION: Standing in P1 pistol loaded to division capacity and holstered.	
SCENARIO: You are coming around the corner and you see some bad stuff going down. Help 'em out.	SCORING: Unlimited
PROCEDURE: At signal, Move to positions 2 and engage the T1 - T6 with 2 rounds each and S1 - S3 as you see them with 1 rounds each. Popper must fall.	ROUND COUNT: 15
	TARGETS: 06
	DISTANCE:
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



20 yards from P2 to T3, NT, and T4.



15 yards from P2 to T1, T2, T5, and T6

At least 50% of the down zero must be available for T1, T2, T5, & T6.

CoF notes:
Bullets must not go beyond the berm.
Don't shoot the trees.
Don't shoot the grass.

