



SLOSA IDPA

Stage 3: (Bay 10) Horse Poop

Course Designer: Little

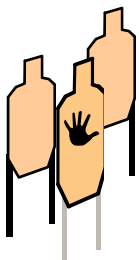
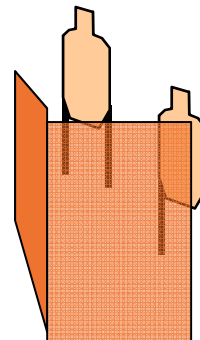
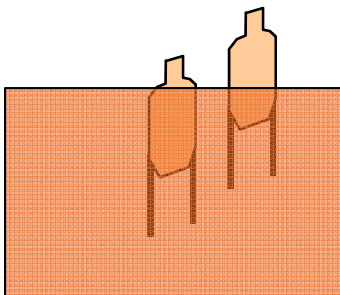
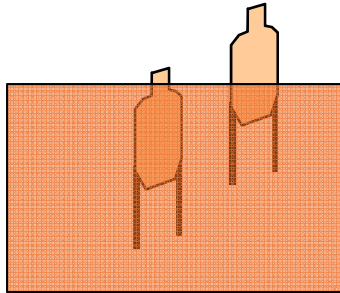


SCENARIO: You have taken on a side job of cleaning out horse corrals. While shoveling some fresh apples you hear your boss being beaten up. Take action and end his misery! But alas, the place is overrun! Eliminate the rustlers and escape to shovel another day!

START POSITION: Position A, holding a shovel.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 8 threat, 1 non threat, 0 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: On signal, drop the shovel and engage T1 and T2 in tactical sequence. Then move toward T3 and T4, engage them through the window. Continue on and engage the remaining targets, using the walls they are hiding behind as cover.



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