

Wounded

RULES: IDPA RULES	COURSE DESIGNER: Jerome Turner
START POSITION: Â Standing, facing down range, gun loaded and holstered, six feet directly in front of T1Â	SCORING: Vickers
SCENARIO: Assaulted on the street, you run for cover, fighting all the way. Just as you reach cover, you are wounded in the strong side arm, but you dazzle your pursuit with a display of support hand shooting seen only in westerns.	ROUND COUNT: 12
PROCEDURE: Engage T1 with 2 to the head, while moving to the barrel, engage T2 and T3 with two to the head while moving. Â When you reach the cover of the barrel, your strong hand is wounded, so T4,T5 and T6 get two to the head using the support hand from around or over the barrel.	TARGETS: 06
	DISTANCE: various
	SCORED HITS: best two in upper zero zone
	START/STOP:
	PENALTIES: standard
	CONCEALMENT: Yes
	NOTES:

Bay 8

