

Crowd Trouble

RULES: IDPA Rules

COURSE DESIGNER: Jerome Turner

START POSITION:

Gun loaded to division capacity, under cover hands at sides

SCENARIO:

Walking in a crowd, you notice some rough looking folks have grabbed up some citizens. You surge to their rescue only to find, yes, you have fallen into John's Ultimate October Madness, where rules are bent, if not outright broken, and only the accurate survive. Body shots are window dressing, only the head can stop, wait for it, the Zombie.

PROCEDURE:

At start, engage T1 through T4 in tactical sequence, two rounds to the body, then re-engage T1-T4 two rounds to the head also tactical sequence.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 04

DISTANCE: varies

SCORED HITS: best 2 on the body, 2 on the head minimum

PENALTIES: std

CONCEALMENT: Yes

NOTES:

Stage 1
Bar 8

