

Get the Cure

RULES: IDPA Rules

COURSE DESIGNER: Jerome Turner

START POSITION:

Gun loaded to division capacity, holstered, under cover facing wall, habds at sides

SCENARIO:

Enough of these brain consuming uglies, recover the "cure" (I'm always a light at the end of the tunnel is not a train guy) from the lab by fighting your way in.

PROCEDURE:

At start go left to Position 1 and engage T1, T2 only, proceed to position 2 and engage T3, T4, only, proceed to position 3 and engage S1, T5 only, proceed to position 4 and engage T6, T7 only, proceed to position 5 and engage T8 only, proceed to position 6 and engage S2 only. Steel must fall, best two in the head on paper.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 10

DISTANCE: varies

SCORED HITS: best two hits in the head

PENALTIES: std.

CONCEALMENT: Yes

NOTES:

Bar 12
Stage 5

