

City Park chill gone bad

RULES: IDPA Rules

COURSE DESIGNER: JJPyle

START POSITION:

Loaded to division capacity and holstered. Sitting in chair reading a book.

SCENARIO:

You are hanging out at the park chilling on the bench when everything go's bad quickly. You need to get yourself out of there using all availale cover.

PROCEDURE:

At the signal stand and draw your gun eliminating the threats in front of you. Move to the available cover and shoot the targets in front of you from either side of the barrels. Move to the walls activating the bear trap enrout shoot both moving targets.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

DISTANCE: 3 yrds, - 10 yrds

SCORED HITS: 18

PENALTIES:

CONCEALMENT: Yes

NOTES:

