

Stage 3 Bay 9

PARKING LOT ATM MUGGING

RULES: IDPA Rules

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START POSITION:

Gun loaded to division capacity and holstered. Standing at SP, toes touching mark, facing the trunk with grocery bag held against torso with the weak hand. Strong hand on X mark holding the trunk lid open. PCC starts loaded and placed with trigger guard on the mark on the floor of the trunk with grocery bag held against torso with the strong hand. Weak hand on X mark holding the trunk lid open.

SCENARIO:

You have just finished shopping at the local market and are preparing to put your groceries into the trunk of the car. You have parked next to an ATM kiosk where your kids are withdrawing money. When you open the trunk three bad guys who are the lookouts for an ongoing ATM mugging jump you as you are now a witness. Defend yourself and save your kids inside the ATM kiosk. Pillars inside the kiosk present obstacles and you must engage from two different points to get hits on the bad guys.

PROCEDURE:

At the signal engage T1-T7 with 2 rounds each.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 8

DISTANCE: 4-12 YARDS

SCORED HITS: 2 each on T1-T8

PENALTIES: Per current IDPA rule book

CONCEALMENT: Yes

NOTES: T1 - T4 are equal threat

- T1 (swinger) is activated by the trunk lid falling shut (it has no props or supports holding it up).
- T1 activates T2 (double drop turner).
- S1 is a non scoring activator behind T3 which activates T4.
- S1 behind T3 can only be engaged from P1 per the 10 yard rule on steel.

