

Duck Stupid

RULES: IDPA Rules

COURSE DESIGNER: JesseSmith

START POSITION:

Start at P1 with hands on the wall in front of you, firearm holstered and loaded to max division capacity.

SCENARIO:

PROCEDURE:

From P1 engage PP1 then PP2. (Note the 'No Shoot' target will be face first on the ground until you shoot PP1 then will stand up and block PP2. PP2 must be shot after PP1, but before the "No Shoot" gets to it's feet.) Then move to P2 and engage T1-T3 through the opening. Move to P3 and engage T4-T6.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 08

DISTANCE:

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:

