

## Stage 1: Day Care Nightmare: Save the Baby

*Saturday: Rifle*

**START POSITION:** Standing in front of door with hands at sides. Handgun loaded to division capacity. Concealment Required.

**SCENARIO**

You arrive to pick up your child and discover that foreign terrorists have taken over the day care center. Rescue the child in danger and neutralize the threats.

**STAGE PROCEDURE**

On signal, open door and engage T1, T2, and T3 in **tactical sequence**. Advance through doorway down hallway to table with baby. Retrieve baby and shield with your body. Engage T4, T5, and T6 **strong hand only** while using cover appropriately. Retreat to baby carriage and place baby (**gently!!**) into carriage. Move to P3 and engage T7, T8, and PP1 using cover appropriately.

**Note: Throwing or dropping the baby will incur a procedural penalty.**

**SCORING**

- SCORING:** Vickers -17 rounds
- TARGETS:** 7 IDPA, 1 Popper
- SCORED HITS:** Best 2 on target
- START-STOP:** Audible - Last shot
- PENALTIES:** Procedural. 3 sec
- No-shoot hit. 5 sec
- Failure to do right. 20 sec
- Failure to neutralize. 5 sec

Stage designed by Bob Westcott

