

# Where My Dogs At?

Stage Design by Wes Riley

<b>Concealment:</b>	Required
<b>Scoring:</b>	14 rounds maximum, Vickers
<b>Targets:</b>	7 IDPA, 1 No-Shoot
<b>Start/Stop:</b>	Audible – Last Shot
<b>Rules:</b>	Current IDPA Rulebook
<b>Scenario</b>	While walking your dog you turn a corner and find 3 patched-in members of the Original Nazis biker gang. Your dog, who is an excellent judge of character, begins barking and growling as these guys flash guns in their waistbands. You hear a voice scream for help from around the corner followed by a smack and a cry of pain. Your dog is tough but no match for multiple guns. Rescue the potential victim, retain control of your dog, and resolve the problem.
<b>CoF</b>	<ul style="list-style-type: none"><li>• Shooter will begin at P1 holding the “leash” of the dog with either hand and holstered gun loaded to division capacity. Leash must be retained in at least one hand or around a wrist at all times, including reloads. Shooter may not release or drop leash at any point during the stage -- doing so will incur a FP penalty.</li><li>• Upon signal, shooter must draw and engage T1-T3 in tactical priority with 2 rounds each while retreating and remaining in continuous motion.</li><li>• After engaging T1-T3 shooter may choose to move to either of the available points of cover to engage the remaining targets.</li></ul>
<b>Stage Setup Notes</b>	Range: 3 to 12 yards The weighted dummy dog will be securely tied to the end of the leash to simulate an uncooperative and panicky dog. The shooter’s end of the leash will have a loop which shooters may use to retain the leash around a wrist.

