

# This here Gate Ain't Open

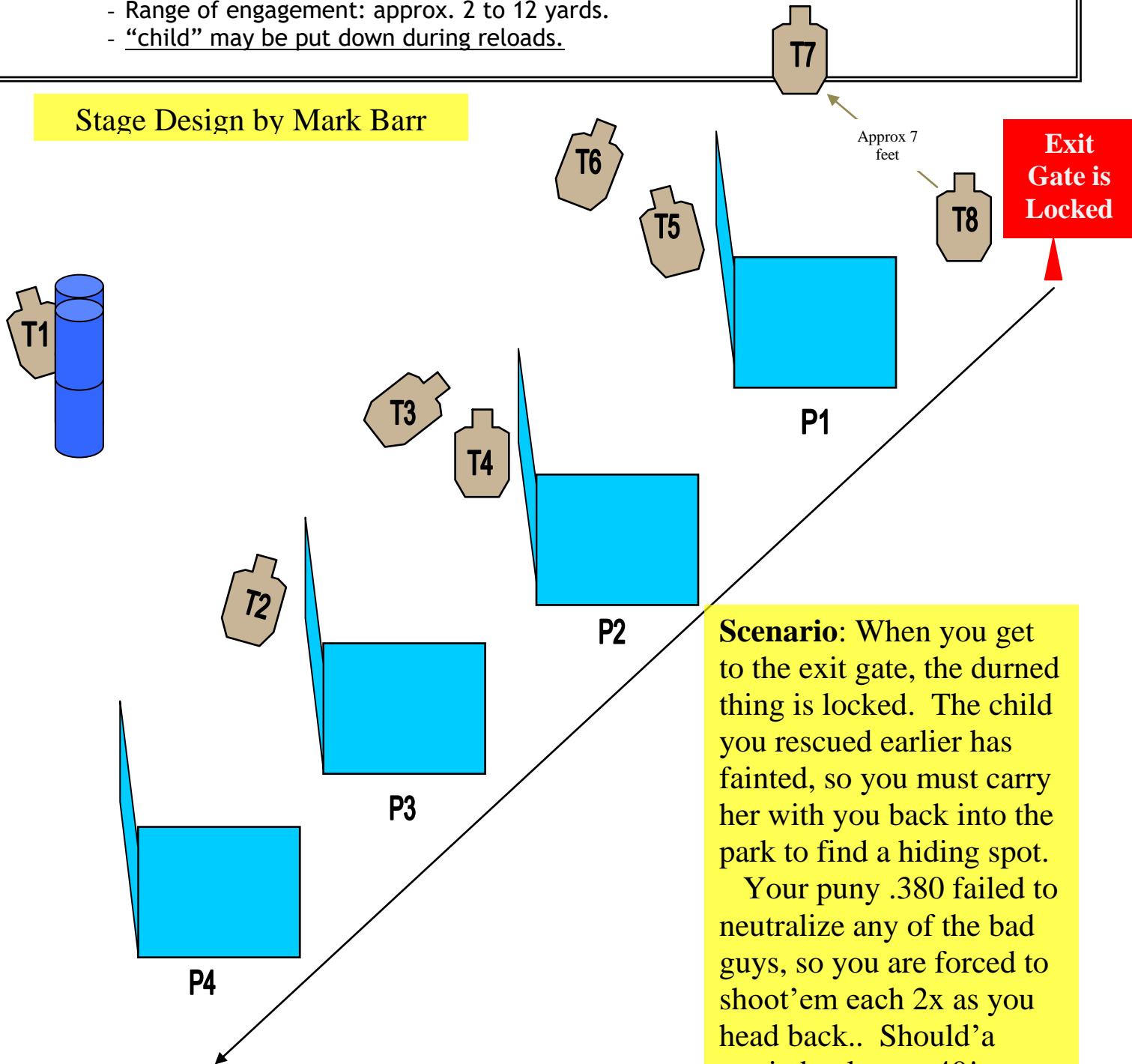
## Stage 4, Bay 1

**\*\* Concealment Required \*\***

**Procedure:** Shooter will start facing downrange with toes touching cone, holding the young injured child (stuffed dog) against your chest with either hand. At the signal, draw and engage T7 & T8 on the move w/ 2 rounds each, with one hand in tactical priority heading toward P1. Then engage remaining targets freestyle while using all available cover, holding child all the way.

- NOTES:**
- VICKERS COUNT - 8 IDPA targets; 2-rds each
  - Reload as necessary
  - Range of engagement: approx. 2 to 12 yards.
  - "child" may be put down during reloads.

### Stage Design by Mark Barr



**Scenario:** When you get to the exit gate, the durned thing is locked. The child you rescued earlier has fainted, so you must carry her with you back into the park to find a hiding spot.

Your puny .380 failed to neutralize any of the bad guys, so you are forced to shoot'em each 2x as you head back.. Should'a carried at least a 40!