

# ATM Ambush

Stage Design by Wes Riley

Concealment: Required  
Scoring: 12 rounds minimum, Vickers  
Targets: 6 IDPA, 2 No-Shoots  
Start/Stop: Audible – Last Shot  
Rules: Current IDPA Rulebook

**Scenario** While making an ATM withdrawal more Original Nazis jump you. Two wearing body armor approach from behind to take your cash and/or your life. Meanwhile four more have taken your taken your family hostage in the car.

**CoF** Shooter will begin at P1 facing up range with ATM card in strong hand touching ATM slot marked on wall.  
Gun is loaded to division capacity and holstered.

Upon signal, shooter must draw and engage T1-T2 with 2 rounds each. Then engage remaining targets in tactical priority from P2.

Range: 5 to 15 yards

