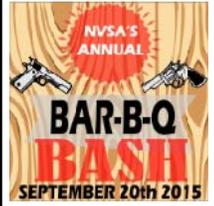


NVSA "Banquet Match"
 Stage 3
 We shoot what we carry



SCENARIO: You're in your house when you realize the noise is coming from the back room. You head back there to take a look around when you think "what in the heck am I doing"? Again you find yourself doing exactly the opposite what you have been repeatedly taught. Each couple of years you plop down good money and seek out sound advice from competent firearm instructors teaching you on the hazards of getting in a gun fight. You know there is no winner in a gun fight. You know that even if you win criminally, poor Maria and her 3 children are now without a father and husband who was just looking for some bread to feed their family. There sits 12 of Maria's peers awarding her a large civil settlement. Now why in the heck are you still advancing to the criminal sounds coming from the rear of your house. You decide the only way to win is to retreat away from the sounds when 6 armed homeless #nolivesmatter advocates hear you and start shooting at you. You run for cover and once there you use sound tactics, drawing your loaded gun and engage each by leaning out on the left side, keeping your waist and feet behind the wall as you slice the pie dropping the crazy coo-coos one at a time. You then lean out the right side keeping your waist and feet behind the barricade.

START POSITION: Standing in P1, facing downrange, hands relaxed at side. Gun fully loaded up to a maximum of 10+1 rounds and holstered (or on barrel), all magazines fully loaded up to a maximum of 10 rounds, speed loaders, moonclips on belt (or barrel). All safeties engaged as any division requires when holstered.

STRINGS: 1
ROUNDS: 12
SCORING: Unlimited
TARGETS: 6 IDPA
RANGE: 3 – 15 yards
START-STOP: Audible - Last shot
RULES: IDPA / Banquet
CONCEALMENT: Not Required

NOTES:
 Fun stage, fun rules, RM is the final decision on any violation.

Safety Trumps Fun!

PROCEDURE: At signal engage each targets with 2 rounds each in numeric order. T1 – T6 keep your waist and feet 100% behind the wall while engaging targets on both the left and right side of P1
 +3 seconds for failing to follow the instructions for each occurrence
 +5 seconds for striking a target with hands for each occurrence
 -0 zone +0 seconds, -1 zone +5 seconds, -3 zone +1.5 seconds
 Miss = 2.5 seconds. Failure to strike either -0 or -1 zone on any target earns +5 second penalty for each occurrence.

