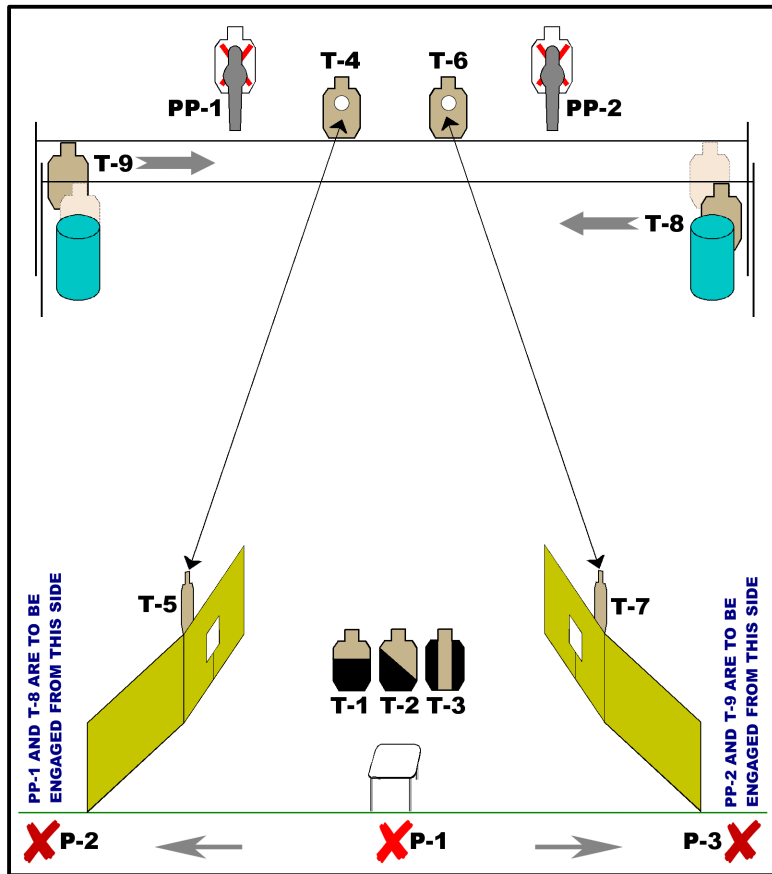


Have Mercy!

Scott Craig

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PROCEDURE ...

Notice that the stage design is symmetrical about the centerline. The target arrays on the left have the same layout as those on the right.

Start at position P-1. Gun is to be loaded and in the briefcase on the table. Shooter will be standing at P-1 with hands relaxed at sides. On start signal retrieve gun and engage targets as follows:

T-1 through T-3 with two rounds each in tactical sequence (1-1-2-1-1).

A Zero Down hit on T-4 will open the port revealing T-5. A Zero Down hit on T-6 will open the port revealing T-7. These four targets may be engaged in any order as they become visible.

Move to either position P-2 or P-3 and engage the respective pepper popper (PP-1 or PP-2). When the pepper popper falls it will release moving target T-8 or T-9. PP-1 and T-8 are to be engaged from P-2 and PP-2 and T-9 are to be engaged from P-3. Once the pepper popper and moving target have been engaged from one side move to the other side (P-2 to P-3 or P-3 to P-2) and engage the remaining pepper popper and moving target.

SCORING ...

Unlimited Vickers count, 18 rounds minimum. Best two hits on all paper targets except T-4 and T-6 which only require one zero hit. Steel must fall to score.

PENALTIES ...

Standard IDPA penalties apply. Also see note four below.

NOTES ...

1. Reload as necessary utilizing available cover, or while not exposed to a threat target, and using any IDPA-legal reload procedure.
2. All props are considered to be hard cover and shots through the hard cover DO NOT count. Holes in the barrels should be pasted after each shooter to facilitate detecting shots through the hard cover. Black areas on paper targets denote hard cover and hits in those areas will not be scored.
3. All shots must be made from behind the firing line shown.
4. T-1 through T-3 are engaged in tactical sequence which means that each target must receive one hit before engaging the next target. For this reason makeup shots on these targets can ONLY be taken after each target has received at least one shot. Firing a makeup shot before all three targets have been engaged once will incur a procedural penalty for engaging the targets out of sequence.
5. T-8 and T-9 cannot be engaged before they move out from behind the barrels or after they move back behind the barrels. T-8 and T-9 are disappearing targets and as such no Failure To Neutralize penalties will be assessed.

EQUIPMENT REQUIREMENTS ...

1. Two movers. I have these constructed at GGC and can borrow them.
2. Spare target frames for the movers spare ropes, and spare pulleys. These tend to get shot up pretty badly so I would recommend having at least four spares on hand, a couple of spare ropes, and at least four spare pulleys. I have a couple of spare frames and pulleys at GGC.
3. Two pepper poppers.
4. Four barrels.
5. One small table.
6. Eight target stands.
7. Eight shoot targets, two no-shoot targets. Three of the shoot targets will have part of the surface blacked out.
8. One 2x4 about 3 feet long, pointed on one end. The plate behind T-4 will sit on this 2x4.
9. One 8" head plate.
10. One briefcase (I have an old one we can use).
11. One roll black masking tape.
12. Two rolls black pasters (I have some).
13. Four sheets of cardboard for walls. There is plenty at GGC we can use.
14. Dropping covers for the ports. I'm not sure what exactly will be involved. It should not be difficult.