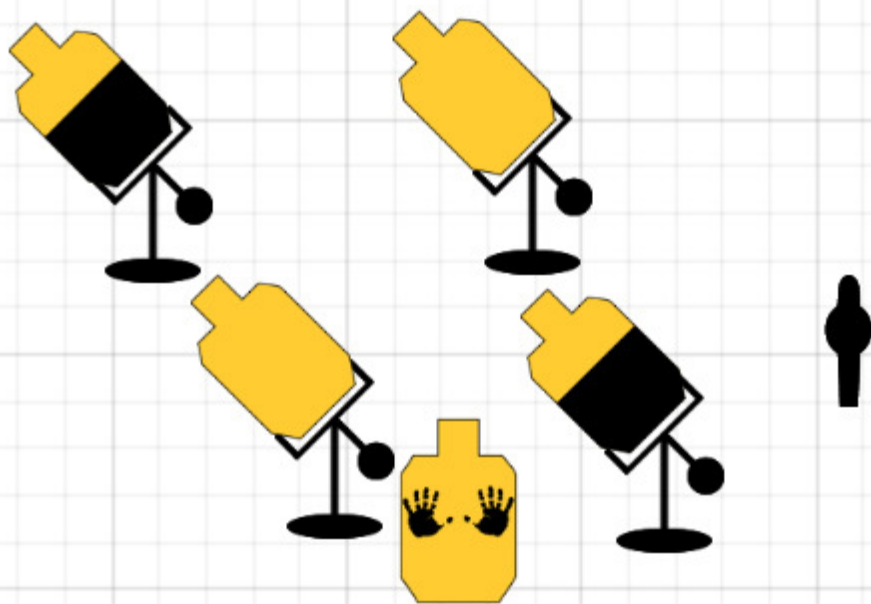


**STAGE 4****PANDELERIUM**

P2

P1

**BAY 3A****Scoring: Vickers****Round Count: 9****Targets: 4 IDPA, 1 NS, 1 Steel PP****Concealment Garment: Required****Stage Designer: Lee Turner****Notes:**

**Scenario:** You walk into a hostage situation. The bad guys freak out and start trying to escape. Protect the hostage.

**Start Position:** At P1, IDPA weapon loaded to division capacity, holstered and concealed. Hands on wall at P1.

**Procedure:** At the signal, engage PP1 until it falls activating T1-T4. Move to P2 and engage T1-T4 with at least 2 rounds each. T1-T4 are not disappearing targets.

**BUG Stage Procedure: Not Applicable**

