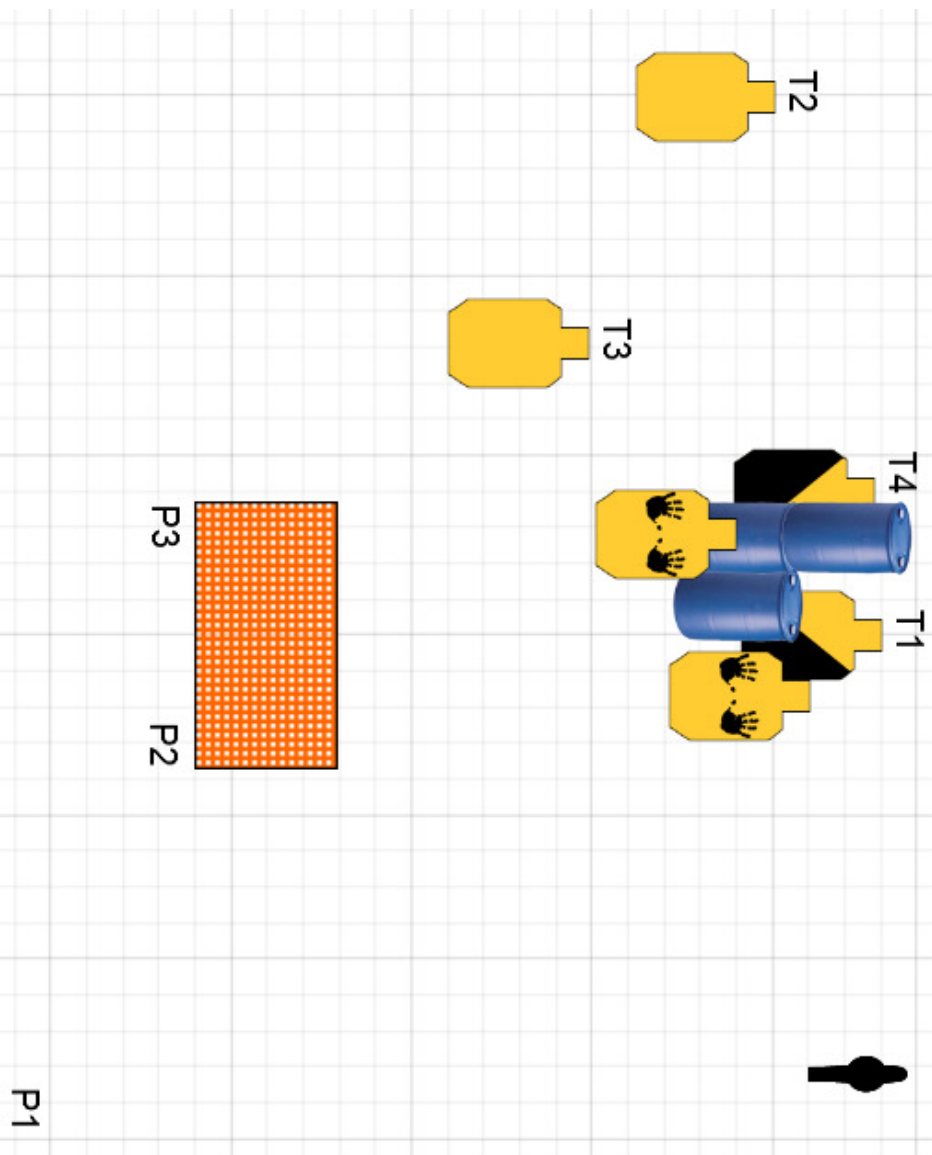


**STAGE 6****FIVE FOR FIGHTING****BAY 4B****Scoring: Vickers****Round Count: 9****Targets: 4 IDPA, 2 NS, 1 Steel PP****Concealment Garment: Required****Stage Designer: Lee Turner****Notes:**

**Scenario:** You can hear the struggle but you can't see it. Your loved one has disappeared but the bad guys have seen you and draw their weapons. React to save yourself and your loved one.

**Start Position:** Standing at P1, facing PP1. IDPA weapon loaded to division capacity, holstered and concealed.

**Procedure:** On the signal, engage PP1 while on the move to P2. Once you arrive at P2 engage T1 with at least 2 shots. Move to P2 and engage T2-T4 in tactical priority with at least 2 shots each.

**BUG Stage Procedure: Not Applicable**

