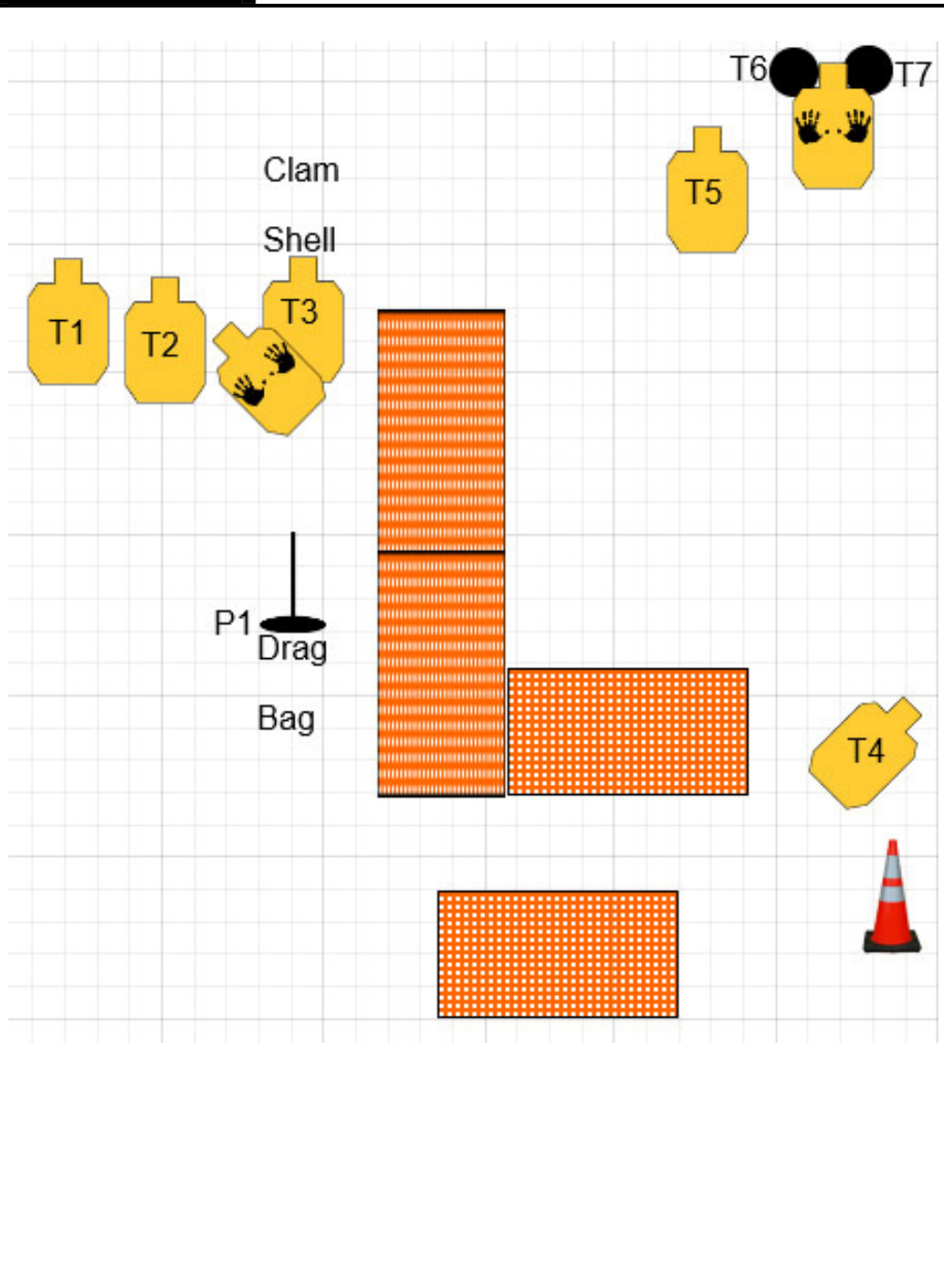


**STAGE 3****CAR CONFRONTATION****BAY 2****Scoring: Vickers****Round Count: 12****Targets: 5 IDPA, 2 NS, 2 Steel****Concealment Garment: Optional****Stage Designer: Lee Turner****Notes:**

**Scenario:** Headed to your car you are confronted by knuckleheads.

**Start Position:** At P1, weak hand holding bag, IDPA weapon loaded to division capacity and holstered.

**Procedure:** At the signal engage T1-T3 (clamshell) in tactical priority while either moving or from cover. You cannot release bag until clamshell activates. Engage T4-T7 in tactical priority. Engage paper targets with at least 2 rounds, steel must fall.

**BUG Stage Procedure:** holding bag in weak hand, BUG gun in strong hand. At the signal engage T1 & T2 while moving to cover, then engage T4 and T5 in tactical priority with at least 1 shot.

