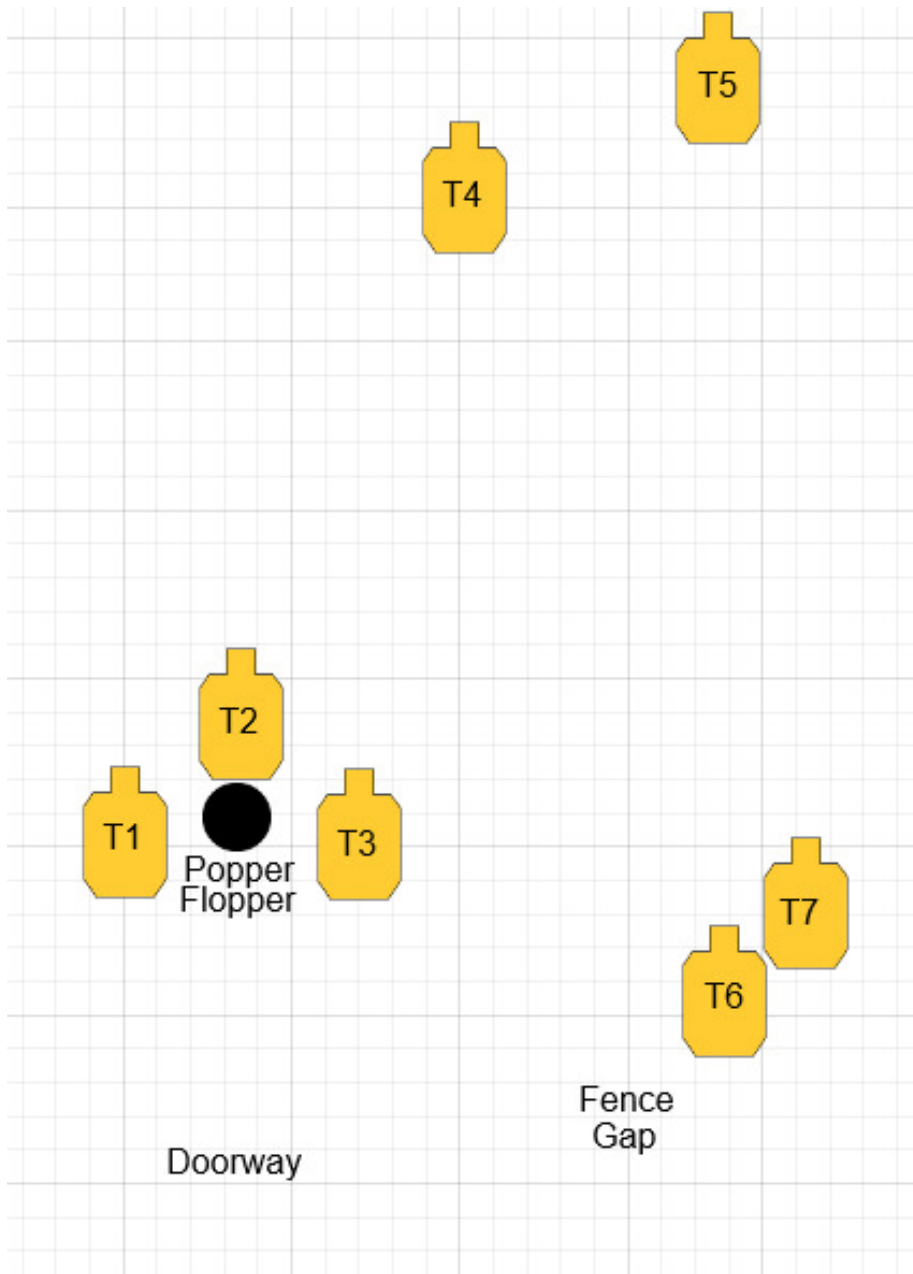


STAGE 2**UNFRIENDLY NEIGHBORS****BAY 1B****Scoring: Vickers****Round Count: 15****Targets: 7 IDPA, 1 Steel****Concealment Garment: Optional****Stage Designer: Lee Ovaert****Notes: WATCH THE 180 MOVING BEHIND FENCE**

Scenario: New neighbors just moved in and you don't like them very much. The party is too loud and you intend to quiet it down.

Start Position: At P1 (either side of the Doorway), IDPA weapon loaded to division capacity and holstered.

Procedure: On the signal, engage T1-T5 and S1 in tactical priority using the door frame for cover with at least 2 rounds each. Steel must fall. Move, using the fence for cover (staying below the top of the fence), engage T6-T7 with at least 2 rounds each from low cover around the end of the fence.

BUG Stage Procedure: Not Applicable

