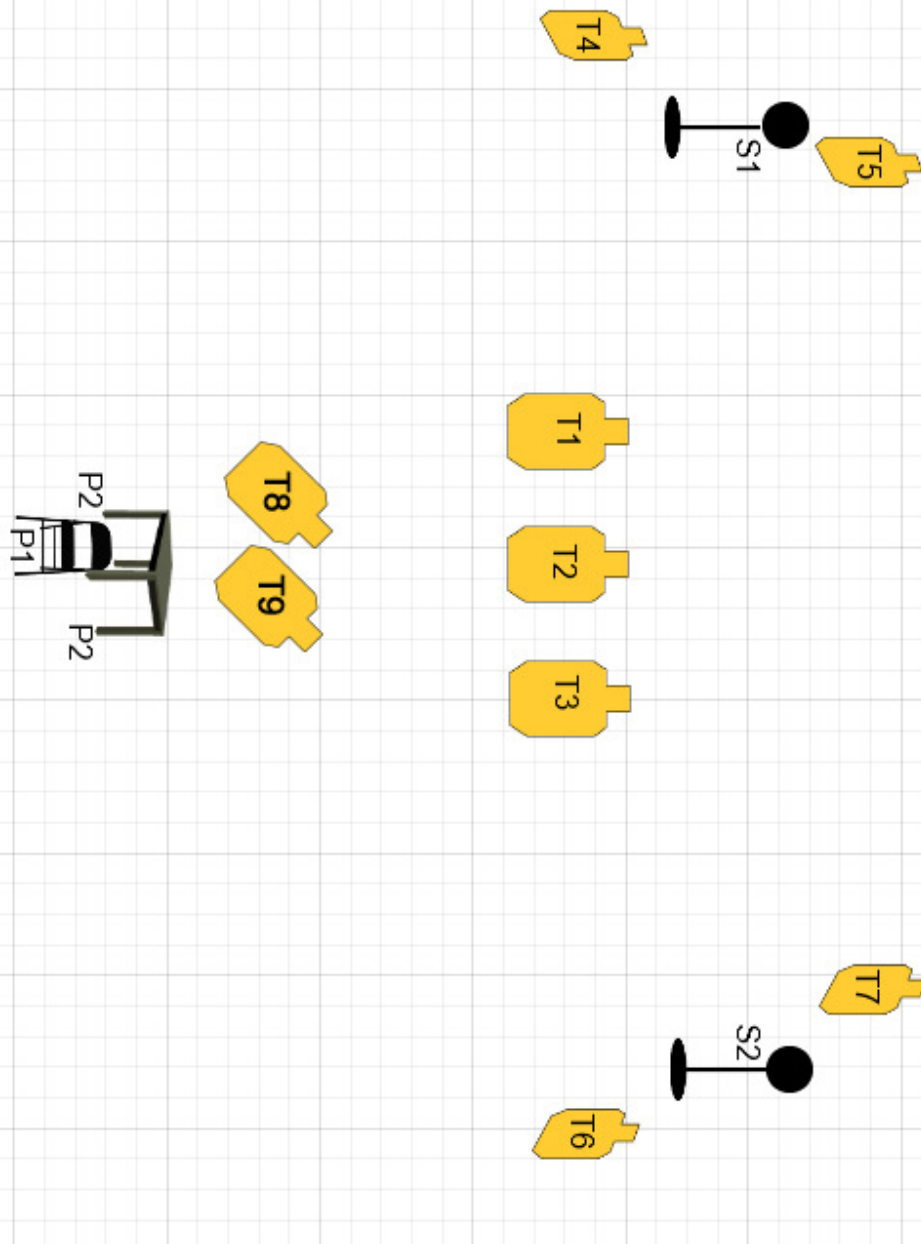


STAGE 3**RESTAURANT ROBBERY****BAY 2****Scoring: Vickers****Round Count: 16****Targets: 7 IDPA, 2 Steel****Concealment Garment: Optional****Stage Designer: Lee Ovaert****Notes:**

Scenario: Seated at a restaurant, when the local mafia intends to work the owner over for not paying his protection money. They don't intend to leave witnesses.

Start Position: T8 and T9 are covered. Seated at P1, IDPA weapon loaded to division capacity and holstered.

Procedure: At the signal engaged T1-T3 in TACTICAL SEQUENCE. Move to P2 and using the table as cover, engage 2 paper targets and 1 steel in tactical priority. Move to other side of the table without breaking cover and engage remaining 2 paper targets and 1 steel in tactical priority. All paper targets are engaged with at least 2 rounds and steel must fall.

BUG Stage Procedure: Seated at table, BUG in IDPA box, loaded with 5 rounds only. At the signal, engage T8-T9 and T1-T3 in tactical priority with 1 round each WHILE SEATED.

