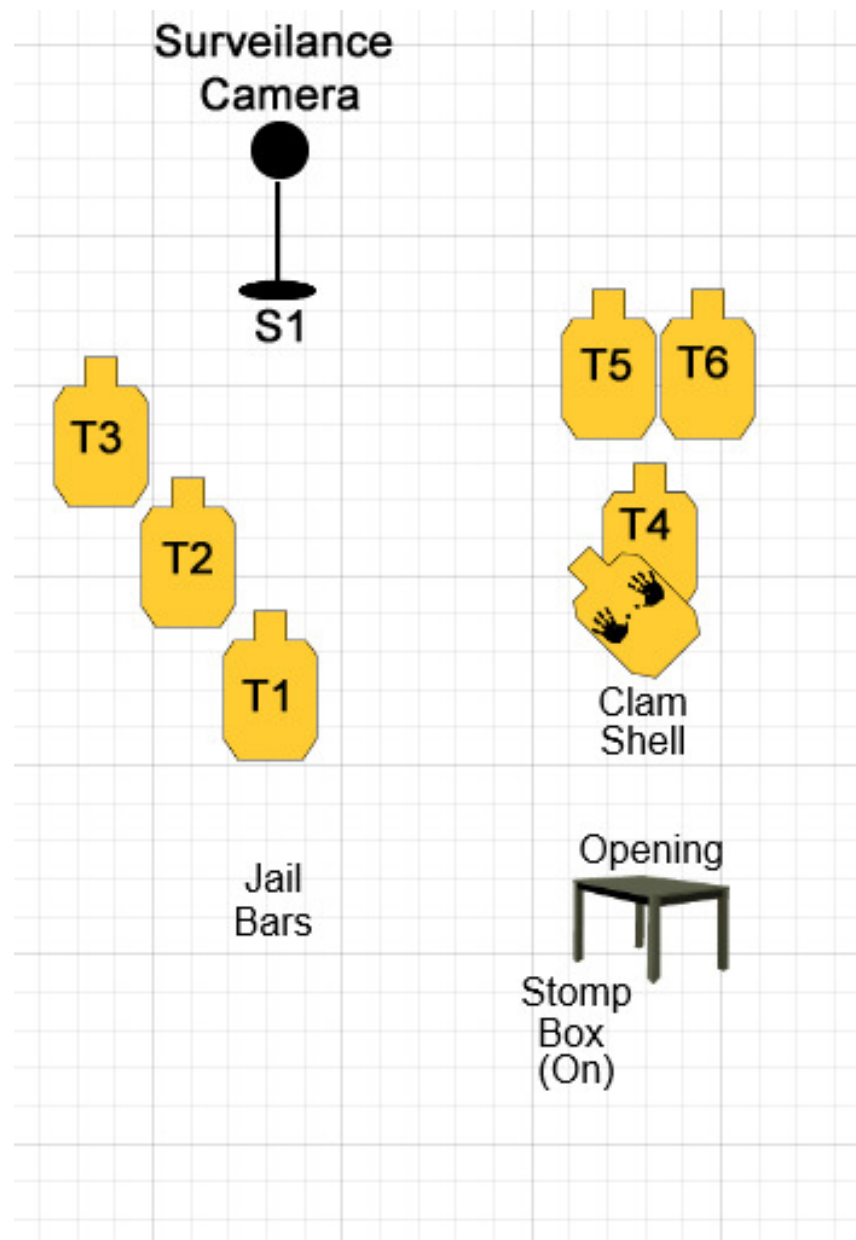


STAGE 4**MORON HOSTAGE TAKERS****BAY 3A****Scoring: Vickers****Round Count: 13****Targets: 6 IDPA, 1 NS, 1 Steel****Concealment Garment: Optional****Stage Designer: Lee Ovaert****Notes:**

Scenario: Terrorists from the Land of Moronica have taken you hostage but have failed to even give you a cursory patdown.

Start Position: Standing in your jail cell, IDPA weapon loaded to division capacity and holstered. Concealment garment can be simulated.

Procedure: At the signal, engage Guards T1-T3 in tactical priority with at least 2 rounds each and Surveillance Camera S1 until it falls. Move to opening (no cover available) and after using stomp box activator, engage T4-T6 in tactical priority.

BUG Stage Procedure: Not Applicable

