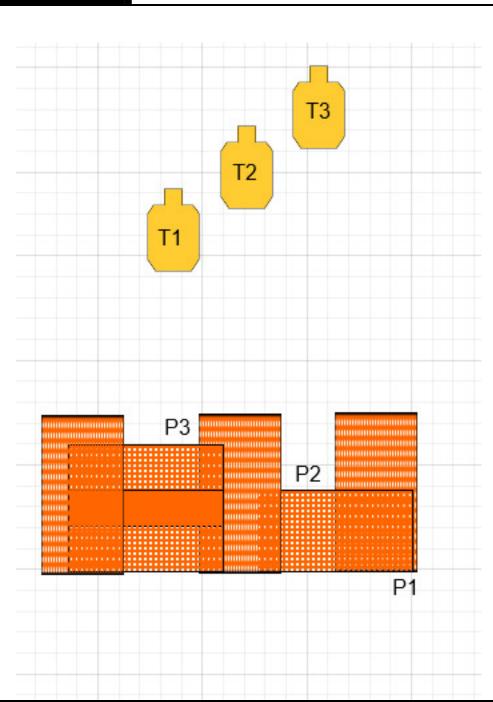
STAGE 1 DANG IT'S HOT BAY 1A



Scoring: Vickers
Round Count: 18
Targets: 3 IDPA
Concealment Garment: Not Required
Stage Designer: Lee Turner
Notes:

Scenario: You gotta shoot and move!

Start Position: At P1, IDPA Weapon loaded to division capacity and holstered

Procedure: At the signal, engage T1-T3 with at least 2 shots each using from P1 (wide opening) using cover. Move to P2 (low shelf) and engage T1-T3 with at least 2 shots each using cover. Move to P3 (elevated deck) and engage T1-T3 with at least 2 shots each using cover.

BUG Stage Procedure: Not Applicable

