

<p align="center">STAGE 2B Bay 2 Pistol and Shotgun</p>	<p>Seek Cover while using Concealment Designed by Roger Tate Modified for DMG by Steve Ormeroid</p>
<p>RULES: IDPA– Concealment required</p>	<p>STARTING POSITION: Hands on top of “car”</p>
<p>SCENARIO: You have just left you local stop & rob and while getting into your car, you are attacked by a roving gang. Being a avid defensive pistol shooter, you know that cars my provide concealment, but poor cover. Move to cover at the brick wall. When you reach the “brick” wall, your gun jams, fortunately one of the gang has dropped a shotgun. Drop your pistol, grab the shotgun and engage the 4 steel targets</p>	<p>STAGE PROCEDURE: On Signal, engage all targets as you see them while moving to the “brick” wall. Do not expose yourself to any unengaged targets. When you reach the “brick” wall, safely ground your pistol in the box, retrieve the shotgun and engage the 4 steel targets</p>
<p>SCORING: Vickers Count ROUND COUNT: 14 pistol and 4 shotgun (pellet) minimum TARGET DISTANCE: 2– 15 yards SCORED HITS: Best 2 on paper, steel must fall</p>	<p>SAFETY ISSUES: watch muzzle direction while moving SPECIAL NOTES: START-STOP: Audible & Last shot RELOADS: Any IDPA reloads behind cover. Low cover is at least 1 knee on ground</p>

