

Stage 2	Bay 2	<i>3/13/10</i>	Enter Your P.I.N. Now!
Rules: IDPA Concealment Garment Required			Course Designer: Mark Rudisill (Modified by Kevin Lewis)
Starting Position: At P1, facing up-range.			
Scenario: You are using an ATM machine at night when you hear, “Give it up!” You turn and see 6 armed punks grinning in anticipation of what they will do with your money (and with you!). You put 2 shots into each assailant. The first five go down and stay, but the sixth one shoots you in your dominant arm. You retreat to cover (P2), and engage the seventh punk (who has now also taken cover) with 2 additional shots.			
Stage Procedure: Start at P1, facing up-range, weapon holstered and concealed. Both hands are on the “ATM machine”. At the signal, turn ,draw and engage T1-T6 with 2 shots each in tactical priority (1 shot each before re-engaging). Move to P2, and engage T7 with 2 shots WEAK HAND ONLY.			
Scoring: Vickers Count			
Round Count: 14 rounds minimum			
Scored Hits: Best 2 hits on each target			
Reload: Any legal IDPA			
Start-Stop: Audible signal and last shot.			

