

Stage 02 (B Bay) – IN THE JUNKYARD, AGAIN

Scenario – You are sent by a clerk to the back of a surplus yard to scout for some steel with which to build targets for your club. You are set upon by thieves stealing lead and copper. They open fire and you take cover.

Procedure – Shooter at P1 (under the center cable), firearm loaded, hands at sides.

At the signal, shooter will draw and move to either end of the barricade, and engage all targets with at least 2 rds, as they are seen. Shooter then moves to the other end of the barricade and engages the remaining targets, observing strict tactical priority at all times.

Targets	6 static paper
Conceal. Garment	yes
Start Position	at P1
Start Signal	audible
Shooting Order	T1-T8, any sequence
Mag Change	any legal
End Signal	last shot
Min. Rounds	16
Scored Hits	best 2 rds
Penalties	standard
Scoring	Vickers

