

Stage 04 (A Bay) – HOW DO I GET OUTTA HERE?

Scenario – You walk into a seemingly empty convenience store and go to the back to get a cup of coffee. As you round a corner you discover you have walked in on a robbery in progress. The clerk is being held captive by a gang. You shoot your way back to the entrance, engaging BGs in the aisles.

Targets	8 static paper
Conceal. Garment	yes
Start Position	at P1
Start Signal	audible
Shooting Order	T1-T8, as seen
Mag Change	any legal
End Signal	last shot
Min. Rounds	16
Scored Hits	2 best
Penalties	standard
Scoring	Vickers

Procedure – Shooter at P1, loaded firearm in holster, hands at sides. At the signal, shooter will draw and engage T1-T7 with at least two rounds, while backing along the wall. Tactical sequence required on T1-T3 only. T8 is engaged from cover only, at P2. Since there is no cover to go to while engaging the first seven targets, shooter may stop moving to reload, but only if all visible targets have been engaged with at least one round. Otherwise, the shooter must step forward and reload at a point where no unengaged targets can be seen.

T8 is engaged from cover only, at P2. Since there is no cover to go to while engaging the first seven targets, shooter may stop moving to reload, but only if all visible targets have been engaged with at least one round. Otherwise, the shooter must step forward and reload at a point where no unengaged targets can be seen.

Notes – RO will remind the shooter to move once without penalty, thereafter, a procedural will be assessed for each infraction.

