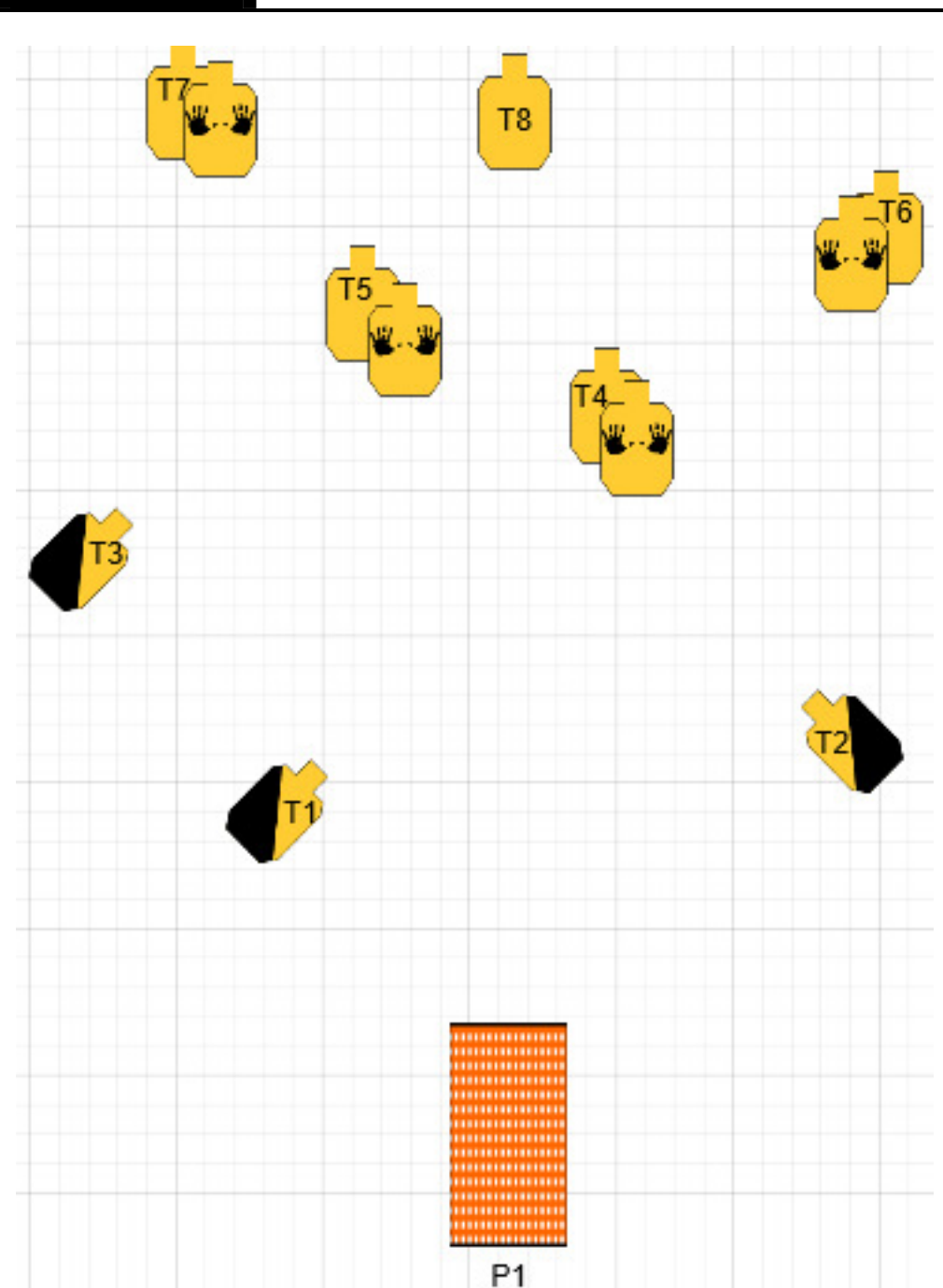


**STAGE 6****BAD GUYS GALORE****BAY 4****Scoring: Vickers****Round Count: 16****Targets: 8 IDPA, 4 Non-threat****Concealment Garment: Required****Stage Designer: Len Weld****Notes: T1-T3 Partially hidden by trees**

**Scenario:** While walking through the woods, you encounter a group of terrorists getting ready to do great harm to some innocent campers. Some campers are being used as human shields. You decide to pick them off and save the campers.

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

**Procedure:** Engage T1 –T8 with tat least 2 rounds each.

**Rifle Stage - Engage T1 –T8 with tat least 3 rounds each including at least 1 head shot.**

