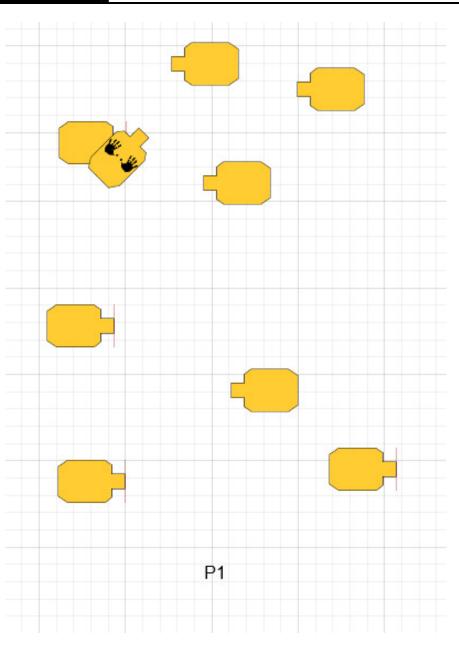
STAGE 6 COYOTES BAY 4



Scoring: Vickers

Round Count: 16

Targets: 8 IDPA, 1 NS

Concealment Garment: Not Required

Stage Designer: Allen Davis

Notes:

Scenario: While camping with your family in a local state forest you are set upon by a pack of ravenous coyotes one of which picks up your small child and tries to run into the woods with him.

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

Procedure: At signal draw and engage all coyotes and the steel popper in any order (shooter's choice) with 2 rounds each. The coyotes will use the trees as cover, so will you. Assume every tree is big enough to provide suitable cover.

BUG Stage Procedure: Not Applicable

