

Cuffed but not helpless - Bay 7

RULES: IDPA Rules

Created By:

START POSITION:

Starting at P1 with handgun loaded to division capacity and placed on the table. All spare ammo carriers will also be placed flat on the table. Your hands will be cuffed and in your lap.

SCENARIO:

Click, click, click...you wake up from a deep sleep as handcuffs are put on you by some dope fiends. They have broken into your home in a search for drug money. They take you and your spouse to the kitchen to keep an eye on you while they ransack your home. One of them absentmindedly puts his gun down on the table and you go for it.

PROCEDURE:

At the signal, engage T1 – T3 which are equal threat and may be shot in any order with 3 rounds each. Then engage T4 - T6 with 3 rounds each in tactical priority. ALL SHOTS WILL BE FIRED WHILE SEATED.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 06

DISTANCE:

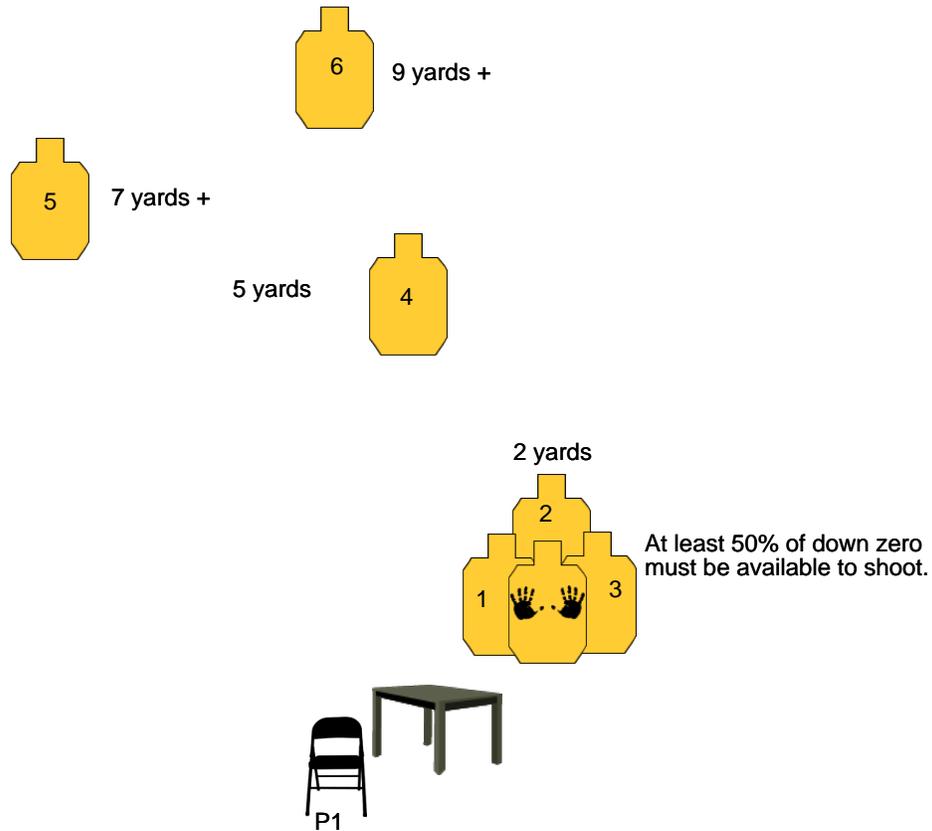
SCORED HITS: 18

PENALTIES:

CONCEALMENT: No

NOTES: T4-T6 are ea more than 2 yards apart. Near to far.

CoF set up notes:
 Don't shoot the grass.
 Don't shoot the trees.
 All shots must go into the berm.



CoF set up is guideline and may be adjusted to adhere to Ant Hill &/or IDPA rules.