

Stage 5: "...All Hell Breaks Loose"

Helldorado

START POSITION: Facing down range at Position A, hands on "X's". Handgun loaded to division capacity. Concealment Required.

SCENARIO:

You have tracked your wayward niece (non-threat) to a crack house in Oakland. You are having a conversation with her on the porch, trying to convince her to leave voluntarily, when, all of a sudden the dogs (P1-P3) start barking. Then...all hell breaks loose.

STAGE PROCEDURE

At start signal, draw and engage Targets T1, T2 and T3 from right side of barricade. From left side of barricade, engage Poppers P1-P3, slicing the pie. PP1 will trigger T4 swinger. Once swinger appears, T3 must be engaged with 2 shots before engaging remaining standing poppers.

Move to Position 2 and move forward. Trigger plate will trigger drop turner T5. Engage T5 with 2 shots. Continue forward around barricade to engage T6 and T7 to finish stage.

SCORING

- SCORING:** Vickers - 17 rounds
- TARGETS:** 6 IDPA, 3 Poppers
- SCORED HITS:** Best 2 on target. Steel must fall
- START-STOP:** Audible - Last shot
- PENALTIES:** Procedural. 3 sec
- No-shoot hit. 5 sec
- Failure to do right. 20 sec
- Failure to neutralize. 5 sec

