

Stage 11: No Carry??...Yo' Mama!!

Sunday: Helldorado

START POSITION: Standing at P1, hands relaxed at sides. Handgun loaded to division capacity. Concealment Required.

SCENARIO

You decide to take your family out for a safe family night before the new Federal CCW ban goes into effect. While heading into the restaurant, several thugs, who thought the ban already was in effect, approach you and your family. They grab your spouse and your kids scatter with thugs in pursuit.

STAGE PROCEDURE

At the start signal, draw and engage T1 with two shots. Move to P2, knocking child PP1 to the ground. Engage T2, T3, and T4 with two shots each. Move to P3, engaging PP3 while on the move, **and** knocking child PP2 to the ground. Engage T5-T7 with two shots each.

SCORING AND SAFETY NOTES

PP1 and PP2 are no-shoots. For safety, striking them with your gun hand will result in a 20 second Failure to do Right penalty.

T2, T3, and T4 may be engaged on the move **only** after PP1 is knocked down. Targets T5, T6, and T7 may be engaged on the move **only** after PP2 is knocked down. **ALL TARGETS ENGAGED FROM BEHIND COVER MUST BE ENGAGED IN TACTICAL SEQUENCE.**

SCORING

SCORING: Vickers - 15 rounds

TARGETS: 7 IDPA, 1 popper

SCORED HITS: Best 2 on target

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

Stage based on design by Joe Santini.

