



### EDCC – HANDCUFFED DEFENCE

**STAGE TYPE:** Forced Challenge

**START CONDITION:** Gun empty on table, magazine in pocket

**THREAT TARGETS:** 3

**START POSITION:** Sitting on the ground behind table, hands in cuffs, bag over head

**NON-THREAT TARGETS:** None

**CHALLENGE:** Bound hands

**SCORING:** Unlimited

**SCENARIO DESCRIPTION:** You're surprised in your home by three armed intruders who manage to subdue you and put you in handcuffs. They search you and remove your firearm, which they unload and place on the table.

They force you to the ground and place a bag over your head.

You overhear them discuss among themselves how they plan to rob you and then kill you.

Luckily, they didn't find the spare magazine in your pocket. You plan to defend yourself as soon as they turn their backs.

**COF NOTES:** The shooter must sit with their bum flat on the ground, facing down range. Legs can be in any position.

The handcuffs are connected to a cable that activates the turner (when pulled).

The cable is just long enough to allow the shooter to retrieve the firearm but will activate once their arms are raised to fire.

Since the shooter is bound to the turner and unable to move, shooting while moving is not required.

**SAFETY NOTES:** When finished, the shooter will put the gun on the table facing downrange, the RO will remove the cuffs, and then the shooter will clear the firearm and holster.