



### EDCC – INJURED DEFENCE

**STAGE TYPE:** Forced Challenge

**START CONDITION:** Default

**THREAT TARGETS:** 2

**START POSITION:** Standing at start position LEFT or RIGHT, facing downrange

**NON-THREAT TARGETS:** None

**CHALLENGE:** Strong-hand only

**SCORING:** Unlimited

**SCENARIO DESCRIPTION:** As you're walking down the street, you're approached by 2 unassuming men and the closer one asks you for the time.

Just as you're lifting your arm up to check your watch, he lashes out with a knife and cuts your hand deeply.

As you react to defend yourself his accomplice takes cover behind a pillar and draws a firearm.

**COF NOTES:** The shooter can start on either the left or the right start position to engage either the left or right front target (the opposite target can be laid flat).

The pressure plate behind the back barrels activates the swinger.

All targets must be engaged with the strong hand only, with the "injured" arm held against the body.

Reloads can be performed with the "injured" hand.

**SAFETY NOTES:** Moving backwards with gun.