

Help Dave

20 round, Comstock scored, 100 Point COF

Start - Standing in shooting area, facing down-range, handgun is loaded and holstered, shot gun is loaded on safe, in your hands, with butt of gun touching DAVE.

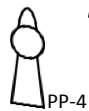
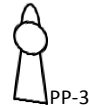
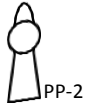
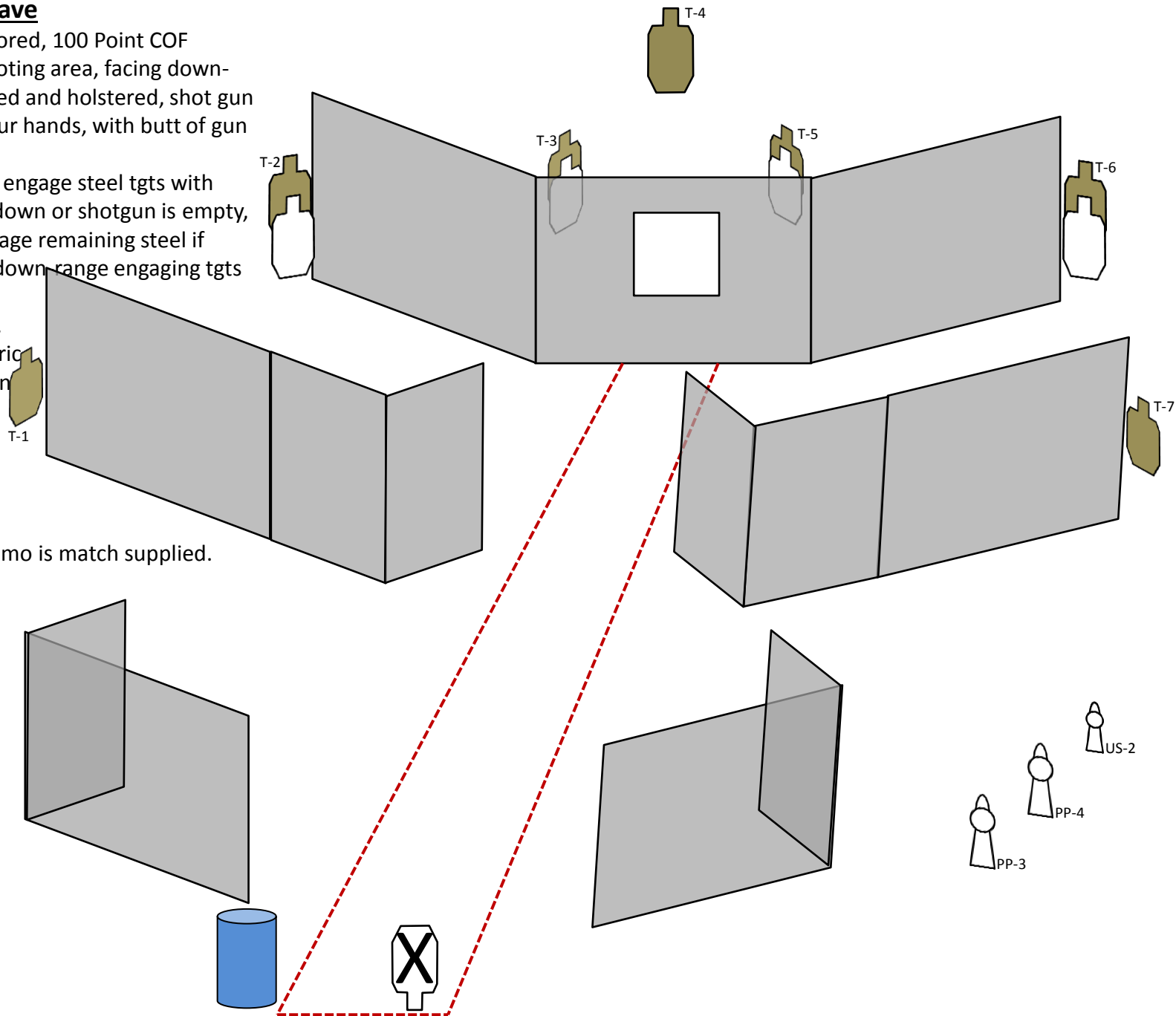
Procedure - On signal. engage steel tgts with shotgun, once steel is down or shotgun is empty, draw handgun and engage remaining steel if necessary, then move down range engaging tgts from the shooting area as they become visible.

Scoring - 2rds per metric and steel knocked down

Targets - 7 Metric, 4 Pepper Poppers, 2 US Poppers.

Start/Stop - Audible/ Last Shot.

Note; Shotgun with ammo is match supplied.



Help Dave!

Stage ?, Bay #?

Scenario!

When responding to a call at the local warehouse facility you hear agitated voices coming from inside. As you move into the warehouse to investigate you hear the discharge of a small caliber weapon and a cry for help, you come across "Security Guard Dave", secure the shotgun from Dave and ensure it is loaded. At this point the warehouse thieves come after you, engage the steel targets with the shotgun/handgun as needed. Once the steel is down or the shotgun is empty - RENDER THE SHOTGUN SAFE AND PLACE IT IN THE BARREL- Continue to move through the warehouse eliminating the "Wanna Be" thieves!

Props/Equipment Needed

Pepper Poppers – 4

US Poppers – 2

Steel Plates – 0

Drop Turner – 0

Swinger – 0

Target Stands – 6

Leaning Tgt Stands – 0

Walls – 6 - 4', 6 - 8'

Door Walls – 0

Window Walls – 1

Trees – 0

Other – **Dummy for Dave, Barrel**