

# Cellular Breakdown II

**RULES:** IDPA Rules

**COURSE DESIGNER:** Jerome Turner

**START POSITION:**

Standing arms length from T1, facing uprange with strong hand to ear (simulating a cell phone) gun loaded to division capacity, under cover

**SCENARIO:**

A Nare-do-well comes up from behind and attempts to rob you while you are makin a call. After you stop him, his crack head friends start taking hostages and require your help.

**PROCEDURE:**

From start, turn draw and fire on T1 while retreating to P1. From both ends of the wall cover, engage T2 through T6. Three hits per target except for T5 which requires only one

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 06

**DISTANCE:** 2 to 7 yards

**SCORED HITS:** Best 3 on paper except T5 head which requires only 1

**PENALTIES:** Std.

**CONCEALMENT:** Yes

**NOTES:** T-5 head shot, one hit only

Bay 9  
Stage 2

