



Little River Sportsman's Association IDPA

## Stage 4 - Gone Wick Too

Stage Designer: Christopher "CD" Dyer



**Scenario:** You're sitting at the old Russian bar when it is suddenly overrun with mobsters.

**Procedure:** At the signal, engage visible targets while seated with at least 2 rounds. Engage all remaining threats in tactical priority with at least 2 rounds each from cover.

**Muzzle Safe Points:** Floating 180 degree rule

**Scoring:** Unlimited

**Scored Hits:** 18

**Start Position:** Seated at P1, IDPA weapon loaded to division capacity, holstered, and concealed.

**Stop On:** Last Shot

**SO Notes:** Bay 3A Targets: 9 IDPA,

