



# Little River Sportsman's Association IDPA

## Stage 4 - Shoot-Move-Shoot

Stage Designer: Lee



**Scenario:** Bad guys get mixed up with the innocents. Take out the bad guys from behind the barrels with at least 2 rounds each.

**Procedure:** At the signal, Draw and engage threats in tactical priority. Move or don't move. Shots do not need to be taken while moving. The 2 farthest targets are the only equal threat targets. **Cover is implied anywhere behind the barrels.**

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

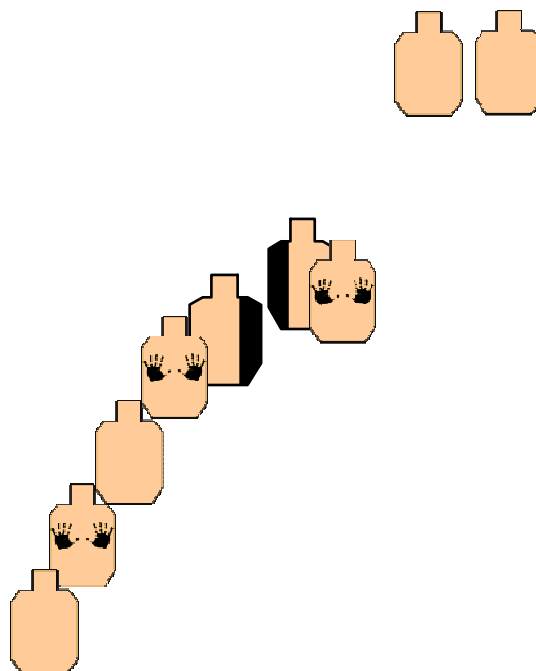
**Scoring:** Unlimited

**Scored Hits:** 12

**Start Position:** Standing at P1 (behind leftmost barrel), IDPA weapon loaded to division capacity, holstered, and concealed.

**Stop On:** Last Shot

**SO Notes:** Bay 3A Targets: 6 IDPA, 3 Non-threats



P1