Elliot Ness-Treasury Man

RULES: IDPA Rules Created By: LarsLiden

START POSITION:

At P1 gun loaded to no more than 8 rounds (* revolver shooters to 6)., holstered. Weak hand holding baby carriage

SCENARIO:

You are Elliot Ness and with George Stone are attempting to apprehend Al Capone's accountant to bring him to justice at the train station. Recognizing there is an innocent baby, you help get him out of the potential danger area when mobsters arrive. Shoot the mobsters while protecting the baby and hope George Stone comes to your aid.

PROCEDURE:

At signal, draw and engage T1 and T2 from P1 strong hand only. Move to P2 without crossing fault line engage T3-5 near to far while holding baby carriage with weak hand.

Engage each target with minimum 2 rounds each

SCORING: Unlimited ROUND COUNT: 10

TARGETS: 05
DISTANCE: Varies

SCORED HITS: Best 2 on target PENALTIES: Per rule book CONCEALMENT: Yes

NOTES:



