

Get Nitti

RULES: IDPA Rules

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START POSITION:

At P1 gun loaded to no more than 6 rounds, on ground near fallen Bailiff.

SCENARIO:

You and the bailiff just removed Frank Nitti from the courtroom when Frank shoots the bailiff and try's to escape. Don't let him or his accomplices escape.

PROCEDURE:

At signal engage T1 from P1. Move to cover of P2 and engage T2. Move to cover of P3 and engage T4. Move to stairs and engage T4

SCORING: Unlimited

ROUND COUNT: 08

TARGETS: 04

DISTANCE: Varies

SCORED HITS: Best 2 on target

PENALTIES: Per rule book

CONCEALMENT: Yes

NOTES: P4 is a small stair to replicate shooting off the roof at Nitti. T 4 is a low angled target representing Nitti on the rope outside the courthouse wall

