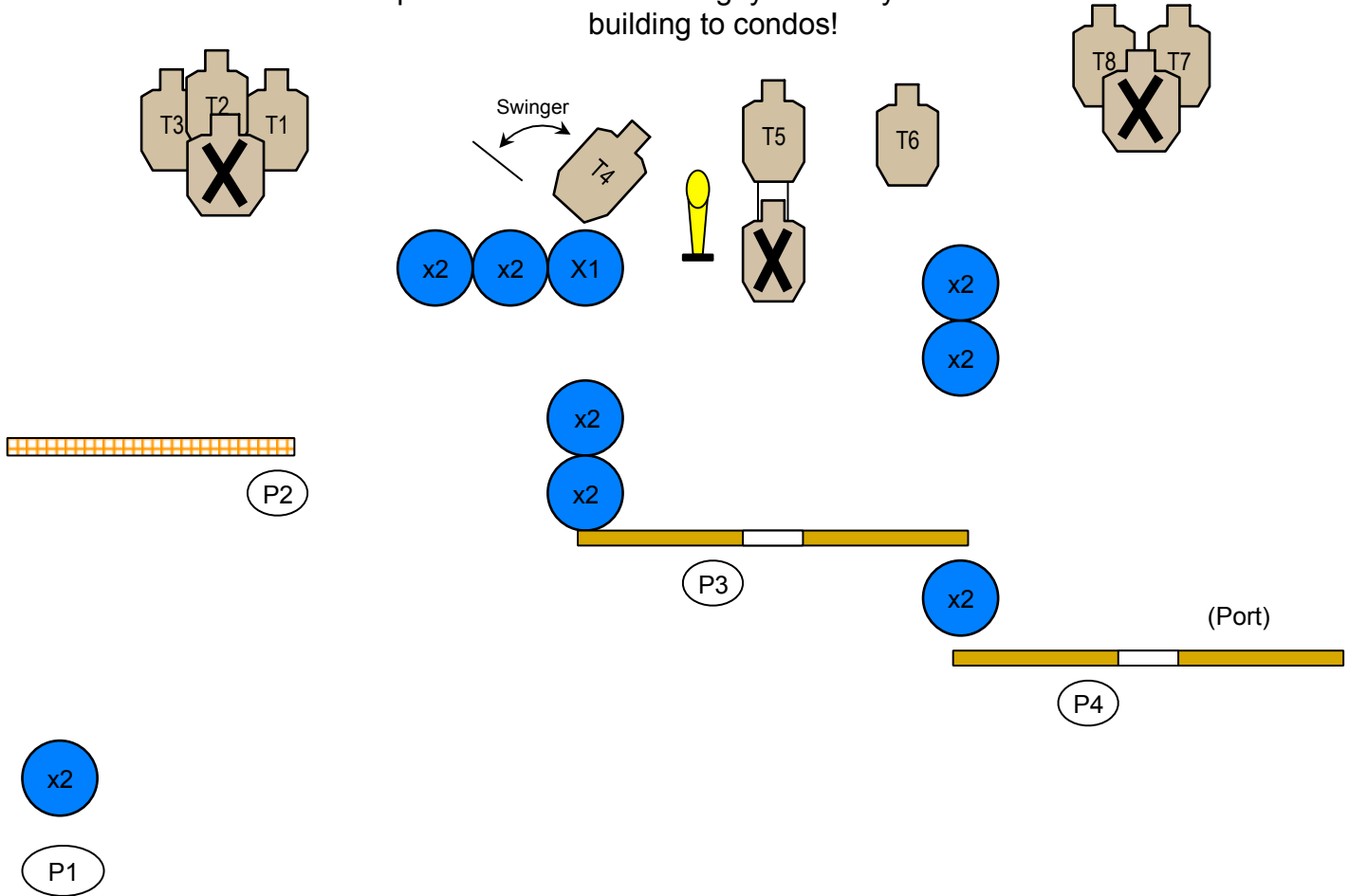


Tri-County Sportsman's League IDPA Scenario
 June 2014
 "Urban Renewal"

Stage #1
 June 28, 2014
 Bay 1

A group of thugs has taken over a local apartment complex. Clear out the bad guys before you convert the building to condos!



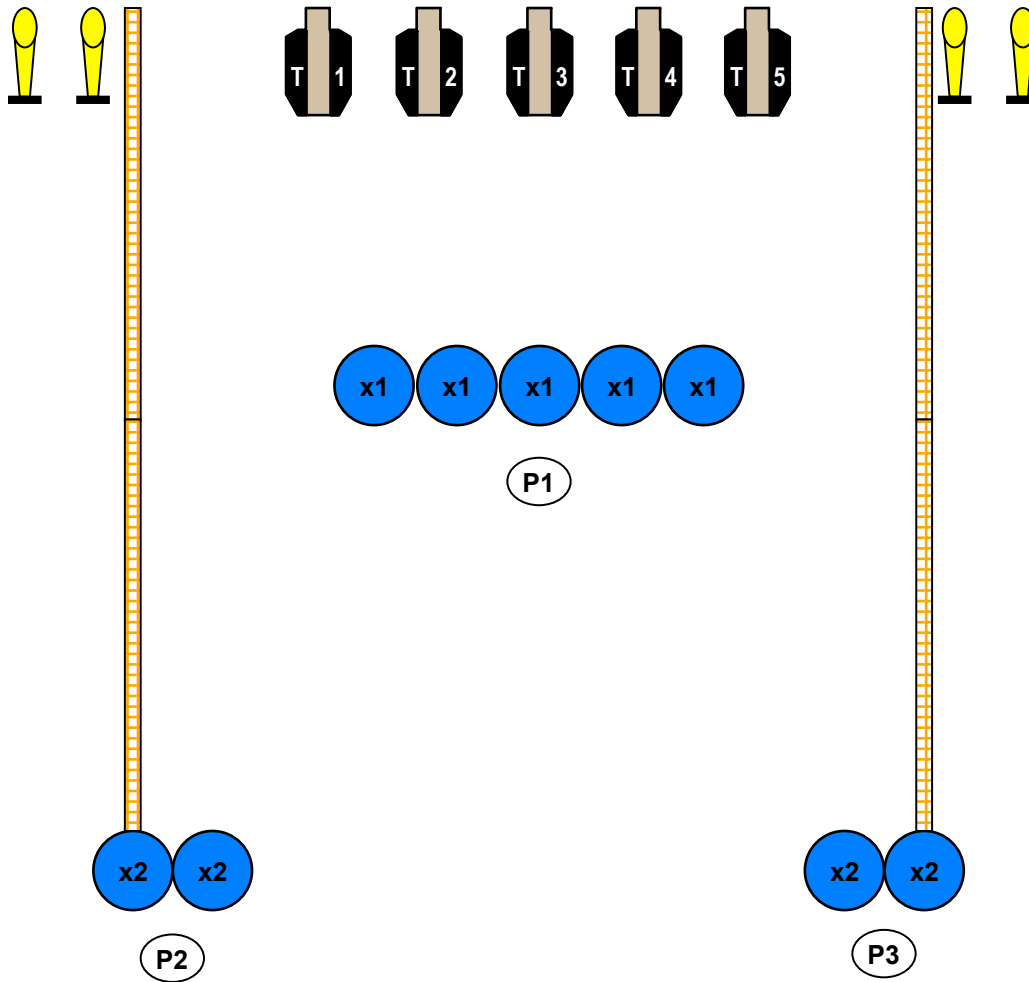
Concealment:	Required	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	17
Start:	Standing at P1, pistol holstered and loaded to division capacity.				
At Signal:	Advance to P2 Engage T1 –T3 with 2 shots each in tactical priority Advance to P3, engage T4 – T6 with 2 shots each in tactical priority. Engage PP1 until steel drops to activate T4 & T5. Advance to P4 and engage T7 – T8 with two shots each from a prone, kneeling, or seated position through the port				
**Notes:	180 degree muzzle rule is in effect				



Tri-County Sportsman's League IDPA Scenario
Counter Chaos

Standing at the counter in you local super market bad guys show up and start trouble

Stage #02
June 28, 2014
Bay 2



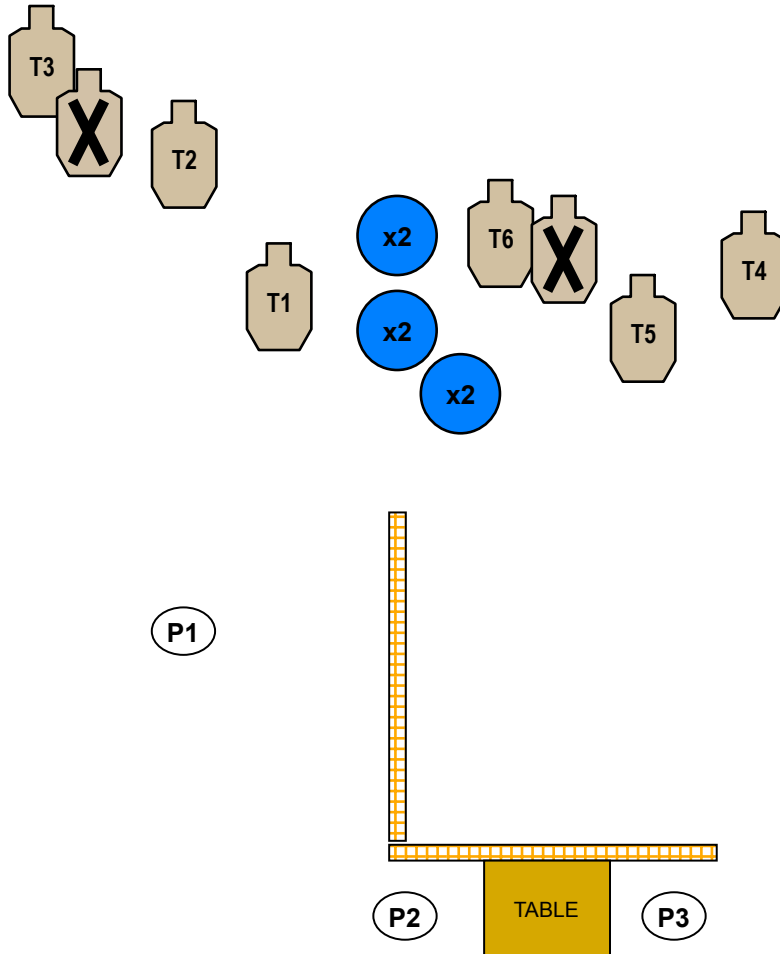
Concealment:	Required	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	14
Start:	Standing at P1 hands touching top of counter				
At Signal:	Engage T1 – T5 with 2 shots each in tactical priority while retreating to P2. At P2 engage Mini Popper 1 and 2 in tactical priority At P3 engage Mini Popper 3 and 4 in tactical priority				
**Notes:	180 degree muzzle safe point Shooter may go to P2 and P3 in any order they wish Steel must fall to score				



Tri-County Sportsman's League IDPA Scenario
The Weak (Hand)

Stage #3
 June 28, 2014
 BAY 3

Your strong hand has been injured as you engage bad guys near your office..



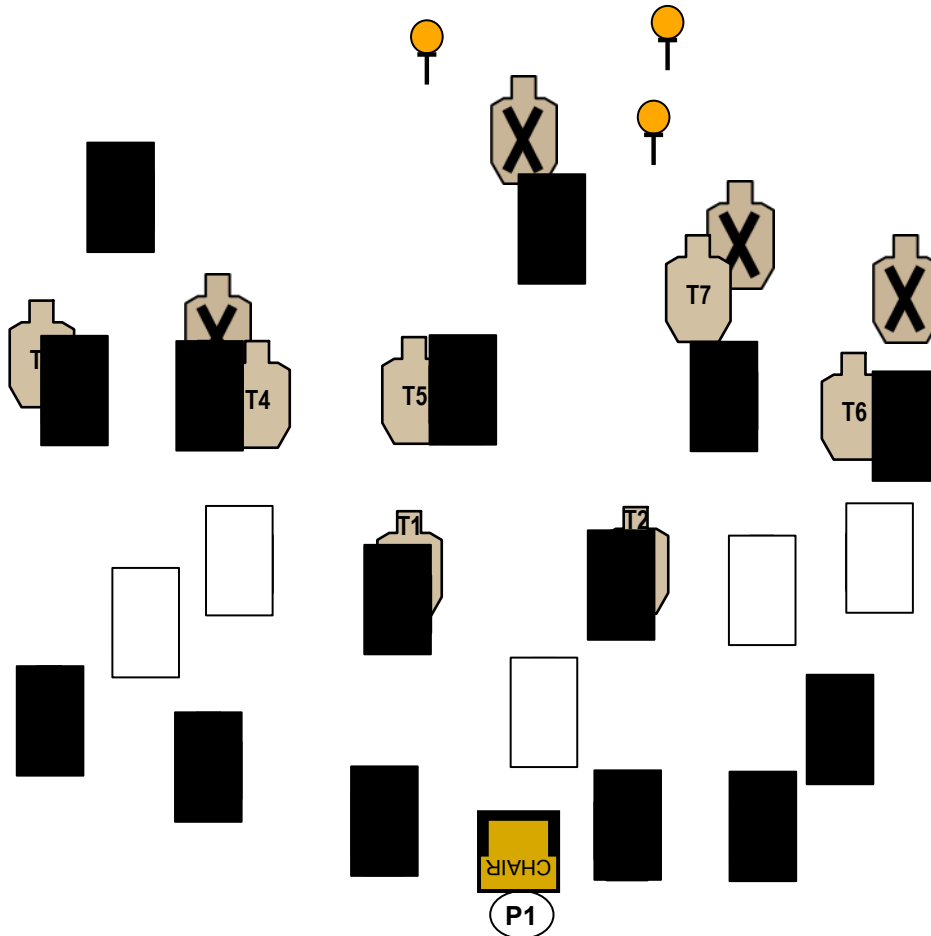
Concealment:	Not required	Pistol:	Loaded to 6 rounds.	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	12
Start:	All extra ammo is on table. Gun loaded to 6 rounds. Standing downrange at P1. Gun at low ready – pointed at base of T1. Gun is in weak hand.				
At Signal:	Engage T1 – T3 in tactical priority (near to far) with 2 rounds each <u>while retreating to cover using weak hand</u> . Engage T4 – T6 using weak hand from P3 using cover in tactical priority with 2 rounds each.				
**Notes:	180 degree muzzle safe plane rule is in effect. Strong hand may be used to support gun (like it was the weak hand in normal shooting). T1 – T3 may be re-engaged from P2 using cover. Gun may be switched to strong hand for reloads, clearing malfunctions, etc.				



Tri-County Sportsman's League IDPA Scenario
Auditorium Pandemonium

Your attending a meeting in a large crowded auditorium when active shooters attack.

Stage #4
June 28, 2014
BAY 4



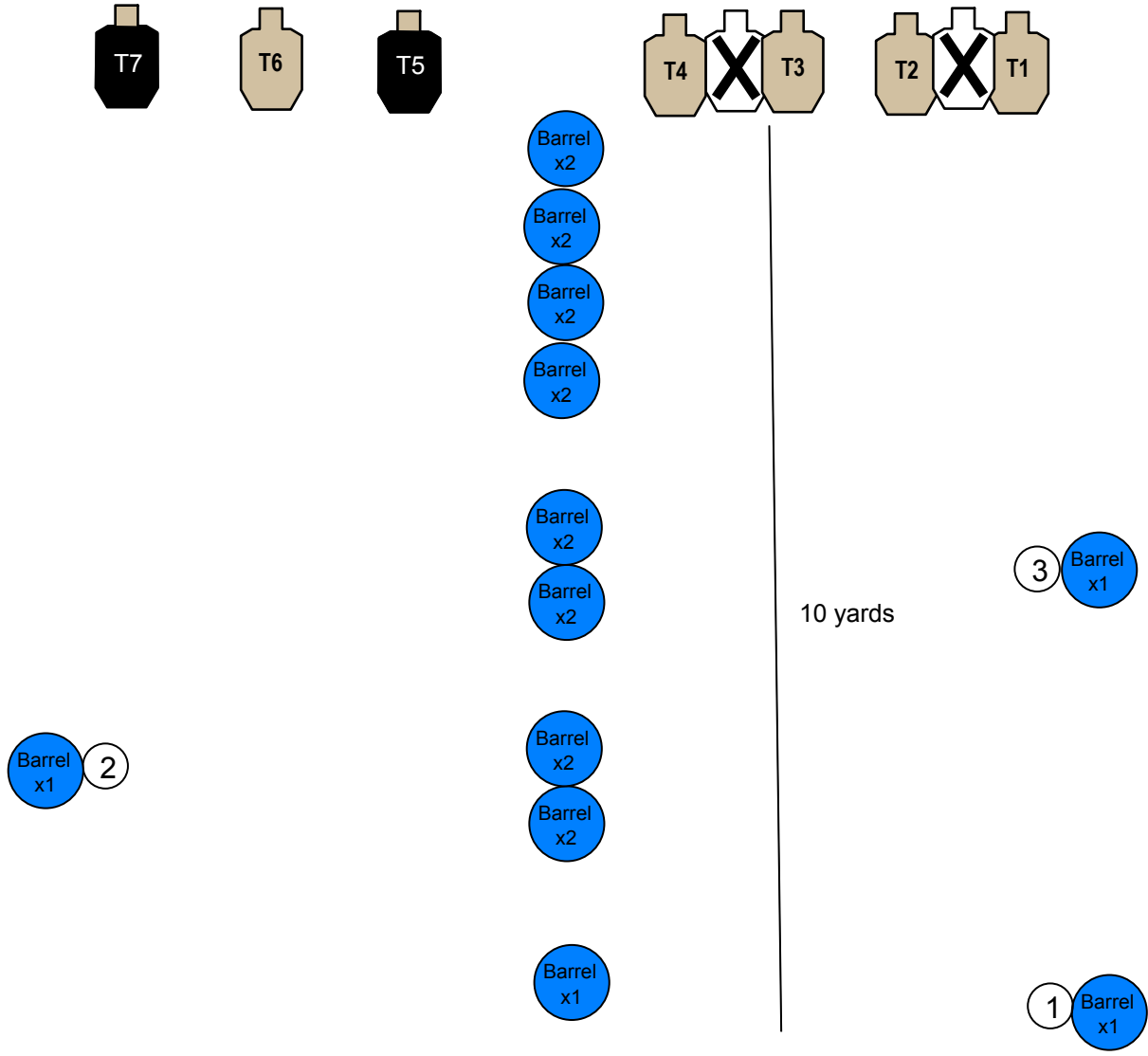
Concealment:	Yes	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	17
Start:	Fully seated in chair facing up range, back against the chair				
At Signal:	Stand and turn, then draw, drop to low cover behind chair. Engage T1 to T7, and 3 plates in tactical priority.				
**Notes:	180 degree muzzle safe plane rule is in effect.				



Tri-County Sportsman's League IDPA Scenario
Shoot on the move

You are working in a factory with two large rooms when bad guys shows up. Move quickly to neutralize the bad guys.

Stage #05
June 28, 2014
BAY 5



Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	As Needed	Min. Rounds:	17
Start:	Standing at P1 with 5 rounds loaded, extra mags on top of barrels at P2 and P3.				
At Signal:	Engaging all targets on the move while retrieving ammunition from the other two locations. All regular targets must receive 3 rounds , head shot only targets need to receive only 1 round.				
**Notes:	Only targets in the same room as the shooter can be engaged i.e. no shooting across room over barrels or through opening due to safety issues. <u>There is no cover in this stage.</u> 180 degree Muzzle Safe Plane rule in effect.				