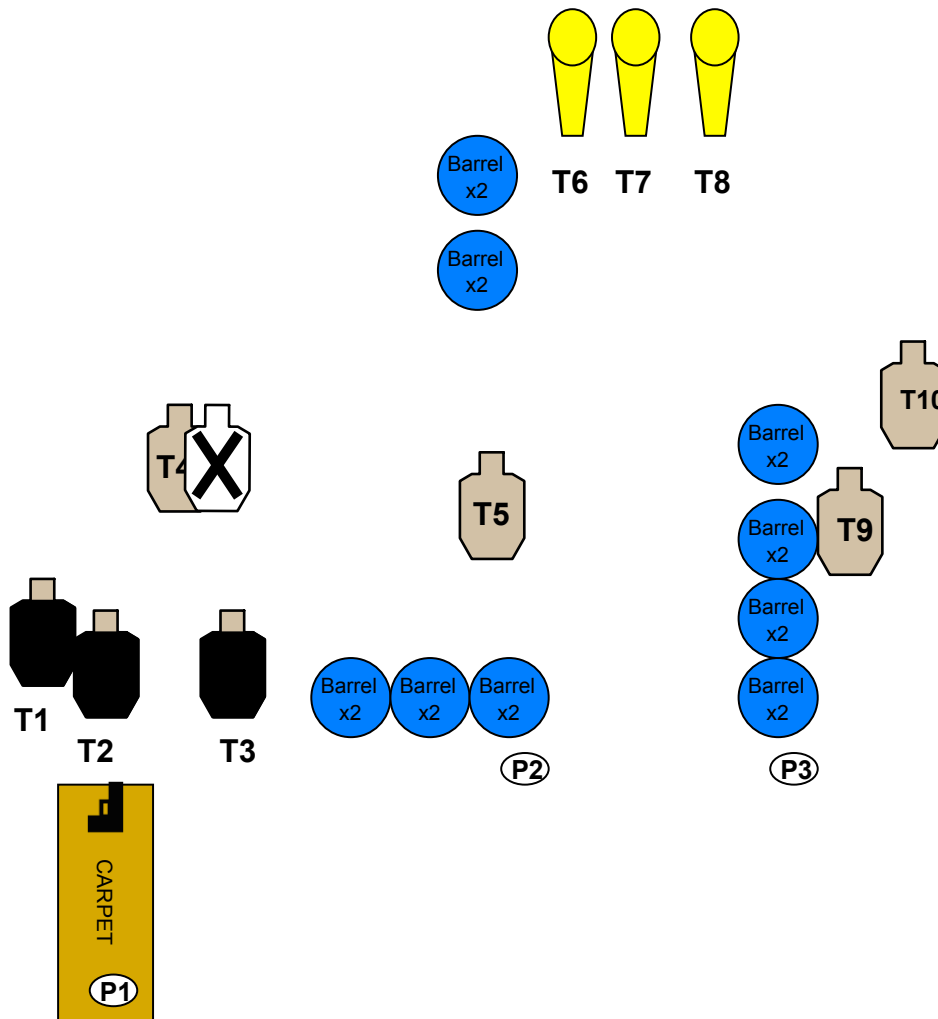




Tri-County Sportsman's League IDPA Scenario

BAY1
Stage 1

Fight in the Cabin



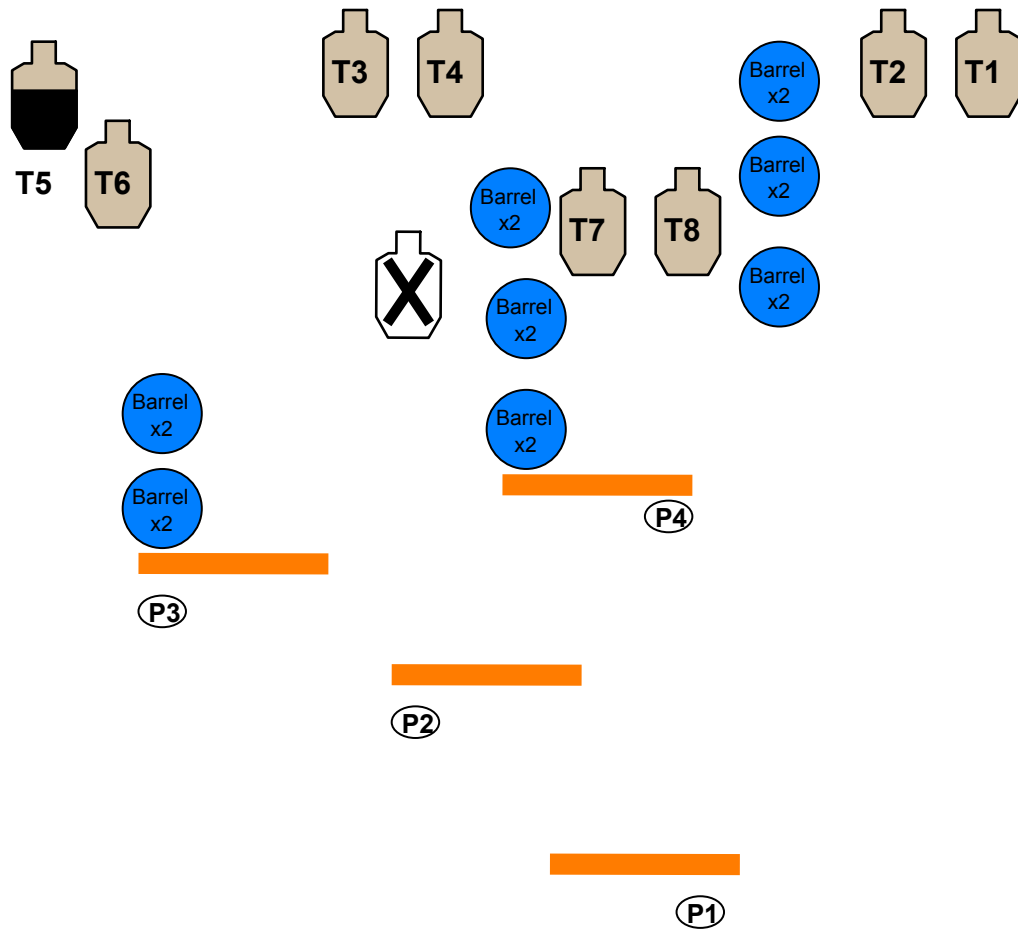
Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded and laying flat on carpet facing down range	17 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Kneeling on carpet,	
Hands at: Both hands tying shoe.	
At signal: Pick up loaded gun and engage T1-T3 with 2 shots to head in any order and THEN engage T4 with 2 shots, all WHILE KNEELING. Move to P2 and engage T5-T8 in tactical priority.	
	Move to P3 and engage T9 – T10 in tactical priority with 2 shots each.
Note: All cardboard targets get 2 shots each	



Tri-County Sportsman's League IDPA Scenario

BAY1 Stage 2

The Maze

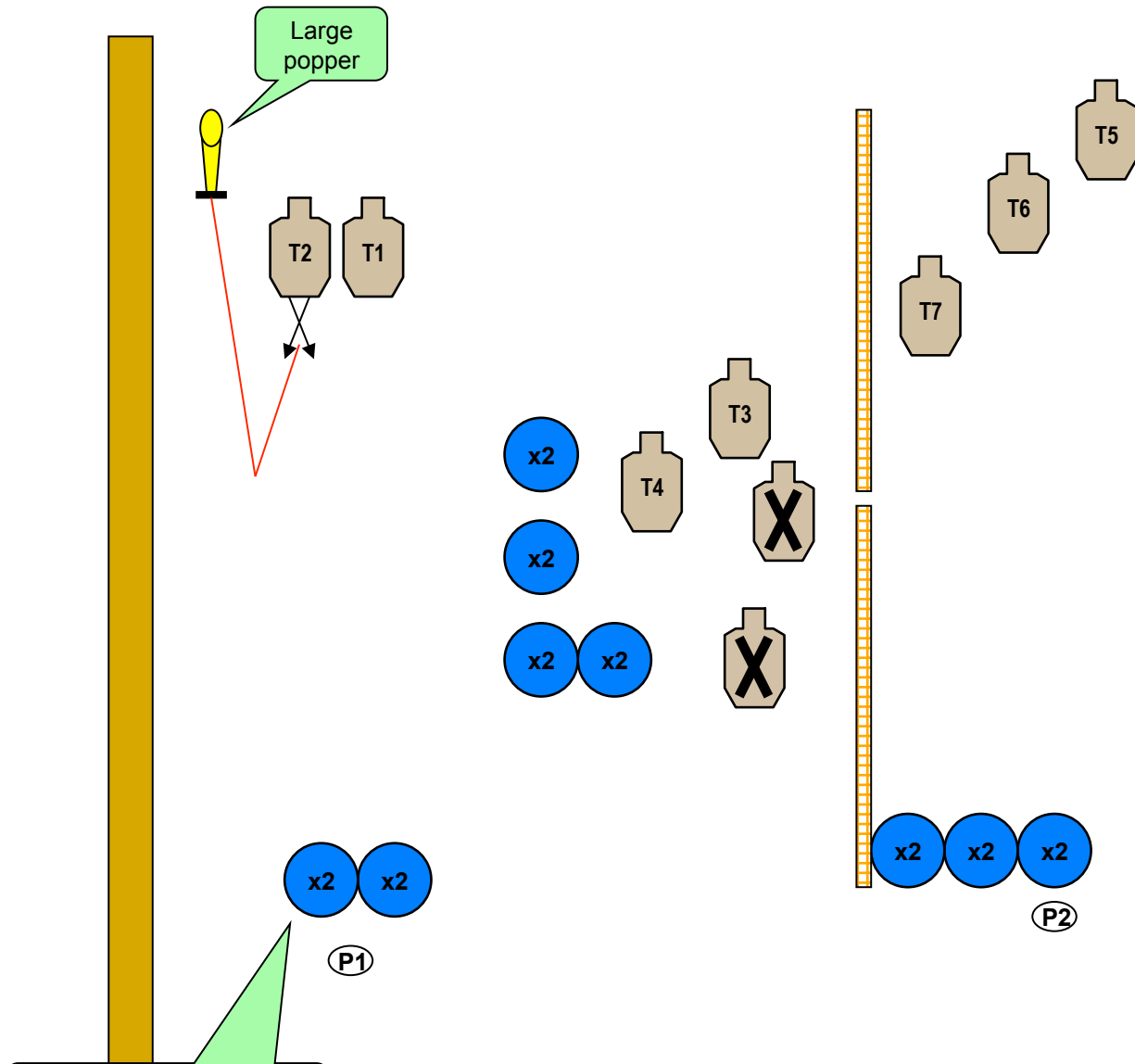


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded in holster	16 scored shots
Style: Freestyle,	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: side	
At signal: Draw and engage T1 – T2 with 2 shots each in tactical priority from P1.	
Move to P2 and engage T3 – T4 with 2 shots each in tactical priority.	
Move to P3 and engage T5 – T6 with 2 shots each in tactical priority.	
Move to P4 and engage T7 – T8 with 2 shots each in tactical priority.	



Tri-County Sportsman's League IDPA Scenario Tri-County Two Step

Bay 2
Stage 3



Engage targets from left side of barricade.

	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1				
At Signal:	Engage popper and T1-T2 with (2) rounds each, from the left side of the barricade in tactical priority. Move to P2 and engage T3-T4 with (2) rounds each while moving. From P2, engage T5-T7 with (2) rounds each.				
**Notes:	<ol style="list-style-type: none"> 1. T1 may be engaged before T2 (drop turner) presents itself. 2. All shots fired at T3-T4 must be fired while moving or the shooter will earn a procedural. 				

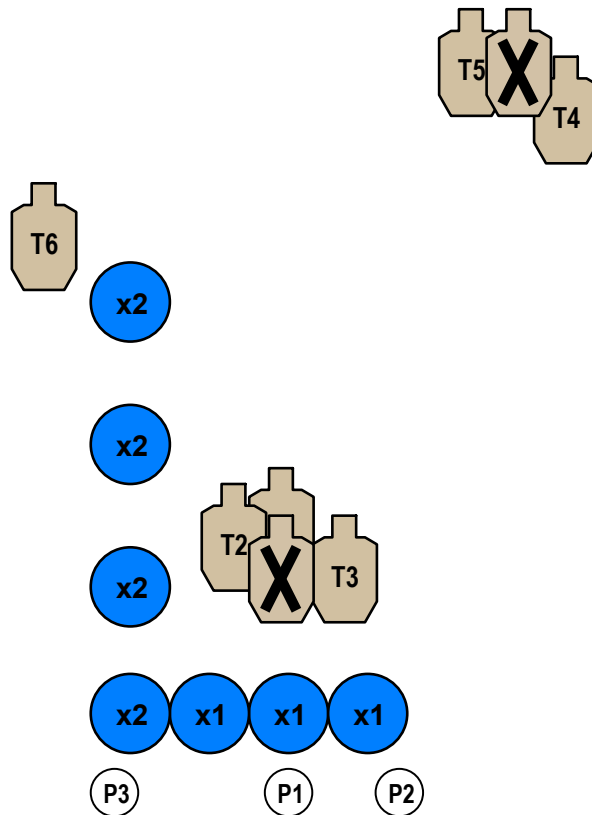


Tri-County Sportsman's League IDPA Scenario
Hose Fest

BAY 2
Stage 4

Sights? What sights?

(3) Rounds!



(3) Rounds!

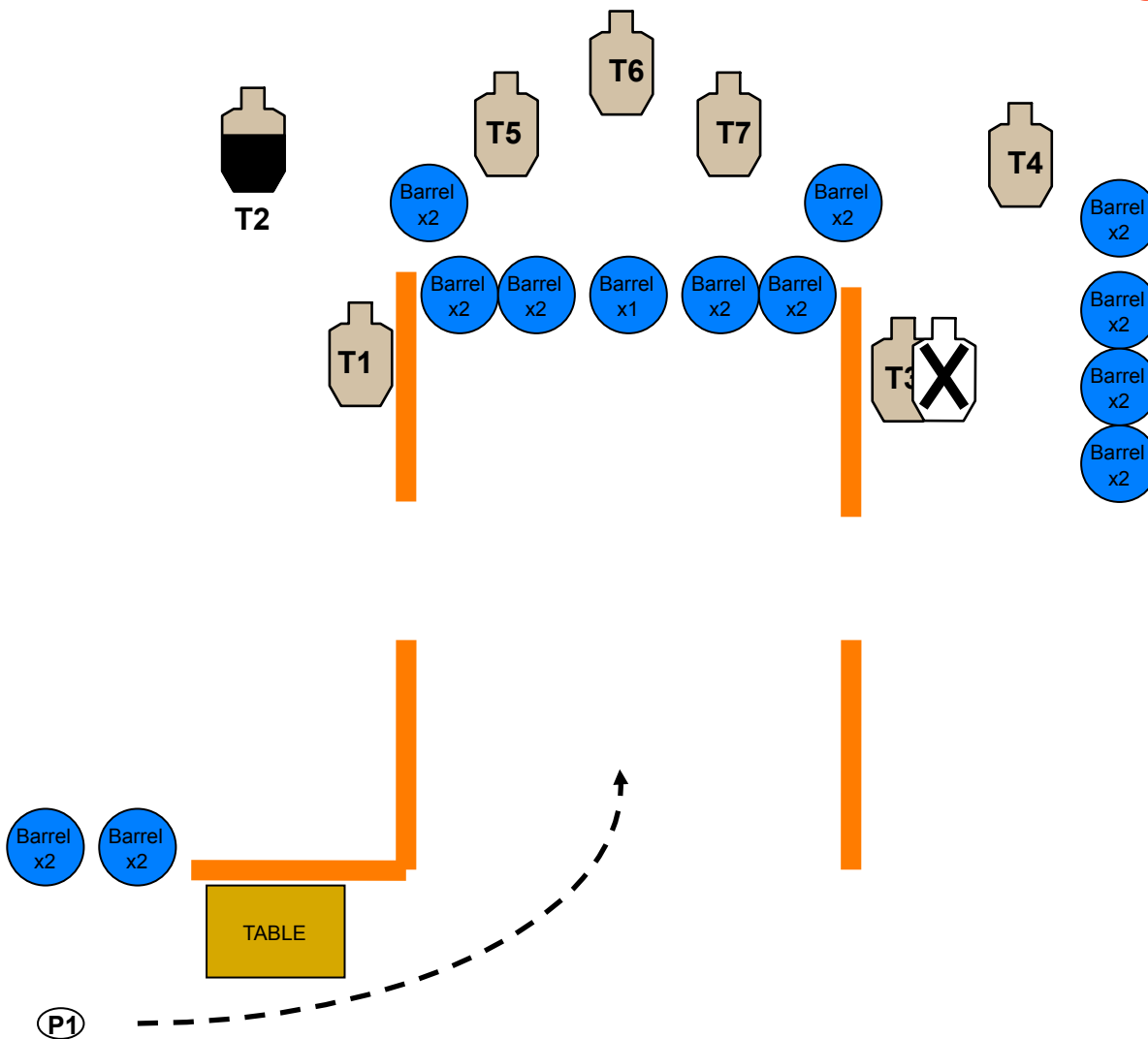
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Standing at P1				
At Signal:	Engage T1-T3 with (3) rounds each in any order. Move to P2, kneel, and engage T4-T5 with (3) rounds each. Move to P3 and engage T6 with (3) rounds.				
**Notes:	<ol style="list-style-type: none"> 1. T1-T3 must be shot while standing. 2. At least one knee must be on the ground before the shooter engages T4-T5. 3. T6 may be shot while kneeling or the shooter may stand. 				



Tri-County Sportsman's League IDPA Scenario

BAY3
Stage 5

Home Defense



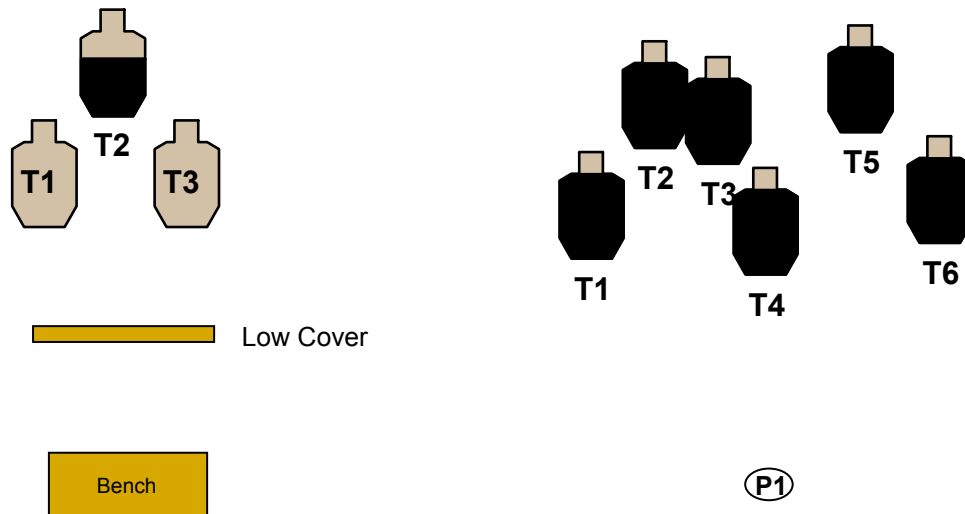
Concealment:	Not allowed	Scoring:	Vickers Count
Pistol:	Extra mags and loaded gun flat on table		14 scored shots
Style:	Freestyle,	Reload:	IDPA approved
Start Position:	Standing at P1		
Hands at:	side		
At signal:	Go to table to get gun and mags. Engage T1 – T7 in tactical priority with 2 shots each from within the central room. Use doorways as cover. The area in the central room is considered cover if you cannot see a target.		



Tri-County Sportsman's League IDPA Scenario

Out and about

BAY3
Stage 6



Concealment: Requires
Pistol: Loaded in Holster
Style: Freestyle

Scoring: Vickers Count
12 scored shots
Reload: IDPA approved

STRING 1

Start Position: Sitting on bench facing targets
Hands at: Holding newspaper with both hands.

At signal: Draw, kneel and use low cover to engage T1 – T3 in Tactical sequence with 2 shots each over top of low cover.

STRING 2

Start Position: Standing at P1
Hands at: Holding Grocery bag with both hands.

At signal: Draw, engage T1 – T6 with 1 head shot each in any order while RETREATING.