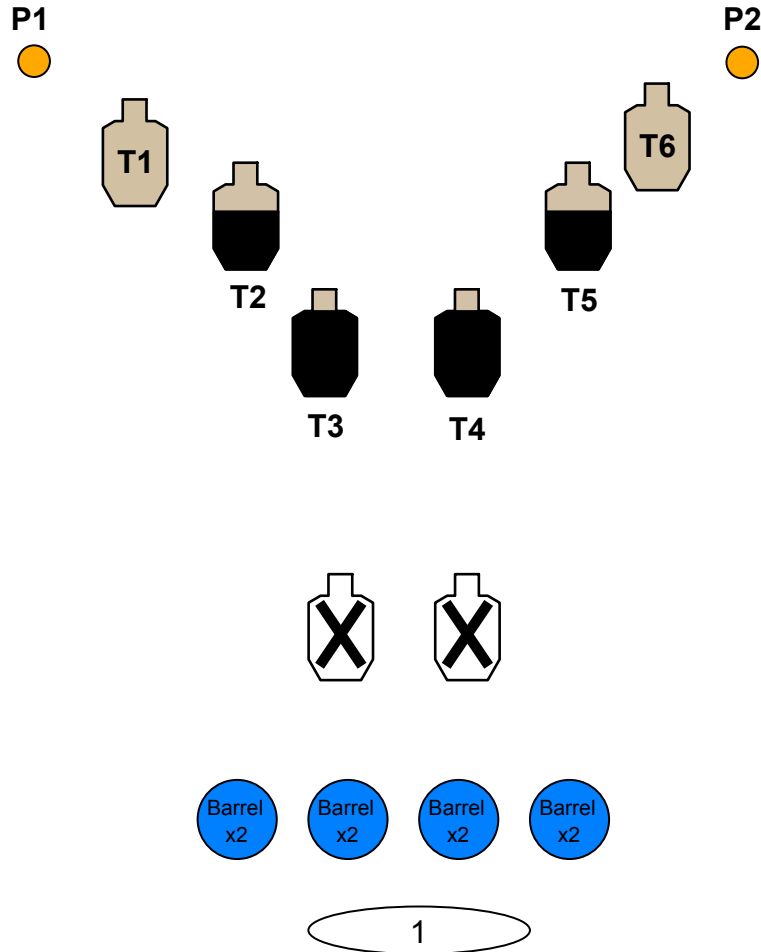




Tri-County Sportsman's League IDPA Scenario Play the Slots

BAY 1
Stage 1

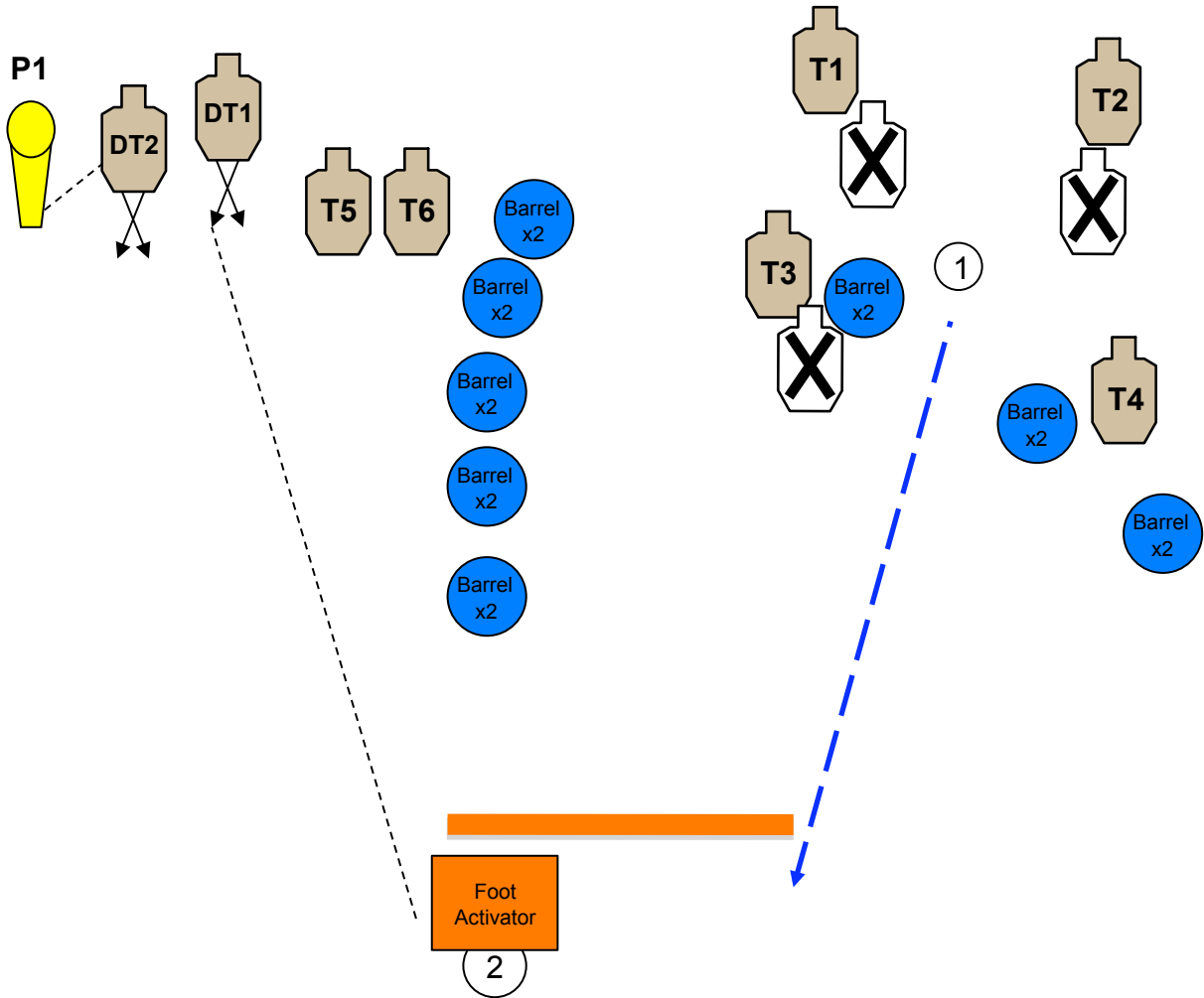


| | |
|---|-------------------------------|
| Concealment: Yes | Scoring: Vickers Count |
| Pistol: Loaded to IDPA capacity | 14 scored shots |
| Style: Freestyle | Reload: IDPA approved |
| Start Position: Standing at P1, facing up-range | |
| Hands at: Surrender position | |
| At signal: Turn, Draw, From Position 1, engage T1 – T6 and 2 plates in any order through openings BETWEEN barrels. | |
| Notes: Zone 1 is cover area. | |



Tri-County Sportsman's League IDPA Scenario Back to cover!

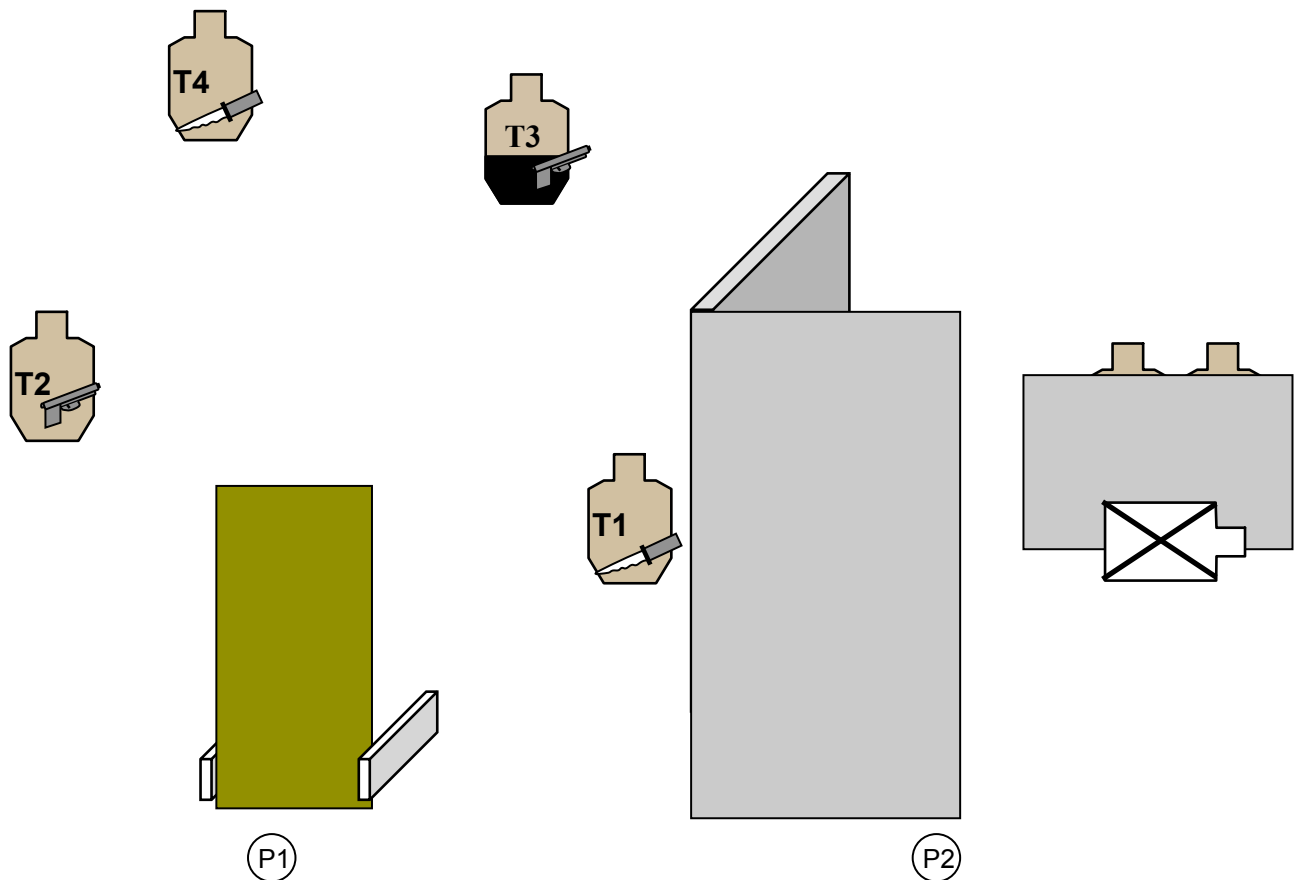
**BAY 1
Stage 2**



| | |
|---|-------------------------------|
| Concealment: Yes | Scoring: Vickers Count |
| Pistol: Loaded to IDPA capacity | 17 scored shots |
| Style: Freestyle | Reload: IDPA approved |
| Start Position: Standing at P1 | |
| Hands at: At side | |
| At signal: From Position 1, draw, engage T1 – T4 in any order – WHILE RETREATING to P2. From Position 2, engage steel popper P1, then all remaining targets in tactical priority or as they appear. Drop turner DT1 is activated by foot activator. Drop turner DT2 is activated by Popper P1. DT1 (foot activator) may be activated at any time. | |
| Notes: | |

TCSL IDPA Scenario
Linwood Barricade thing

BAY 2
Stage 3



Concealment: Required
Scoring: Vickers Count
Rounds: 16 Minimum
Reload: As required all IDPA reloads acceptable

Start Position: Standing at position 1, facing down-range.

Description: On the start signal, the shooter will 'mozambique' T1, then T2, then T3 and finally T4
from alternating sides of the Barricade.

Then move to P2 and engage the 2 mostly hidden targets with 2 rounds each – thru soft cover

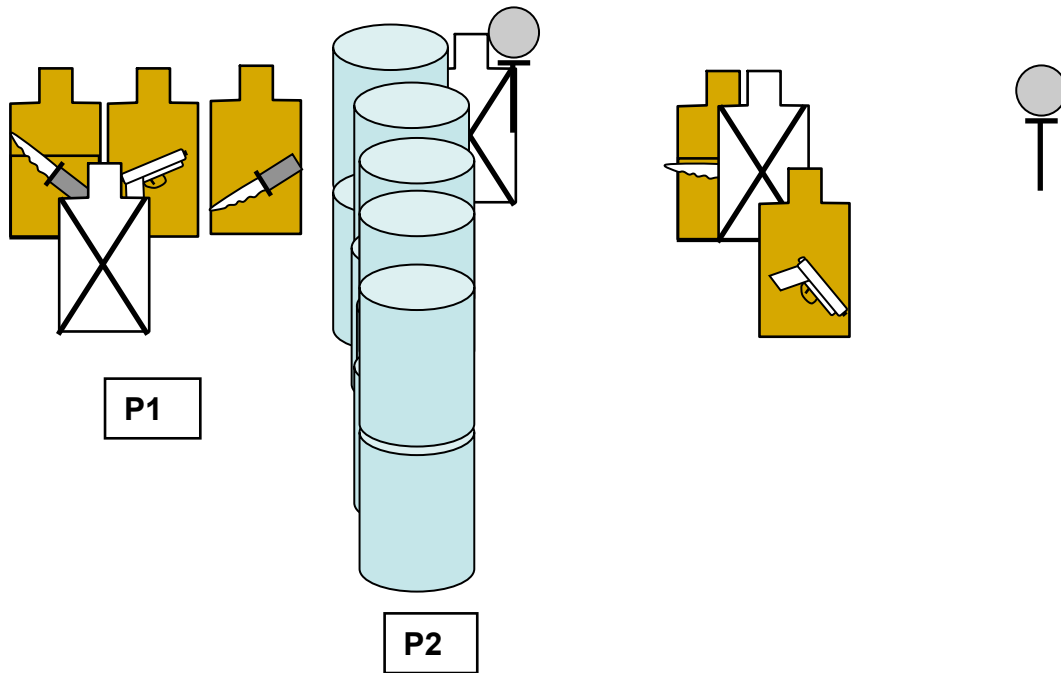
Notes: "Mozambique" is 2 shots to the body, followed by 1 to the head.

Props: 6 Targets, 1 No threats, 7 stands –14 sticks, 2 Wall sections, 1 Barricade, 1 foam wall.



TCSL IDPA Scenario Demo Test 7

BAY 2
Stage 4



Start at P1, facing up range with hands above head in surrender position.

On signal, turn downrange, draw and engage threat targets T1-3 in **tactical sequence** while retreating to cover (Position 2).

At P2 engage the steel plate, then threat targets around right side of barrels with 2 shots each using tactical priority (ie. slicing the pie) and cover.

Finally, engage the Steel plate.

12 Shots minimum – Vickers Count.
Reload as required.

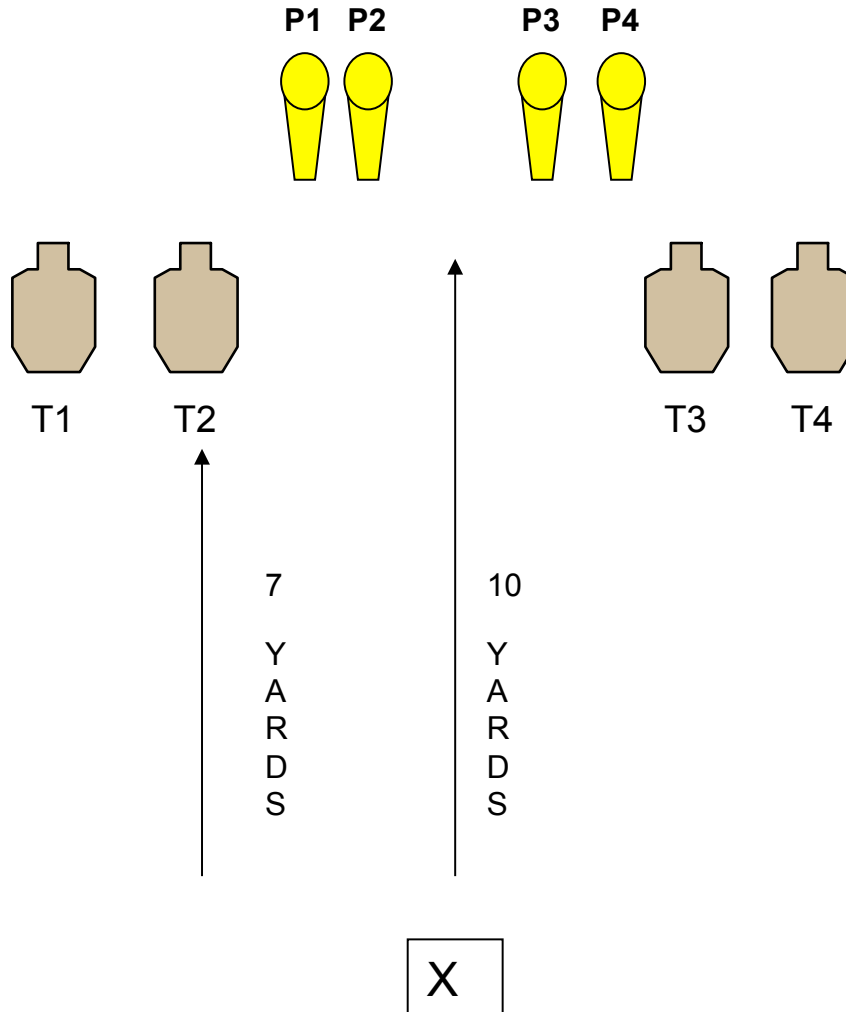
Concealment: Required



TCSL IDPA Scenario

DJ's Drill (revised)

BAY 3
Stage 5



Concealment: Yes

Pistol: IDPA Capacity at the ready

Style: weak hand only, then strong hand only

Scoring: Vickers Count

12 scored shots

Reload: When necessary

Start Position: On the X, gun in weak hand, at the low ready position

String 1 - At signal: Engage T1 & T2 (2 shots each) and knock down the 2 steels - P1 and P2 – WEAK HAND.

String 2 - At signal: draw and engage (STRONG HAND ONLY) T4 & T3 and knock down 2 steels P4 and P3.

NOTE: All targets are engaged from outside → in.

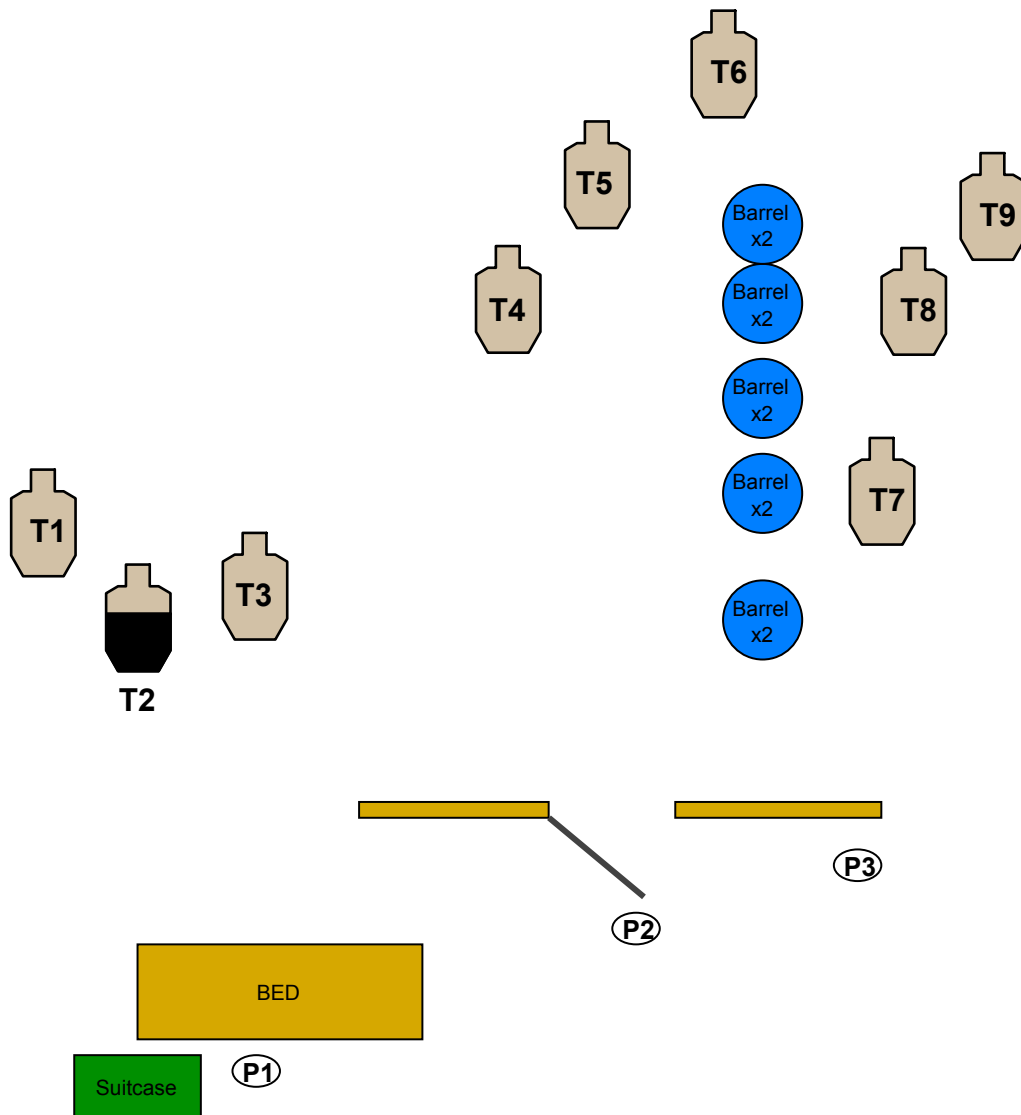
Lefthanders will run the drill in reverse order (T4 - T1)



Tri-County Sportsman's League IDPA Scenario

BAY3
Stage 6

Sleeping at home



| | | | |
|------------------------|---|-----------------|-----------------|
| Concealment: | No | Scoring: | Vickers Count |
| Pistol: | Mags and unloaded pistol locked in pistol case – inside locked suitcase | | 18 scored shots |
| Style: | Freestyle, | Reload: | IDPA approved |
| Start Position: | Lying flat on bed | | |
| Hands at: | across chest, fingers interlocked | | |
| At signal: | Go to P1, using bed as low cover, retrieve pistol and needed mags. Load gun – muzzle downrange! Engage T1-T3 any order with 2 rounds each in TACTICAL SEQUENCE – using low cover. Go to door at P2, engage T4 – T6 with 2 shots each in tactical priority – use appropriate cover. Go to P3 and engage T7 – T9 with 2 shots each in tactical priority. | | |
| Notes: | The area behind bed, walls and closed door is a cover area. | | |