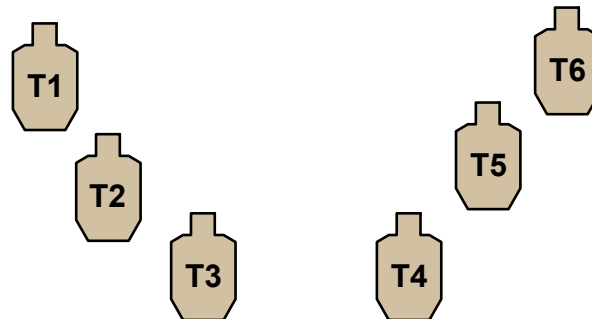




Tri-County Sportsman's League IDPA Scenario
Raw Deal

BAY 1



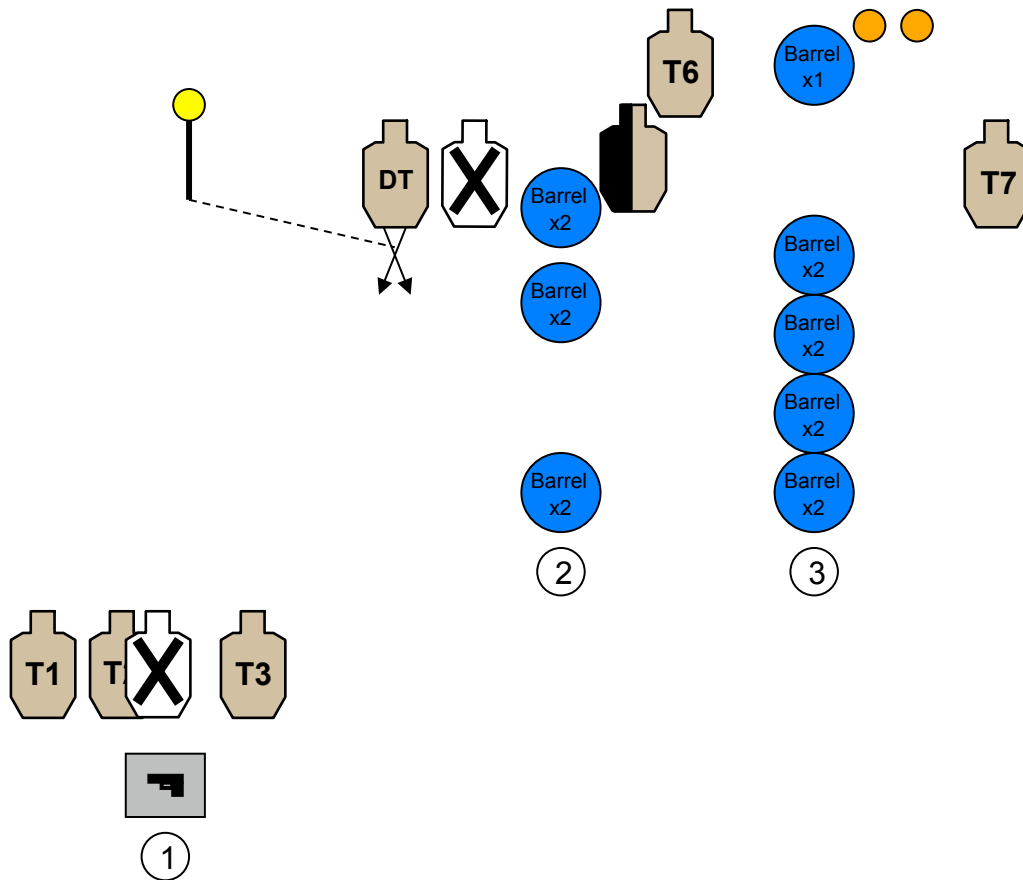
Concealment: No	Scoring: Vickers Count
Pistol: Holstered Loaded with 6 rounds.	24 scored shots (2 Strings)
Style: Freestyle	Reload: Slide-lock
Start Position: Seated on Chair	
Hands at: On knees	
String 1: Draw and engage T1-T3 with 2 shots each. Reload from slide-lock and engage T4-T6 with 2 shots each.	
String 2: Draw and engage T4-T6 with 2 shots each. Reload from slide-lock and engage T1-T3 with 2 shots each.	
Notes: Shooter must remain seated throughout course of fire. All targets are shot in TACTICAL PRORITY	



Tri-County Sportsman's League IDPA Scenario
Get up and Move!

BAY 2

While you are fleeing from a gang of thugs that just tried to mug you, you trip and fall. When you go to stand up, you realize that you just ran into their reinforcements. Get up and keep moving!

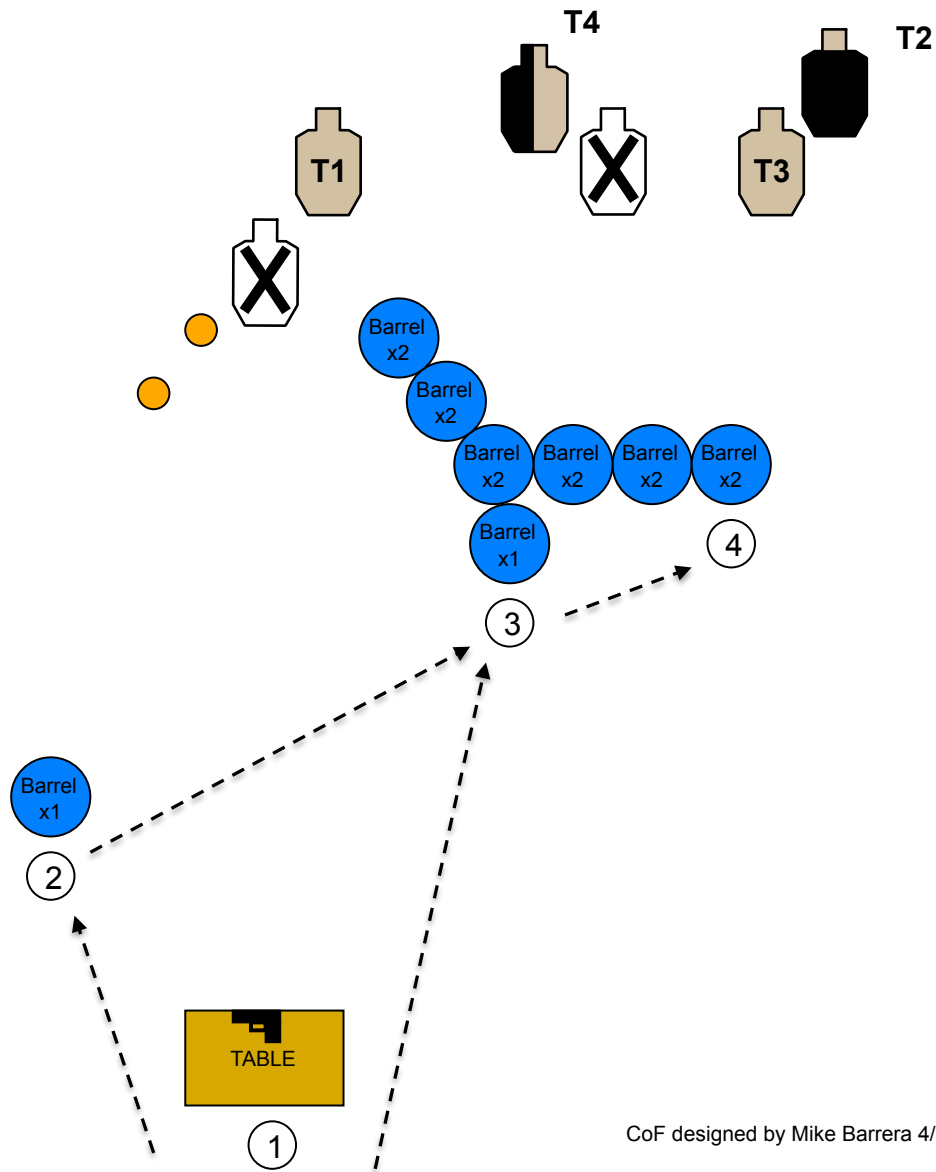


Concealment: Yes	Scoring: Vickers Count
Pistol: On the ground in front of you	17 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Kneeling at P1	
Hands at: At side	
At signal: Retrieve your gun and engage T1-T3 in priority with (2) rounds each. Engage the popper, which activates the drop-turner, and engage the drop-turner with (2) rounds, when it presents itself. Move to P2 and engage T5-T6 with (2) rounds each. Move to P3 and engage T7 with (2) rounds and the steel plates until they fall.	
Notes: After engaging T1-T3, the shooter may stand to engage the popper and drop-turner.	



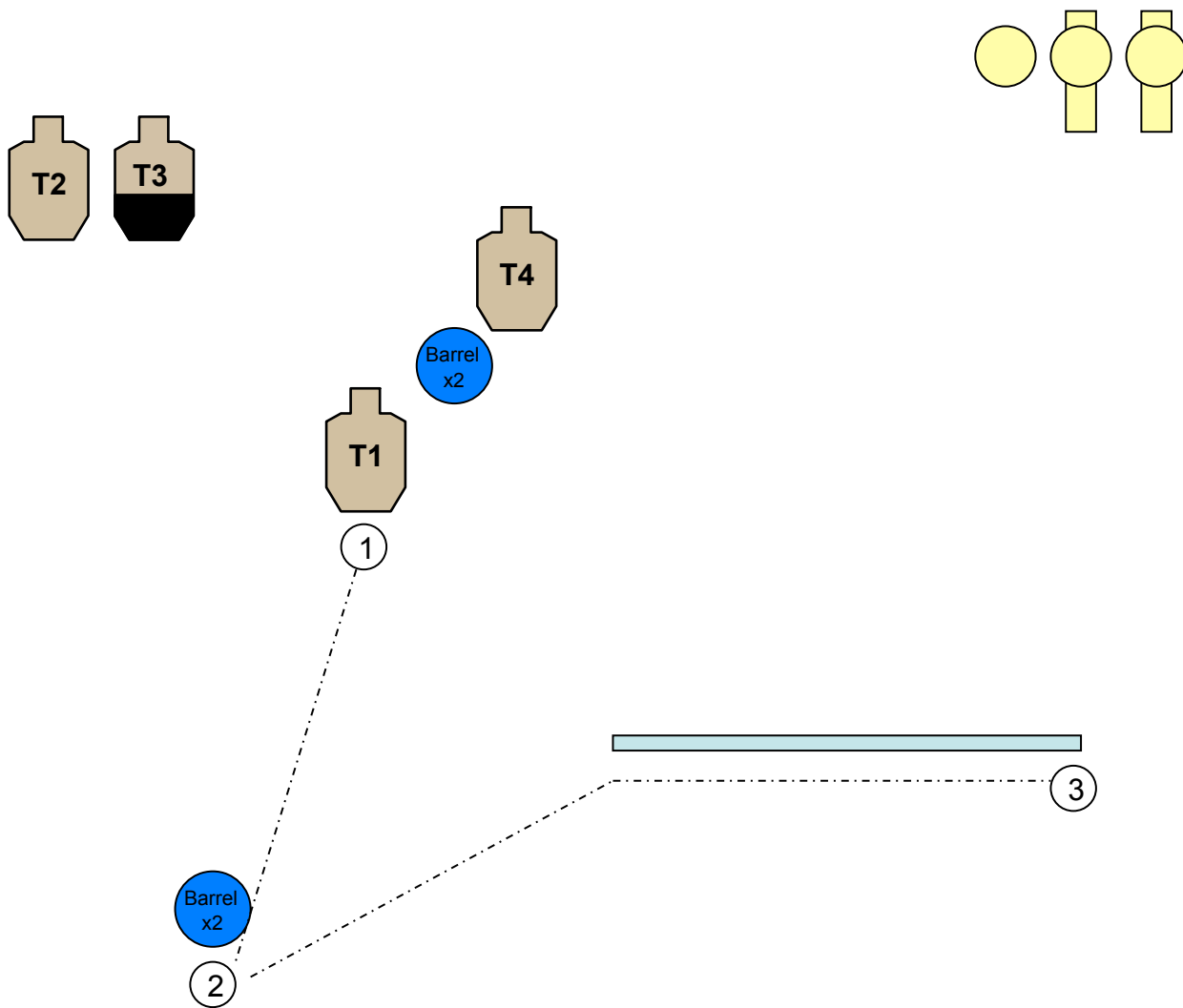
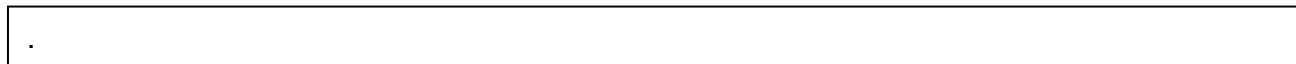
Tri-County Sportsman's League IDPA Scenario Ammo Pick Up

BAY 3



CoF designed by Mike Barrera 4/19/2010

Concealment: Yes	Scoring: Vickers Count 14 scored shots
Pistol: Unloaded on table in front of you. 1 magazine loaded to 6 rounds on table. 1 magazine loaded to division capacity on barrel at P2. 1 magazine or 2 speedloaders loaded to division capacity at P3	
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: At side	
At signal: Load gun from table and engage T1 with 3 rounds and then two steel plates. You must neutralize 2 steel plates before going to P3. If you go to slide lock, and must still neutralize plates – you must go to P2 to reload and re-engage plates. Once plates are neutralized go to P3 to pick up remaining ammo, then go to P4 and engage T2-T4 in tactical priority with 3 rounds each.	
Note: If you run out of ammo at P4 you may go to P3 or P2 to retrieve ammo. Watch muzzle as you move between positions.	



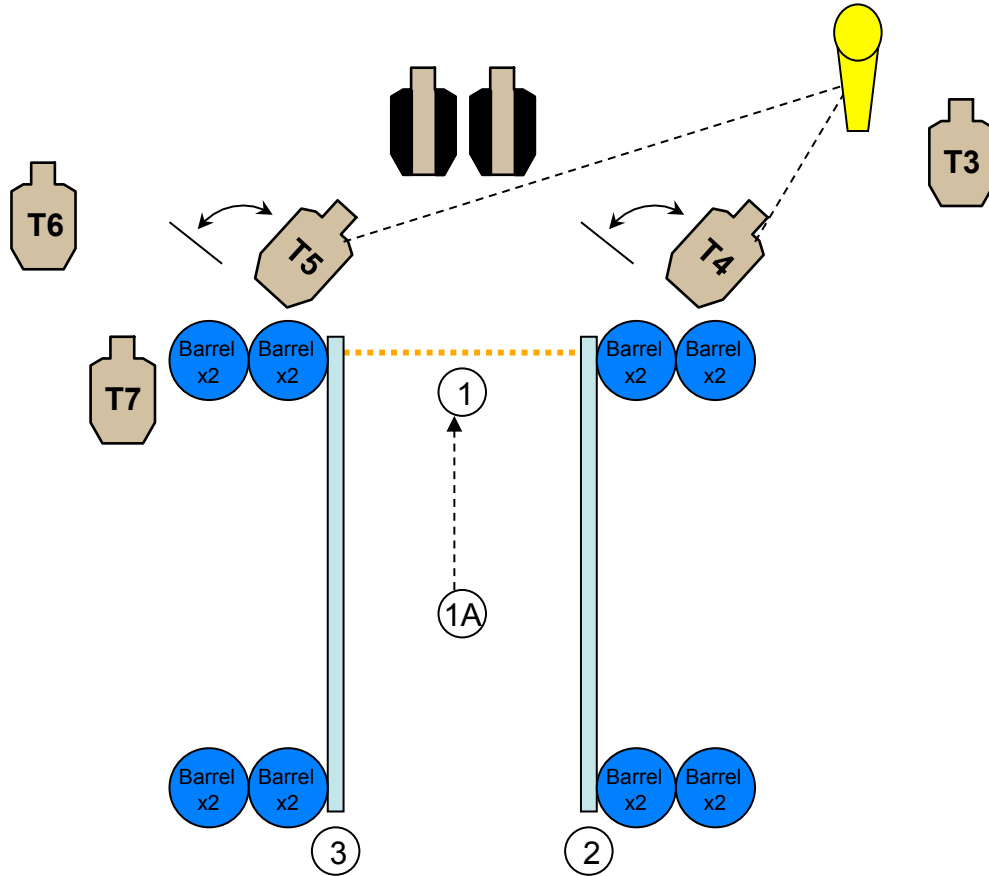
Concealment: Yes	Scoring: Vickers Count
Pistol: Holstered	18 scored shots
Style: Freestyle	Reload: As necessary
Start Position: Standing at P1	
Hands at: Surrender position	
At signal: Draw and engage T1 with (3) shots from close retention. While retreating to P2, engage T1 again with (3) head shots. At P2, engage T2-T3 with (3) shots each. Move to P3, engaging T4 with (3) shots along the way. At P3, engage the poppers / plates until they fall.	



Tri-County Sportsman's League IDPA Scenario
Wrong turn at the office!

BAY 5

You just wrapped up a late night at the office, and are on your way to Lumburg's office to discuss the TPS reports that you finished that day. You make a wrong turn into a corridor, and are greeted by armed thieves, that are stealing your company's trade secrets. The TPS reports can wait. Fight your way out of the office.

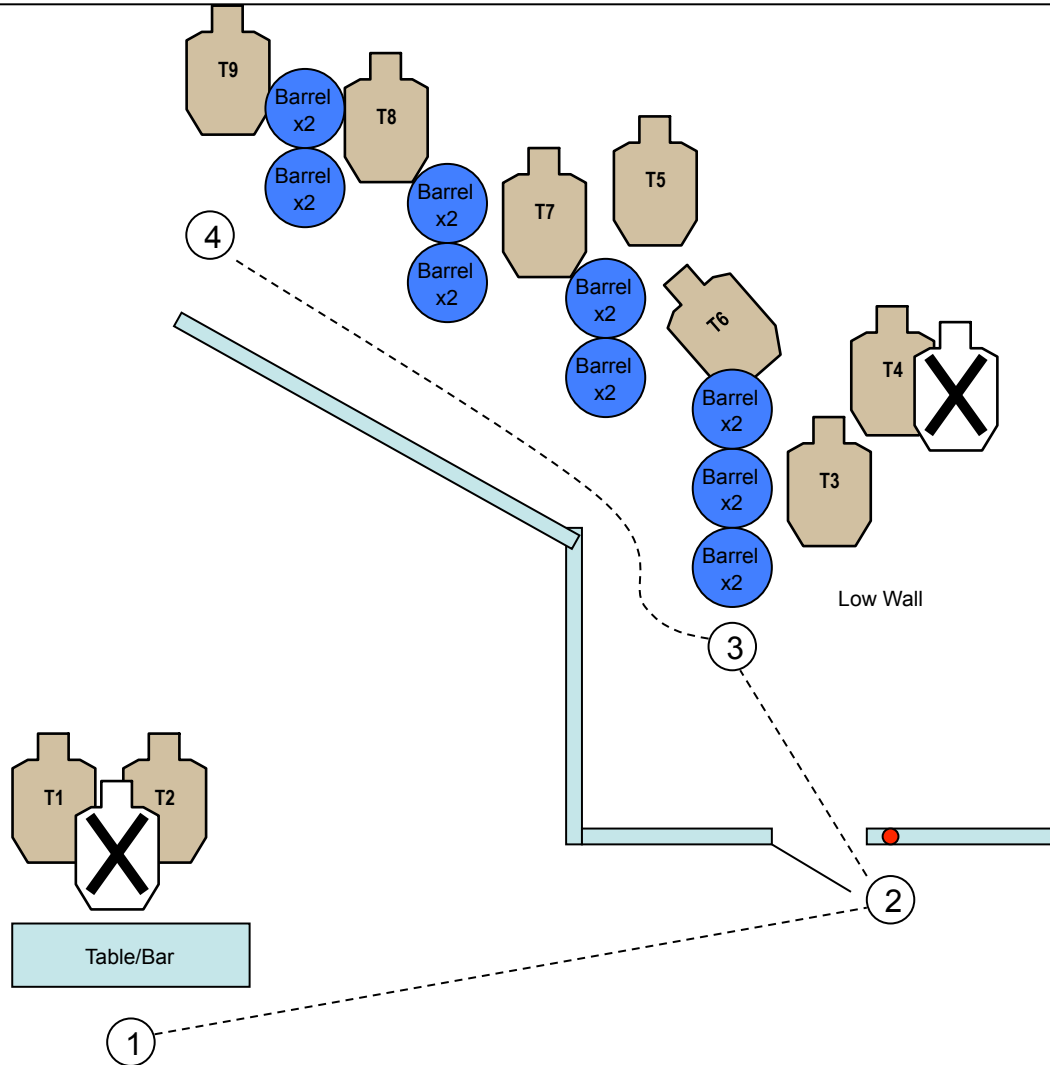


Concealment: Yes	Scoring: Vickers Count
Pistol: Holstered	15 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Walking from P1(A) towards P1	
Hands at: In your 5.11 tactical pants pockets	
At signal: Draw and engage T1-T2 with (2) rounds each in Tactical Sequence, while retreating to P2. At P2, engage T3 with (2) rounds and the steel until it falls, in Tactical Priority. The falling steel will activate swingers T4-T5. Engage T4-T5 with (2) rounds each while at P2. Move to P3 and engage T6-T7 with (2) rounds each in Tactical Priority.	
Notes: The SO will activate the timer when the shooter reaches P1.	

Tri-County Sportsman's League IDPA Scenario
Someone's in the kitchen with Dinah!

BAY 6

You are whipping up some Molotov Cocktails at the Bananabee's Grill & Bar, when a group of thugs hold up one of your patrons. Meanwhile, his buddies are attempting to steal Dinah's world famous Road Kill Rancho Burger recipe in the back of the restaurant. Go save Dinah and the recipe.



Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded and Holstered	18 scored shots
Style: Freestyle	Reload: When necessary
Start Position: Standing at P1 .	
Hands at: On table.	
At signal: Draw and engage T1-T2 in TAC SEQUENCE with (1) shot to the body & (1) shot to the head. Move to P2, open door and while using the right side of the door as cover, engage T3-T4 with (2) shots each in TAC PRIORITY. Move to P3, engage T5-T6 in TAC PRIORITY. Engage T7-T9 while moving to P4, with (2) shots each – use cover along the way!	
Notes:	When opening the door at P2, point the muzzle at the red dot, to avoid “sweeping” you hand. All reloads begin and end from behind cover.