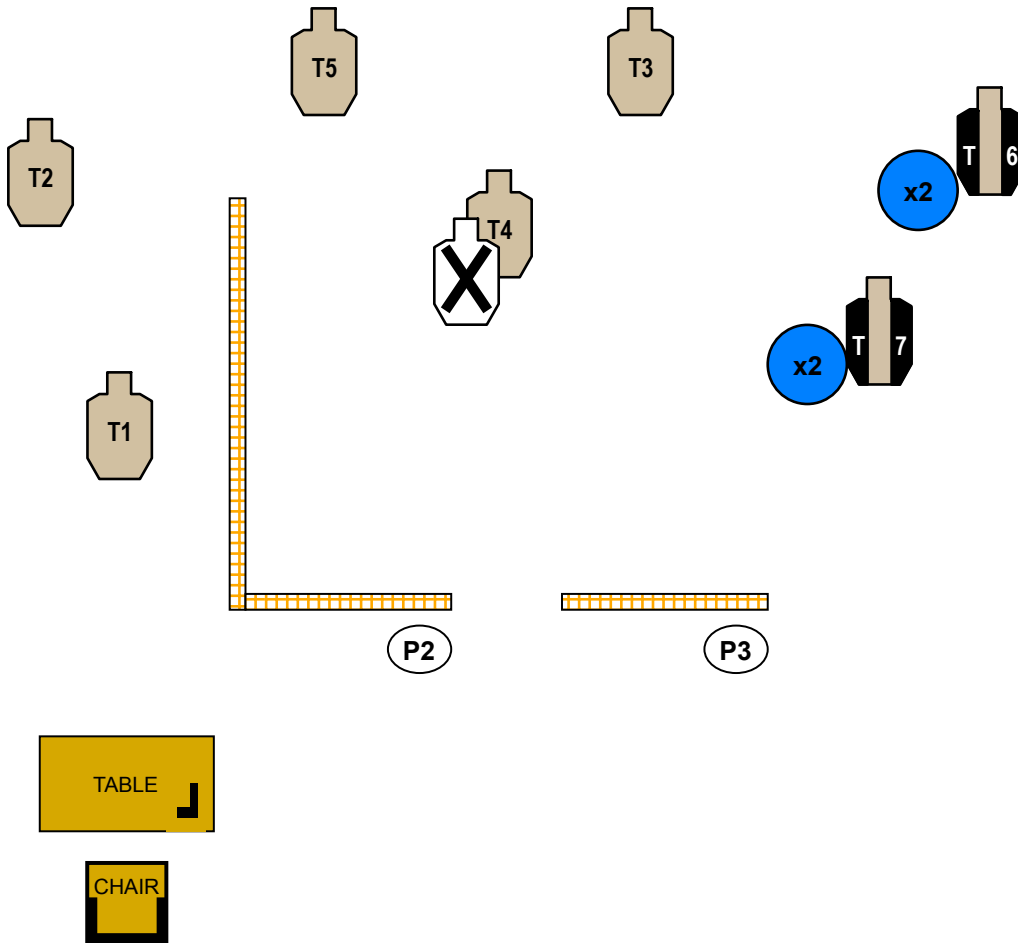




Tri-County Sportsman's League IDPA Scenario  
Get Up and Go

Stage #01  
May 26, 2012  
BAY 1

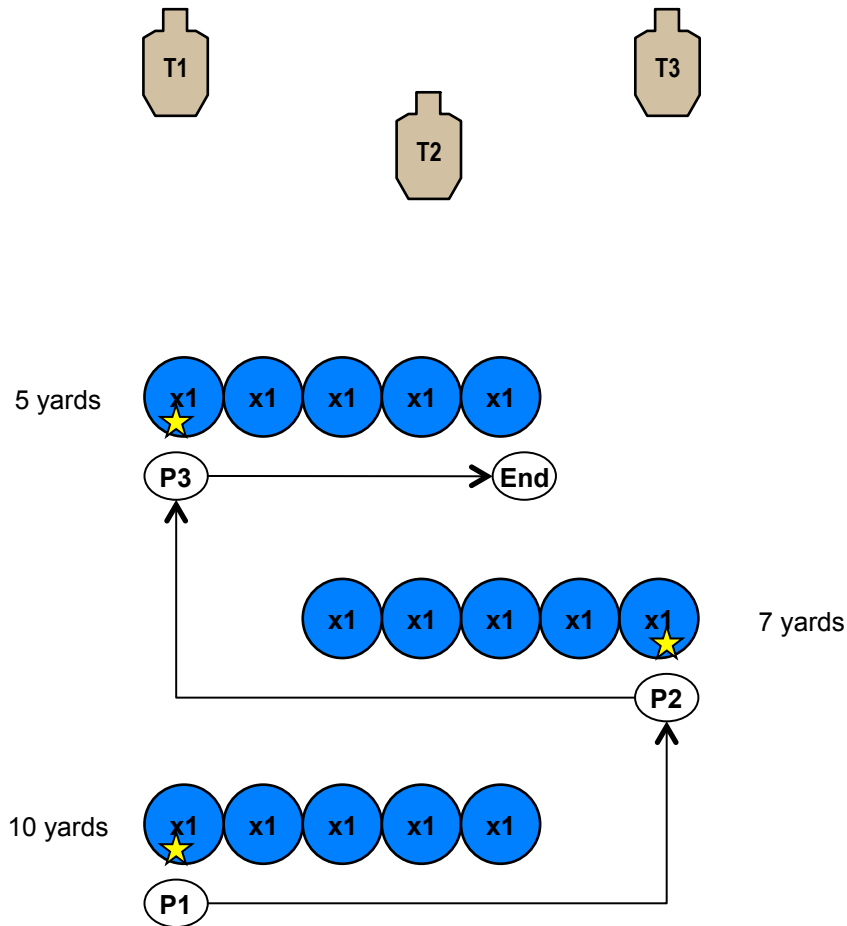


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Unloaded on table	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	14
<b>Start:</b>	Seated in chair. Gun unloaded on table. All mags start on table				
<b>At Signal:</b>	Load pistol and engage T1 – T2 with 2 shots each in tactical priority while seated. Engage T3-T7 with 2 shots each in tactical priority				
<b>**Notes:</b>	Behind the table is a concealment zone only and not cover. Cover areas are behind the walls where you cannot see any targets. T1-T2 may be re-engaged from P2 area if needed due to malfunctions etc from the table.				



Tri-County Sportsman's League IDPA Scenario  
Side to Side

Stage #02  
May 26, 2012  
BAY 1

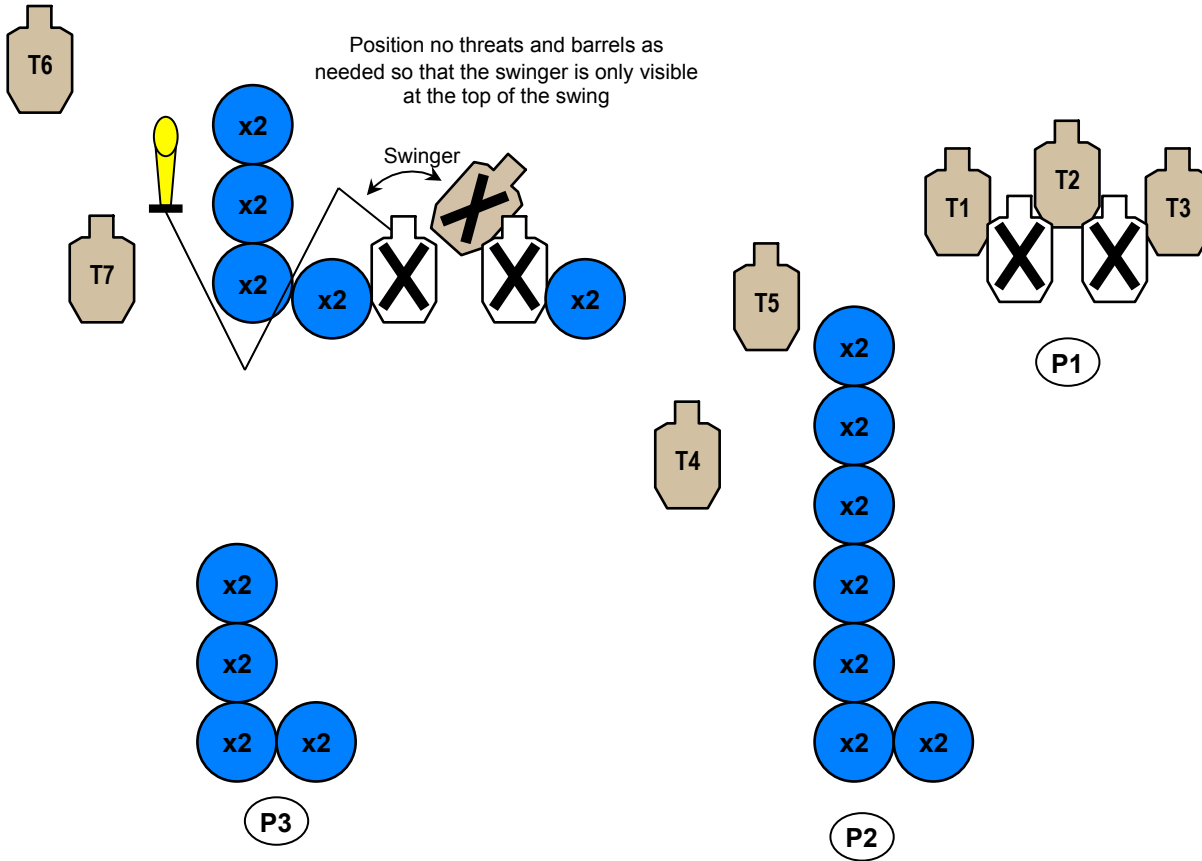


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded on Barrel	<b>Scoring:</b>	Limited Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	SEE BELOW	<b>Min. Rounds:</b>	18
<b>Start:</b>	All mags loaded to <b>6 ROUNDS ONLY</b> Pistol starts loaded to 6 rounds on the barrel at P1 Extra mags are positioned on the barrels at P2 and P3				
<b>At Signal:</b>	Engage T1-T3 with 2 shots each while moving to P2 Reload from slide lock at P2 and engage T1-T3 with 2 shots each while moving to P3 Reload from slide lock at P3 and engage T1-T3 while moving across				
<b>**Notes:</b>	Shots must be taken behind the barrels while moving Reloads can be performed while moving or standing Targets can be engaged in any order just so long as its while moving				



Tri-County Sportsman's League IDPA Scenario  
C'mon Back

Stage #03  
May 26, 2012  
BAY 2

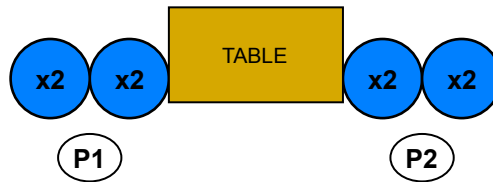
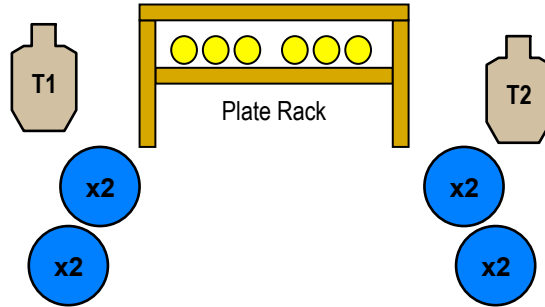


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	17
<b>Start:</b>	Standing at P1, hands at side				
<b>At Signal:</b>	Engage T1 – T3 with 2 shots each in tactical sequence while retreating From P2 Engage T4 – T5 with 2 shots each tactical priority From P3 Engage T6 – T7 with 2 shots each and PP1 in tactical priority From P3 Engage swinger with 2 shots				
<b>**Notes:</b>					



Tri-County Sportsman's League IDPA Scenario  
Hit the Rack

Stage #04  
May 26, 2012  
BAY 2

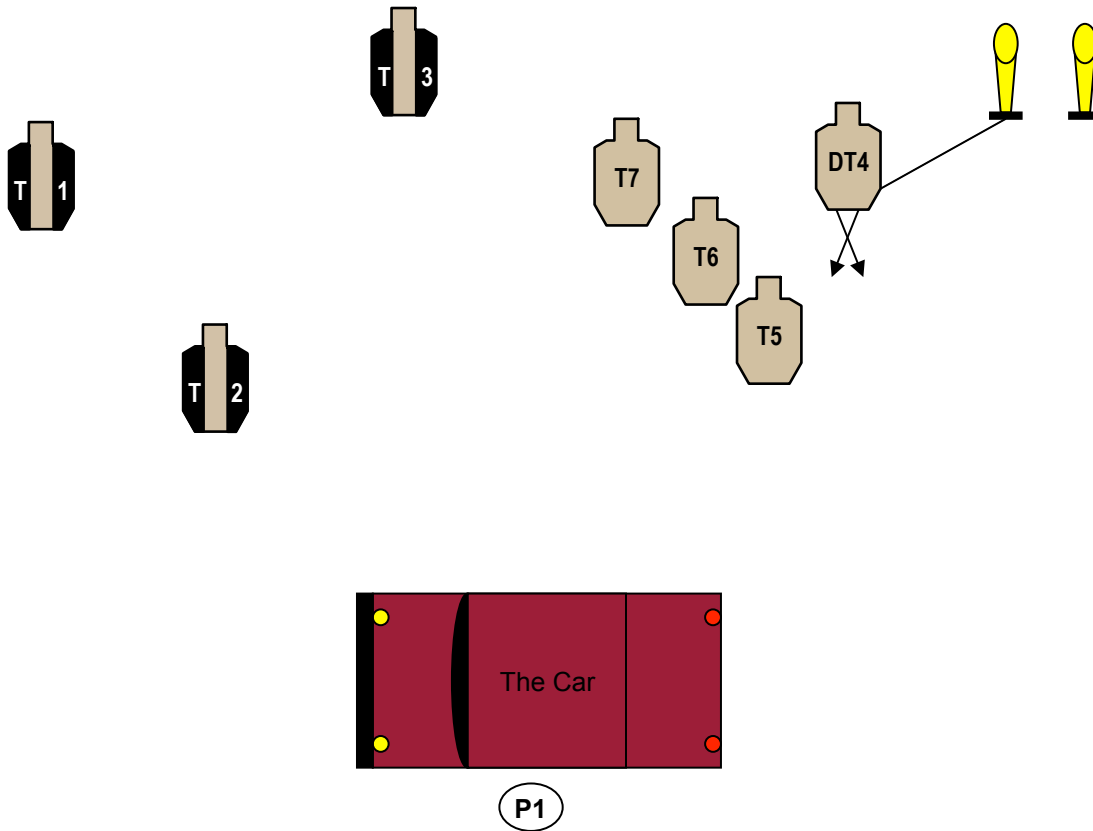


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	10
<b>Start:</b>	Standing at P1 or P2 Hands at sides				
<b>At Signal:</b>	From P1 Engage T1 with 2 shots From P2 Engage T3 with 2 shots From P1 or P2 Engage all 6 plates on Plate Rack				
<b>**Notes:</b>	Table is not cover or a retention device				



Tri-County Sportsman's League IDPA Scenario  
Car Jacked

Stage #05  
May 26, 2012  
BAY 3

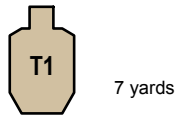


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	16
<b>Start:</b>	Standing at P1, strong hand on the car (simulate opening car door)				
<b>At Signal:</b>	Engage T1-T3 from left side of car in tactical priority with 2 shots each, then engage T4-T7 and PP1-PP2 in tactical priority from right side of car.				
<b>**Notes:</b>	T5-T7 may be engaged in tactical priority after the pepper poppers are engaged.				



Tri-County Sportsman's League IDPA Scenario  
IDPA Fast Drill

Stage #06  
May 26, 2012  
BAY 3



<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	6
<b>Start:</b>	Standing at P1, hands at sides. LOADED WITH 2 Rounds ONLY				
<b>At Signal:</b>	Engage T1 with 2 shots to the head, reload from slide lock and re-engage with 4 shots to the body. For this CoF the "body" is considered below the neck line only and not the head box.				
<b>**Notes:</b>	Bob Vogel performed this stage on FaceBook in 2.98 seconds with -0 Down..... Except his head shot area was a 3x5 index card				