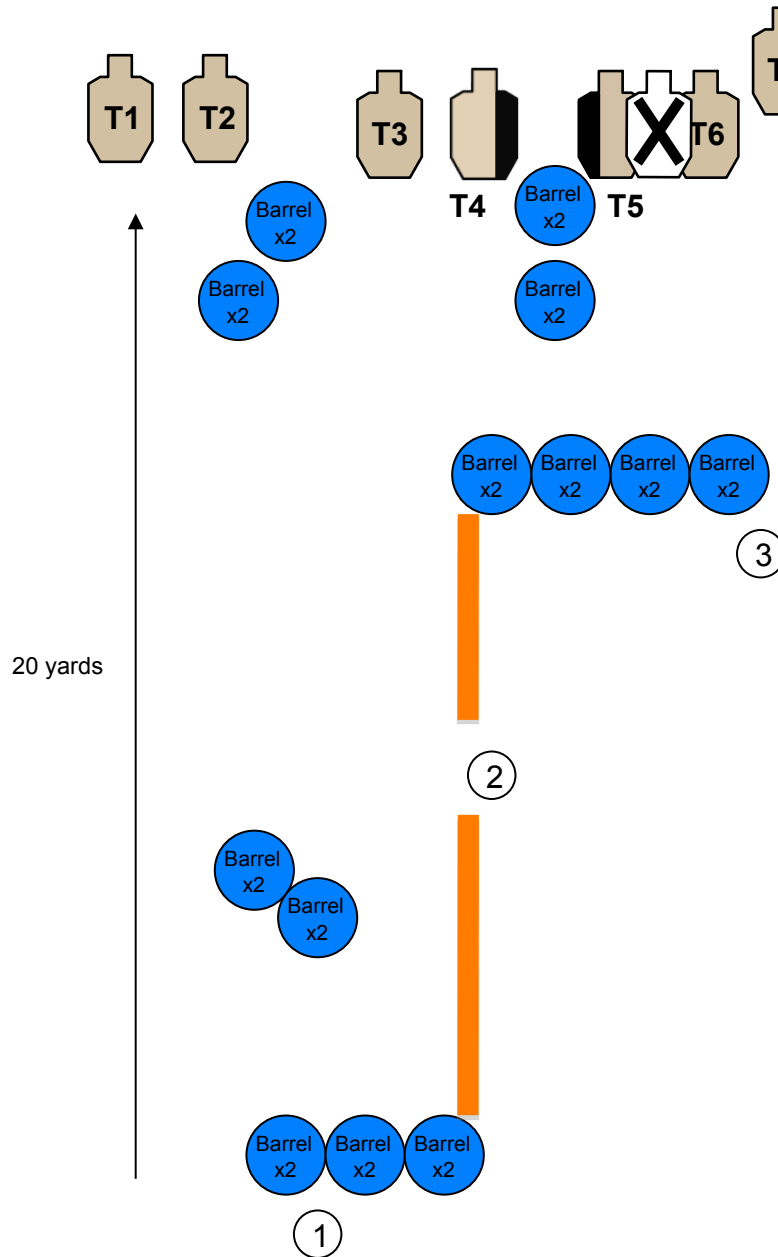




Tri-County Sportsman's League IDPA Scenario Down the Hall

BAY 1
Stage 1



Concealment: Yes
Pistol: Loaded to IDPA capacity
Style: Freestyle

Scoring: Vickers Count
 14 scored shots
Reload: IDPA approved

Start Position: Standing at P1
Hands at: At side

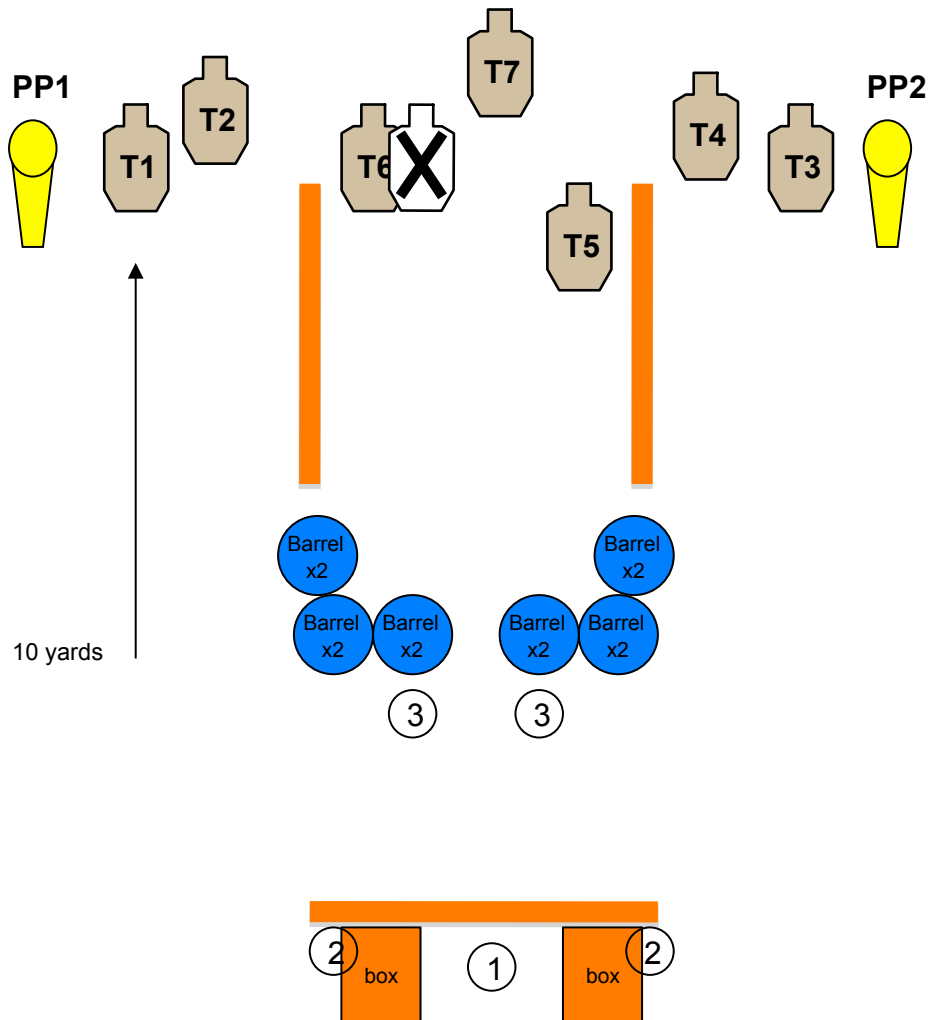
At signal: From P1, draw, engage T1-T2 with 2 shots each - in tactical priority.
 Advance to P2, engage T3-T4 with 2 shots each - in tactical priority.
 Advance to P3, engage T5-T7 with 2 shots each - in tactical priority

Notes: Areas between P1, P2 and P3 are cover areas



Tri-County Sportsman's League IDPA Scenario
Step on the box!

BAY 1
Stage 2

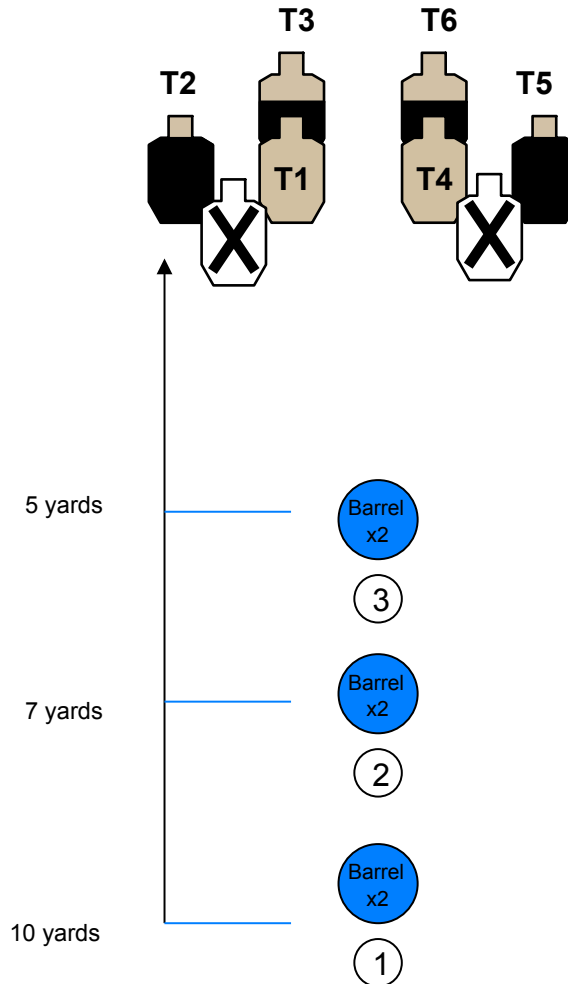


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	16 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: At side	
At signal: Draw and move left or right to P2 to engage first set of targets in tactical priority, WITH 1 FOOT ON BOX.	
If you move to left side – engage PP1, T1 & T2 with 2 shots.	
If you move to right side –engage PP2, T3 & T4 with 2 shots.	
Then go to other side of wall at P2 to engage next set of targets, WITH 1 FOOT ON BOX.	
Then, advance to P3, engage T5-T7 with 2 shots in tactical priority.	



Tri-County Sportsman's League IDPA Scenario
Skills, Skills, Skills

BAY 2
Stage 3

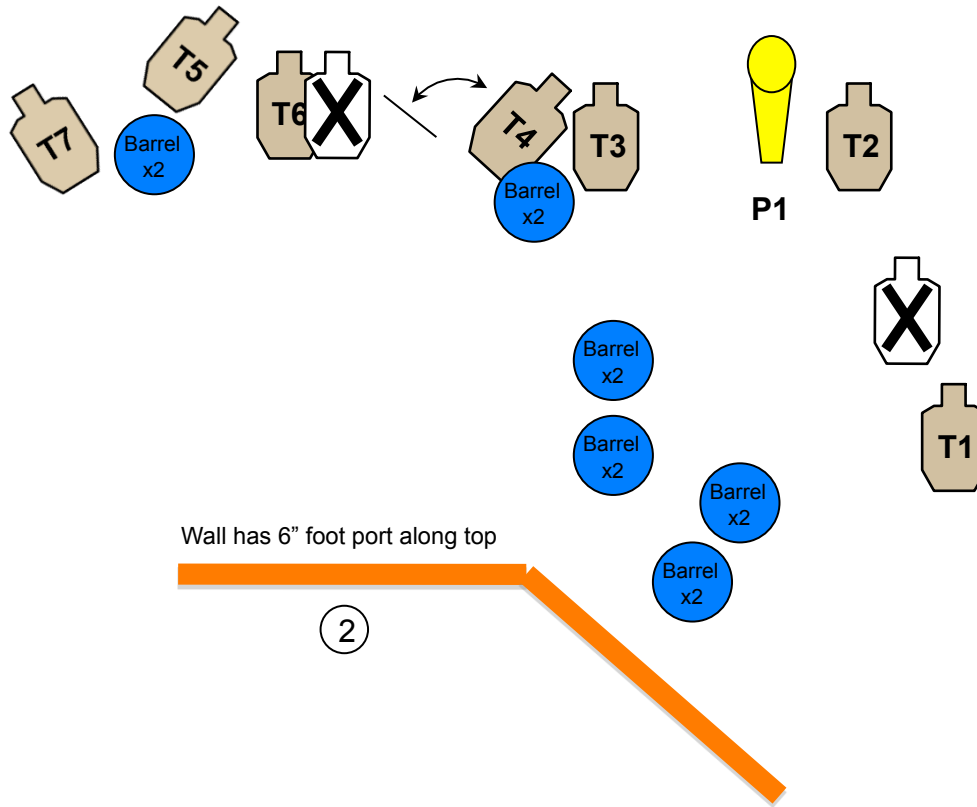


Concealment: Yes	Scoring: Limited Vickers Count
Pistol: Loaded to IDPA capacity	18 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: Side	
At signal: From P1 engage T1 – T6 with 1 shot - using cover and in tactical priority - FREESTYLE	
From P2 engage T1 – T6 with 1 shot - using cover and in tactical priority – STRONG HAND ONLY	
From P3 engage T1 – T6 with 1 shot - using cover and in tactical priority – WEAK HAND ONLY	
Notes: IDPA legal reloads allowed anywhere.	



Tri-County Sportsman's League IDPA Scenario
Port-a-Party

BAY 2
Stage 4



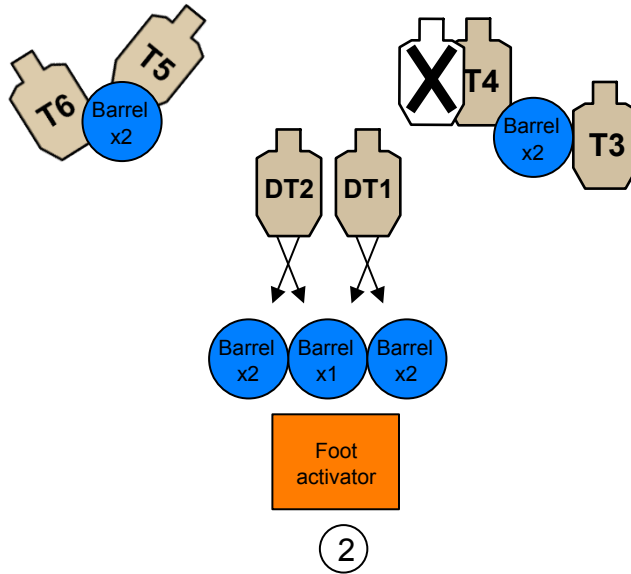
①

Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	15 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: Surrender Position	
At signal:	
	From Position 1, draw, first engage T1, T2 and PP1 in any order WHILE MOVING.
	From Position 2, engage all remaining targets any order through port.
Notes:	All paper targets get minimum two shots each.
	All area behind the wall is a cover area.



Tri-County Sportsman's League IDPA Scenario
Run Joe Run!

BAY 3
Stage 5



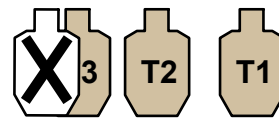
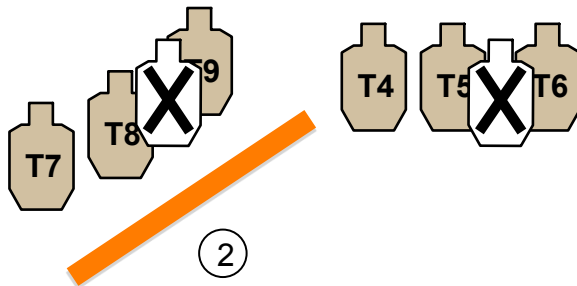
1

Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	12 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: Surrender Position	
At signal: From Position 1, move to position 2 to engage all targets in tactical priority using cover.	
Notes: T3 and T6 may be engaged WHILE MOVING to cover at P2.	
Shooter may not engage DT1 or DT2 until activated.	
DT1 and DT2 may be engaged any order after being activated.	



Tri-County Sportsman's League IDPA Scenario
No cover available!

BAY 3
Stage 6



①

Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	18 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: Surrender Position	
At signal: From Position 1, draw, engage T1- T3 with 2 shots each in TACTICAL SEQUENCE. Then - move to P2 and engage T4 – T6 with 2 shots each in TACTICAL SEQUENCE WHILE MOVING. At P2 and engage T7 – T9 with 2 shots each in TACTICAL SEQUENCE OVER TOP OF WALL	
Notes: It is assumed that there is no cover available. IDPA legal reloads can be done anywhere as needed. T1 – T3 must be engaged stationary at P1.	