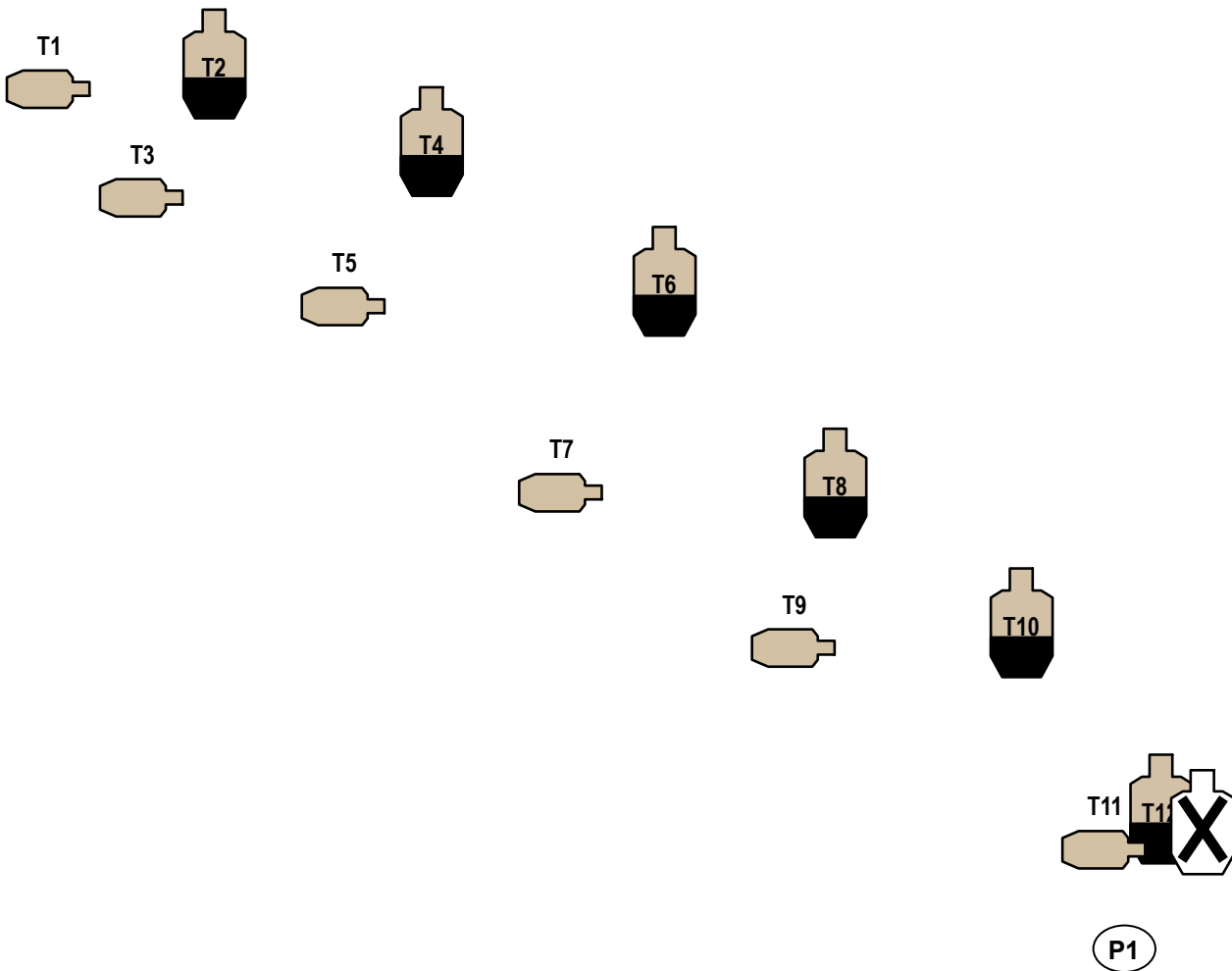




Tri-County Sportsman's League IDPA Scenario
Blind or Not, He's Got a Gun.

Stage #01
June 23, 2012
BAY 1

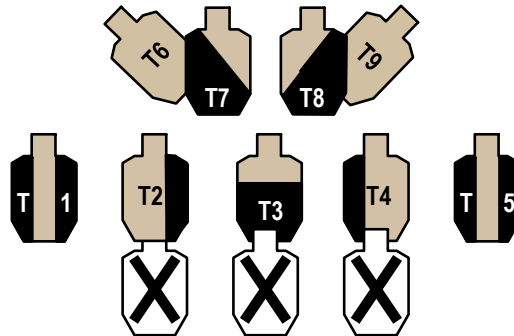


Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Legal	Min. Rounds:	12
Start:	Hands at side at P1, Facing up range- a bag in each hand. With elbows locked.				
At Signal:	Turn, draw and engage both man and dog (T1 and T12) far to near with 1 shot each (as if the pair is running at you). Make up shots can be made at any time.				
**Notes:	T1 & T2 are equal threats. T3 & T4 are equal threats, etc.. All the dog targets represent 1 dog,. Hence, if any of the dog targets are neutralized, all the targets are considered neutralized. The same applies to the man target.				



Tri-County Sportsman's League IDPA Scenario
Save the Church.

Stage #02
June 23, 2012
BAY 1

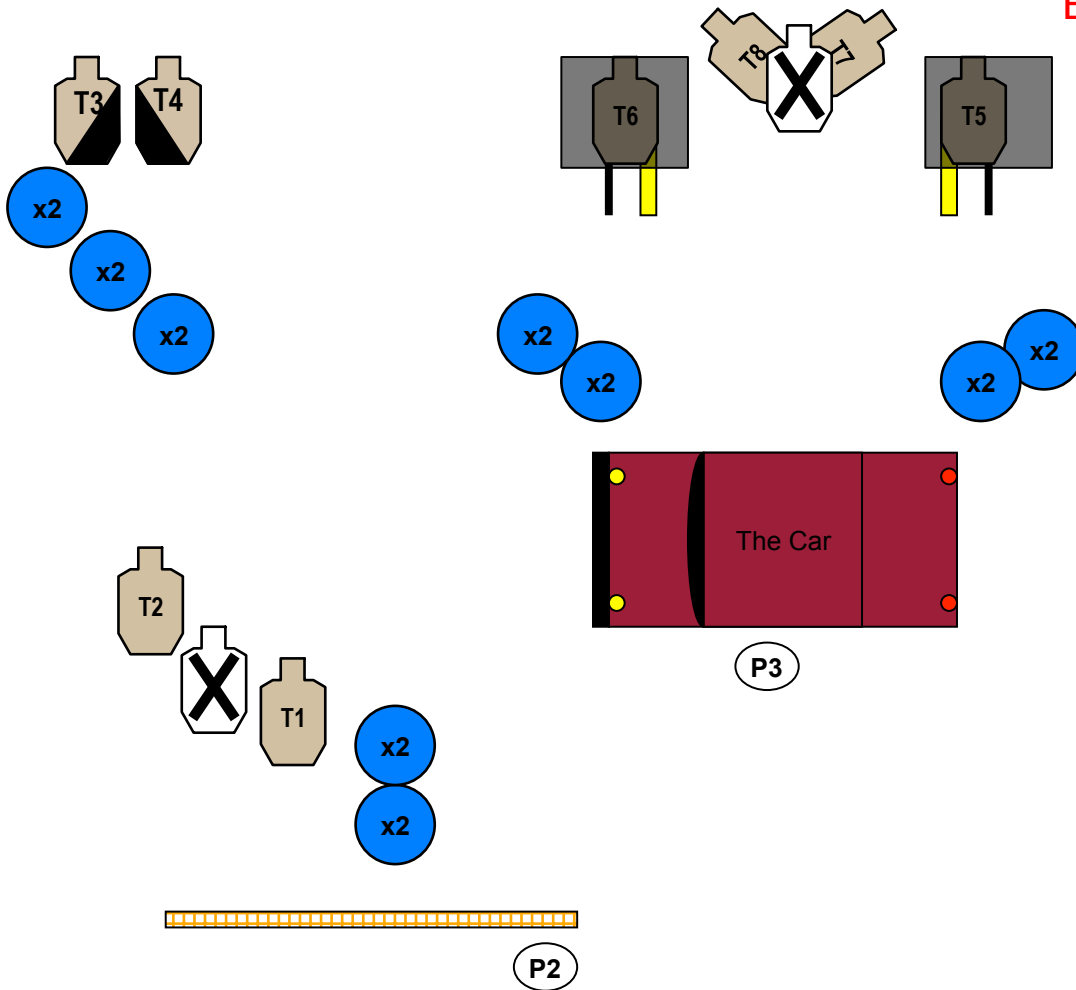


Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Legal	Min. Rounds:	18
Start:	Sitting at P1, gun loaded to IDPA capacity in box on the podium. Extra mags in box. Hands on knees. Back against chair.				
At Signal:	Push pastor off to the side to save him, then remove your gun and stow mags from the box. Engage T1 – T9 in tactical priority from low cover (at least 1 knee on ground) from either or both sides of the podium.				
**Notes:					



Tri-County Sportsman's League IDPA Scenario
Rest Stop

Stage #05
June 23, 2012
BAY 2



P1

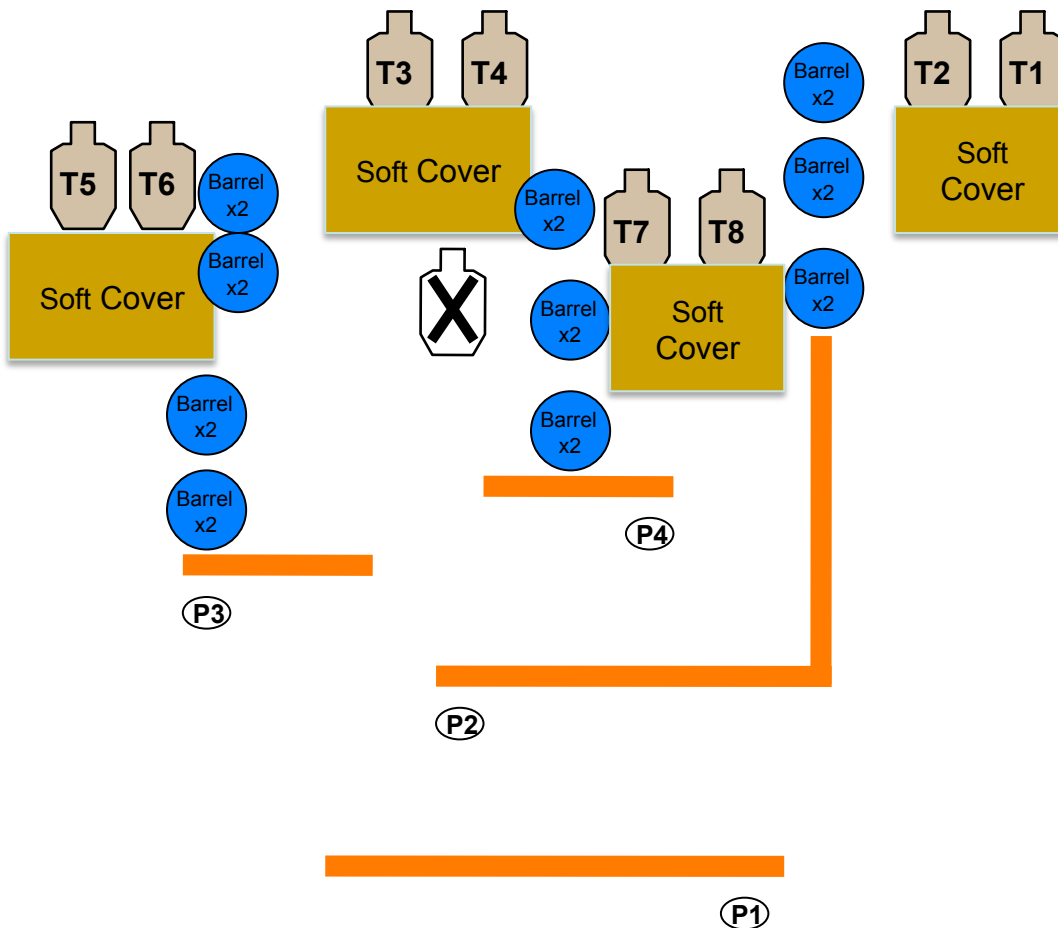
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Standing at P1, both hands holding a towel.				
At Signal:	Engage T1 – T2 in TACTICAL SEQUENCE. Move to P2 and engage T3 – T4 in TACTICAL PRIORITY using cover. Move to P3 and engage leg on T5, then T5 after it falls. Then leg on T6, then T6 after it falls. Then engage T7 – T8. Note –Both legs and T5-T8 may be engaged in ANY ORDER.				
**Notes:	.				



Tri-County Sportsman's League IDPA Scenario

Stage #04
June 23, 2012
BAY 2

Soft Cover Maze

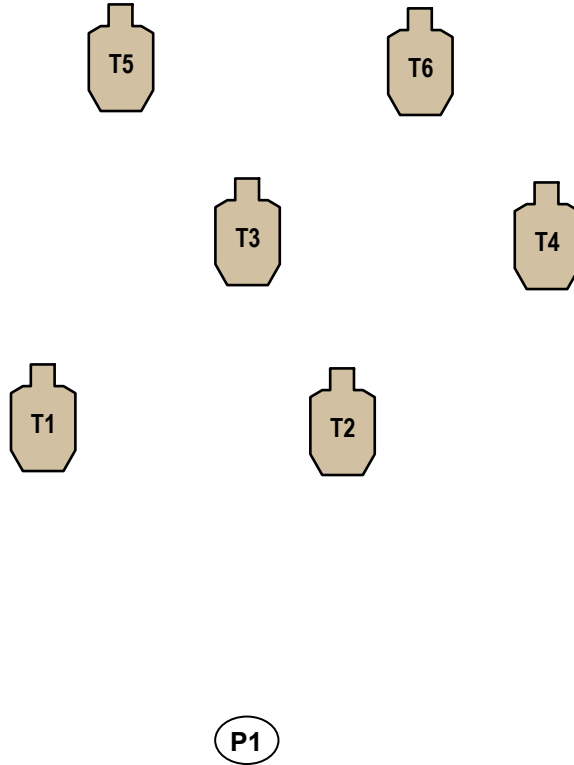


Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	16
Start:	Standing at P1, hands at side				
At Signal:	Draw and engage T1 – T8 with 2 shots each in tactical priority from P1 – P4 (using appropriate cover.)				
**Notes:	The entire area directly behind a wall is considered cover.				



Tri-County Sportsman's League IDPA Scenario
Free, Strong, and Weak Hand

Stage #05
June 23, 2012
BAY 3

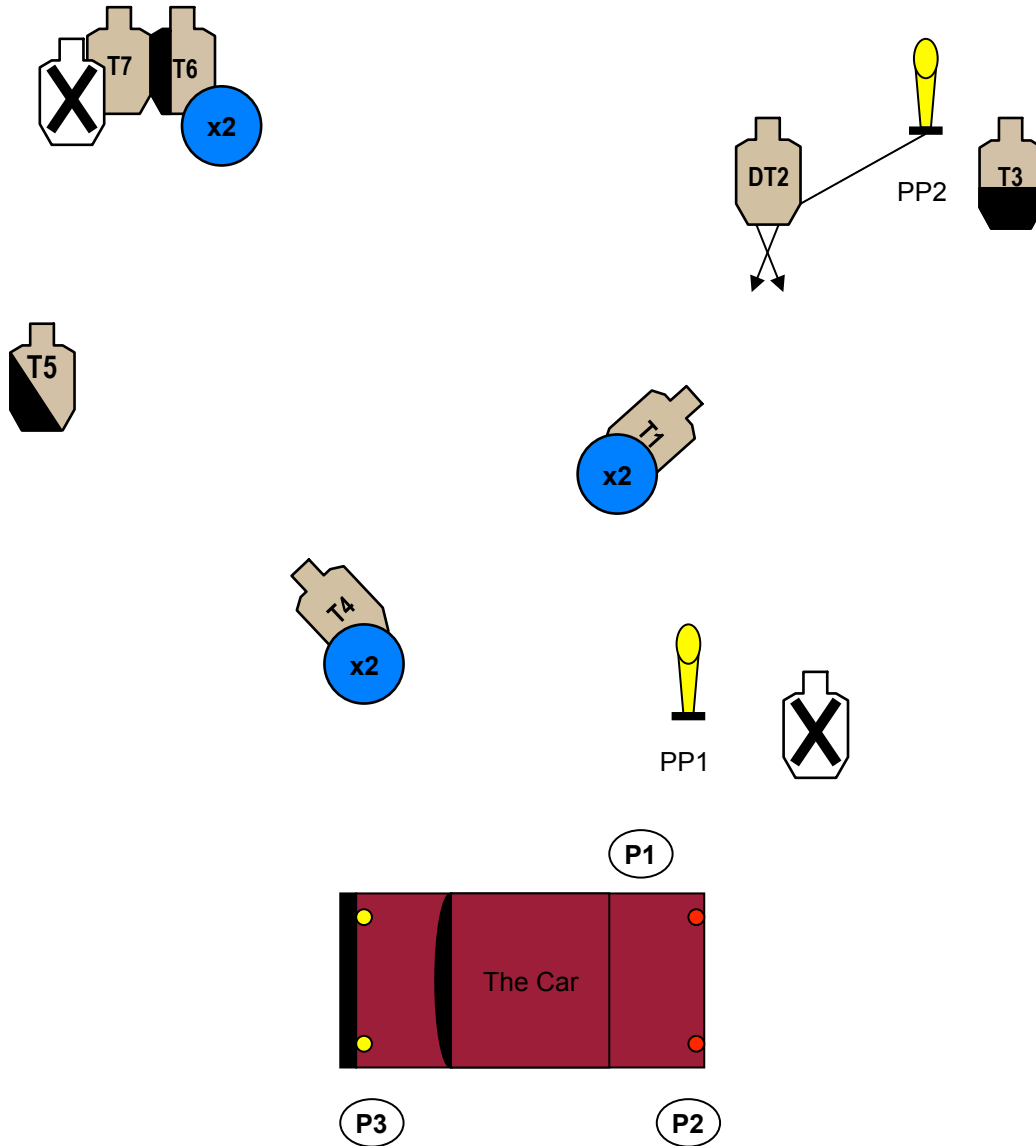


Concealment:	Yes	Pistol:	Holstered	Scoring:	Limited Vickers
Style:	Freestyle	Reload:	Tactical Reoads	Min. Rounds:	18
Start:	Hands at side at P1.				
At Signal:	<p>Standing at P1, draw and engage T1 – T6 in tactical priority (near to far) with 1 round each FREESTYLE. Perform a tactical reload, then engage T1 – T6 with 1 round each using STRONG HAND ONLY in tactical priority.</p> <p>Perform a second tactical reload and engage T1 – T6 with 1 round each using WEAK HAND ONLY in tactical priority.</p>				
**Notes:	T1 & T2 are equal threats. T3 & T4 are equal threats. T5 & T6 are equal threats.				



Tri-County Sportsman's League IDPA Scenario
Deflating the Bad Guys

Stage #06
June 23, 2012
BAY 3



Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1, facing up range with both hands on rear tire.				
At Signal:	Turn and push down PP1 with strong hand then draw and engage T1 while retreating to P2. Engage PP2, T3 and DT2 in any order - either while retreating to P2 - or using cover from P2. Then move to P3 and engage T4 – T7 in tactical priority from low cover.				
**Notes:	The entire area between P2 and P3 is considered cover.				