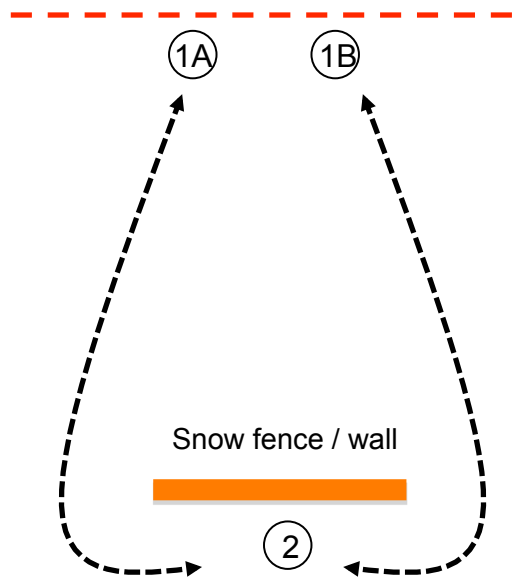
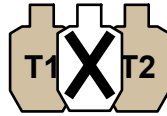




Tri-County Sportsman's League IDPA Scenario
JB Drill

BAY 1

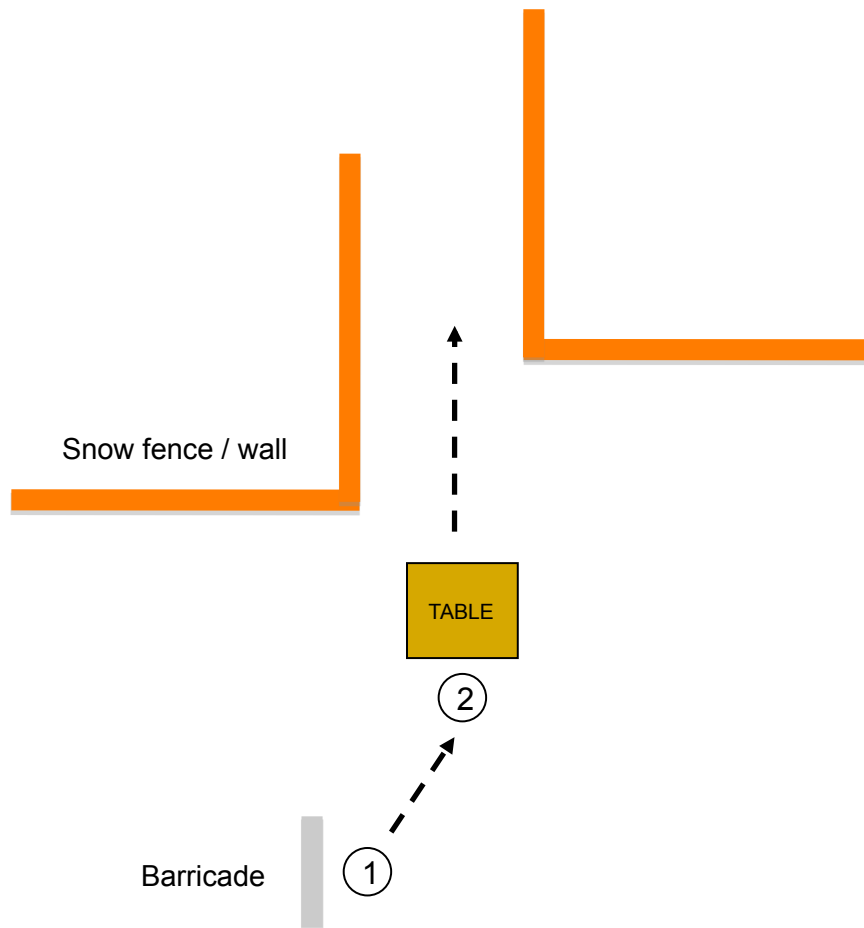


Concealment: Yes	Scoring: Limited Vickers Count
Pistol: Holstered	12 scored shots
Style: Freestyle	Reload: IDPA
Start Position: Facing uprange in position 1A or 1B (shooters choice)	
Hands at: Surrender position	
String 1: Upon signal, turn draw and engage target on same side of start position with six rounds while retreating to P2. From P2, the shooter will perform a tactical reload or reload with retention and then engage the target on the opposite side while advancing. All shots must be fired on the move AS SPECIFIED or a procedural will be assessed. Shooter may not advance beyond the barrier line.	
Notes: LATERAL MOVEMENT IS NOT ADVANCING OR RETREATING.	



Tri-County Sportsman's League IDPA Scenario Not My House

BAY 2

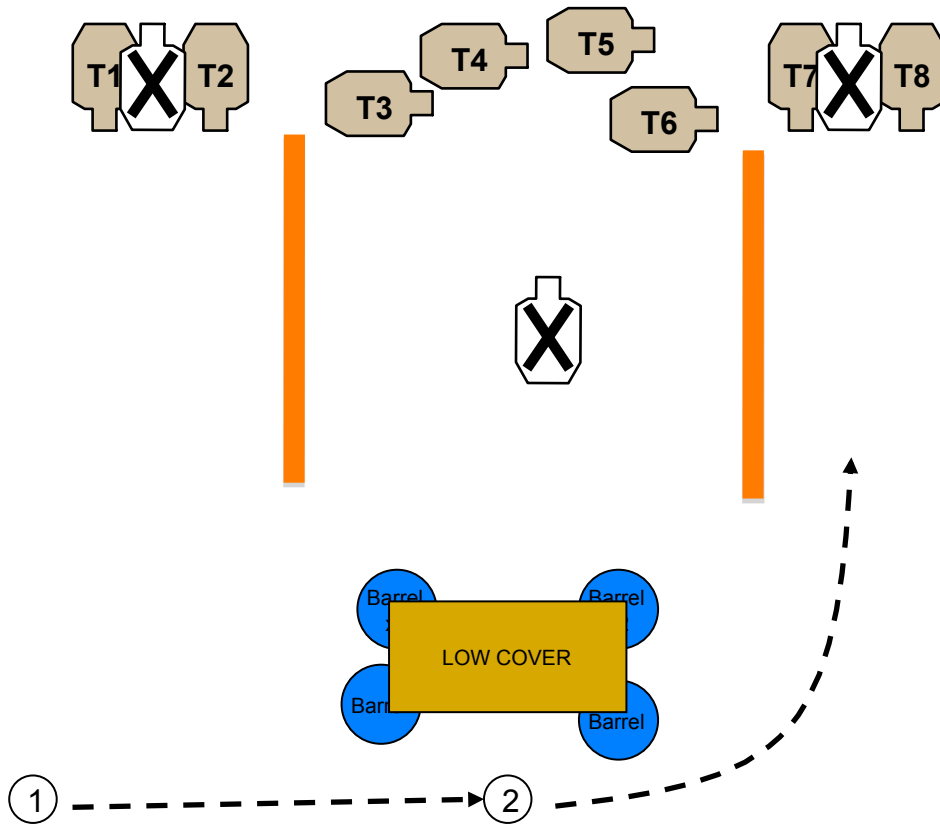


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	16 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: At	
At signal: Shooter will start at P1 with hands relaxed at side facing barricade. On signal, take cover (squat or kneel) behind the table at P2 and engage T1 and T2 from the side or over the top. Proceed down hallway and engage T3-T8 using appropriate cover.	
Notes: All reloads begin and end behind cover.	



Tri-County Sportsman's League IDPA Scenario Dogs and Bad Guys Hanging Around

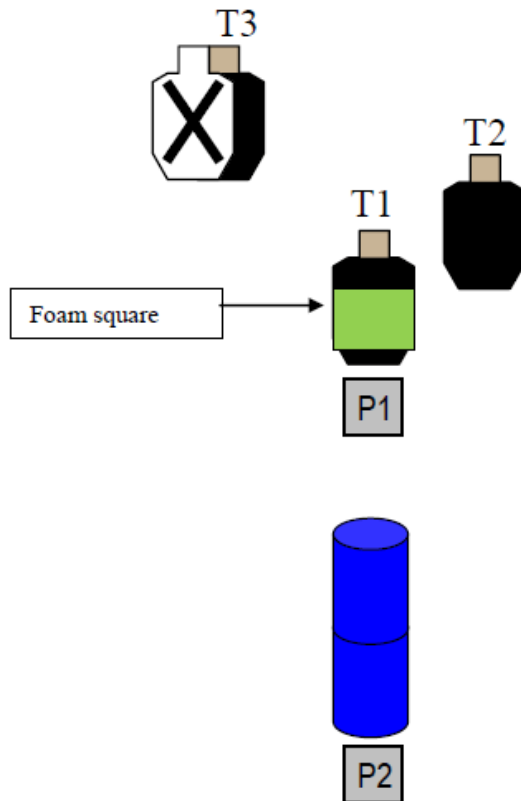
BAY 3



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 engage T1 -T2 whiles standing or moving to P2.	
	Engage T3-T6 from below low cover while squatting or kneeling. Engage T7-T8 while moving.
Notes: All reloads begin and end behind low cover.	



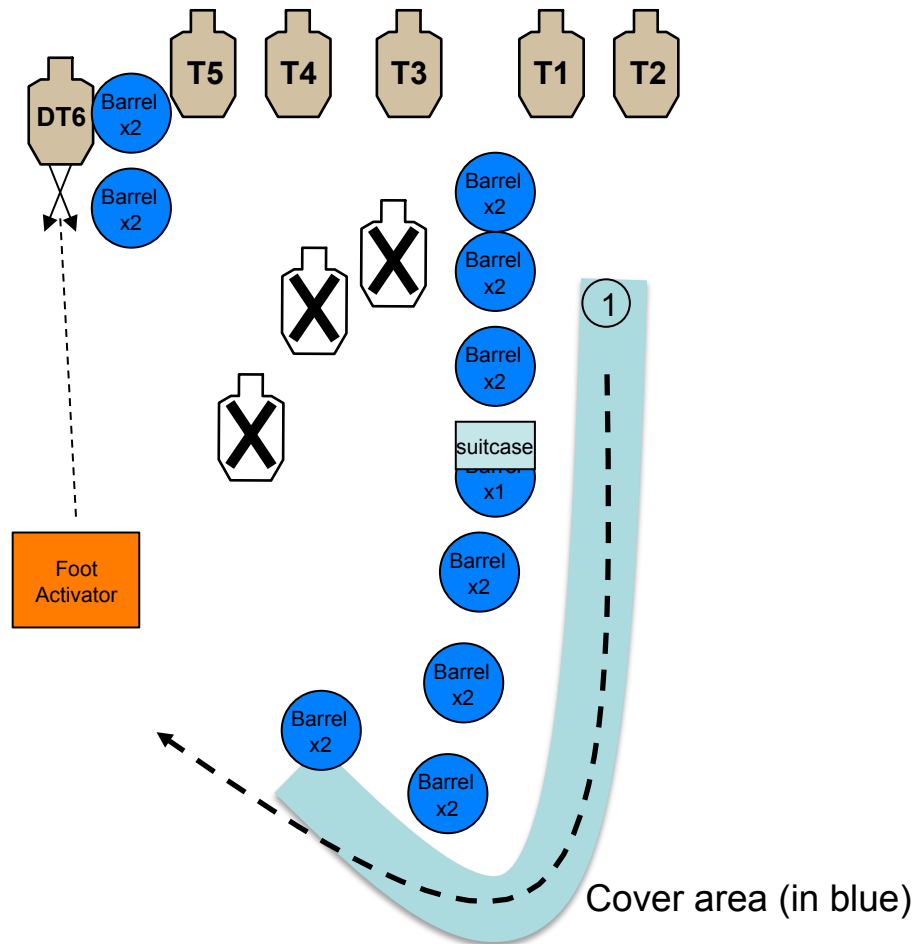
Cut and Run	
COF #1 Bay 1 Left	COURSE DESIGNER: Joe Tyson
START POSITION: P1	Rules: IDPA
Scenario	SCORING
You are attacked by a trio of large men in the cold of winter. You are able to quickly produce a knife and skewer the near threat. You attempt to neutralize the miscreant permanently when you find your firearm jammed. Retreat to cover to bide some time, clear the jam, and stay in the fight.	SCORING: Vickers TARGETS: IDPA SCORED HITS: Best IDPA 3 CONCEALMENT GARMENT: Required RELOADS: Any IDPA legal reload START-STOP: Audible - Last shot PENALTIES: IDPA Standard
COF PROCEDURE	
Shooter starts at P1 with unloaded firearm holstered and the knife in the strong-hand held in retention and weak-hand relaxed at side. Upon signal, stab T1 in the foam box, release the knife, and retreat to P2. The shooter will then load from the belt and engage T1-T3 in tactical priority with at least one round each to the head from cover.	





Tri-County Sportsman's League IDPA Scenario Through the cracks

BAY 5



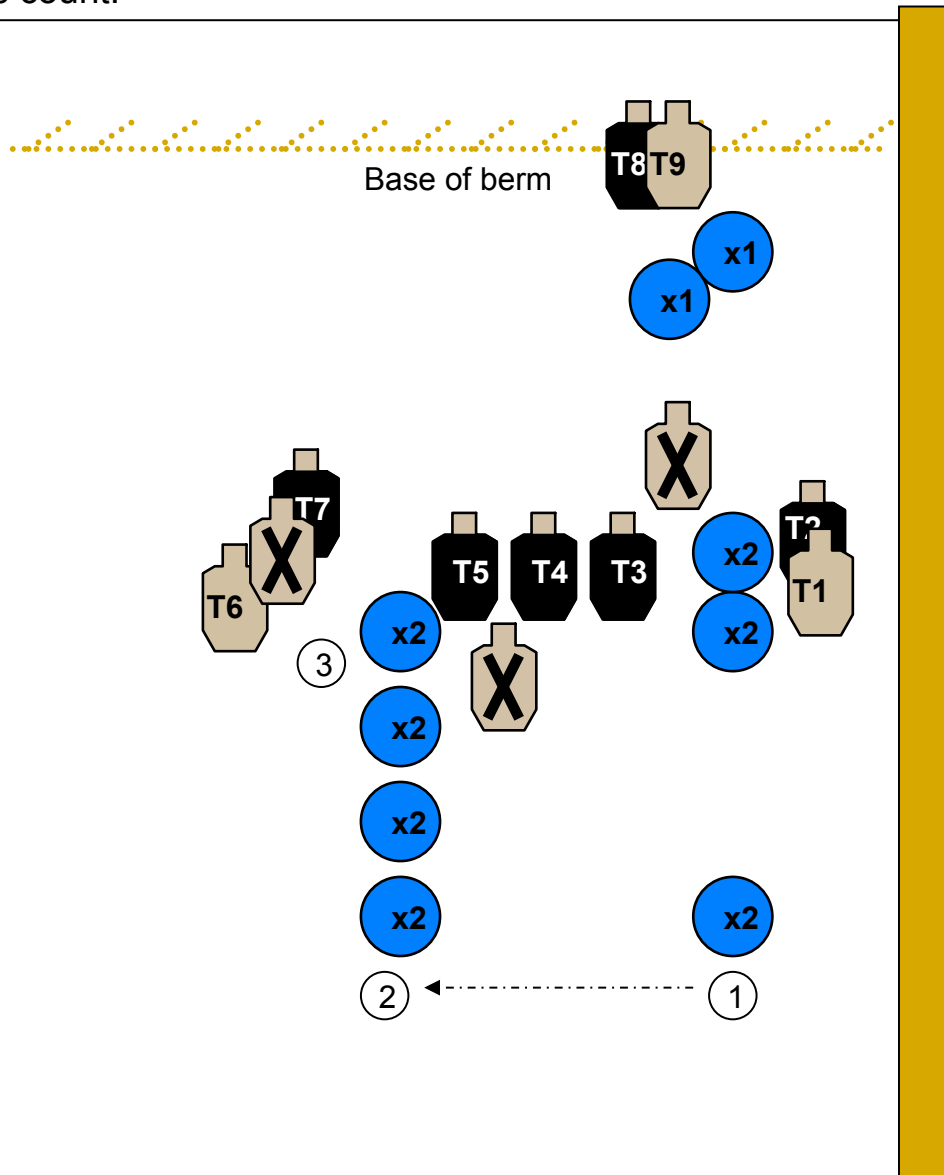
Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	18 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: In Surrender Position	
At signal:	Draw engage T1 – T2 in tactical sequence with 3 shots each while standing or retreating. Engage T3-T5 from anywhere in the cover area and pick up suitcase. Suitcase can be picked up anytime before, after or while engaging T3-T5. Once suitcase is picked up – it must be carried while shooting and throughout remainder of CoF.
	Once T3-T5 are engaged from cover area – move to activator and activate drop turner to engage with 3 shots.
Notes:	T1-T5 must be engaged from cover area, T6 must be engaged from activator. Shooter may set down briefcase during reloads.



Tri-County Sportsman's League IDPA Scenario Kevlar Chaos

Bay 06

Don't waste rounds on these heavily armored thugs. Make your single head shots count.



Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1				
At Signal:	Engage T1 with (2) rounds and T2 with (1) round. While using cover at P1 or while moving to P2, engage T3-T5 with (1) round each. At P2, engage T6 with (2) rounds and T7 with (1) round, before moving to P3. From P3 engage T8 with (1) round and T9 with (2) rounds.				
**Notes:	All reloads begin and end behind cover. If T6 and T7 are neutralized, the area from P2 to P3 is considered a cover area.				