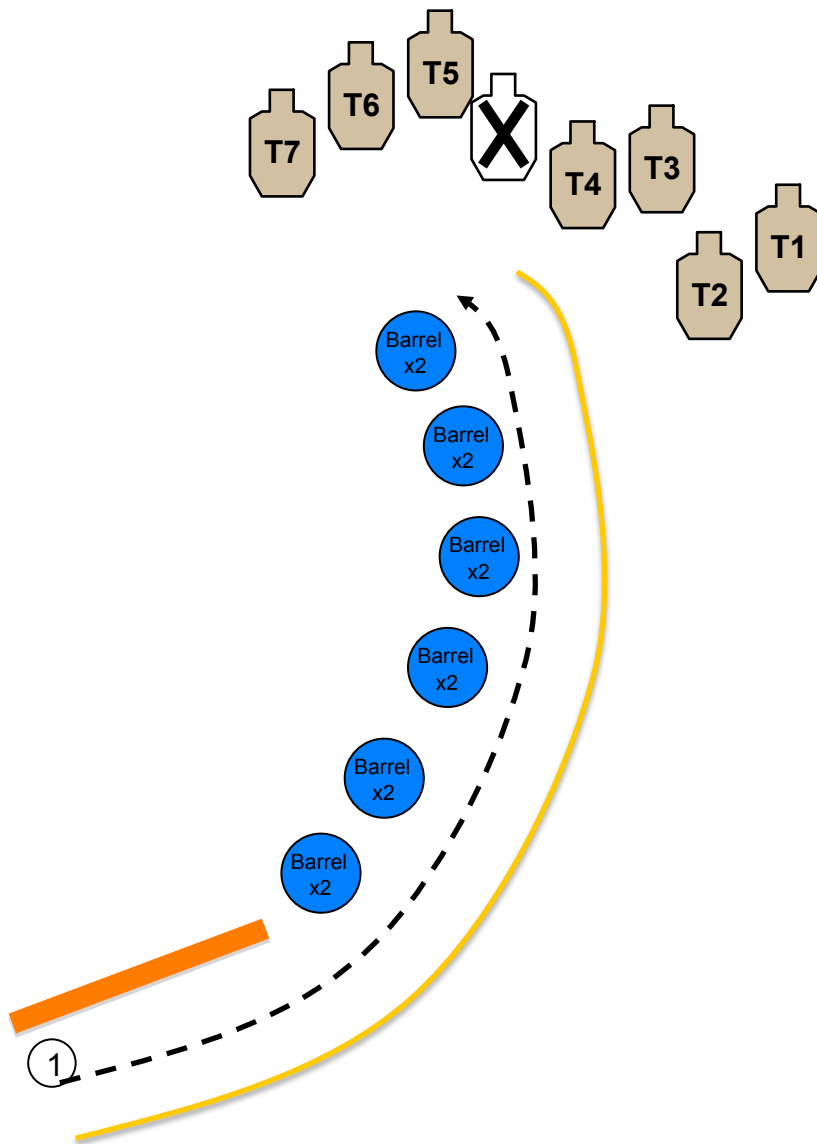




Tri-County Sportsman's League IDPA Scenario French Curve

Stage 1
BAY 1

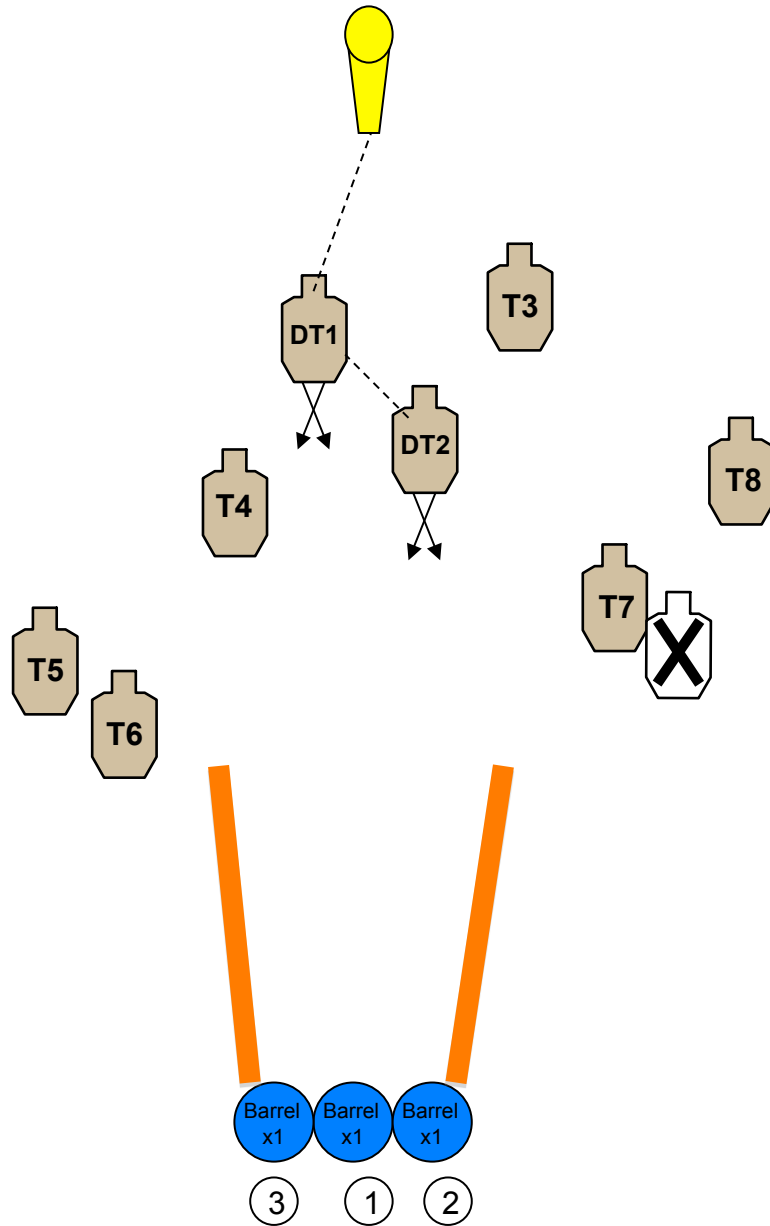


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	14 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1, facing down range	
Hands at: Side	
At signal: Draw, engage T1 – T7 with 2 shots each (as seen using appropriate cover from within path)	
Notes:	



Tri-County Sportsman's League IDPA Scenario Low Cover Challenge!

Stage 2 BAY 1

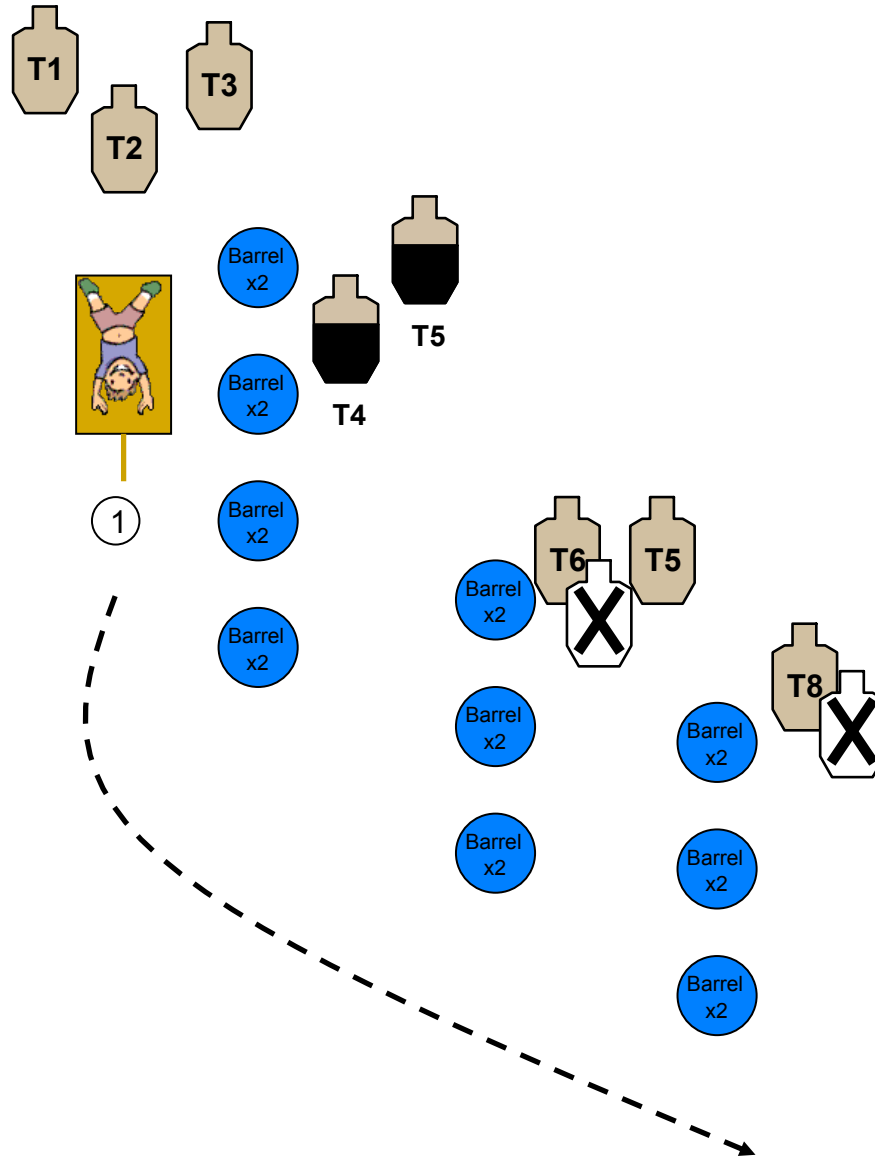


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	17 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: At side	
At signal: From Position 1, draw, kneel using low cover to engage Popper and T1 – T4 in any order. Go to P2 or P3 (in any order) to engage remaining targets (T5 – T8) with Tactical Priority from Low Cover.	
Notes: If shooter cannot use low cover it incurs 1 procedural per shooting position (up to 3 procedurals)	



Tri-County Sportsman's League IDPA Scenario Pull your Boy to Safety

Stage 3
BAY 2

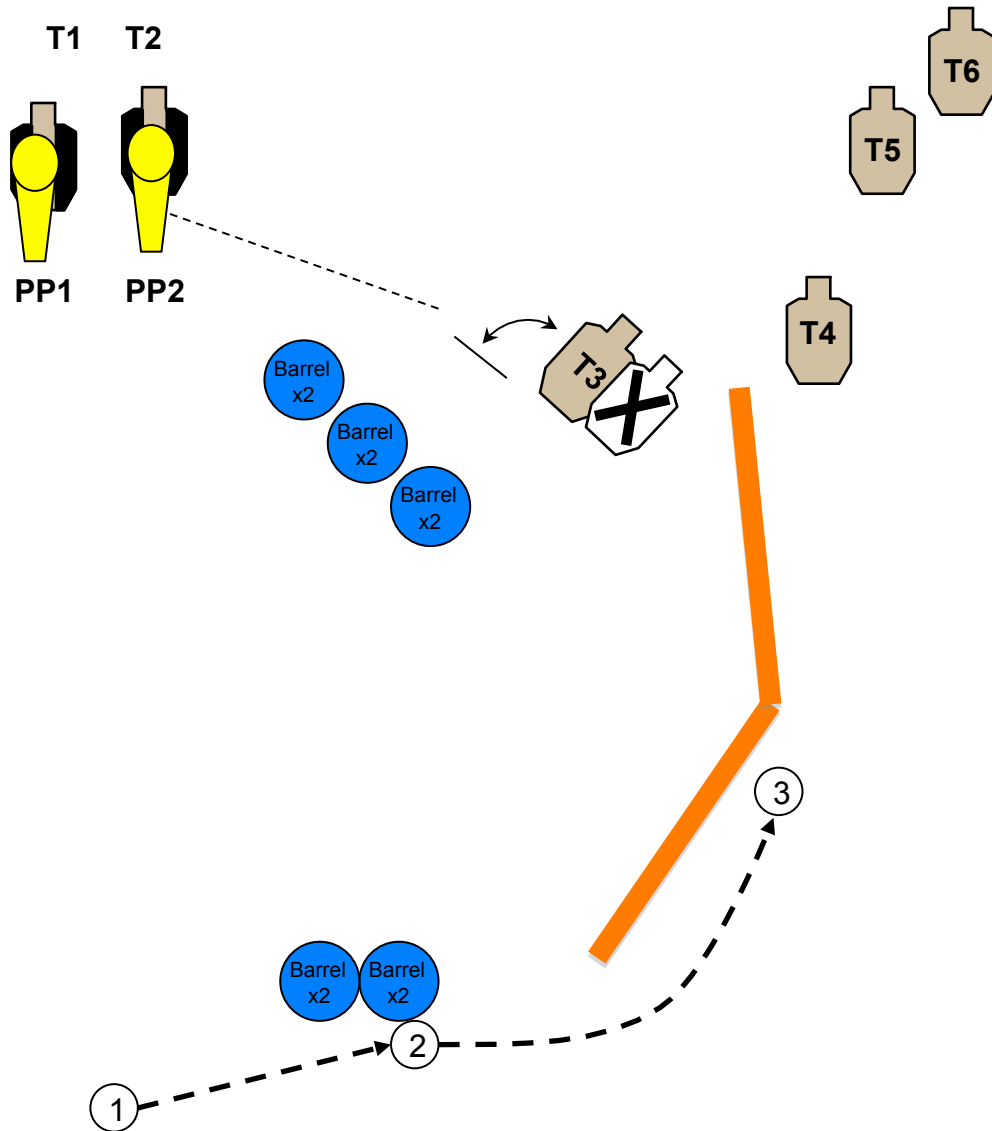


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	16 scored shots
Style: Strong Hand Only	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: Weak hand holding wagon handle.	
At signal: Draw, engage T1 – T3 in tactical sequence while retreating and pulling boy on wagon Engage T4 – T8 as they become visible while moving and pulling the boy on the wagon.	
Notes: Shooter may stop to reload, but all targets must be engaged on the move while pulling wagon. All shots must have the boy on wagon. A procedural will be incurred if shots are fired while boy is of not on the wagon.	
CoF designed by: Mike Barrera 07/21/2011	



Tri-County Sportsman's League IDPA Scenario
 Popper goes the weasel!

Stage 4
 BAY 2

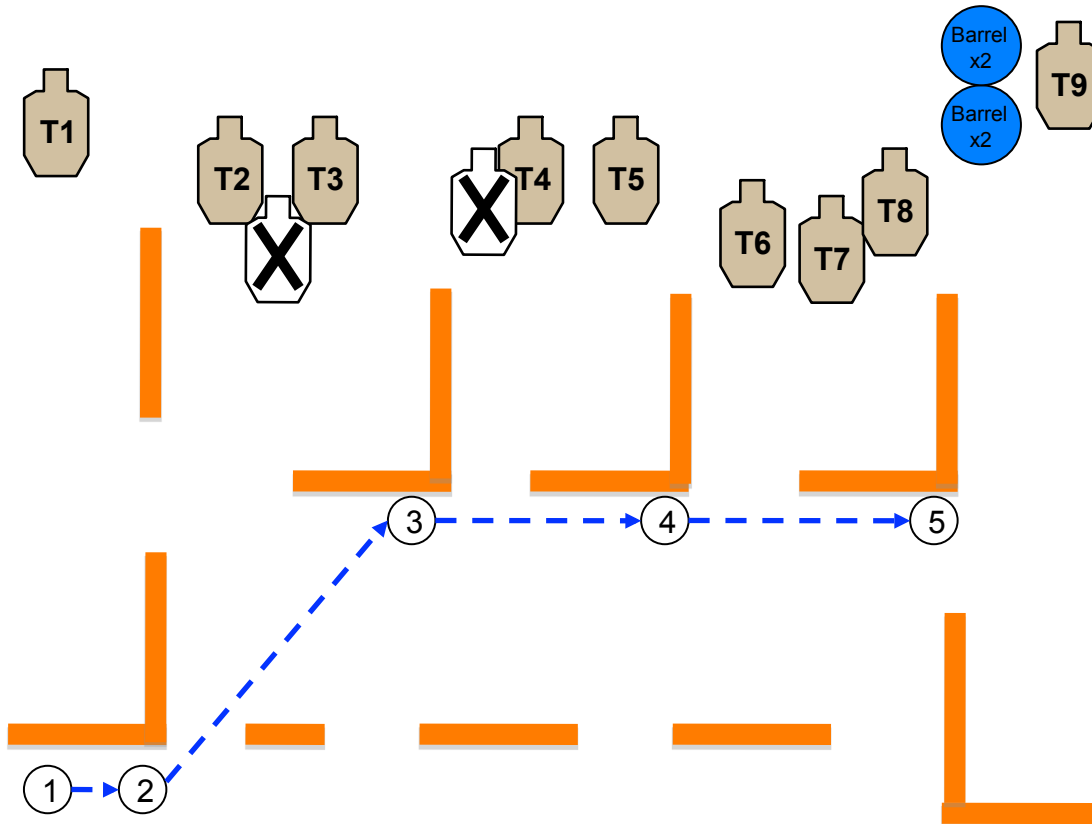


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	14 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: At side	
At signal: Draw, engage Poppers 1 -2 and T1 – T2 in any order. Engage poppers until they fall and all cardboard gets 2 shots. These first 4 targets may be engaged while standing at P1 or while moving towards P2. From P2, engage T3 with 2 shots using cover. Move to P3 and engage T4 – T6 in tactical priority with 2 shots each.	
Notes:	



Tri-County Sportsman's League IDPA Scenario Defend Your Mansion!

Stage 5
BAY 3

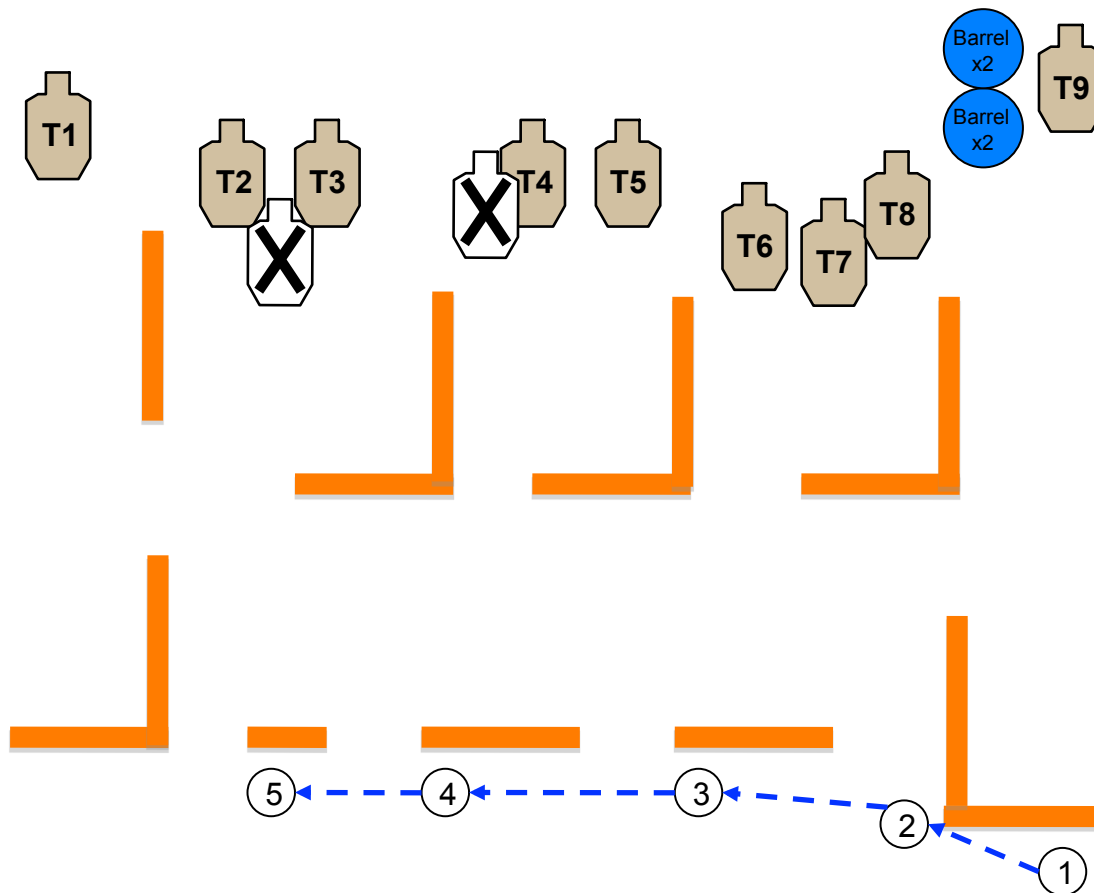


Concealment: Yes	Scoring: Vickers Count
Pistol: Loaded to IDPA capacity	18 scored shots
Style: Freestyle	Reload: IDPA approved
Start Position: Standing at P1	
Hands at: At side	
At signal: Draw, move to P2 to engage T1 – T3 in tactical priority with 2 shots each. Move to P3 and engage T4 – T5 in tactical priority with 2 shots each. Move to P4 and engage T6 – T8 in tactical priority with 2 shots each. Move to P5 and engage T9 with 2 shots.	
Notes: The areas behind the walls are cover zones. The doorways (gaps) are NOT cover zones	



Tri-County Sportsman's League IDPA Scenario Defend Your Mansion – the other way!

Stage 6
BAY 3



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: At side	
At signal: Draw, move to P2 and engage T9 with 2 shots	
Move to P3 to engage T8 – T6 in tactical priority with 2 shots each.	
Move to P4 and engage T5 – T4 in tactical priority with 2 shots each.	
Move to P5 and engage T3 – T1 in tactical priority with 2 shots each.	
Notes: The areas behind the walls are cover zones. The doorways (gaps) are NOT cover zones	