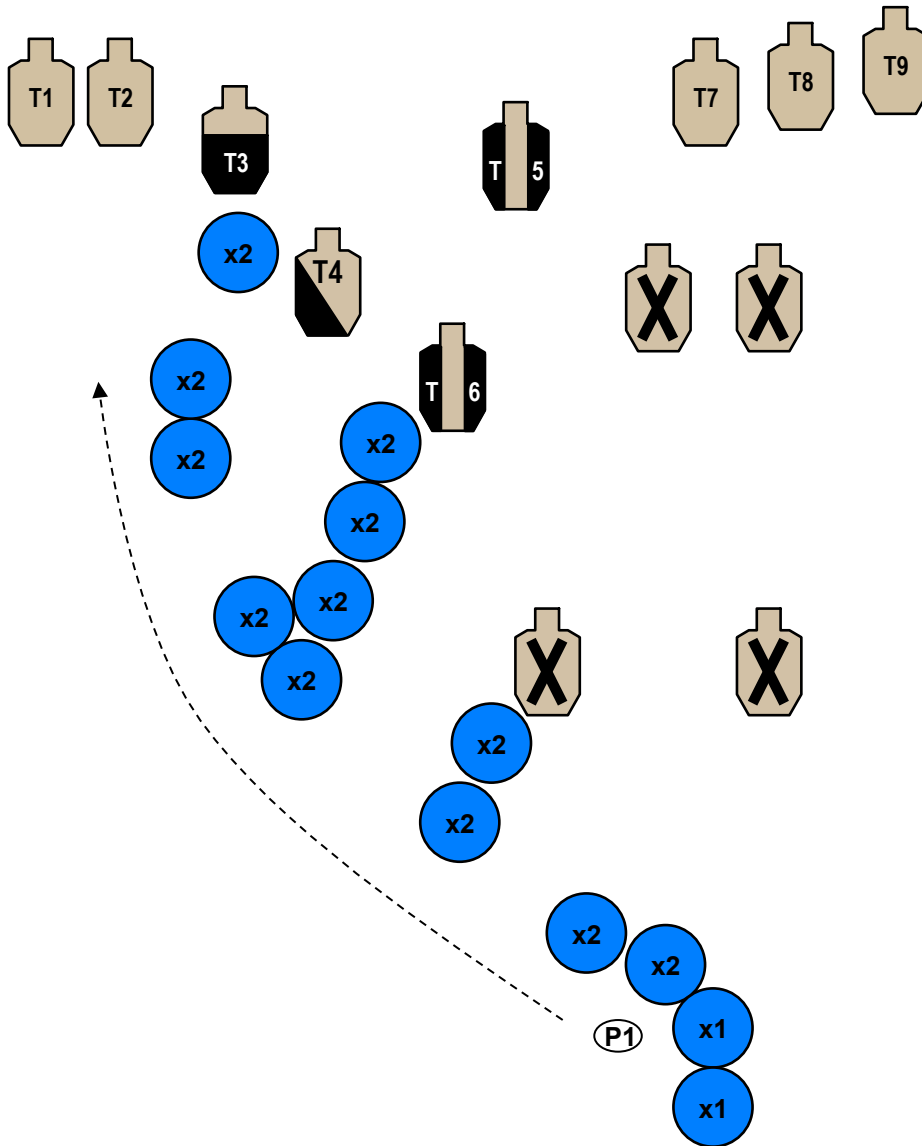




Tri-County Sportsman's League IDPA Scenario Use Cover

Stage #01
24 July 2010

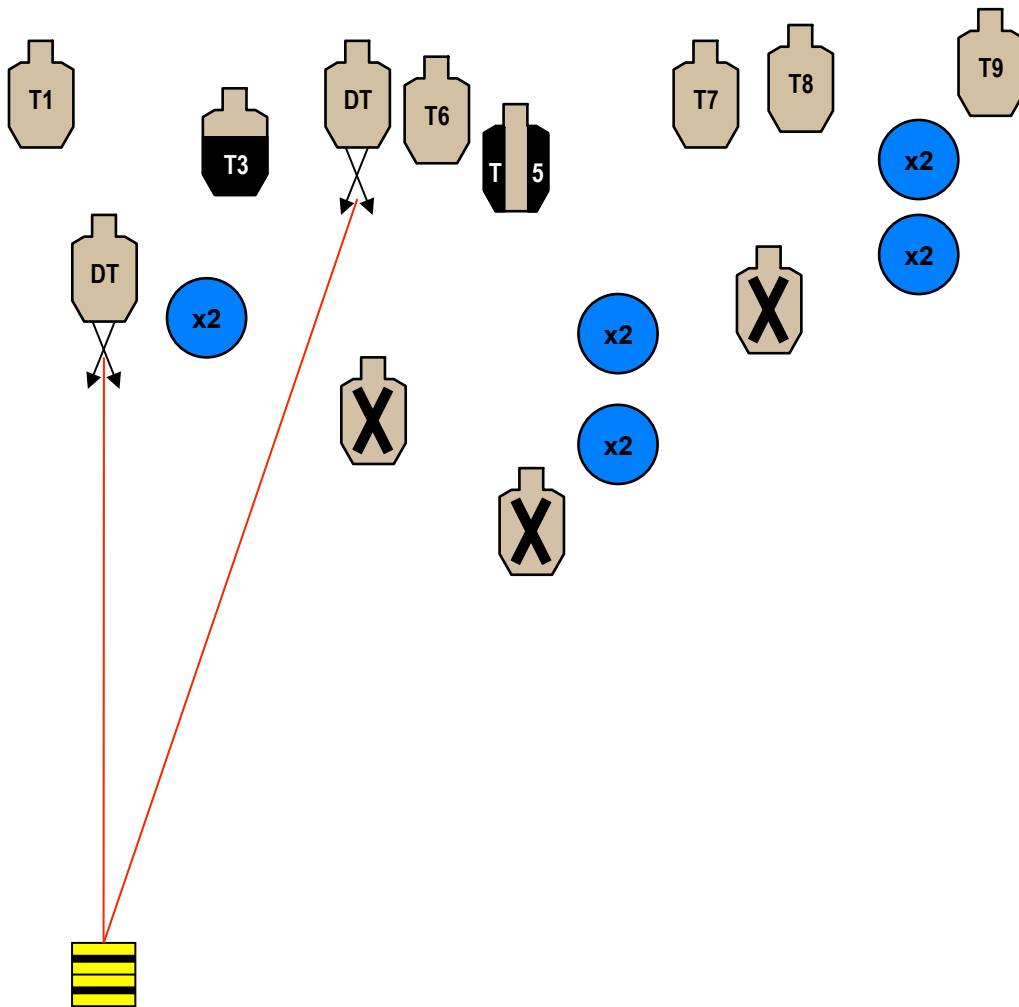


Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Standing at P1, facing downrange, hands at side				
At Signal:	Draw and engage T1-T9 in Tactical Priority using appropriate cover and IDPA legal reloads.				
**Notes:	All shots must be from appropriate cover positions.				



Tri-County Sportsman's League IDPA Scenario
Want to Move It Move It!

Stage #2/3
24 July 2010



P1

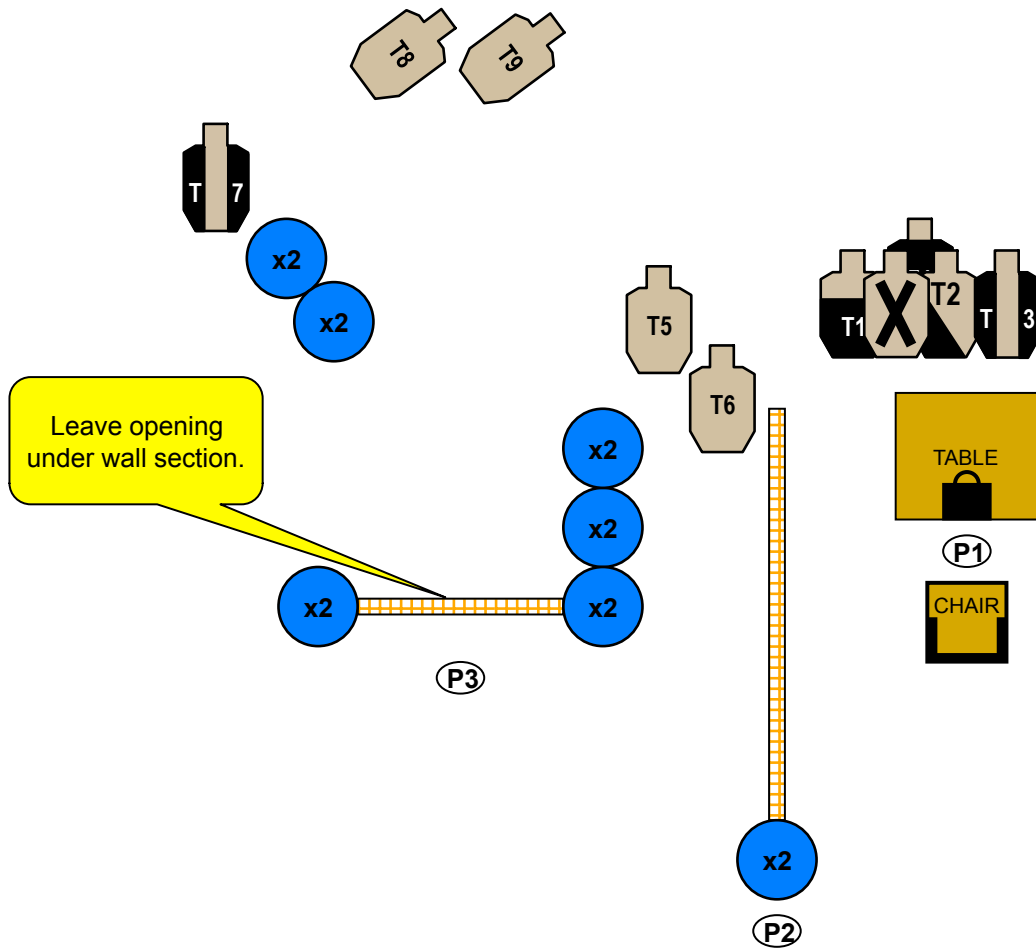
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Standing at P1, facing downrange, hands at side				
At Signal:	Draw and engage T1-T9 in WHILE MOVING behind targets and barrels. All IDPA reloads must be WHILE MOVING.				
**Notes:	Watch muzzle positions – any wide angle shots beyond berm edges is a DQ. Do not engage drop turners when they are facing sideways. Shooter must be moving entire time.				



Tri-County Sportsman's League IDPA Scenario
Raw Deal

Stage #04
24 July 2010

Insert silly story that no one reads here.



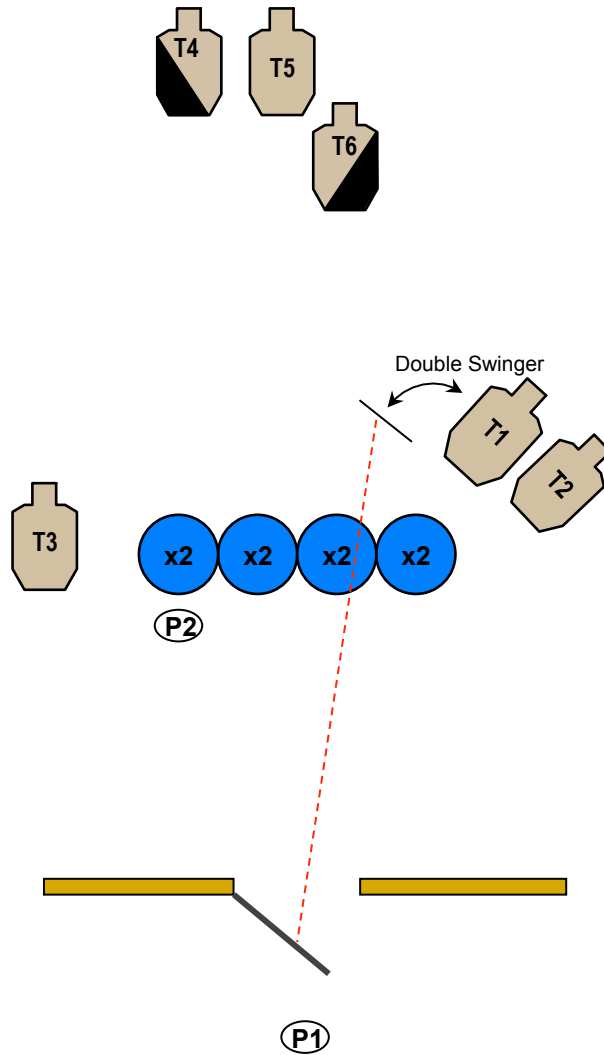
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Seated at P1, holding briefcase on lap with both hands				
At Signal:	Place briefcase on table, draw and engage T1-T4 with (2) rounds each in tactical sequence from the seated position. Retreat to P2 and engage T5-T6 with (2) rounds each. Advance to P3 and engage T7 with (2) rounds from around the barrel and T8-T9 with (2) rounds each from under the wall.				
**Notes:	<ol style="list-style-type: none"> 1. T1-T4 must be engaged while seated. 2. Shooter may reload while retreating to P2. 3. T7-T9 may be engaged in any order. 				



Tri-County Sportsman's League IDPA Scenario
Swing Town

Stage #05
24 July 2010

Insert silly story that no one reads here.



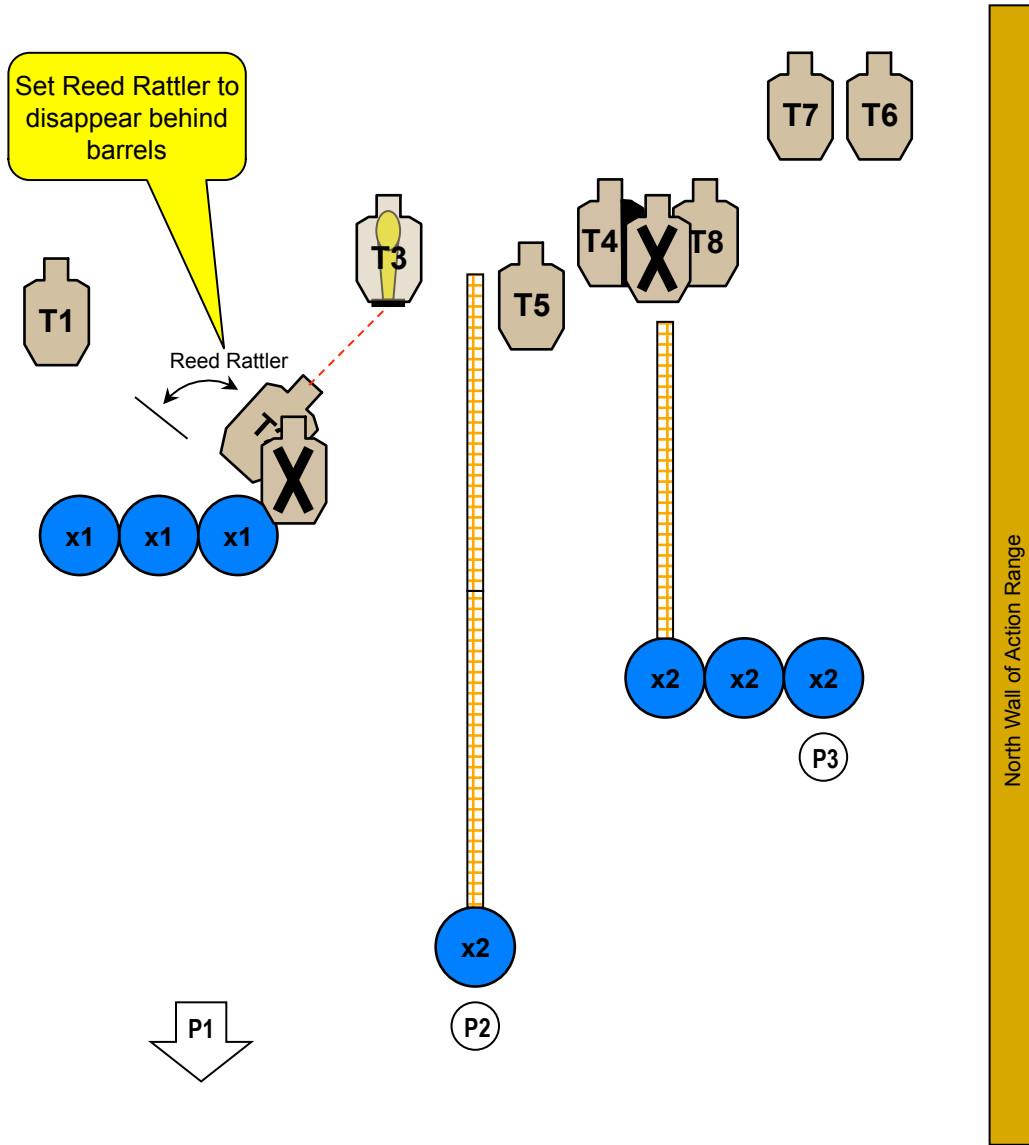
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1				
At Signal:	Open door and engage T1-T3 with (2) rounds each using either side of the door frame as cover. Advance to P2 and engage T4-T6 with (2) rounds each.				
**Notes:					



Tri-County Sportsman's League IDPA Scenario
Turn and Burn

Stage #06
24 July 2010

Insert silly story that no one cares about here.



Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	16
Start:	Standing at P1, facing up range with wrists above shoulders				
At Signal:	Turn, draw and engage T1-T3 in any order with (2) rounds each while remaining stationary. Move to P2 and engage T4-T5 with (2) rounds each. Advance to P3 and engage T6-T8 with (2) rounds each.				
**Notes:					