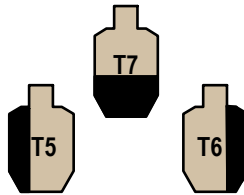
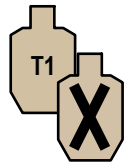


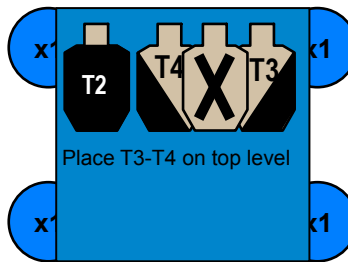


Tri-County Sportsman's League IDPA Scenario Between Floors

08-28-10
Stage 1

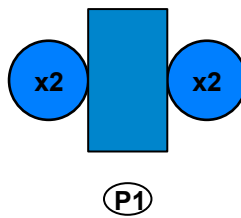


Place T5-T7 on lower level



Place T3-T4 on top level

Shoot over / under flat cover (wall)



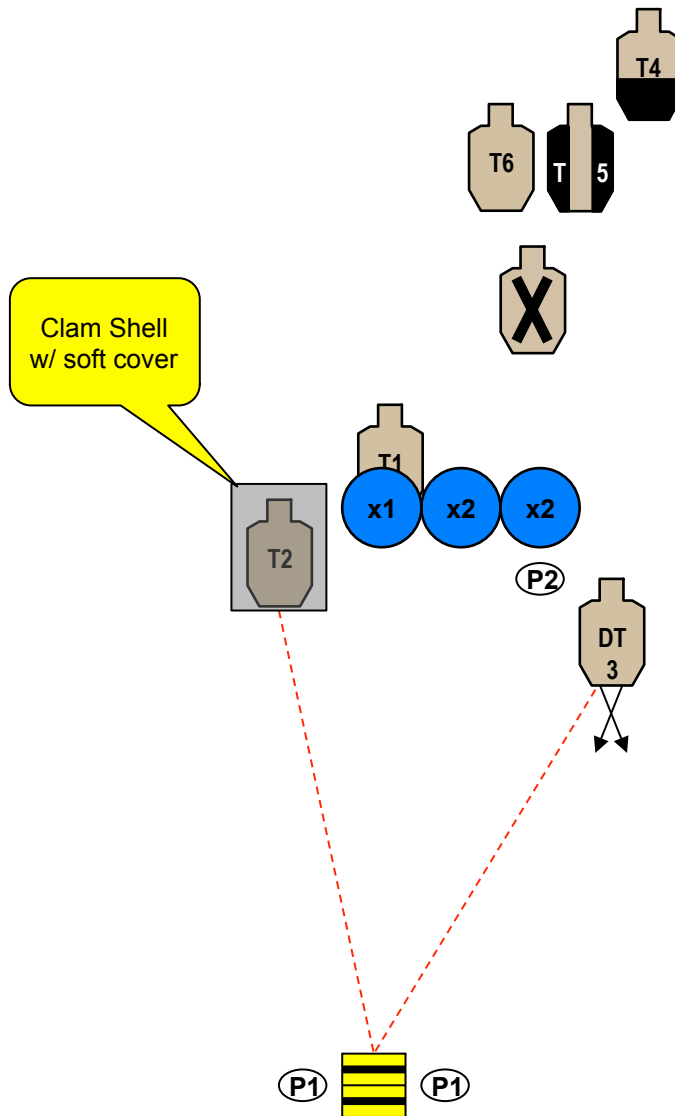
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	14
Start:	Standing at P1, hands on hips looking pissed off because the elevator is stuck				
At Signal:	Engage T1 from the left side of the barrels. Engage T2-T4 with (2) rounds each through the top barrel, in any order Engage T5-T7 through the bottom barrel, in any order.				
**Notes:					



Tri-County Sportsman's League IDPA Scenario Just Passing Through

08-28-10
Stage 2

Something doesn't feel quite right. You better be ready just in case something goes down.

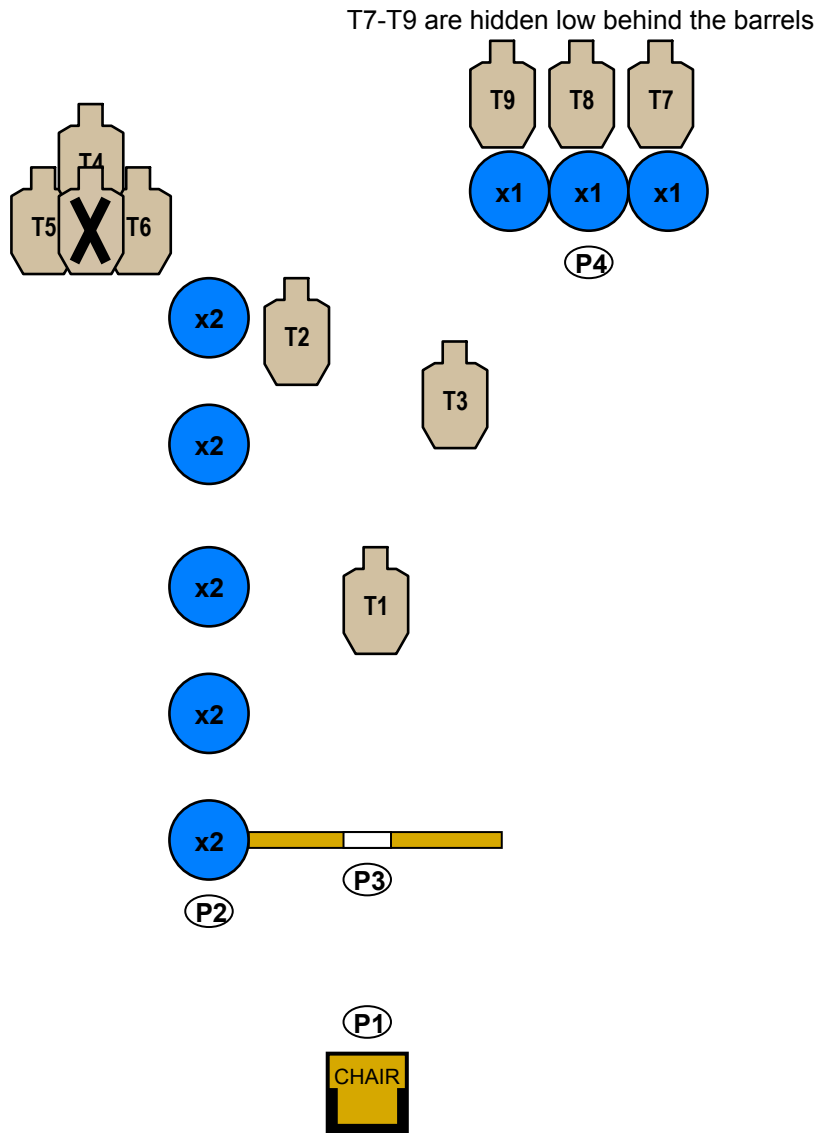


Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1, hand gripping holstered firearm				
At Signal:	Step on Max Trap and engage T1-T3 with (2) rounds each in any order. Move to P2 and engage T4-T6 with (2) rounds each.				
**Notes:	Clam Shell (T2) is not a disappearing target and may be engaged through the soft cover.				



Tri-County Sportsman's League IDPA Scenario Stand Up and Be Counted

08-28-10
Stage 3

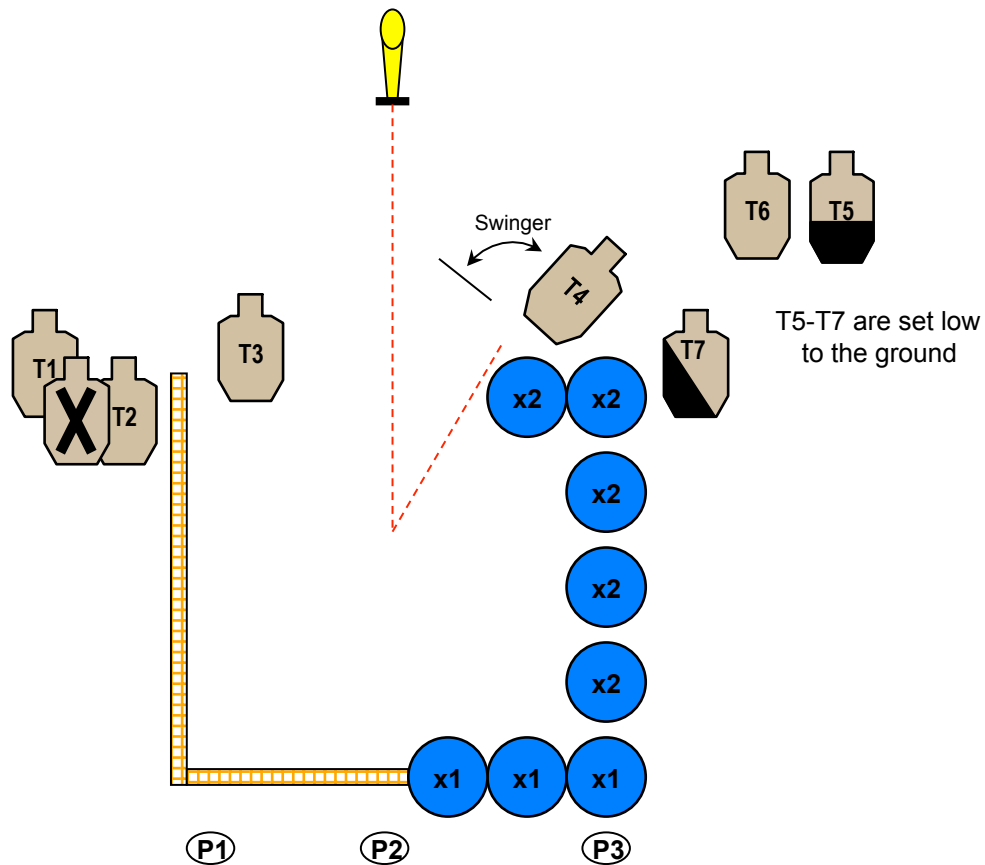


Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Seated in chair at P1				
At Signal:	From P2 and P3, engage T1-T3 through the port and T4-T6 from the left side of the barrels, with (2) rounds each. Advance to P4 and engage T7-T9 with (2) rounds each.				
**Notes:	-Shooter may go to either P2 or P3 as their first shooting position. -T1-T3 may not be engaged once the shooter has left the port at P3.				



Tri-County Sportsman's League IDPA Scenario It's All Relative

08-28-10
Stage 4



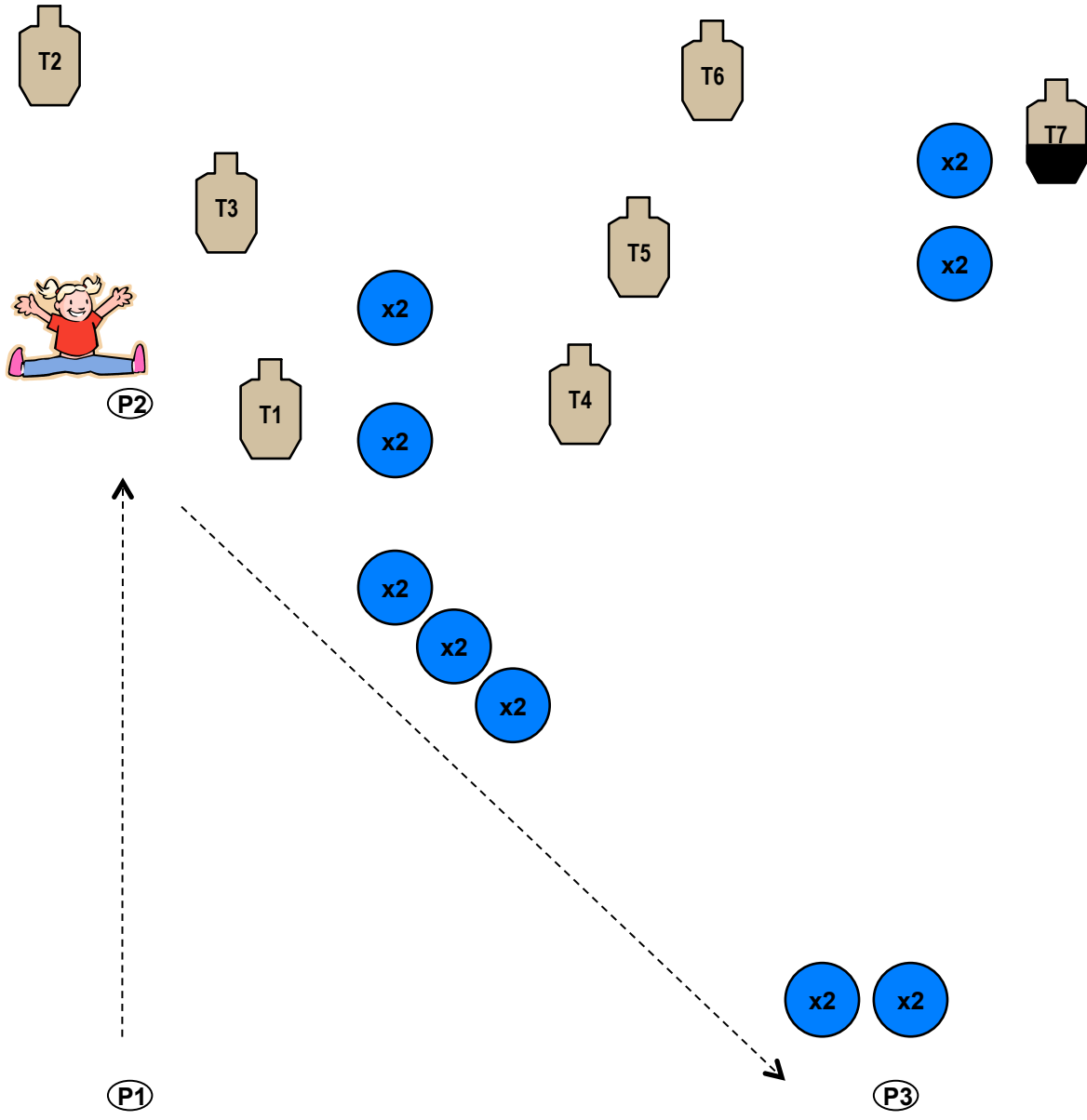
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1, hands relaxed at sides				
At Signal:	From P1, engage T1-T2 with (2) rounds each. Move to P2 and engage popper, T3 and T4 with (2) rounds each. Move to P3, kneel, and engage T5-T7 with (2) rounds each.				
**Notes:	-After the steel has been engaged, T3 –T4 may be engaged in any order. -Shooter may reload while moving from P2 to P3 as long as they remain below the barrels.				



Tri-County Sportsman's League IDPA Scenario Save the child!

08-28-10
Stage 5

Go save your child from the bad guys.

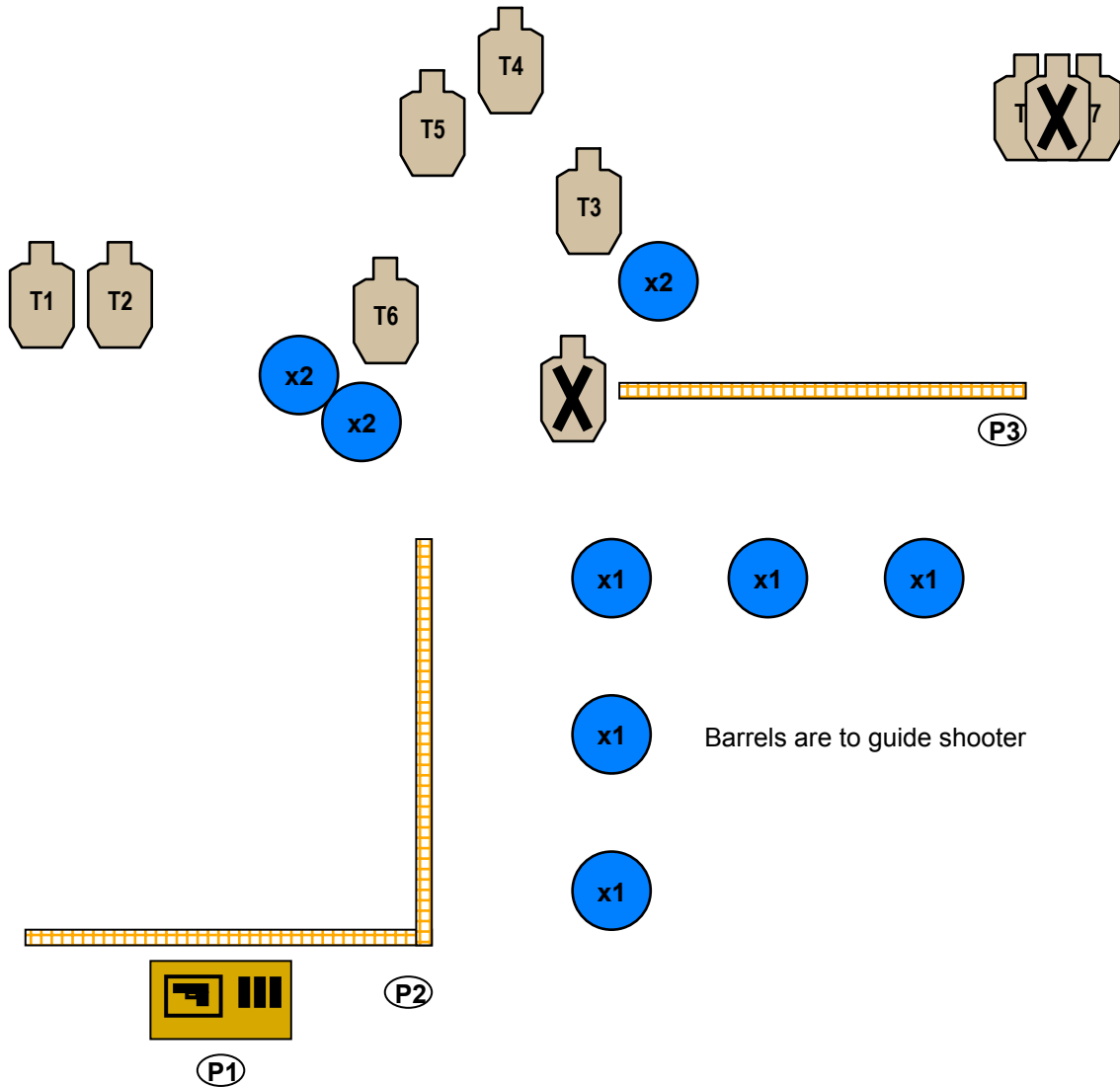


Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	14
Start:	Standing at P1, hands at side.				
At Signal:	Engage T1-T3 with (2) rounds each (any order) while moving to P2. Grab your child and engage T4-T6 with strong hand only while carrying your child AND moving to P3. Engage T7 from P3 using available cover.				
**Notes:	You may set down child at P3 to engage T7. All reloads begin and end behind cover.				



Tri-County Sportsman's League IDPA Scenario Cleaning House

**08-28-10
Stage 6**



No Barney Round!

Concealment:	Optional	Pistol:	In IDPA box	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	16
Start:	Standing at P1, hands on table, unloaded pistol in box and ammunition carriers on the table.				
At Signal:	Load pistol and engage T1-T3 with (2) rounds each in tactical priority. Move to P2 and engage T4-5 with (2) rounds each. While moving to P3 engage T6 with (2) rounds when it becomes visible. Once at P3 engage T7-T8 with (2) rounds each.				
**Notes:	-Ammo must be stowed, using any IDPA legal method, before leaving P2. -T3 may only be engaged from P1.				