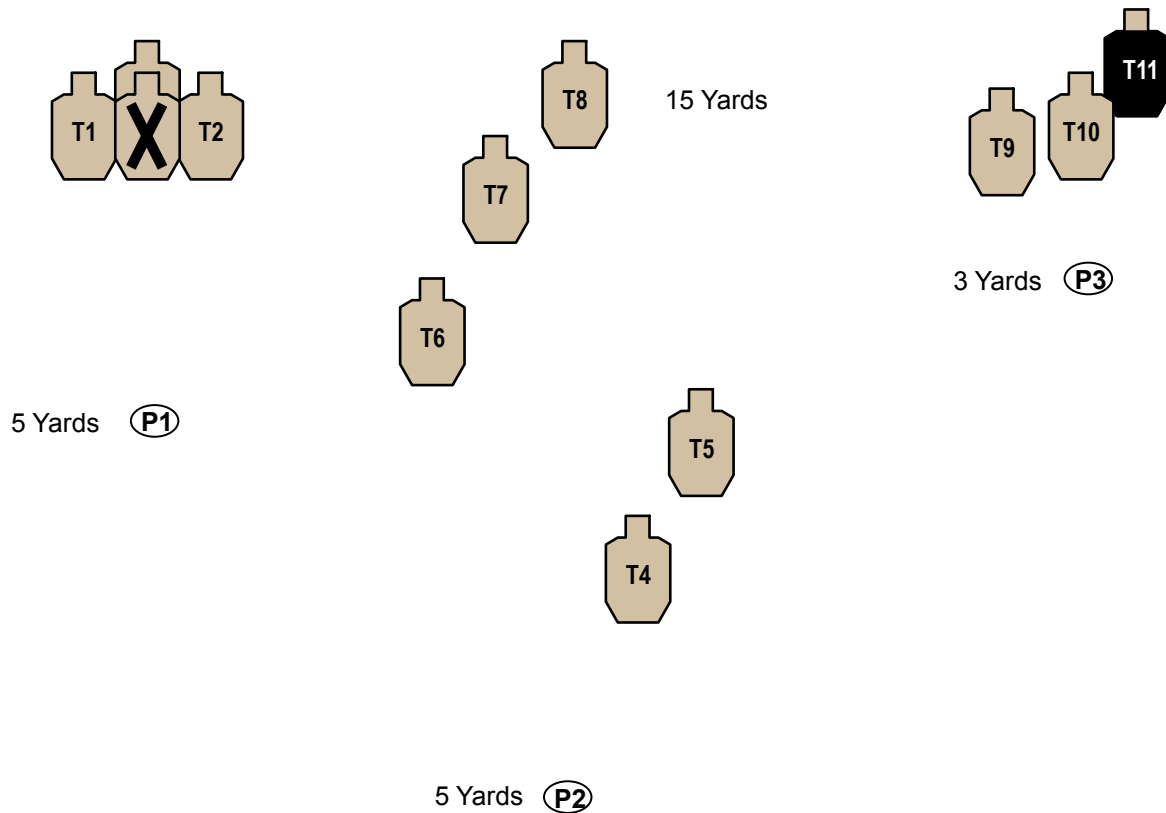




Tri-County Sportsman's League IDPA Scenario
BUG Standards

10-23-10
Bay 1 - Stage 1

Used at 2009 and 2010 IDPA Nationals.



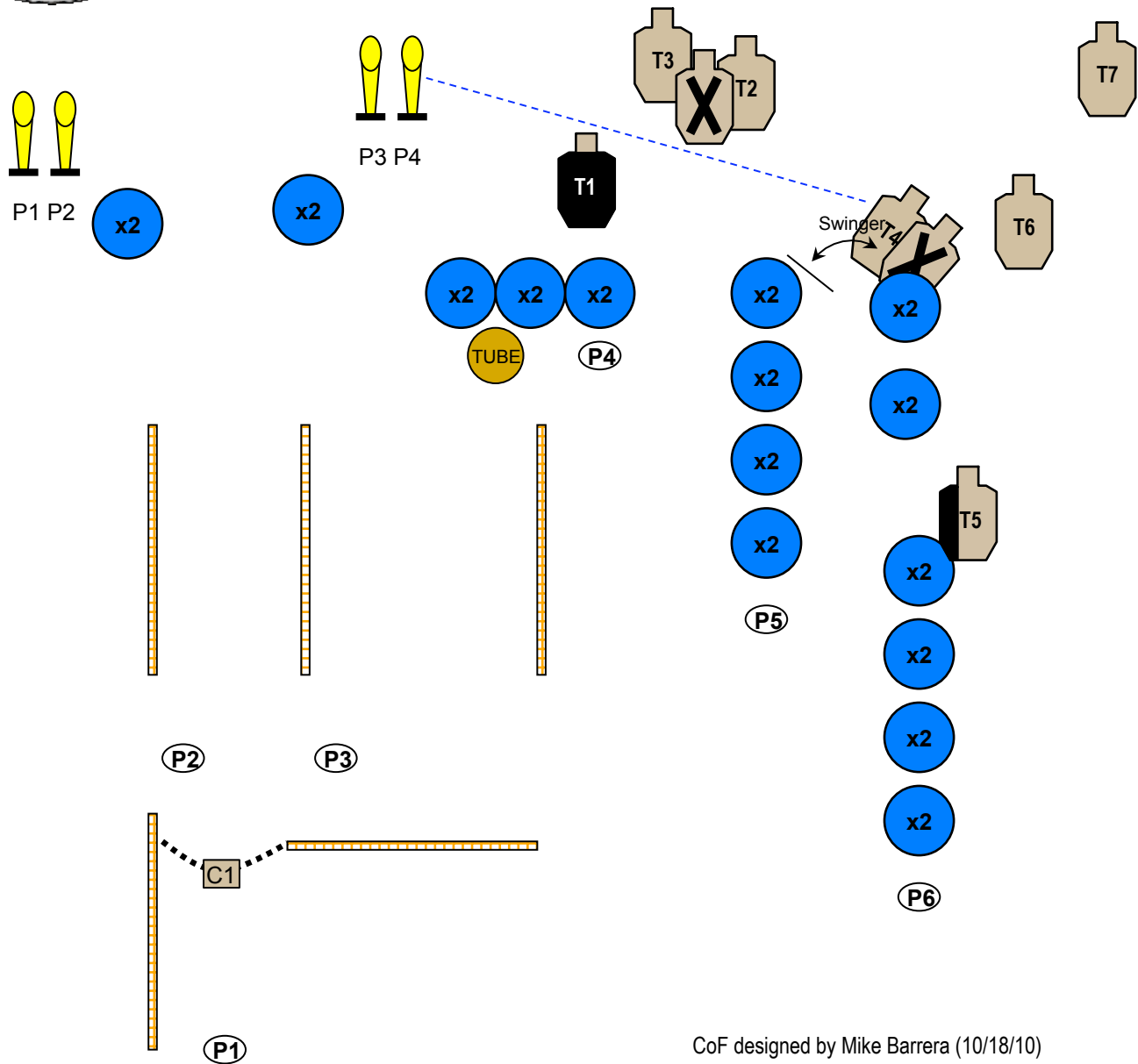
3 Strings
5 Rounds Each String

Concealment:	Yes	Pistol:	Holstered	Scoring:	Limited Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1-P3 with hands in surrender position				
At Signal:	String 1 – Standing at P1 - Engage T1-T2 with 2 rounds and T3 with 1 round in any order. String 2 – Standing at P2 - Engage T4-T8 with 1 round each in tactical priority. String 3 – While retreating from P3, engage T9-T10 with 2 rounds and T11 with 1 round to head – any order.				
**Notes:	1. All strings will begin holstered. 2. Reloads between strings are off the clock.				



Tri-County Sportsman's League IDPA Scenario
Get through the gates

10-23-10
Bay 2 & 3 - Stage 2



CoF designed by Mike Barrera (10/18/10)

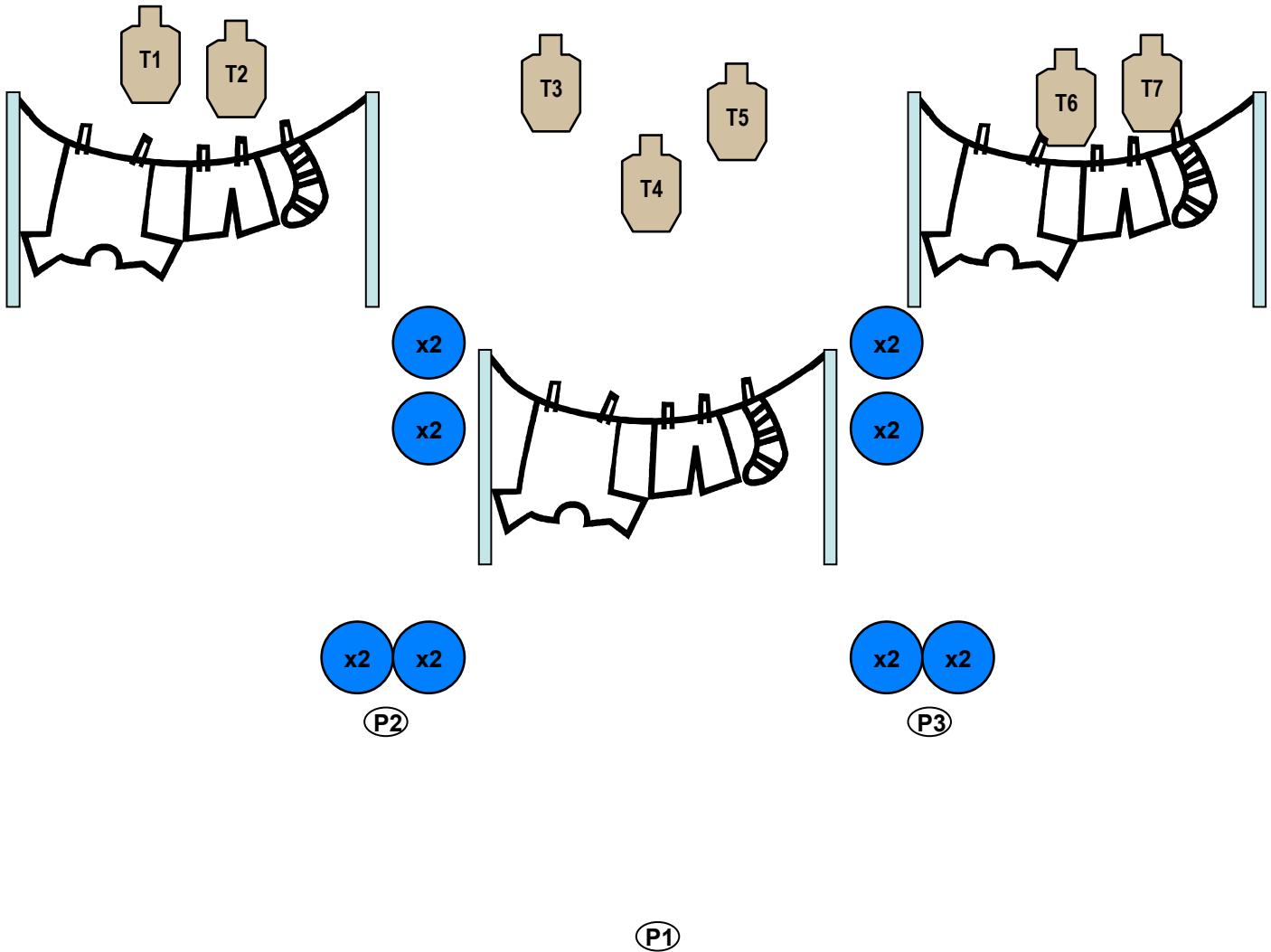
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	14 pistol 5 shotgun
Start:	Loaded shotgun at low ready at P1.				
At Signal:	Use shotgun to engage Chain 1 Target (C1) from P1 and blow it apart. Then pass through to P2. From P2, engage popper 1 and popper 2 in tactical priority. Go to P3 and engage popper 3 and popper 4 in tactical priority. Move to P4, drop the empty shotgun into tube, draw and engage T1 – T3 in tactical priority with 2 shots each. Move to P5 and engage T4 with 2 shots. Move to P6 and engage T5 – T7 in tactical priority with 2 shots each.				
**Notes:	Shotgun will be loaded with 6 rounds. Extra rounds can be pulled from side saddle if needed. Watch muzzle direction when moving and engaging chain targets. Failure to shoot through chain targets incurs a miss (5 pts) and a procedural (3 sec) for each gate.				



Tri-County Sportsman's League IDPA Scenario
Wash day tomorrow? Nothing clean, right?

10-23-10
Stage 3

You are ambushed while hanging your laundry in the back yard.



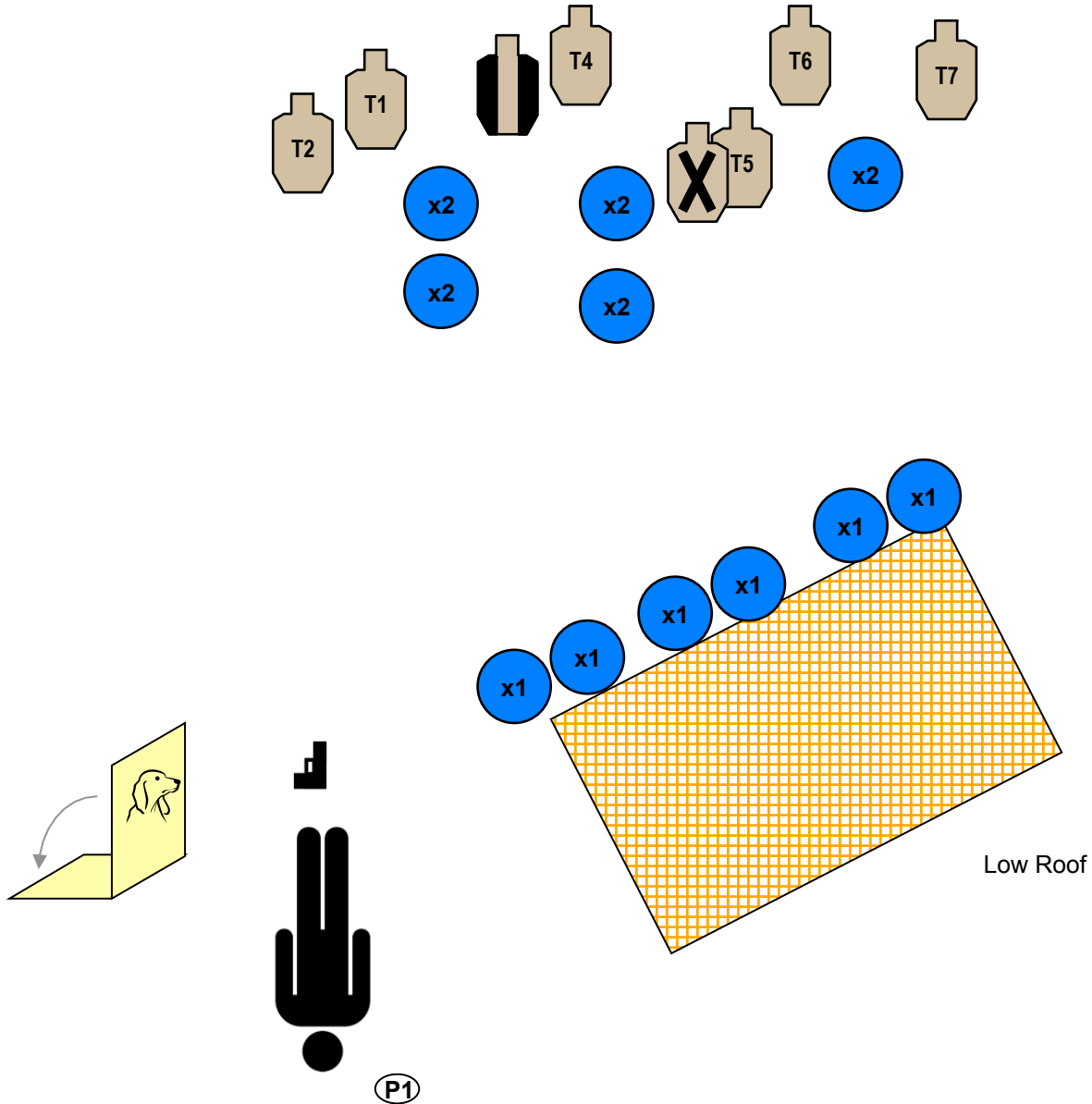
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Holding basket with both hands at P1.				
At Signal:	Draw and engage T1-T7 with 2 rounds each from P2 or P3. T3-T5 may be engaged while moving to P2 or P3.				
**Notes:					



Tri-County Sportsman's League IDPA Scenario Low Cover

10-23-10
Stage 4

You are attacked by thugs and their dog. Your gun is knocked from your hand and you are knocked on your back. You stop the dog with a rock – and grab your gun to engage the bad guys from low cover.



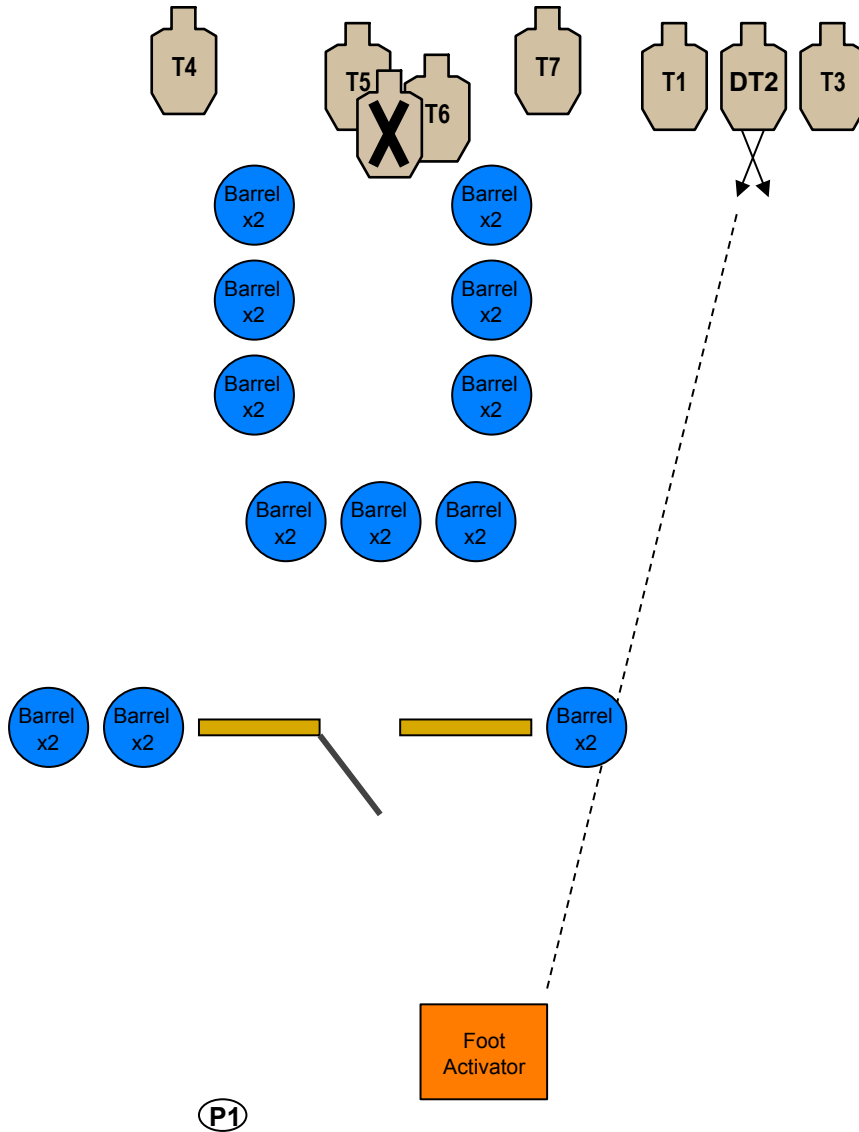
Concealment:	No	Pistol:	Loaded on ground	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	14
Start:	Flat on back – holding rock in strong hand- with feet downrange				
At Signal:	Knock dog over with rock – or foot. Grab gun and move to low cover to engage T1 – T7 in tactical priority from low cover (with at least 1 knee on the ground)				
**Notes:	Shooter may engage targets from over top or from side of barrels. Failure to knock dog over will incur a miss (5 pts), FTN (5 sec) and Procedural (3 sec) = 10.5 sec.				



Tri-County Sportsman's League IDPA Scenario Into the house

10-23-10
Stage 5

You are opening the bedroom door when a burglars attack you. You engage him, then hear his buddies charging through the house



Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	14
Start:	Hands at side facing door at P1.				
At Signal:	Draw and engage T1-T3 from right side cover. You may engage T1 – T3 while moving towards door (while using cover). Go through door and use cover to engage T4 – T7. All targets get 2 shots each				
**Notes:					