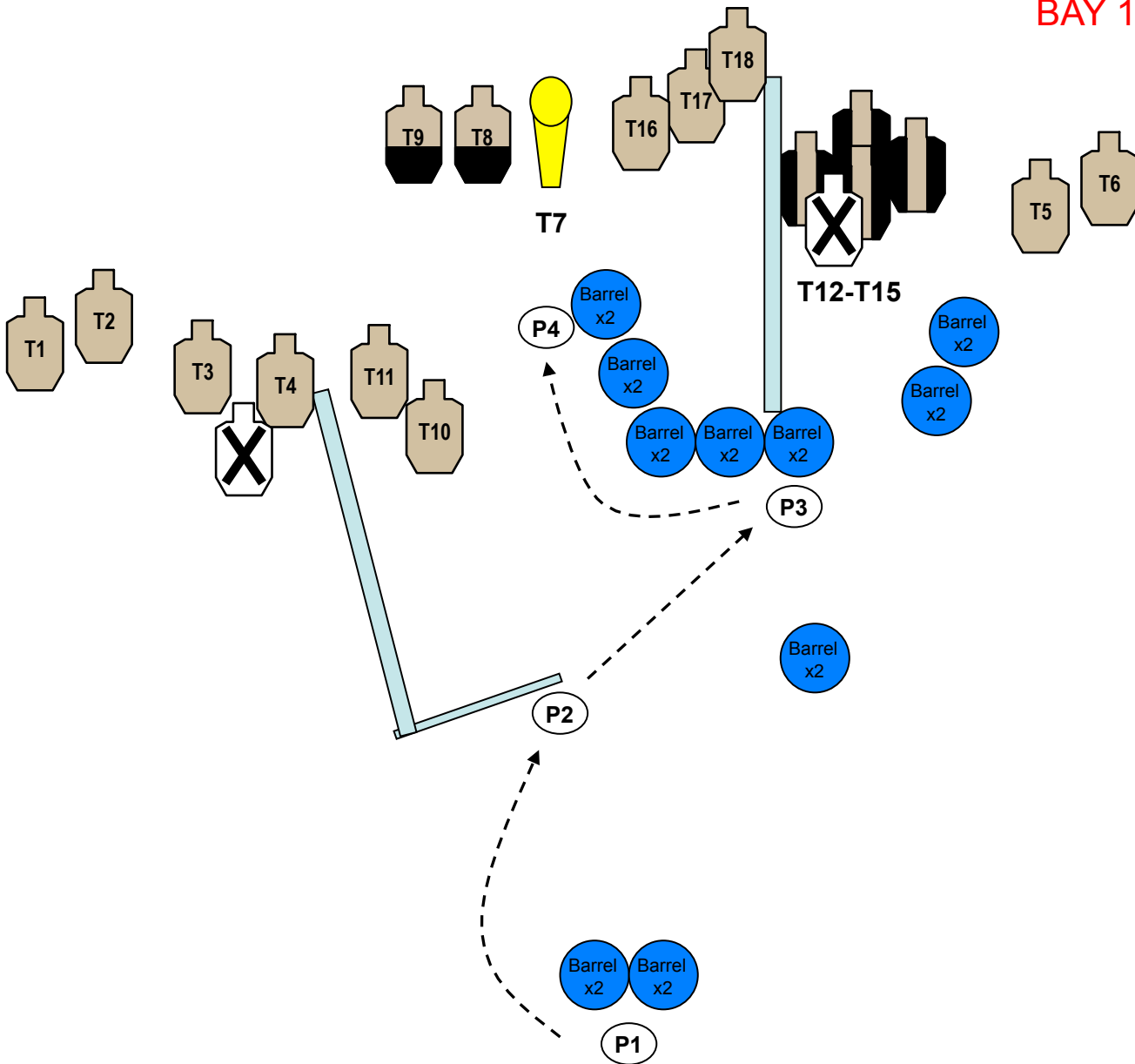




Tri-County Sportsman's League IDPA Scenario  
Field of Bad Guys

Stage #01  
Feb 25, 2012  
BAY 1



<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	18
<b>Start:</b>	Standing at P1, hands at side				
<b>At Signal:</b>	From P1, draw and engage T1-T6 with 1 shot each in tactical priority. Move AROUND LEFT SIDE OF BARRELS to P2 and engage T7 (popper) – T10 with 1 shot each in tactical priority. Move to P3 and engage T12 – T15 with 1 shot each in tactical priority. Move to P4 and engage T16 – T18 with 1 shot each in tactical priority.				
<b>**Notes:</b>	All targets require 1 shot each. Steel must be hit until it falls. Targets must be engaged from designated shooting positions – targets cannot be re-engaged from other positions.				



Tri-County Sportsman's League IDPA Scenario  
One shot stop

Stage #02  
Feb 25, 2012  
BAY 1



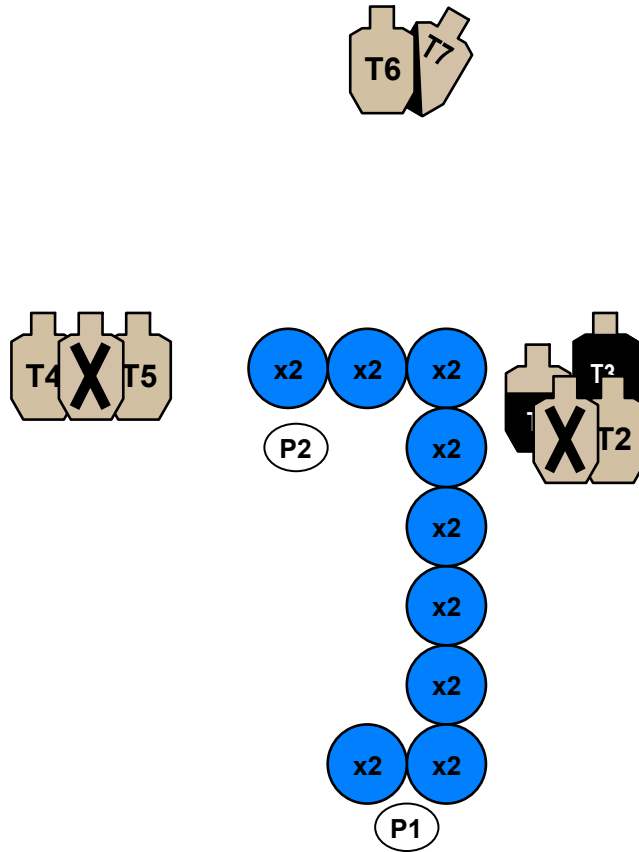
P1

<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded with 1 Round. Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	1
<b>Start:</b>	Standing at P1, hands at side, extra mags on belt.				
<b>At Signal:</b>	From P1, engage T1 with 1 shot.				
<b>**Notes:</b>					



Tri-County Sportsman's League IDPA Scenario  
Raw Deal 2

Stage #03  
Bay 2  
25 Feb. 2012

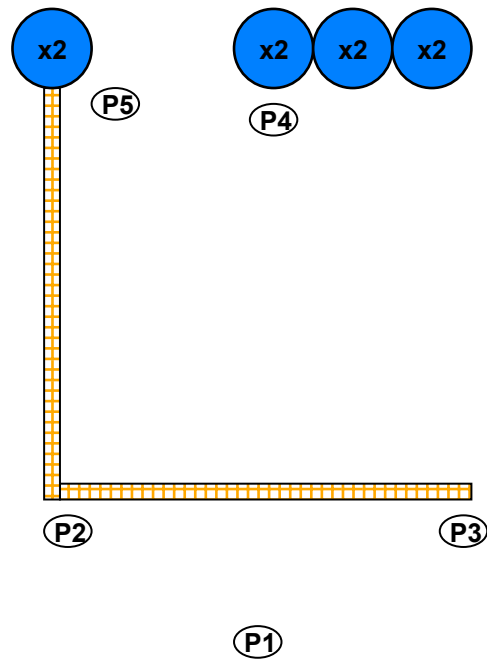
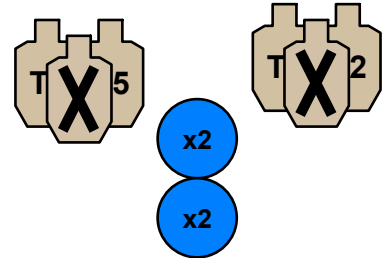
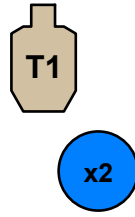
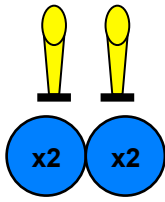


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	14
<b>Start:</b>	Standing at P1				
<b>At Signal:</b>	From P1, engage T1-T5 with (2) rounds each. Advance to P2 and Engage T6-T7 with (2) rounds each.				
<b>**Notes:</b>	Competitor may reload at P1 or P2 but not while moving between the two positions.				



Tri-County Sportsman's League IDPA Scenario  
Can't Stand Still

Stage #04v2  
Bay 2  
25 Feb. 2012



<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	14
<b>Start:</b>	Standing at P1				
<b>At Signal:</b>	Move to P1 and engage T1 with (2) rounds. Move to p3 and engage T2-T3 with (2) rounds each. Move to P4 and engage T4-T5 with (2) rounds each. Move to P5 and engage PP6-PP7 until they fall.				
<b>**Notes:</b>	Competitor may reload while moving between P3 and P4.				



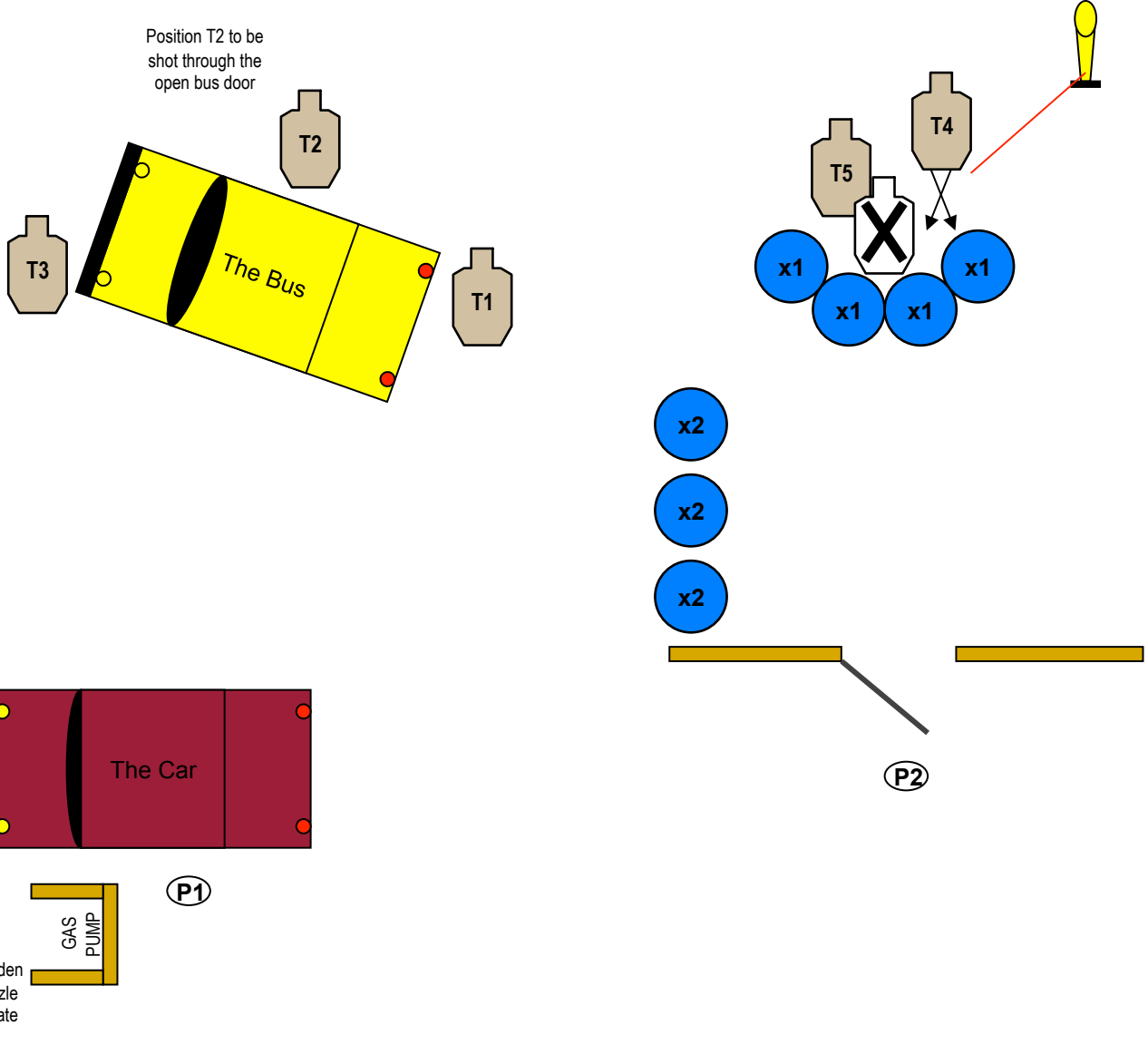
# Tri-County Sportsman's League IDPA Scenario Problems at the Pump

Stage #05

Bay 3

02-25-12

While at the gas station bad guys show up to rob the place. Stop them and go rescue the clerk inside.



Barricade, garden hose and nozzle used to simulate gas pump

<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	11
<b>Start:</b>	Standing at P1, Holding gas nozzle in strong hand				
<b>At Signal:</b>	Hang the gas nozzle back onto the pump. Draw and engage T1-T3 with 2 shots each in Tac Priority. Move to P2 open door and engage PP1 and T4-T5 in Tac Priority.				
<b>**Notes:</b>	1. Gas Nozzle must be hung properly and not thrown to the ground 2. Once PP1 has been engaged T4-T5 can be engaged in any order				

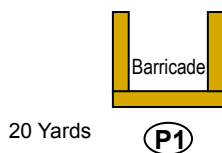
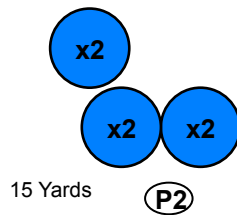
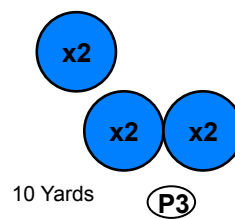
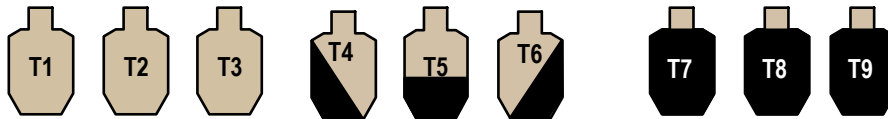


Tri-County Sportsman's League IDPA Scenario  
Distance Skills

Stage #06

Bay 4

02-25-12



<b>Concealment:</b>	Yes	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Limited Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	18
<b>Start:</b>	Standing at P1, Hands relaxed at sides				
<b>At Signal:</b>	Draw and engage T1-T3 with 2 shots each in Tac Priority Move to P2 and engage T4-T6 with 2 shots each in Tac Priority Move to P3 and engage T7-T9 with 2 shots each in Tac Priority				
<b>**Notes:</b>					