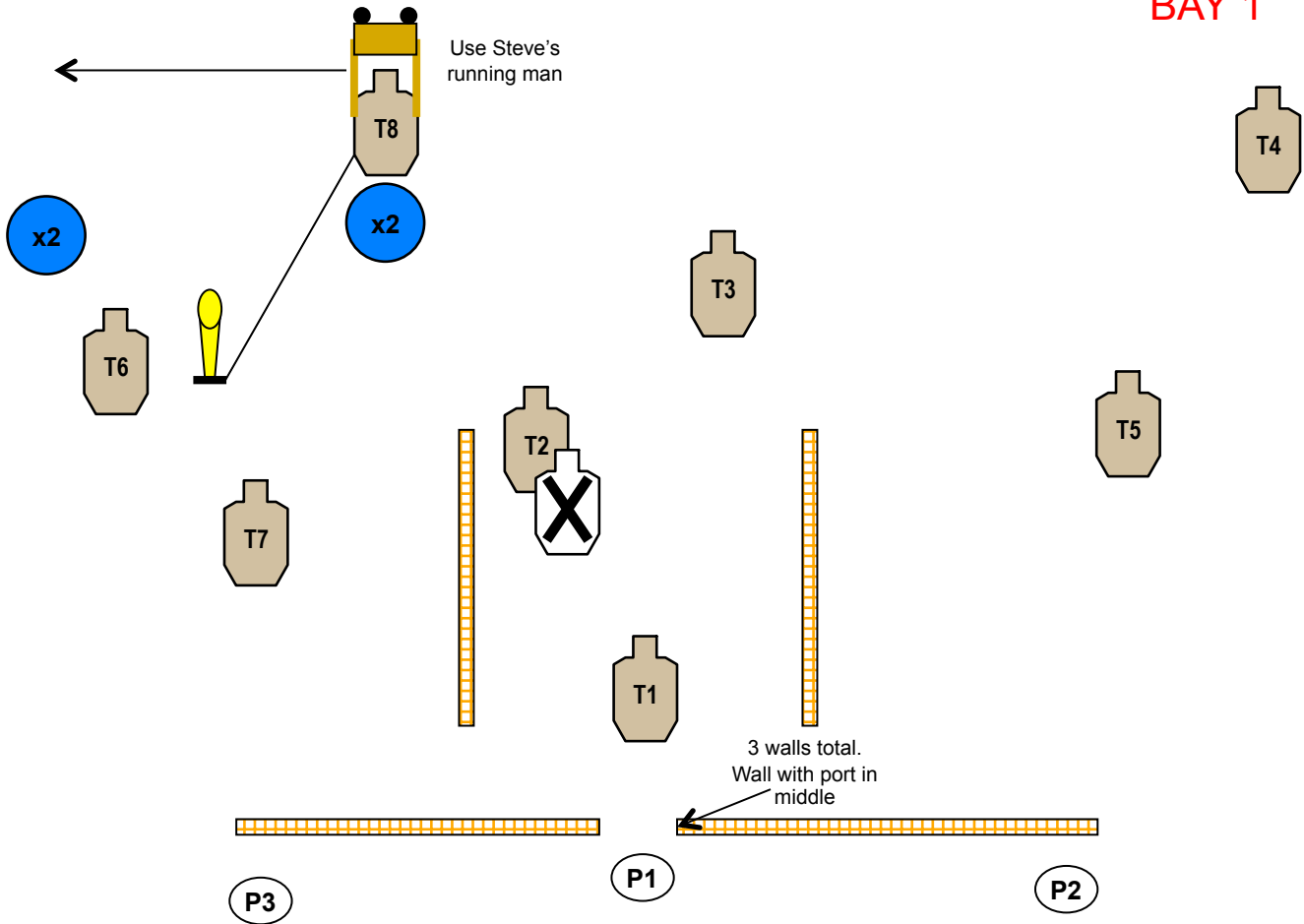




Tri-County Sportsman's League IDPA Scenario  
Running Man

Stage #01  
August 25, 2012  
BAY 1

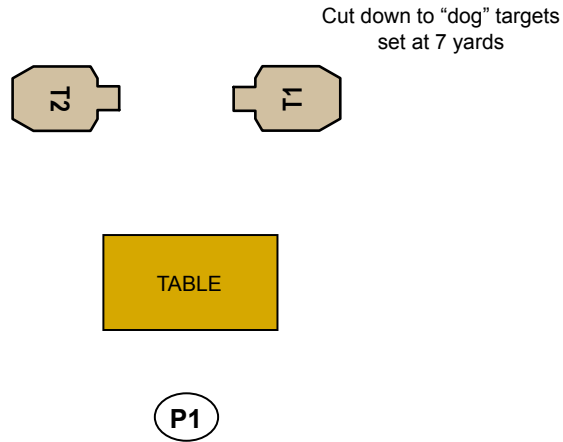


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded and holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA Approved	<b>Min. Rounds:</b>	17
<b>Start:</b>	Standing at P1				
<b>At Signal:</b>	From P1 Engage T1 – T3 with 2 shots each in Tac Priority Move to P2 and Engage T4 – T5 with 2 shots each in Tac Priority Move to P3 and Engage T6 - T8 with 2 shots each and PP1 in Tac Priority				
<b>**Notes:</b>	Shooter may go to either P2 or P3 after completing P1 T7 may be engaged before T8 becomes visible After T1 – T3 are engaged the entire area behind the wall is cover				



Tri-County Sportsman's League IDPA Scenario  
Ammo on the Table

Stage #02  
August 25, 2012  
BAY 1

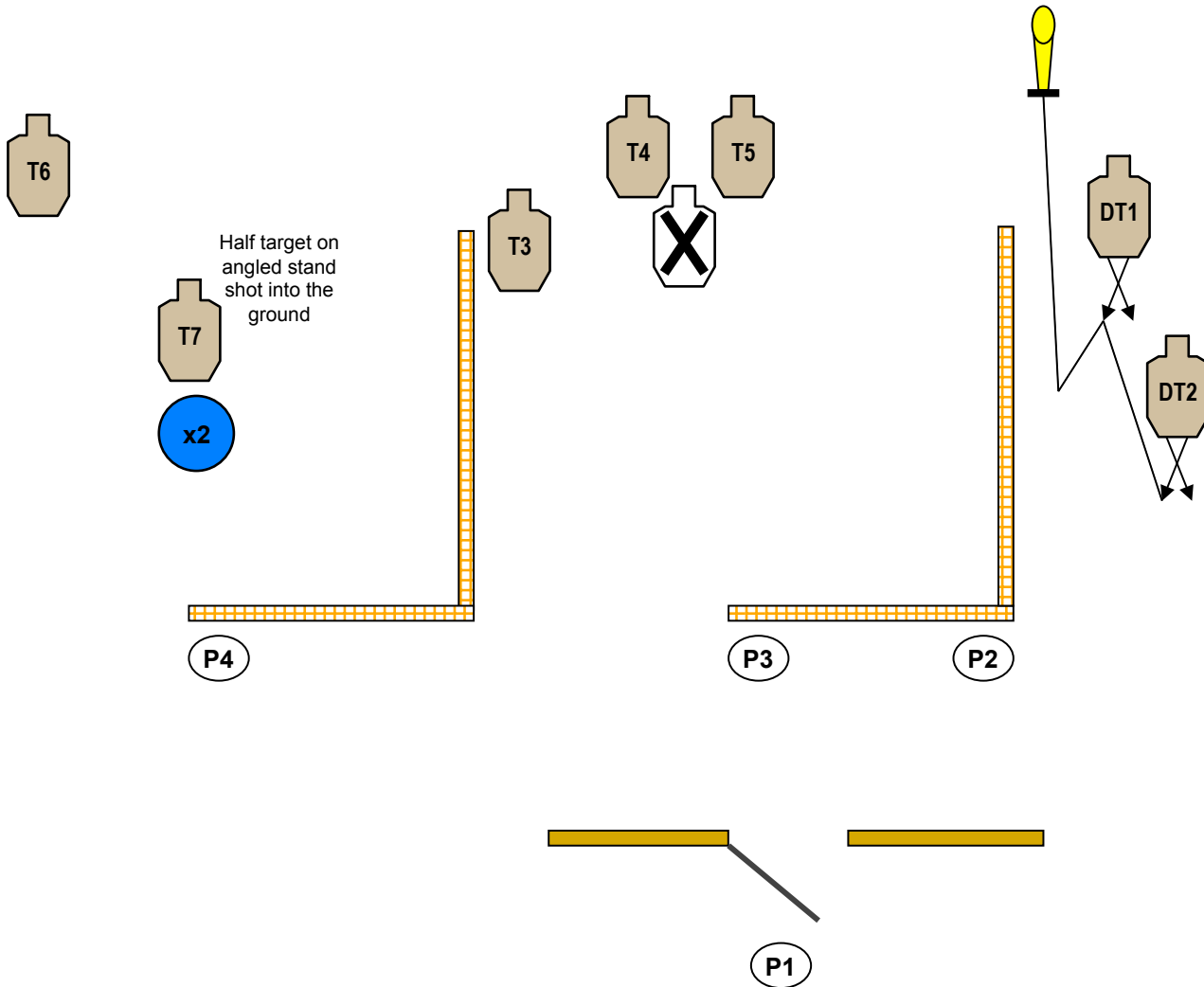


<b>Concealment:</b>	No	<b>Pistol:</b>	Unloaded on table	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA Approved	<b>Min. Rounds:</b>	4
<b>Start:</b>	Standing at P1, Hands on table Empty gun on table with slide / cylinder open Empty mags / loading aids / loose ammo also on table				
<b>At Signal:</b>	Load gun and engage T1 – T2 with 2 rounds each				
<b>**Notes:</b>	No propping of gun on table..				



Tri-County Sportsman's League IDPA Scenario  
Through the Door

Stage #03  
August 25, 2012  
BAY 2

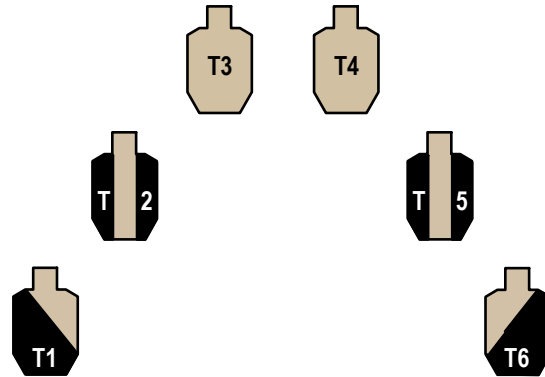


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded, Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA Approved	<b>Min. Rounds:</b>	15
<b>Start:</b>	Standing at P1, Strong Hand on door knob				
<b>At Signal:</b>	Open the door with the strong hand and go through the door way to P2 At P2 Engage PP1 and DT1 – DT2 with 2 shots each Tac Priority Advance to P3 and Engage T3 – T5 with 2 shots each in Tac Priority Advance to P4 and Engage T6 – T7 with 2 shots each in Tac Priority				
<b>**Notes:</b>	The open area between P3 – P4 is NOT cover After advancing through the door shooter may go to P2 or P3 first				



Tri-County Sportsman's League IDPA Scenario  
Stand & Shoot

Stage #04  
August 25, 2012  
BAY 2



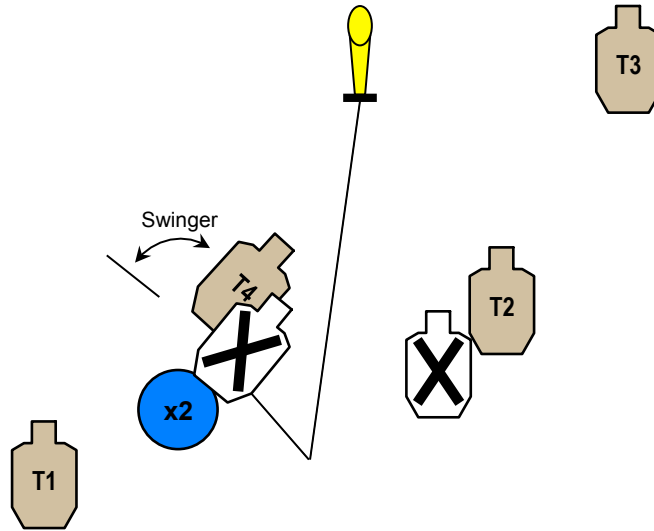
P1

<b>Concealment:</b>	No	<b>Pistol:</b>	Loaded and 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				
<b>At Signal:</b>	Engage T1 – T6 in Tactical Sequence with 3 shots each. At least 1 shot each must be a head shot.				
<b>**Notes:</b>					



Tri-County Sportsman's League IDPA Scenario  
Seated Swingers

Stage #05  
August 25, 2012  
BAY 3

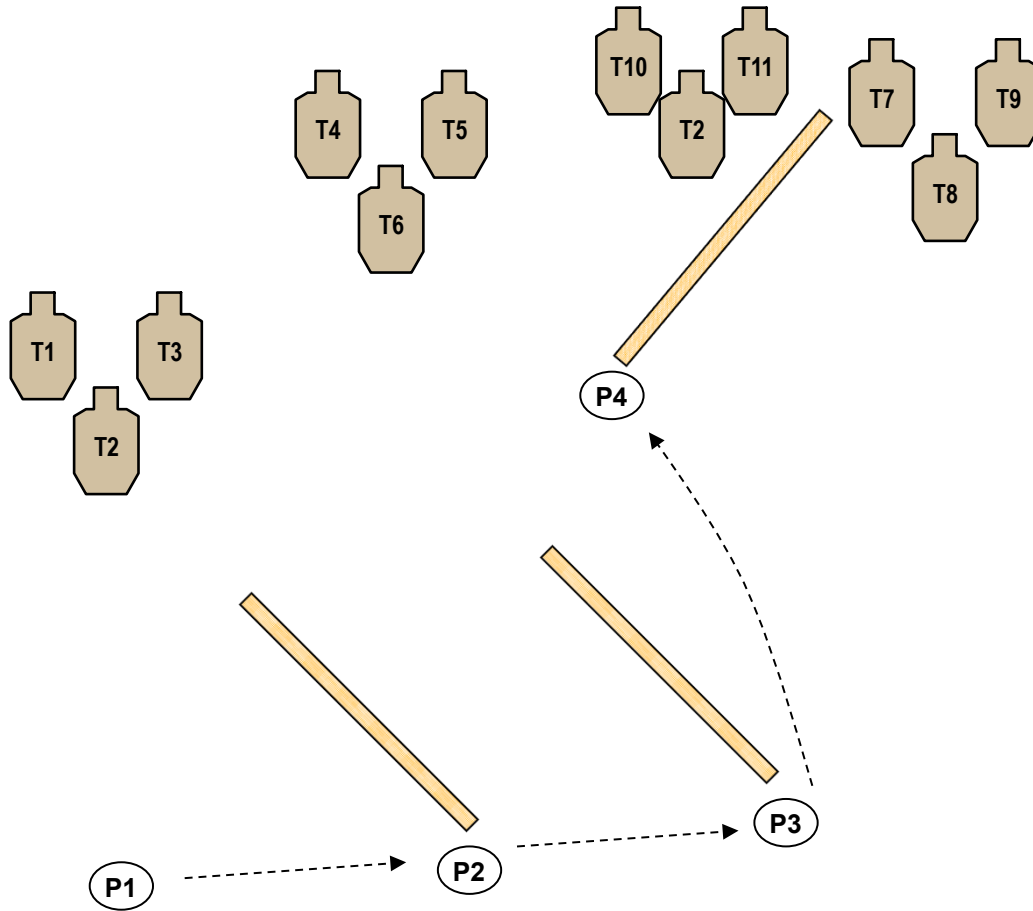


<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded & holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	9
<b>Start:</b>	Sitting in chair. Hands on knees				
<b>At Signal:</b>	Engage T1 – T4 with 2 rounds each in Tac priority				
<b>**Notes:</b>	T3 and PP1 are equal distance Shooter may remain seated or kneel to engage targets but the table must still be used as cover				



Tri-County Sportsman's League IDPA Scenario  
One shot – one kill

Stage #06  
August 25, 2012  
BAY 3



<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded & holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	12
<b>Start:</b>	Standing at P1, hands at side				
<b>At Signal:</b>	Draw engage T1 – T3 with 1 shot each standing at P1 – or moving to P2. Engage T-4 – T6 with 1 shot each at P2. Engage T7 – T9 with 1 shot each at P3. Engage T10 – T12 with 1 shot each at P4.				
<b>**Notes:</b>	Cover is only at P2, P3 and P4 (3 cover positions). Targets may NOT be re-engaged at different than designated shooting positions.				