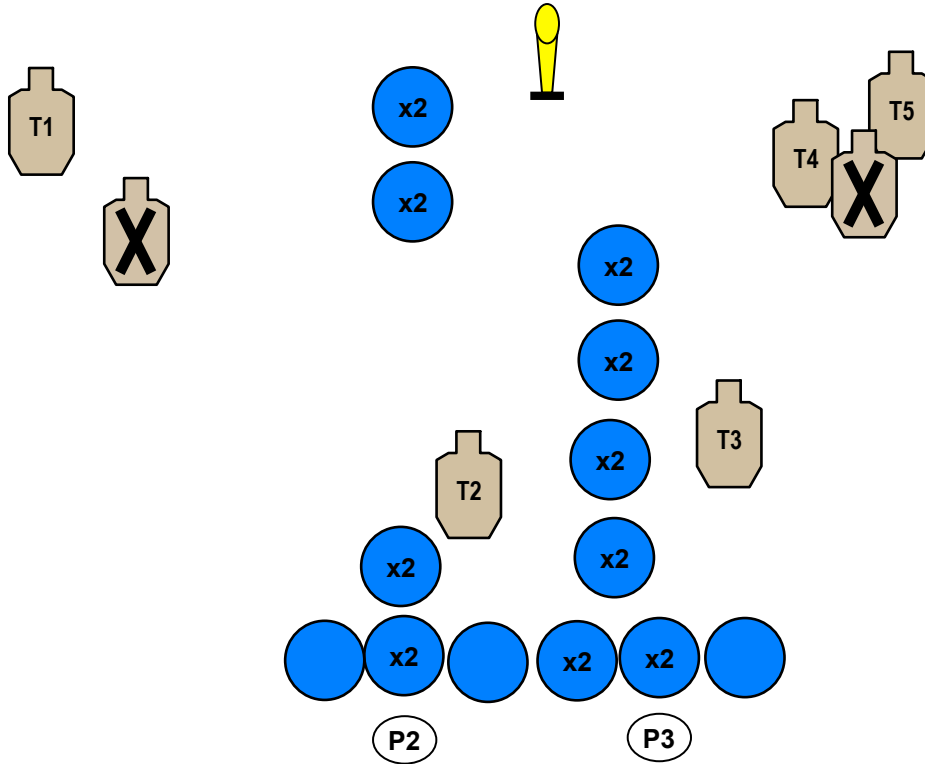




Tri-County Sportsman's League IDPA Scenario Trouble in the Garage

Stage #1
May 25, 2013

You are working in your garage and your firearm is in the toolbox.
You look up and see trouble heading your way.



P1

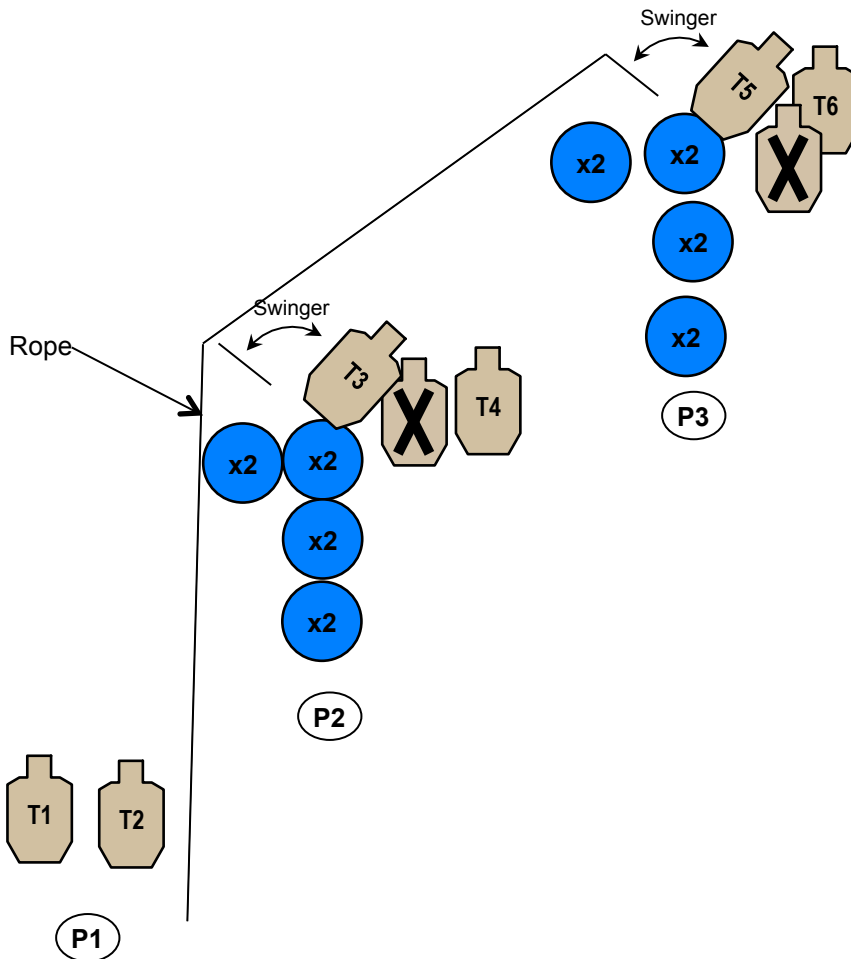
Concealment:	Not required	Pistol:	Loaded in toolbox	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	11
Start:	Standing at P1 with hands in surrender position				
At Signal:	Open and pull gun from box. Engage T1 with 6 shots while advancing to P2 At P2 engage PP and T2 (with 2 shots) using cover, Advance to P3 At P3 engage T3 – T5 with 2 shots each in tactical priority				
**Notes:	If the gun runs dry moving to P2, the shooter may go to P2 for reload and engage T1 using cover from P2.				



Tri-County Sportsman's League IDPA Scenario Too Close For Comfort

Stage #2
May 25, 2013

While walking your dog, you are accosted by 2 thugs who want more than your money. As you defend yourself, their buddies start advancing. Take cover and try to get away.

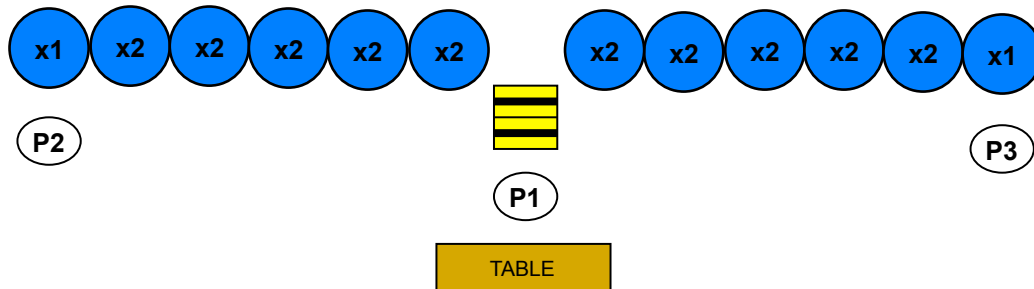
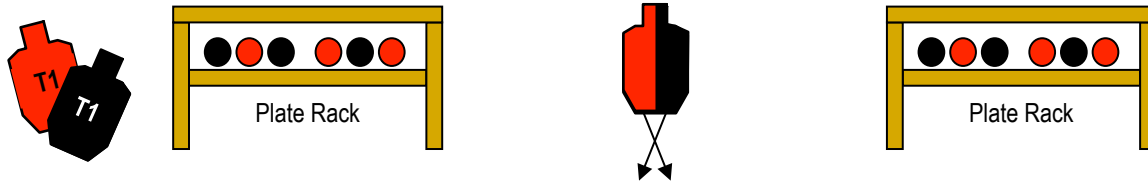


Concealment:	Yes	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	12
Start:	Standing at P1, rope in strong hand.				
At Signal:	Pull the leash, draw and engage T1 & T2 with 2 shots each, from retention in tac-sequence. Move to P2 and engage T3 & T4 with 2 shots each using cover. Move to P3 and engage T5 & T6 using cover.				
**Notes:	Swingers (2) are activated by pulling on the dog's leash (rope). Reload as necessary using IDPA legal reload				



Tri-County Sportsman's League IDPA Scenario
 Color Coded
 Skill Drill

Stage #03
 May 25, 2013



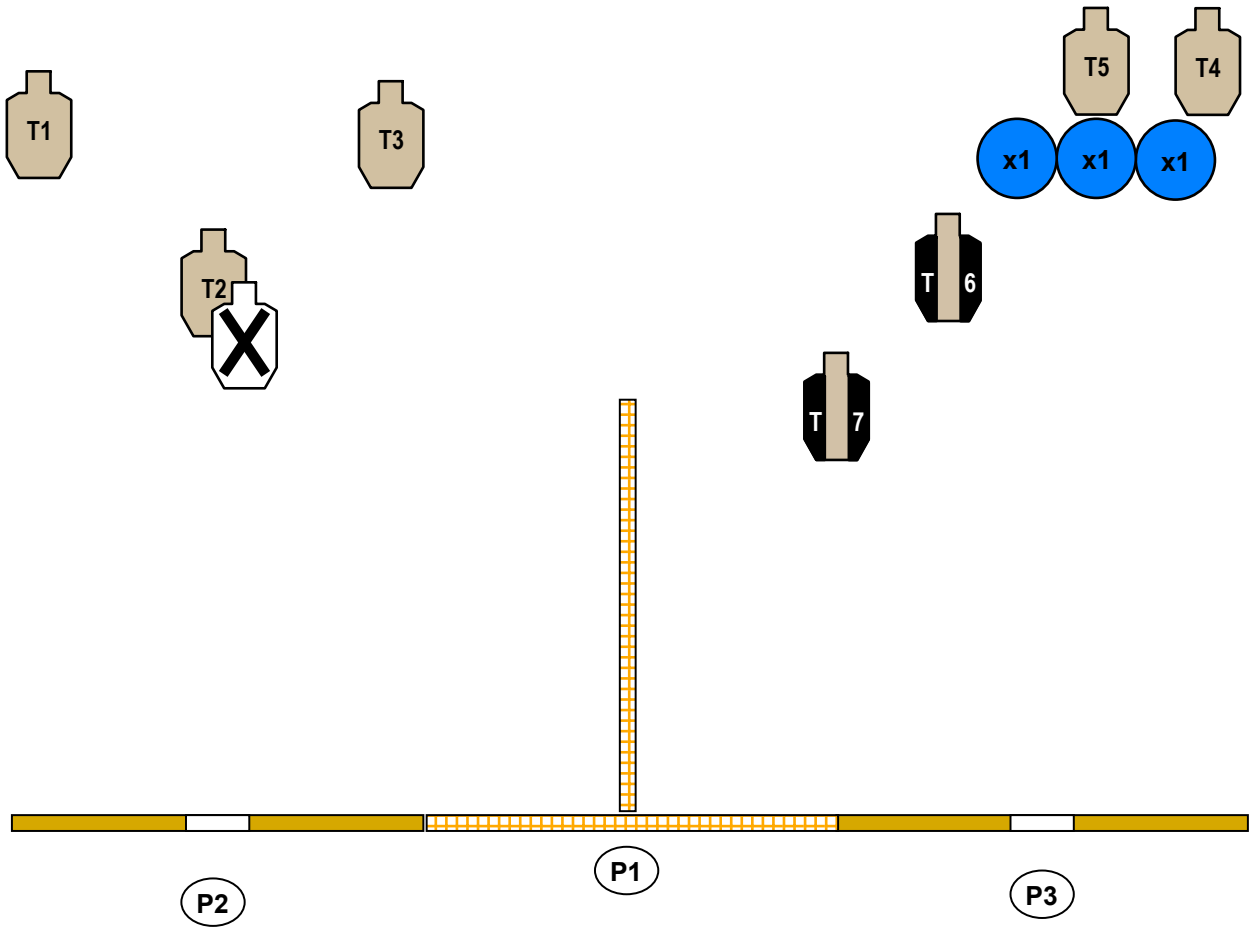
Concealment:	Optional	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	10
Start:	Standing facing uprange at P1 with hands relaxed at sides				
At Signal:	Draw a card from the deck to determine what color targets to shoot (e.g. red card = shoot red targets) Shooter may go to any shooting position (P1, P2 or P3) and engage targets in any order they choose All paper targets get 2 shots each and steel must fall to score T1 and Left Plate Rack may ONLY be shot from P2 Right Plate Rack may ONLY be shot from P3 Drop turner may only be shot from P1				
**Notes:	Any plate that goes down but bounces back up is considered a Range Failure and reshoot is required Cover area for reloads is between P2 and P3 Any opposite color targets hit will be treated as a hit on a non threat				



Tri-County Sportsman's League IDPA Scenario
Down the wall

Stage #04
May 25, 2013

Taken from the 2013 IDPA Great Lakes Regional



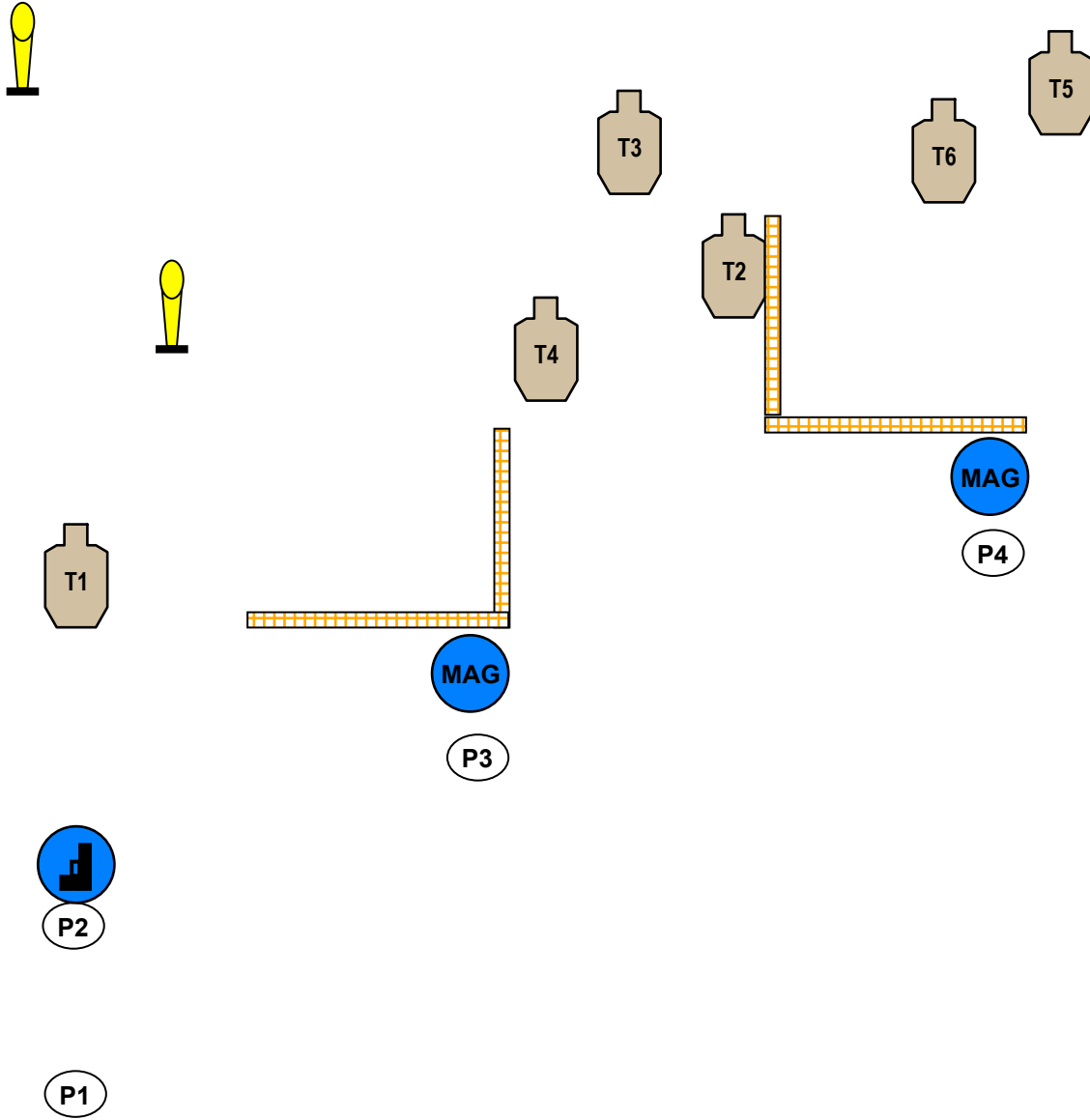
Concealment:	Required	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	14
Start:	Standing at P1 with hands relaxed at sides				
At Signal:	Move to either P2 or P3 and engage targets with 2 shots each in tactical priority				
**Notes:					



Tri-County Sportsman's League IDPA Scenario
Caught at home

Bad guys break in and catch you without your gun on

Stage #05
May 25, 2013



Concealment:	Optional	Pistol:	Loaded on barrel	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	14
Start:	Standing at P1. Gun is loaded on Barrel. All mags to be placed on barrels; shooters choice where				
At Signal:	Retrieve gun and engage T1, PP1 and PP2 in tactical priority from P2 Move to P3 and engage T2-T4 with 2 shots each in tactical priority Move to P4 and engage T5-T6 with 2 shots each in tactical priority				
**Notes:					