

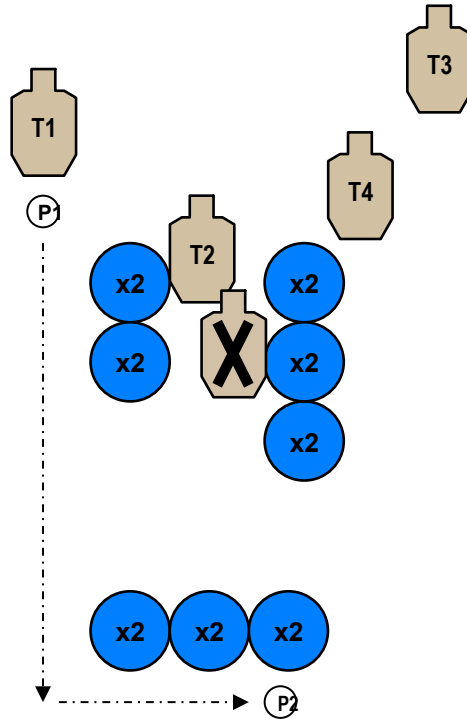


Tri-County Sportsman's League IDPA Scenario Bad Breath Boogie

25 July 2009
Stage 01

A confrontation turns ugly when the scumbags break out their guns.

(3) Rounds!



(3) Rounds!

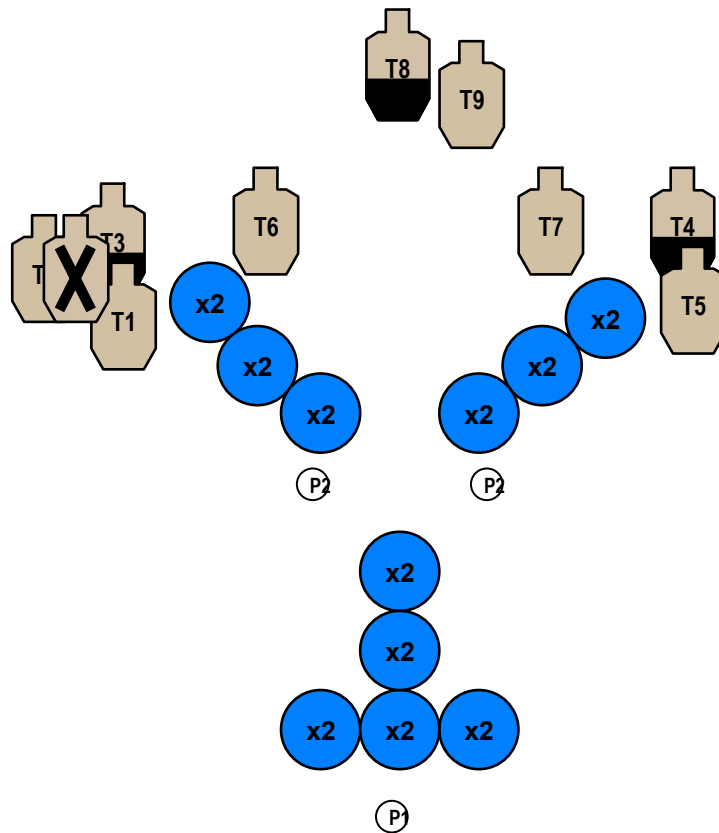
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1, both hands touching the shoulders of T1				
At Signal:	Draw and engage T1 with (3) rounds to the body and (3) rounds to the head while retreating to P2. Engage T2 with (3) rounds when it becomes visible, while continuing to retreat to P2. Once at P2, engage T3-T4 with (3) rounds each.				
**Notes:	<ol style="list-style-type: none"> 1. T1 must have (3) body shots and (3) head shots and they can be shot in any order. 2. T1-T2 must be shot while moving or the shooter will earn a procedural. 3. If the shooter needs to reload, they must do so before exposing themselves to T2. 				



Tri-County Sportsman's League IDPA Scenario Rest Stop Rampage

25 July 2009
Stage 02

While waiting for a loved one to finish their "business" at a highway rest stop, you hear their cry for help.



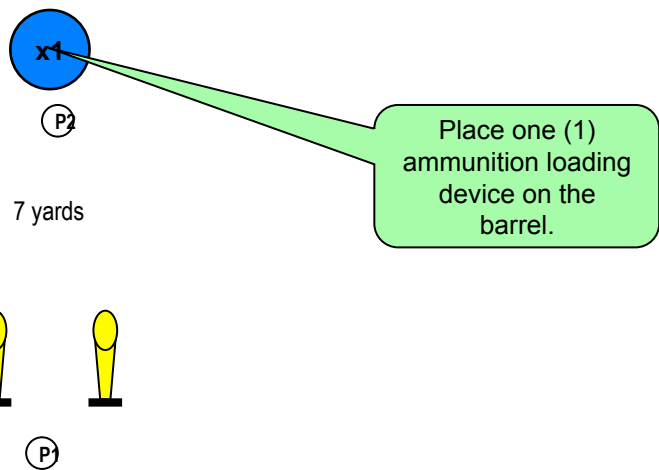
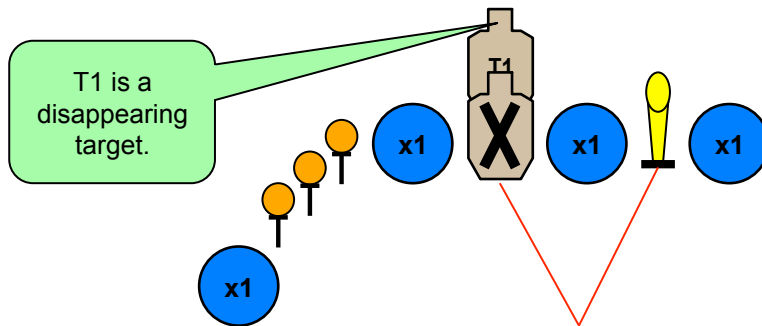
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Standing at P1				
At Signal:	Engage T1-T5 with (2) rounds each. Move to P2 and engage T6-T9 with (2) rounds each.				
**Notes:	Shooter may reload at P1 or P2, but not while moving between the two positions.				



Tri-County Sportsman's League IDPA Scenario Bad Dog Beat Down

25 July 2009
Stage 03

A methhead sends his golden retrievers after you.



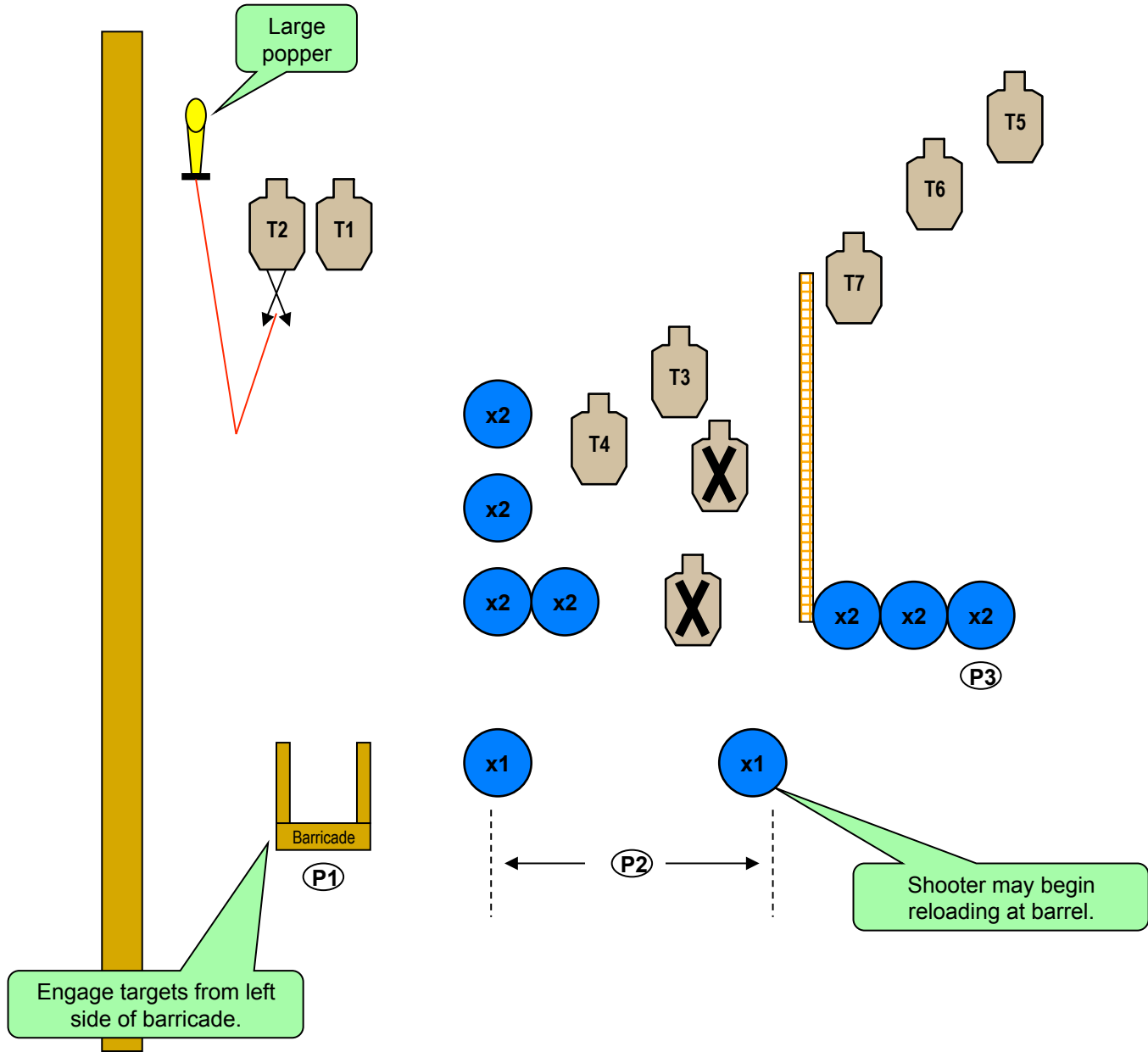
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	6
Start:	Standing at P1, holding the bowling pin				
At Signal:	Using the bowling pin, knockdown both poppers while advancing to P2. At P2 retrieve your ammo, load your firearm, and engage steel plates and T1 in any order.				
**Notes:	<ol style="list-style-type: none"> 1. Begin the stage with your firearm holstered. You may draw after knocking down the popper while advancing to P2. 2. All other ammunition will remain on your belt. 				



Tri-County Sportsman's League IDPA Scenario Tri-County Two Step

25 July 2009
Stage 04

Insert silly story that no one reads here.



Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1				
At Signal:	Engage popper and T1-T2 with (2) rounds each, from the left side of the barricade. Move to P2 and engage T3-T4 with (2) rounds each while moving. From P3, engage T5-T7 with (2) rounds each.				
**Notes:	1. T1 may be engaged before T2 (drop turner) presents itself. 2. All shots fired at T3-T4 must be fired while moving or the shooter will earn a procedural.				

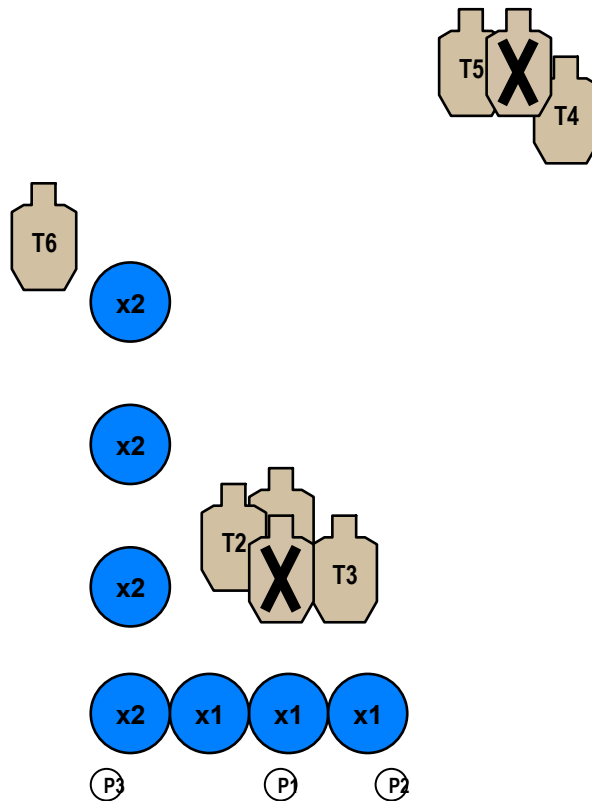


Tri-County Sportsman's League IDPA Scenario
Hose Fest

25 July 2009
Stage 05

Sights? What sights?

(3) Rounds!



(3) Rounds!

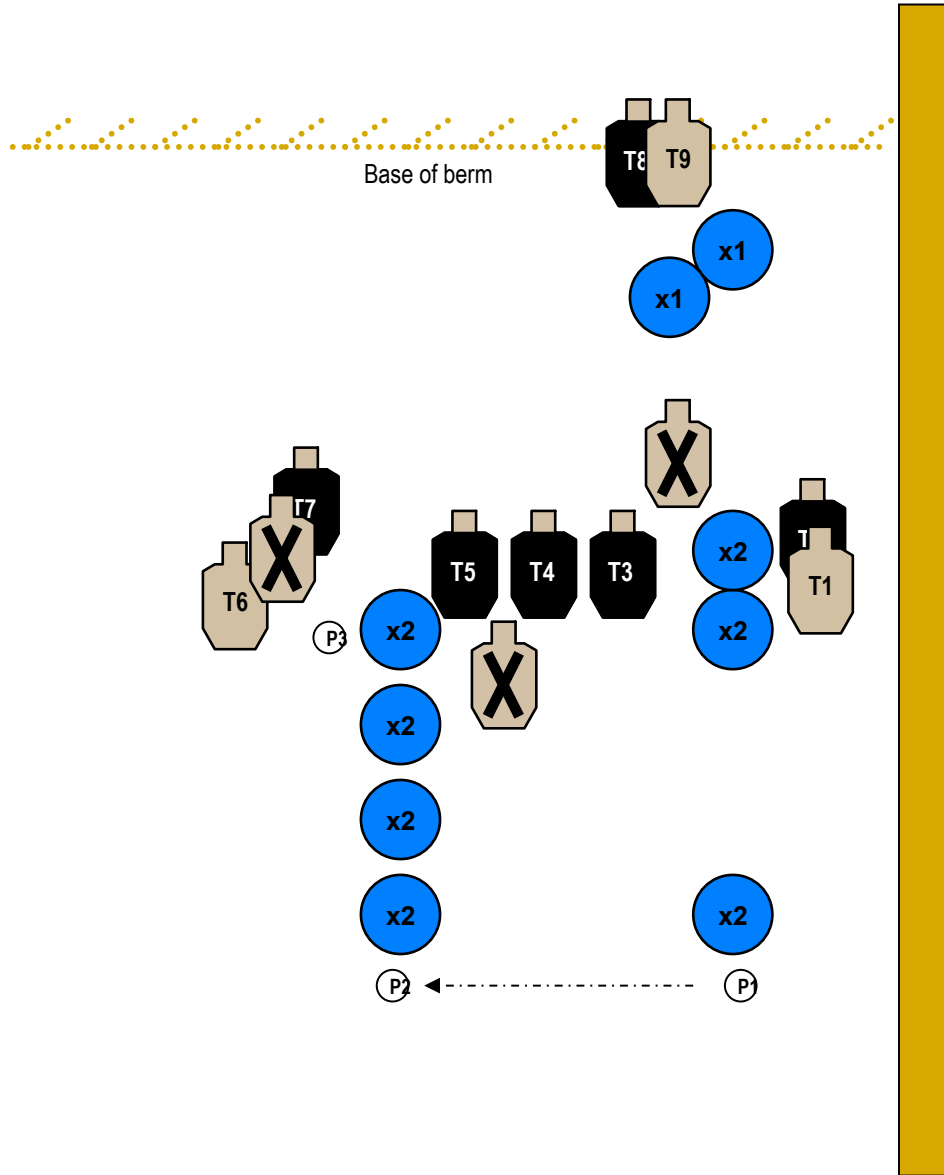
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Standing at P1				
At Signal:	Engage T1-T3 with (3) rounds each in any order. Move to P2, kneel, and engage T4-T5 with (3) rounds each. Move to P3 and engage T6 with (3) rounds.				
**Notes:	<ol style="list-style-type: none"> 1. T1-T3 must be shot while standing. 2. At least one knee must be on the ground before the shooter engages T4-T5. 3. T6 may be shot while kneeling or the shooter may stand. 				



Tri-County Sportsman's League IDPA Scenario Kevlar Chaos

25 July 2009
Stage 06

Don't waste rounds on these heavily armored thugs. Make your single head shots count.



Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1				
At Signal:	Engage T1 with (2) rounds and T2 with (1) round. While using cover at P1 or while moving to P2, engage T3-T5 with (1) round each. At P2, engage T6 with (2) rounds and T7 with (1) round, before moving to P3. From P3 engage T8 with (1) round and T9 with (2) rounds.				
**Notes:	The shooter may reload while moving from P2 to P3.				