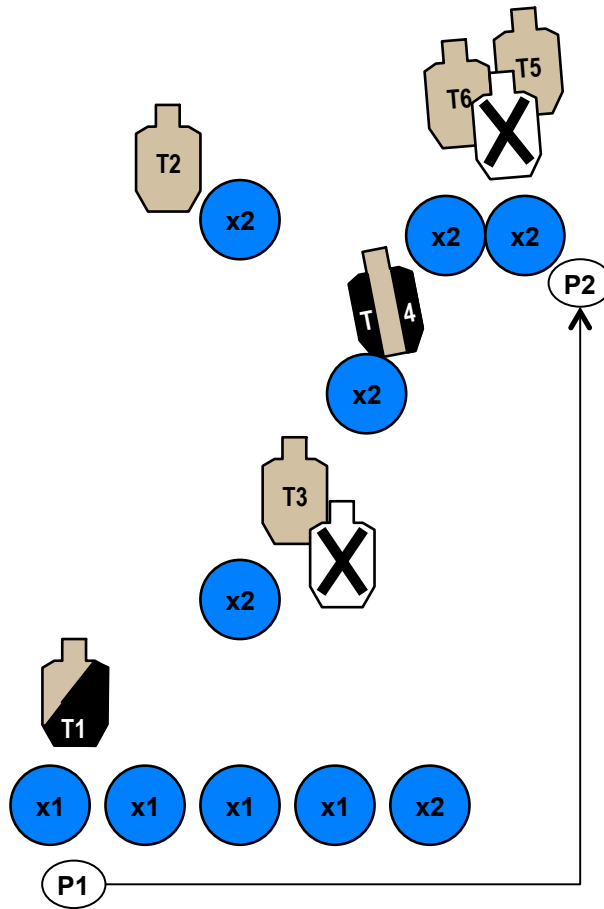




Tri-County Sportsman's League IDPA Scenario
 Convenience Store Clerk 2.0

Stage #01
 July 28, 2012
 BAY 1

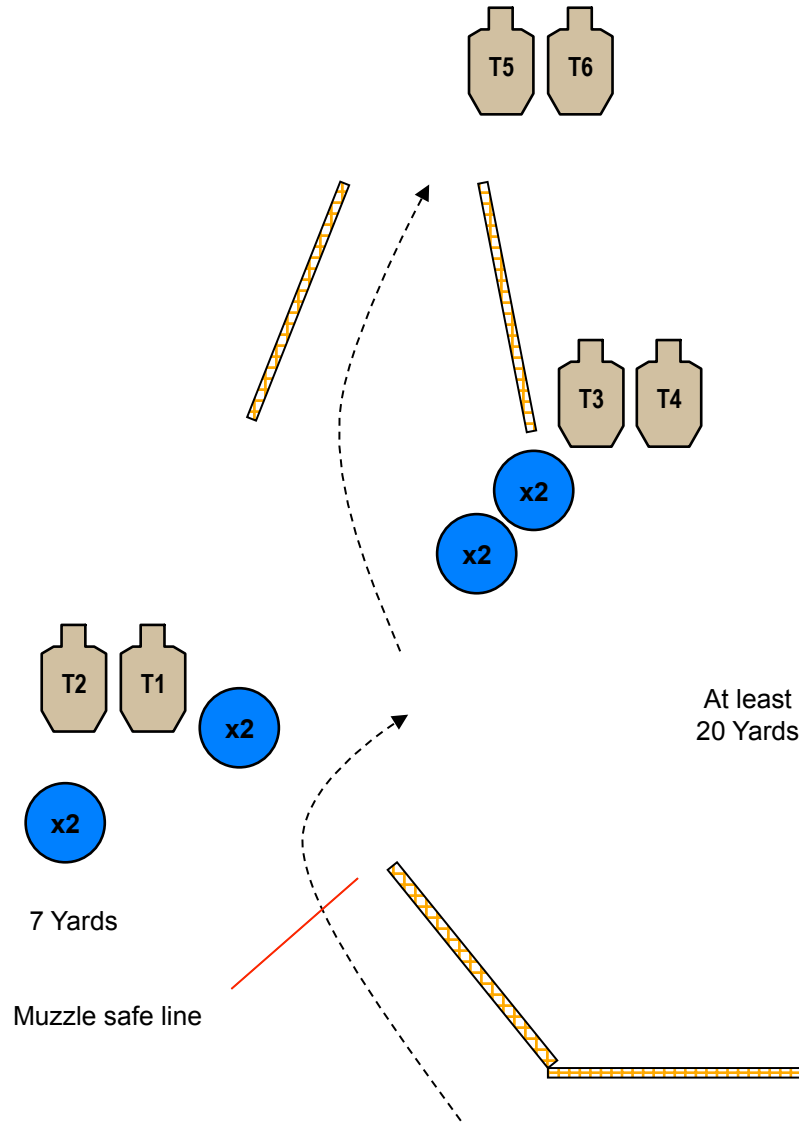


Concealment:	Yes	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	12
Start:	Standing at P1				
At Signal:	Standing at P1 engage T1 with 2 rounds. Then while moving, engage T2-T3 as they become visible with 2 shots each while moving laterally (behind the counter) While advancing to P2 Engage T4 with 2 shots From P2 Engage T5-T6 with 2 shots each in tactical priority				
**Notes:	T2-T3 may not be engaged while moving forward to P2				



Tri-County Sportsman's League IDPA Scenario
Aisle of Death

Stage #02
July 28, 2012
BAY 1



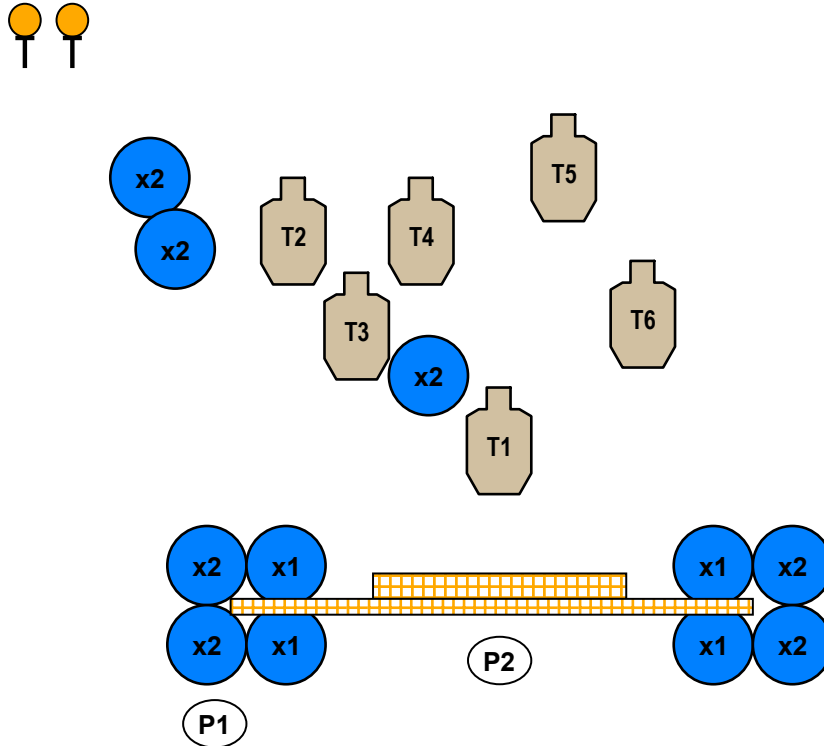
P1

Concealment:	Yes	Pistol:	Loaded, Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	18
Start:	Standing at P1, Hands at side				
At Signal:	Engage T1-T6 with 3 rounds each WHILE MOVING along the center aisle way. Once you have engaged a pair of engaged targets – you may reload as needed in front of those targets. You are in “cover” as long as you cannot see any yet-to-be engaged targets.				
**Notes:	T1 and T2 can only be engaged behind the muzzle safe line. Any shots at T1 and T2 beyond the muzzle safe line will be a disqualification (DQ).				



Tri-County Sportsman's League IDPA Scenario
Point Shoot Out

Stage #03
July 28, 2012
BAY 2

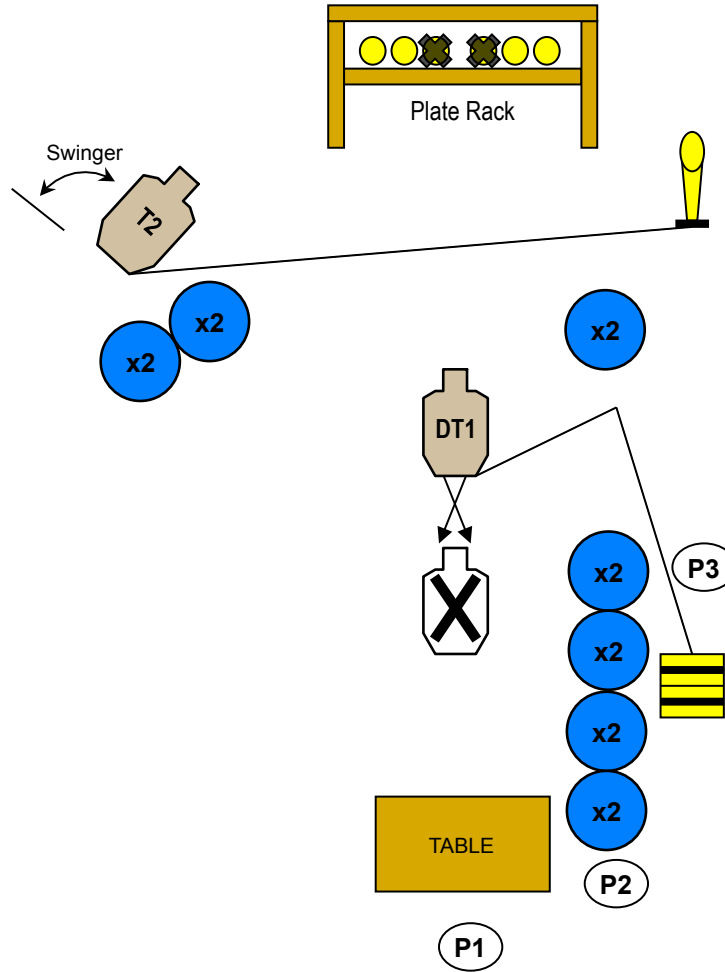


Concealment:	Yes	Pistol:	Loaded, Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	14
Start:	Standing at P1, Hands at side				
At Signal:	Engage plates 1 and 2 in tactical priority from P1 Engage T1-T6 with 2 shots each in any order from beneath the wall. Shooter may be moving or standing while shooting but the gun must stay BELOW and FORWARD of the wall with the shooters head above the wall. (except for reloading)				
**Notes:	The intention is to "point shoot" the paper targets and not be able to acquire a standard sight picture. The shooter may not kneel, go prone or otherwise bring their head below the level of the wall. Steel must fall to score				



Tri-County Sportsman's League IDPA Scenario
 Trouble on the Porch

Stage #04
 July 28, 2012
 BAY 2



Concealment:	Yes	Pistol:	Loaded on Table	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	9
Start:	Sitting at P1, hands on knees. All ammo is on belt				
At Signal:	Engage plates 1 through 4 while seated. Move to P2 and engage PP1 Activate floor trap while moving to P3 and Engage T1 and T2 in any order from cover				
**Notes:	While seated at P1 the area behind the table is cover After PP1 is engaged the area between P2 and P3 is cover Steel must fall to score				



Tri-County Sportsman's League IDPA Scenario
Stuck in traffic

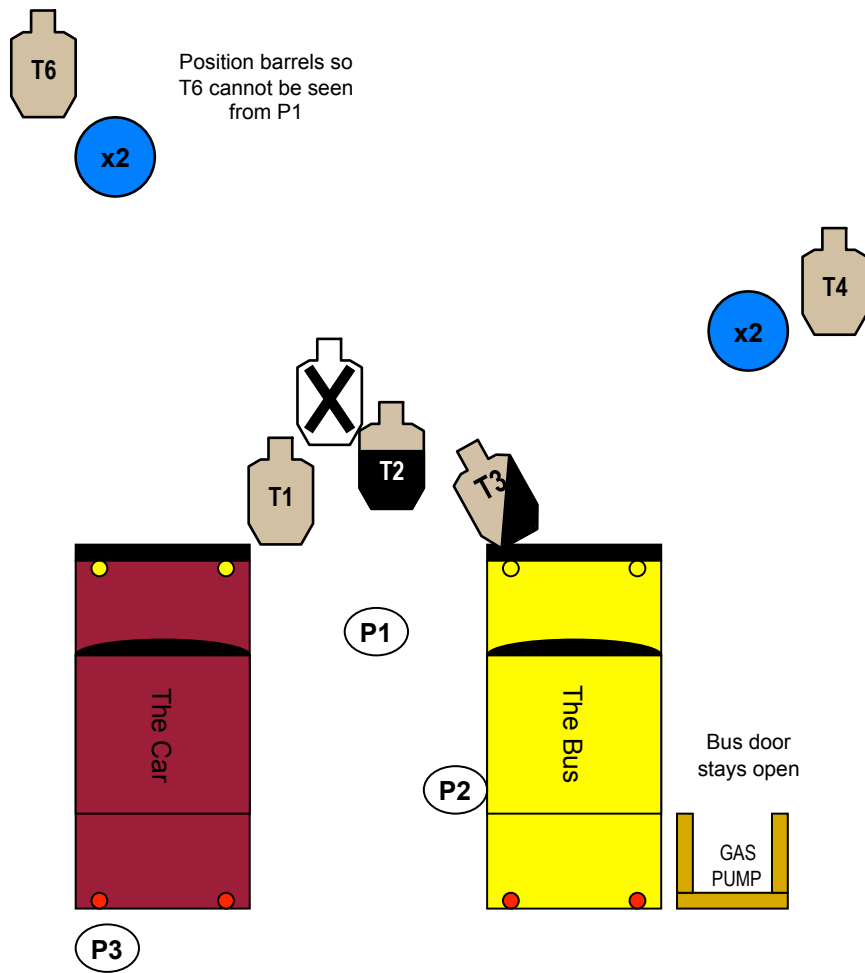
Stage #05
July 28, 2012
BAY 3

Position large popper so frag won't hit paper

Position barrels so T6 cannot be seen from P1

Position target to be shot through the open bus door and not visible from P1

Use rope and not cable for activator (goal is to slow down activation)

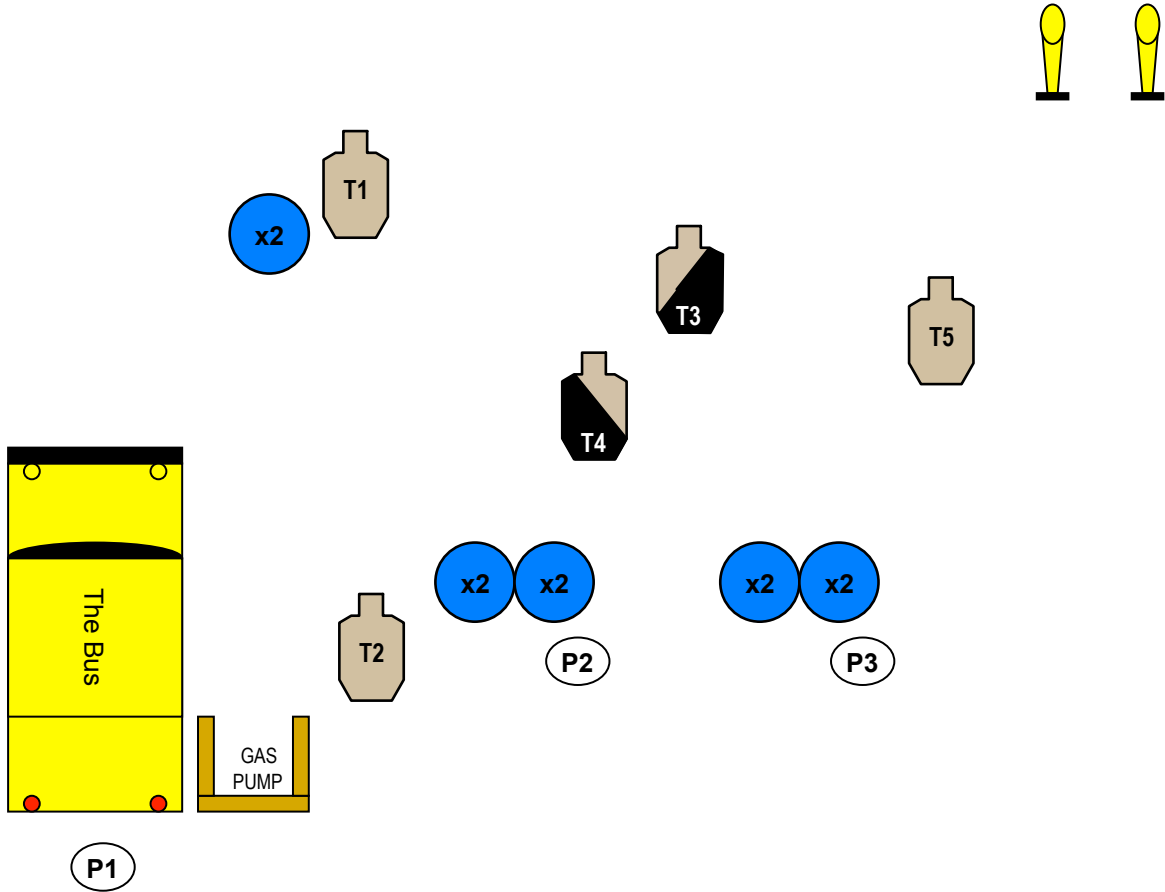


Concealment:	Yes	Pistol:	Loaded & holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	13
Start:	Standing at P1				
At Signal:	Engage T1 – T3 in tactical sequence with 2 shots each (shooter may stand still or retreat while shooting) Engage T4 with 2 shots through the open bus door From P3 Engage PP1, DT5 and T6 with 2 shots in tactical priority (T6 may be engaged before DT5 but after PP1)				
**Notes:	Designer notes: Intent of DT5 speed is to encourage shooters to attempt T6 first or CDP shooter to hit PP1 then reload into DT5 ☺				



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

Stage #06
July 28, 2012
BAY 3



Concealment:	Yes	Pistol:	Loaded & holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1. Gas nozzle in strong hand				
At Signal:	Drop nozzle and Engage T1-T5 and PP1 – PP2 in tactical priority as they become visible All paper targets are 2 shots each and steel until it falls				
**Notes:					