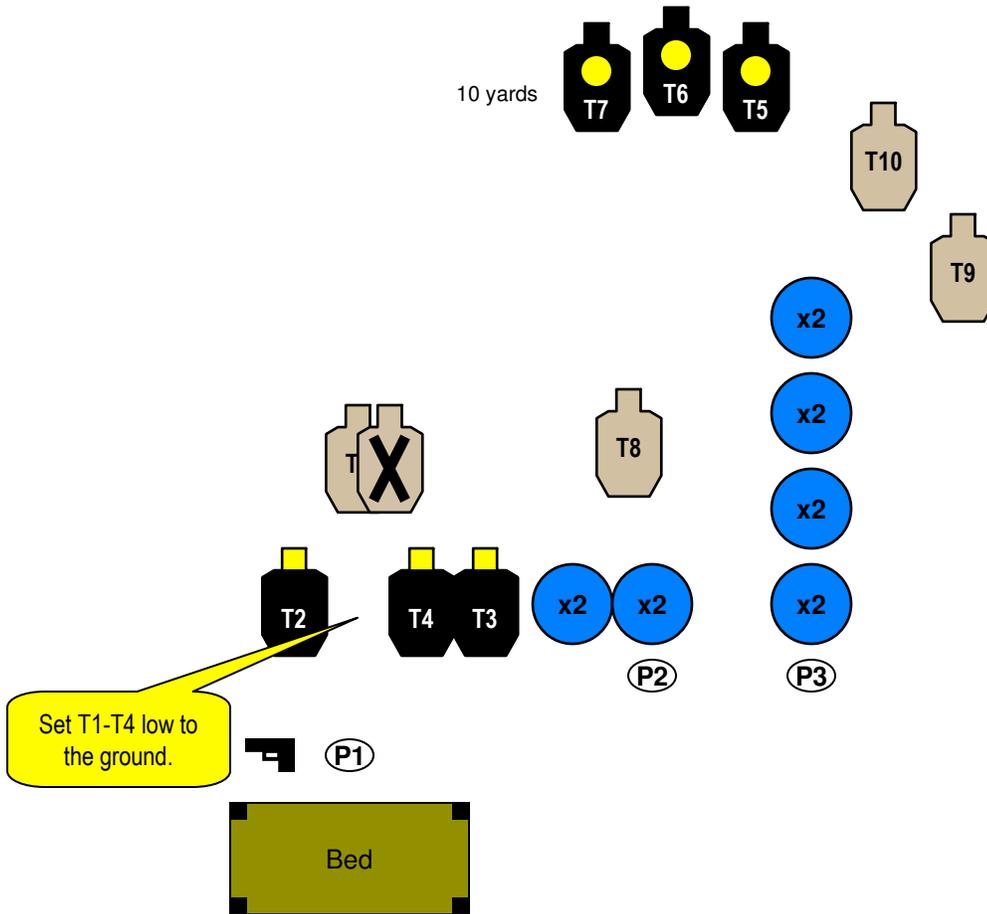




Tri-County Sportsman's League IDPA Scenario Dozing at Deer Camp

24 Oct 2009
Stage 01

You and your buddy doze off after dinner and are awakened when dirt bags break into your cabin.



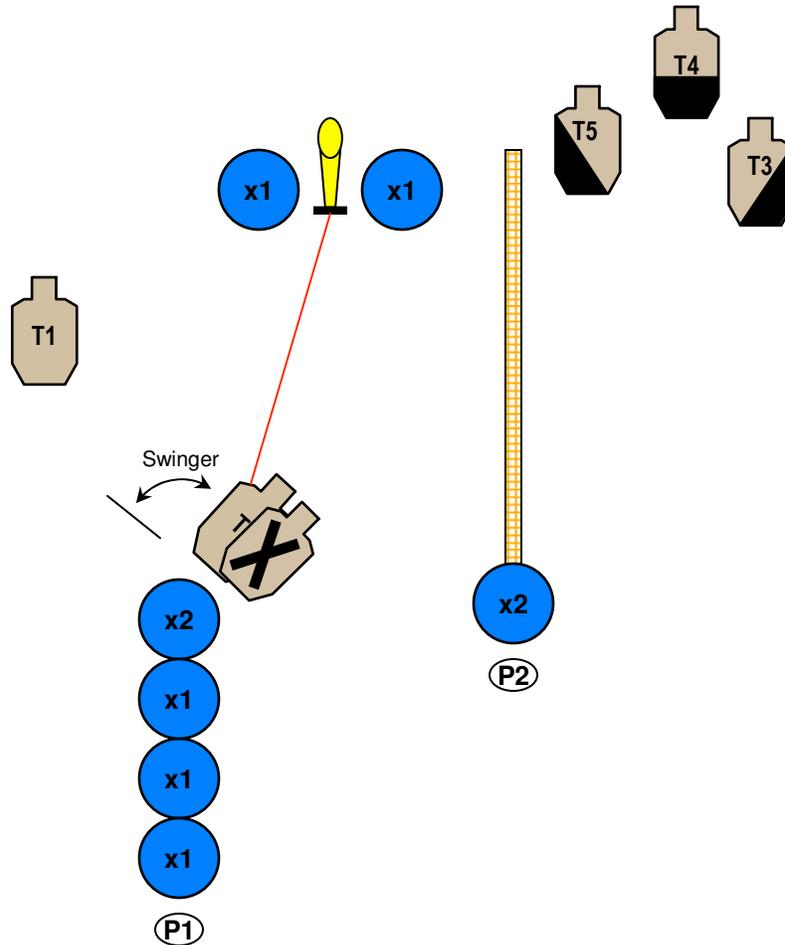
Concealment:	Yes	Pistol:	In bag w/ ammo	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	14
Start:	Lying in bed, hands on chest				
At Signal:	Retrieve firearm and ammunition from bag. While kneeling, engage T1 with (2) rounds and T2-T4 until Newbold target falls. Move to P2 and engage T5-T7 until Newbold target falls and T8 with (2) rounds. Move to P3 and engage T9-T10 with (2) rounds each.				
**Notes:	1. Firearm is unloaded in the bag. No barney rounds. 2. Shooter must take all ammo with them when they leave P1.				



Tri-County Sportsman's League IDPA Scenario We're kneeling Again?

24 Oct 2009
Stage 02

I know, I know, you just knelt on the previous stage. Deal with it.



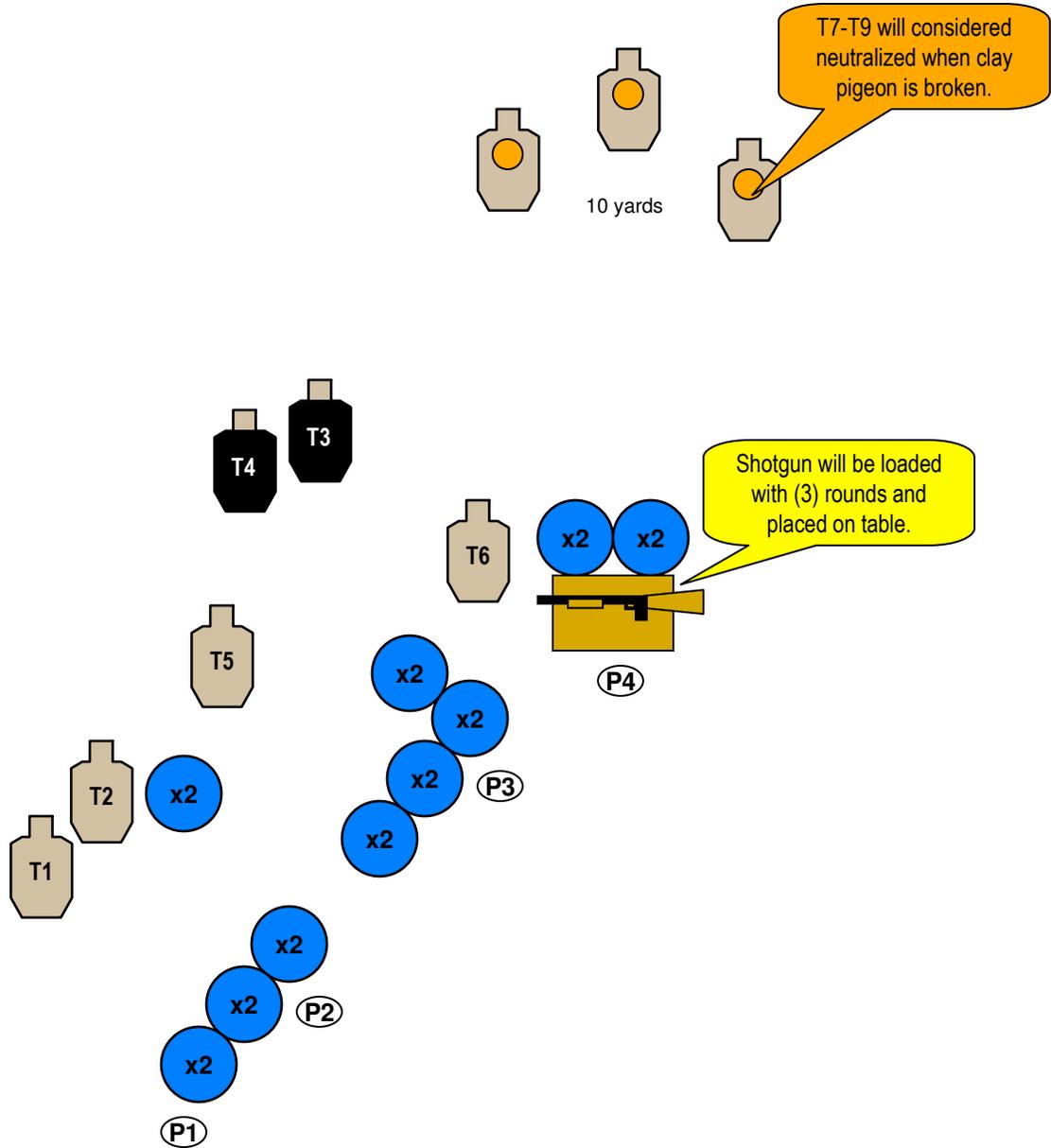
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	11
Start:	Kneeling at P1				
At Signal:	While kneeling, engage T1-T2 with (2) rounds each and popper until it falls. Move to P2 and engage T3-T5 with (2) rounds each from the standing position.				
**Notes:	<ol style="list-style-type: none"> 1. After popper has been engaged, T1-T2 may be shot in any order. 2. You may only reload at P1 (while kneeling) or at P2. 				



Tri-County Sportsman's League IDPA Scenario Get to the Gun Safe!

24 Oct 2009
Stage 03

Your home is invaded and you soon realize that you need more fire power. Fight your way to your gun safe.



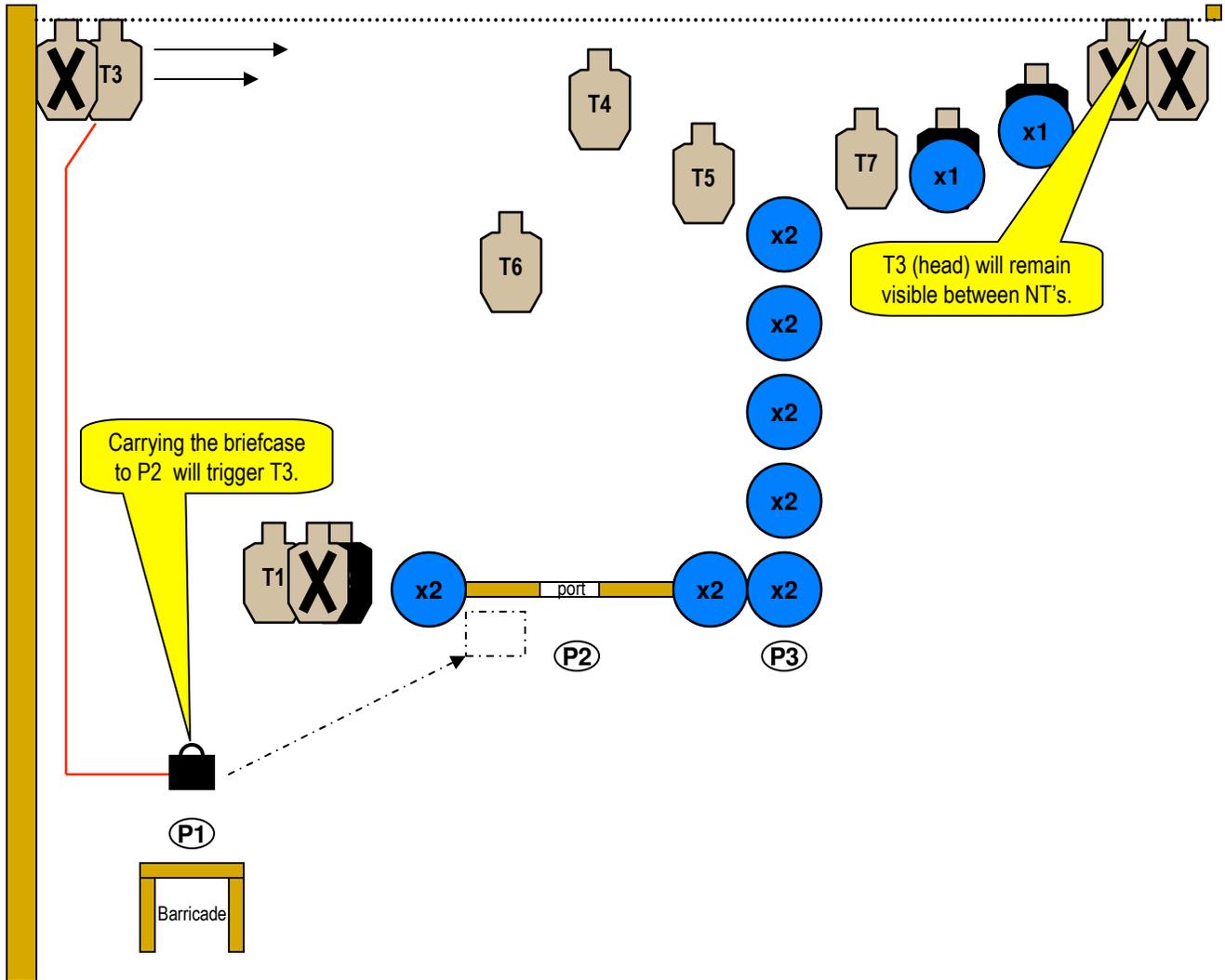
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	13
Start:	Standing at P1, arms at sides				
At Signal:	Engage T1-T2 with (2) rounds each. Move to P2 and engage T3-T4 with (1) round each and T5 with (2) rounds. Move to P3 and engage T6 with (2) rounds. Place your gun on the table at P4 before picking up the shotgun to engage T7-T9.				
**Notes:	<ol style="list-style-type: none"> 1. Shooter may forego the shotgun and engage T7-T9 with their pistol if they wish. 2. Shooter may "clean up" any missed clays with their pistol after the shotgun is empty. 3. Hardcover (head) threats require only (1) head shot to be neutralized. 				



Tri-County Sportsman's League IDPA Scenario Train Station Attack

24 Oct 2009
Stage 04

While withdrawing some cash at the ATM, thugs attack.



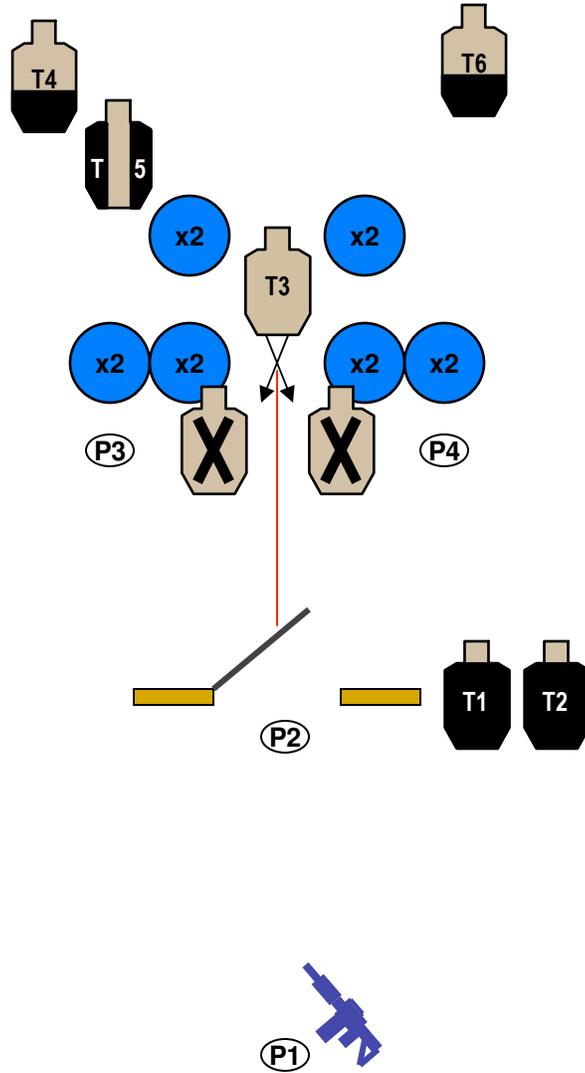
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	As noted	Reload:	IDPA approved	Min. Rounds:	15
Start:	Facing up range at P1, hands clasping both sides of the barricade				
At Signal:	Turn, retrieve briefcase, and engage T1-T2 with your strong hand while moving to P2. Set the briefcase down at P2 and engage T3-T6 before moving to P3. Once at P3, engage T7-T9 and reengage T3 if necessary.				
**Notes:	<ol style="list-style-type: none"> 1. Hardcover (head) threats require only (1) head shot to be neutralized. 2. All targets without hard cover require (2) rounds. 3. T3, moving target, may be engaged while moving to P2, but must be engaged strong hand. 4. T3 may be engaged freestyle only if it is engaged from P2 or P3. 				



Tri-County Sportsman's League IDPA Scenario Double Feed, Triple Tap

24 Oct 2009
Stage 05

Your evil black rifle jams and you must transition to your sidearm. When you enter the building, you are surprised by left-wing eco-terrorists!



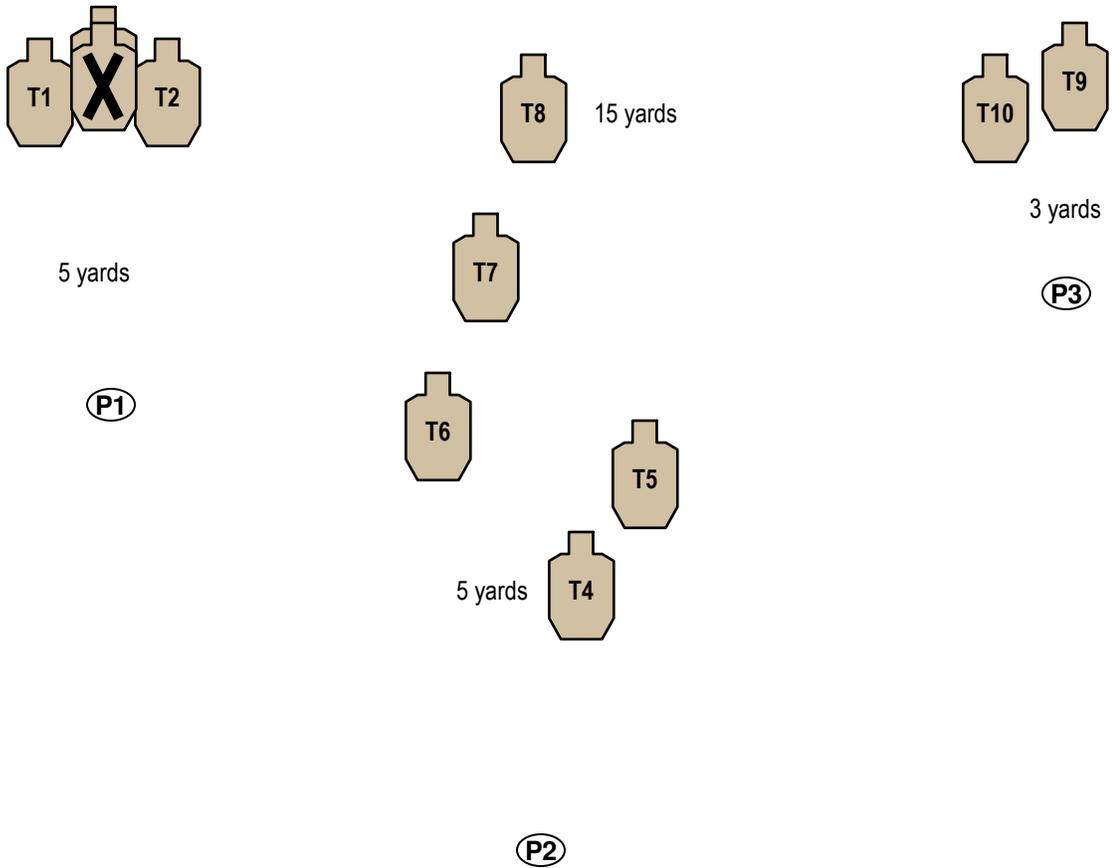
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	14
Start:	Standing at P1 with blue gun sling around neck and pointing at T1-T2				
At Signal:	The shooter may “drop” the blue gun and allow it to hang from around their neck. Engage T1-T2 with (1) round each while moving to P2. Open door and engage T3 with (3) rounds. Move to either P3 or P4 and engage T4-T6 with (3) rounds each. Shooter will need to go to both positions P3 and P4.				
**Notes:	<ol style="list-style-type: none"> 1. Rifle must remain slung around the shooter for the duration of the CoF. 2. Shooter must engage T3 while using the door frame as cover 3. Shooter may reload while moving from P3-P4 or vice versa, because T3 is disappearing. 4. Hardcover (head) threats require only (1) head shot to be neutralized. 				



Tri-County Sportsman's League IDPA Scenario BUG Standards

24 Oct 2009
Stage 06

Limited Vickers Scoring



Concealment:	Yes	Pistol:	Holstered	Scoring:	Limited Vickers
Style:	Freestyle	Reload:	As needed	Min. Rounds:	15
Start:	Standing at P1-P3, hands in surrender position				
At Signal:	String 1: Engage T1-T2 with (2) rounds and T3 with (1) round in the order of your choosing. String 2: Engage T4-T8 with (1) round each in tactical priority. String 3: While retreating, engage T9 with (2) rounds to the body and (1) round to the head and T10 with (2) rounds.				
**Notes:	1. All strings will begin holstered. 2. Reloads will be between strings and off the clock.				