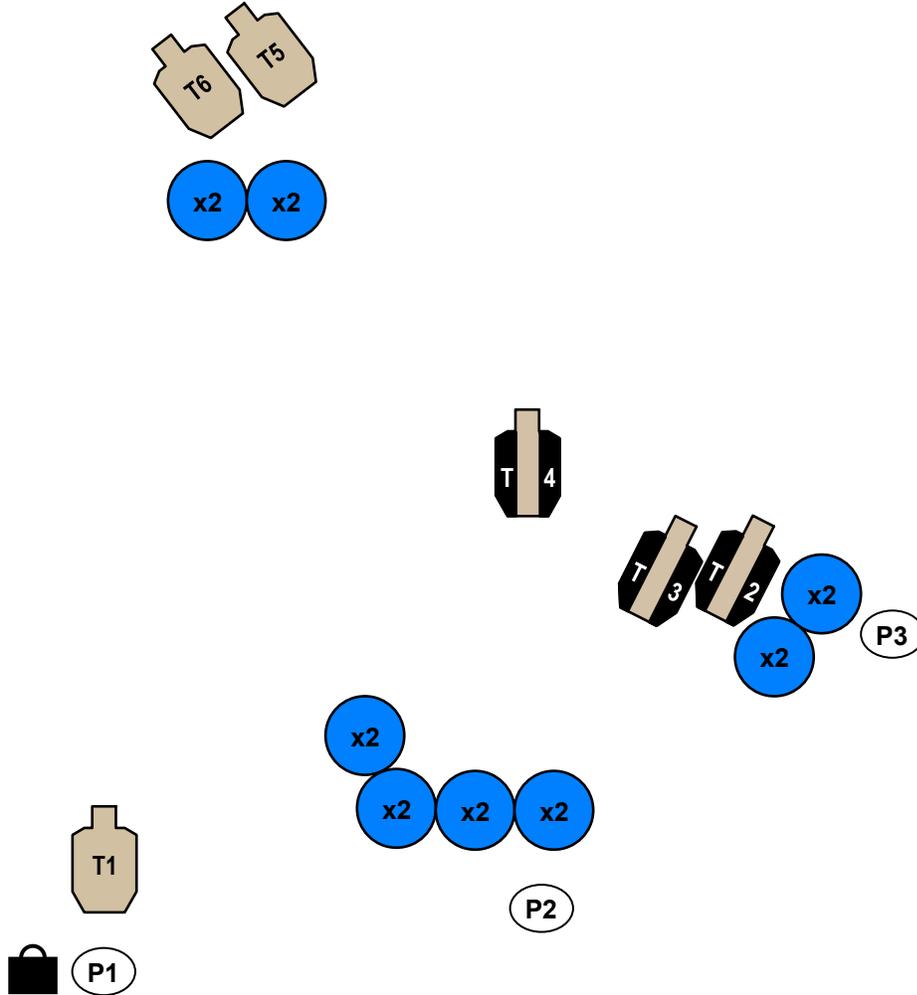




# Tri-County Sportsman's League IDPA Scenario The Family Jewels

Stage #01  
Oct 27, 2012  
BAY 1

*You've just inherited a large sum of cash and jewel's from your favorite uncle and you need to get it to the bank. Your jealous cousins are not happy about your new found fortune and hire hit men to intercept you on the way.*



<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>	15
<b>Start:</b>	Standing at P1 with briefcase handcuffed to weak hand				
<b>At Signal:</b>	Engage T1 with 5 shots from retention Move to P2 and engage T2-T4 with 2 shots each in tactical priority Move to P3 and engage T5-T6 with 2 shots each in tactical priority				
<b>**Notes:</b>					

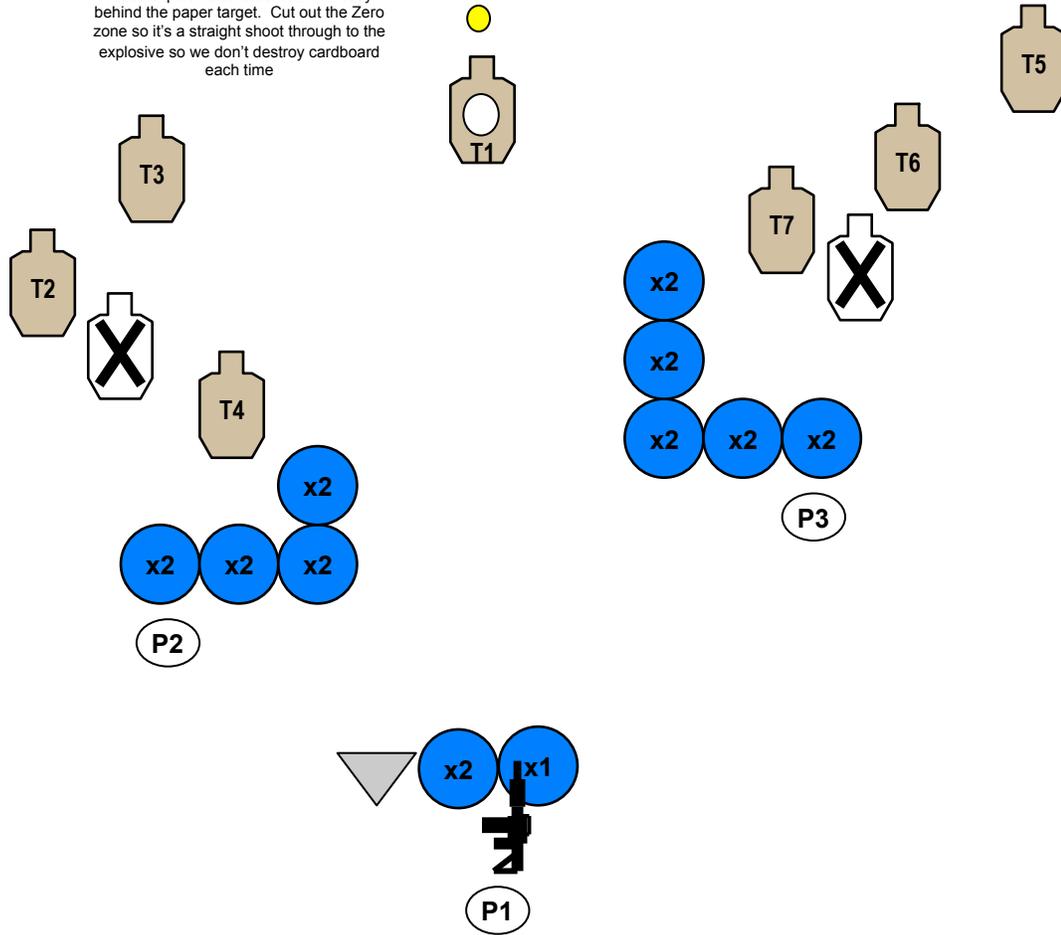


# Tri-County Sportsman's League IDPA Scenario Suicide Bomber

Stage #02  
Oct 27, 2012  
BAY 1

*Driving by a local park you witness a group of terrorists taking hostages and a suicide bomber approaching in the distance with explosives strapped to his chest. You'll need to take him out fast with a well placed shot before you can get close enough to save the hostages. Good thing you keep a carbine in the trunk of your car for just such an occasion...*

Place explosive on steel stand directly behind the paper target. Cut out the Zero zone so it's a straight shoot through to the explosive so we don't destroy cardboard each time



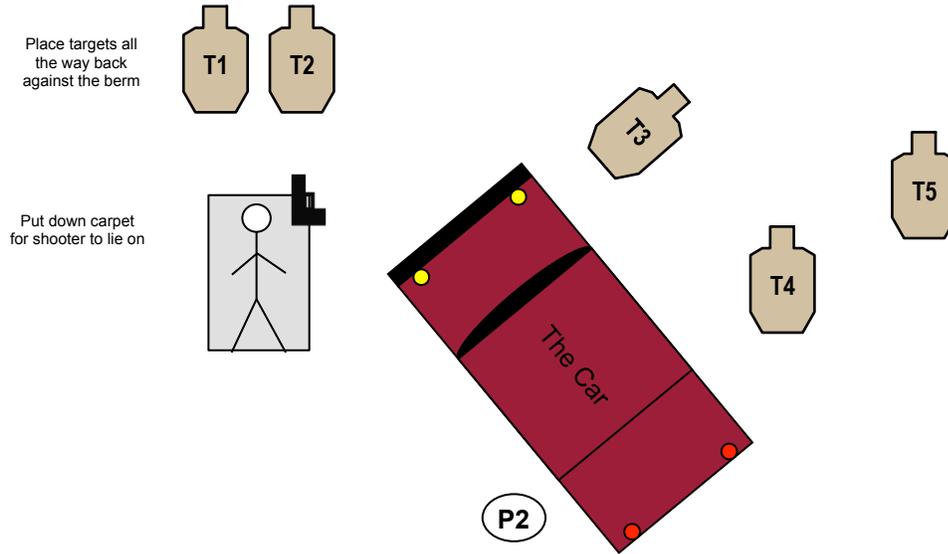
<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded and Holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA Approved	<b>Min. Rounds:</b>	14
<b>Start:</b>	Standing at P1 with carbine in hand at low ready				
<b>At Signal:</b>	Engage T1 with two shots using the carbine and stow it in dump tube on way to P2 At P2 draw pistol and engage T2-T4 with 2 rounds each in tactical priority Move to P3 and engage T5-T7 with 2 rounds each in tactical priority				
<b>**Notes:</b>					



# Tri-County Sportsman's League IDPA Scenario Get Up and Fight!

**Stage #03**  
**Oct 27, 2012**  
**BAY 2**

*While getting out of your car on a dark Detroit night you are jumped by a small gang of thugs and pushed to the ground. During the attack your pistol falls to the ground by your side. Retrieve your pistol and eliminate the threat before they eliminate you!*



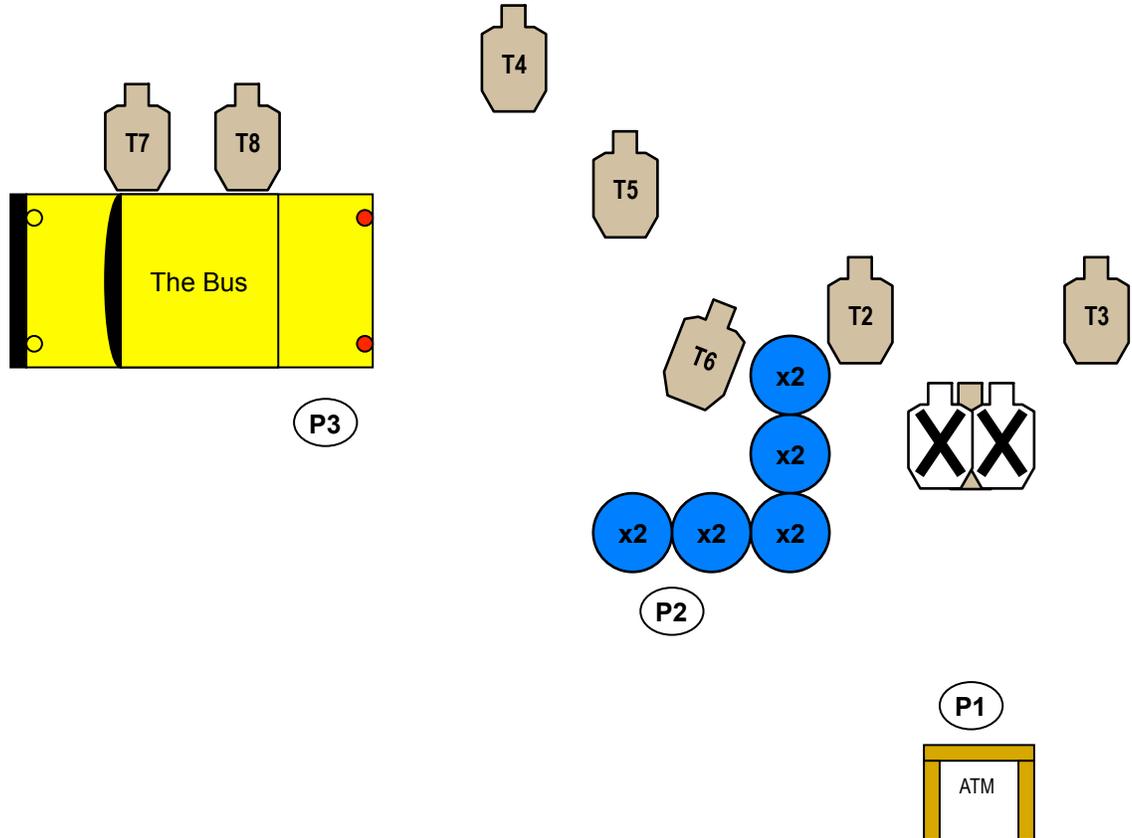
<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded on ground facing down range	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	10
<b>Start:</b>	Lying flat on your stomach; chest touching the ground and arms in the ready to get up position (push up)				
<b>At Signal:</b>	Retrieve gun and engage T1 – T2 with 2 shots each in tactical sequence. Engage T3 with 2 shots while moving to P2 Engage T4-T5 with 2 shots each from cover at P2 in tactical priority				
<b>**Notes:</b>	T3 may be re-engaged from P2 if needed If shooter does not have enough ammo to engage T3 with 2 shots while moving to P2 they can engage from T3 in tactical priority. Example: Bug gun only has 1 shot left after T1-T2 so 1 round is fired at T3 on the move then a 2 <sup>nd</sup> round is fired from P2 after T4-T5 have been engaged				



## Tri-County Sportsman's League IDPA Scenario ATM Robbery

**Stage #04**  
**Oct 27, 2012**  
**BAY 2**

*You, your spouse and child are out on a walk and decide to stop at the local ATM to get cash out for ice cream. While standing at the machine getting your money bad guys show up and take your family hostage demanding your cash and valuables. Convinced that they plan to take your family as well you decide to take action and save them. Toss your wallet to them and while they are distracted draw your pistol and eliminate the threats.*



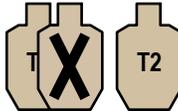
<b>Concealment:</b>	Yes	<b>Pistol:</b>	Loaded & holstered	<b>Scoring:</b>	Vickers
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	15
<b>Start:</b>	Standing at P1 facing up range. Hands at surrender with wallet in strong hand.				
<b>At Signal:</b>	Throw wallet and engage T1 with one shot to the head Engage T2-T3 with 2 shots each while moving to cover at P2 At P2 engage T4-T6 with 2 shots each in tactical priority Move to P3 and engage T7-T8 with 2 shots each in tactical priority				
<b>**Notes:</b>					



Tri-County Sportsman's League IDPA Scenario  
I get knocked down...

While leaving the Tri-County Breakfast Club, you are attacked by a gang of angry cooks. You are knocked to the ground and your firearm is dislodged from your hands during the encounter.

Stage #05  
String #1  
Oct 27, 2012  
BAY 3



P1



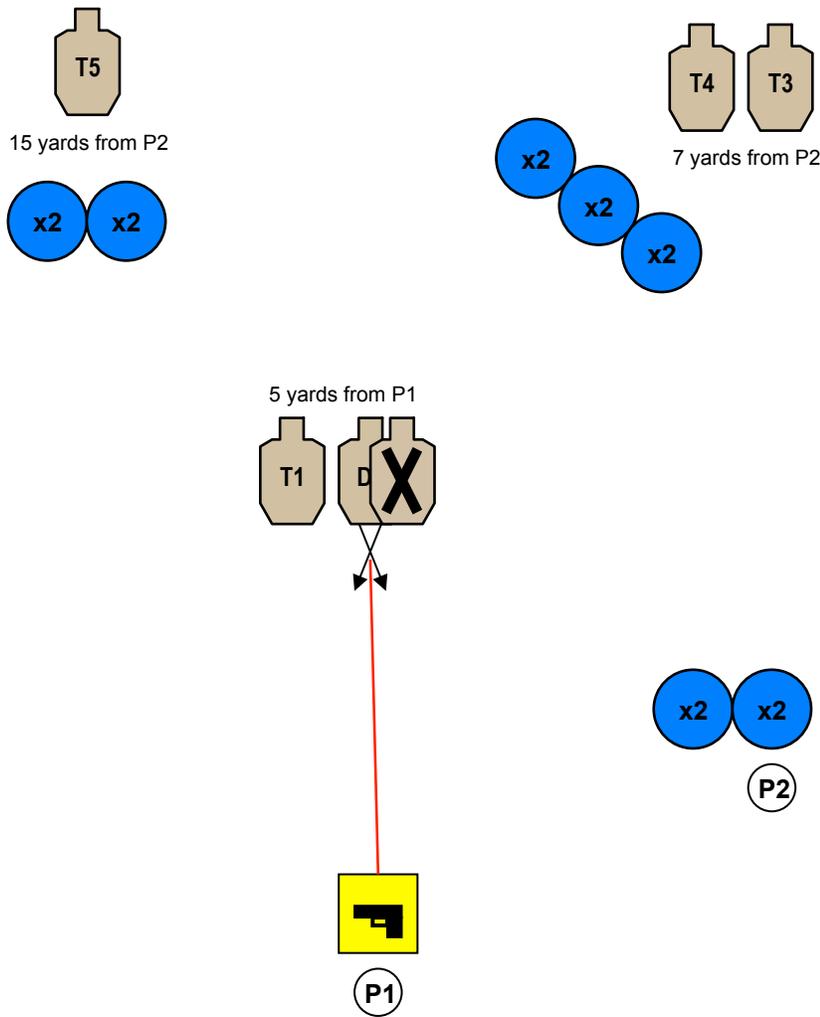
<b>Concealment:</b>	Required	<b>Pistol:</b>	Holstered	<b>Scoring:</b>	Vickers Count
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	4
<b>Start:</b>	Hands in the surrender position, centered on T2				
<b>At Signal:</b>	While retreating, engage T1-T2 with (2) rounds each in tactical sequence. All shots must be fired while moving.				
<b>**Notes:</b>	Do not ULSC or recharge the pistol. Go to string #2.				



Tri-County Sportsman's League IDPA Scenario  
 ...but I get up again.

After the cooks knock you down, a group of trap shooters decide to kick you when you're down.

Stage #05  
 String #2  
 Oct 27, 2012  
 BAY 3



<b>Concealment:</b>	Required	<b>Pistol:</b>	As noted	<b>Scoring:</b>	Vickers Count
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	10
<b>Start:</b>	Facing up range with both hands and both knees on the ground. Pistol is lying on the activator.				
<b>At Signal:</b>	Retrieve pistol and without leaving P1, engage T1 and the drop turner with (2) rounds each in any order. The activator may be pressed at anytime after the start signal and must be depressed before leaving P1. Move to P2 and engage T3-T5 with (2) rounds each.				
<b>**Notes:</b>	<ol style="list-style-type: none"> <li>1. The competitor will begin string #2 with the rounds that remain from the previous string #1.</li> <li>2. The competitor may stand to engage T1 and the drop turner.</li> <li>3. The competitor may perform an emergency reload at P1 if needed. They do not need to seek cover.</li> </ol>				



Tri-County Sportsman's League IDPA Scenario  
HOME INVADERS

Stage #06  
Oct 27, 2012  
BAY 4

You hear spouse scream in the house – you enter to save them (at your own peril).

# BLIND STAGE

## 5 targets

<b>Concealment:</b>	Required	<b>Pistol:</b>	Division Capacity	<b>Scoring:</b>	Vickers Count
<b>Style:</b>	Freestyle	<b>Reload:</b>	IDPA approved	<b>Min. Rounds:</b>	10
<b>Start:</b>	Facing down range, outside the house – on mark				
<b>At Signal:</b>	Draw, enter house and engage T1-T5 as they become visible. Use cover appropriately. All reloads must be done behind cover - or in rooms you have already cleared (i.e. neutralized all the targets).				
<b>**Notes:</b>					