

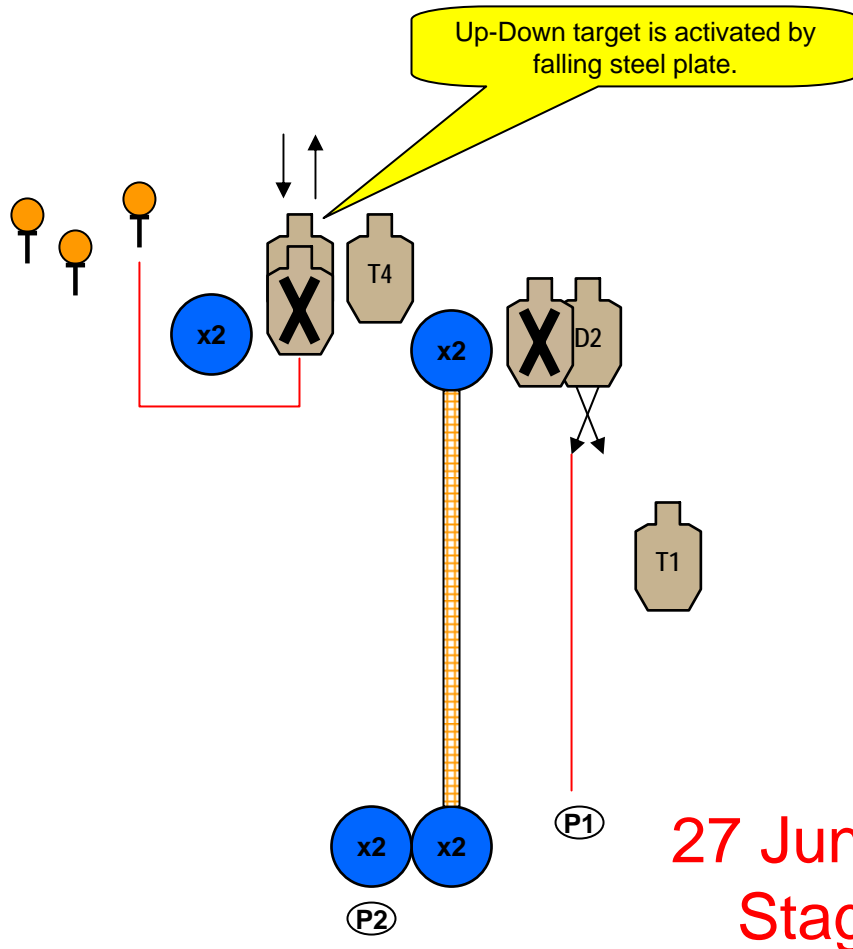


# Tri-County Sportsman's League IDPA Scenario Triple-Tap Trouble!

27 June 2009  
Stage 01

You are attacked while leaving the office.

## Three (3) rounds each!



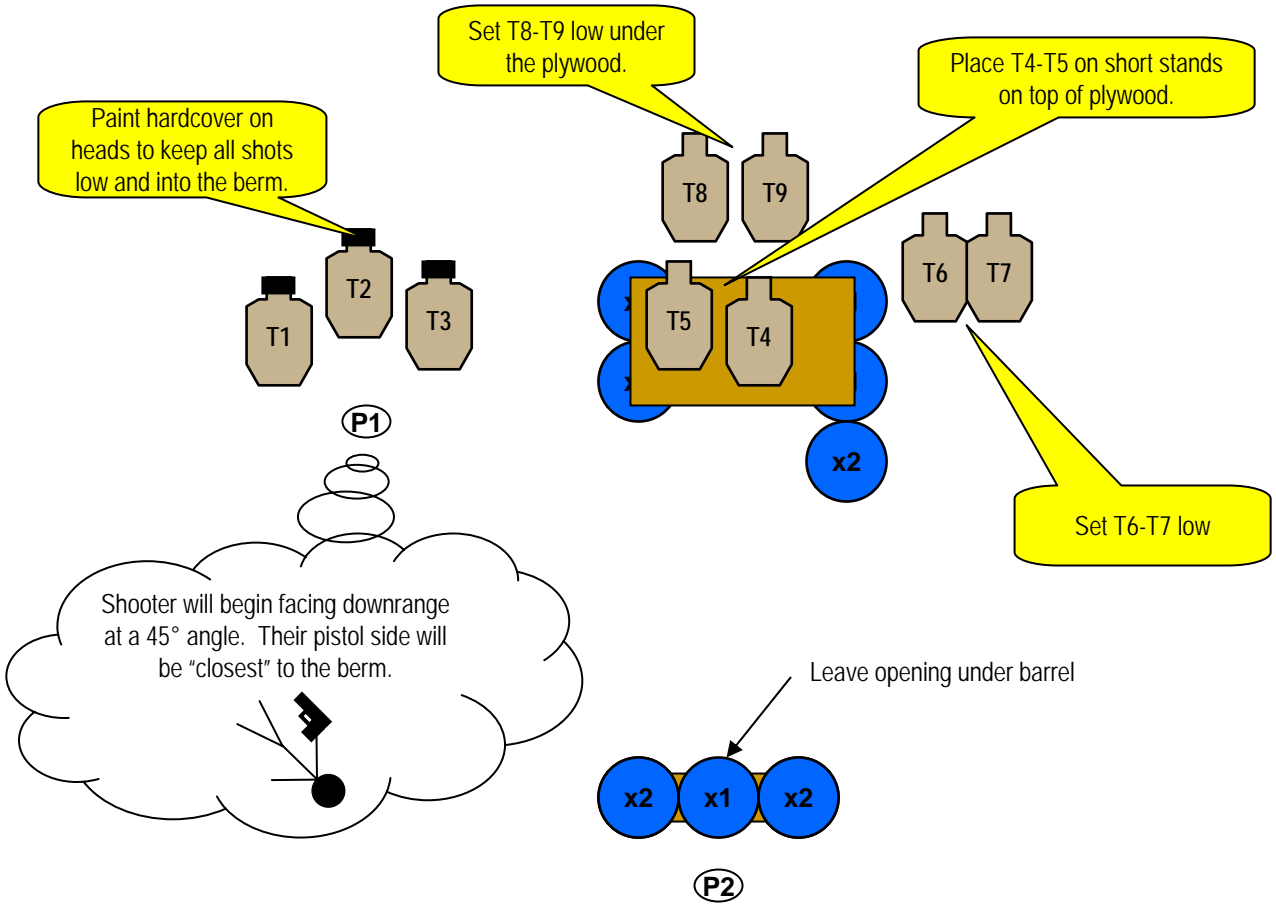
## Three (3) rounds each!

Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1, holding rope				
At Signal:	Pull rope to activate drop-turner and engage T1- T2 with (3) rounds each, while retreating to P2. From P2 engage steel plates until they fall and T3-T4 with (3) rounds each.				
**Notes:	Remember, everything gets (3) rounds...got it...three rounds each...I'm sure someone will forget.				



A gang of thugs knock you down and are about to end your life. Draw your firearm and save your life.

## Begin stage with (6) rounds in the gun!



27 June 2009  
Stage 02

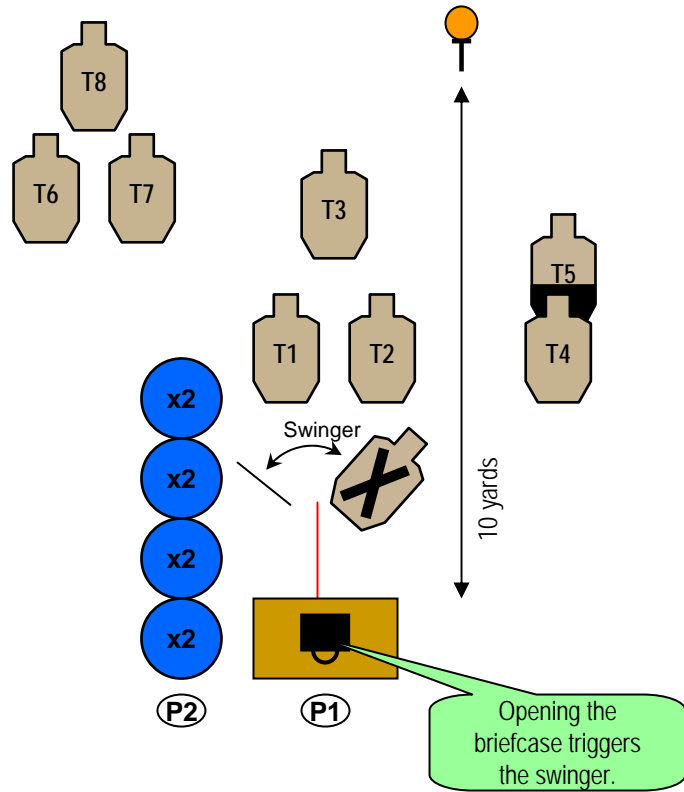
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	Lying on your back at P1, <b>pistol loaded with (6) rounds</b> , muzzle down range				
At Signal:	While remaining on the ground, draw and engage T1- T3 with (2) rounds each. Stand, reload, and while retreating to P2 engage T4-T5 with (2) rounds each. Once at P2, engage T6-T9 with (2) rounds each.				
**Notes:	After engaging T1-T3, the shooter may only reload once they are standing. When engaging T8-T9 the shooter may kneel, squat, or go prone.				



# Tri-County Sportsman's League IDPA Scenario One B4 Two

27 June 2009  
Stage 03

These bad guys get one round to slow them down. If they don't stop coming, you had better hit 'em again.



27 June 2009  
Stage 03

Concealment:	Yes	Pistol:	In briefcase	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	17
Start:	Standing at P1, hands relaxed at sides, pistol is in briefcase and is loaded to division capacity				
At Signal:	Open briefcase and retrieve pistol. Engage T1-T5 and steel plate with (2) rounds each in tactical sequence. Move to P2 and engage T6-T8 with (2) rounds each in tactical priority.				
**Notes:	1. All spare ammunition needed to complete the stage, will be placed inside the briefcase. 2. Shooter may engage the steel plate after they have engaged T1-T5 with at least (1) round.				

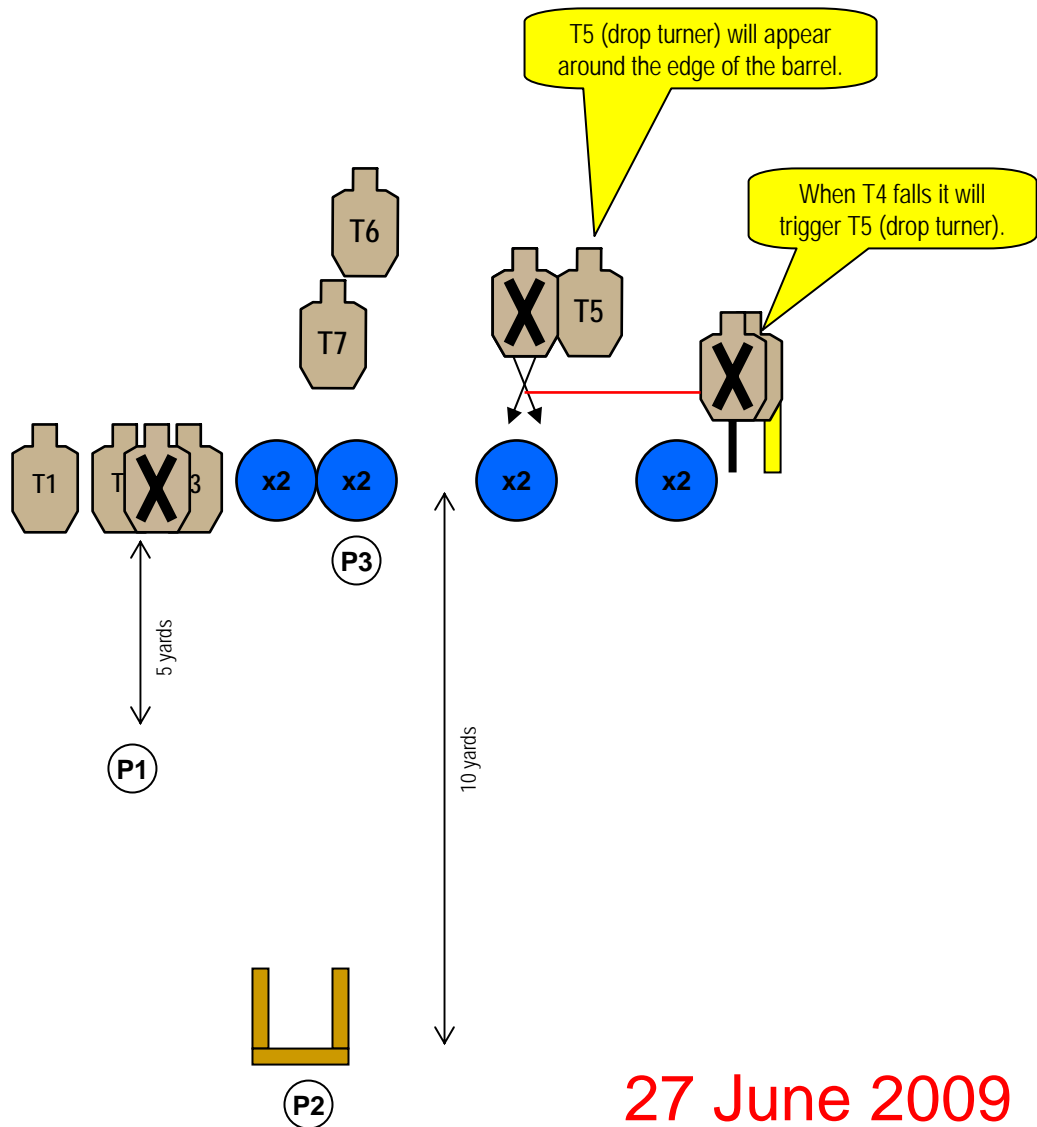


# Tri-County Sportsman's League IDPA Scenario

## He doesn't have a leg to stand on

27 June 2009  
Stage 04

You are walking in Yosemite National Park, legally carrying your concealed pistol, when evil doers attack.



27 June 2009  
Stage 04

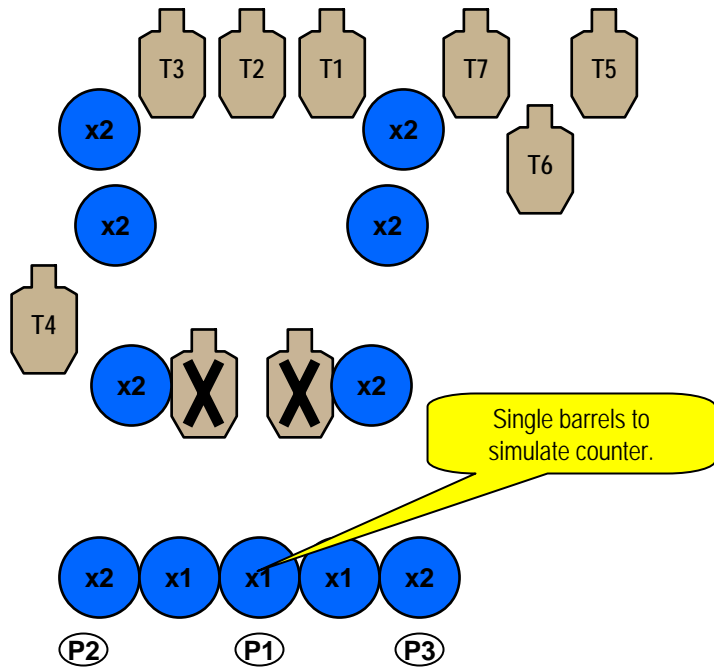
Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	15
Start:	Standing at P1				
At Signal:	While retreating to cover at P2, engage T1-T3, in tactical sequence, with (2) rounds each. From P2, engage "steel leg" until it falls and T4-T5 with (2) rounds each. Advance to P3 and engage T6-T7 with (2) rounds.				
**Notes:	After "steel leg" has fallen, T4-T5 may be shot in any order.				



# Tri-County Sportsman's League IDPA Scenario Inconvenience Store Shootout

27 June 2009  
Stage 05

You are working at your local Stop-N-Rob when armed thugs attempt to kill you and your customers.



27 June 2009  
Stage 05

Concealment:	Yes	Pistol:	In briefcase	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1, hands on the barrels				
At Signal:	Draw and engage T1-T3 with (2) rounds each. Move to P2 and P3 to engage T4-T6 with (2) rounds each.				
**Notes:					

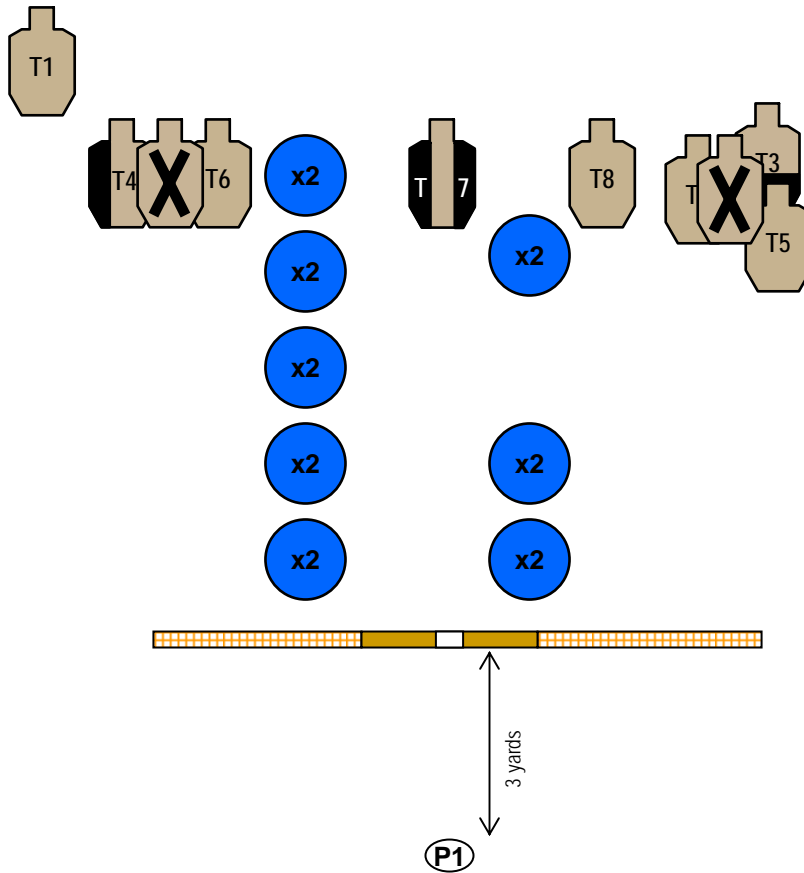


# Tri-County Sportsman's League IDPA Scenario

## Which Way First?

27 June 2009  
Stage 06

A group of scumbags are attacking your home. Deal with it.



27 June 2009  
Stage 06

Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	16
Start:	Standing at P1, both hands touching the wall				
At Signal:	Engage T1-T8 with (2) rounds each while using the wall as cover.				
**Notes:	The opening in the wall is considered behind cover, therefore, the shooter may cross it while reloading.				