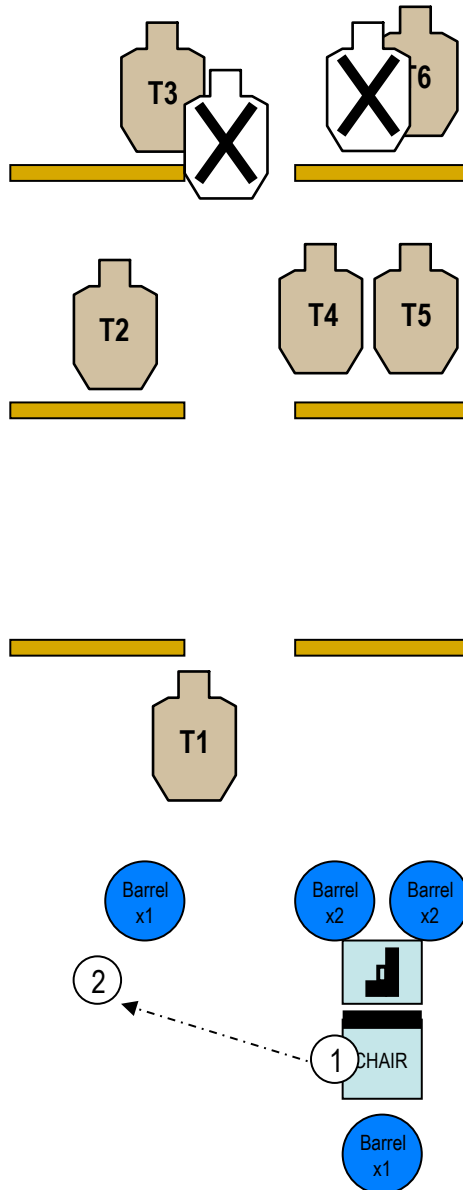




Tri-County Sportsman's League IDPA Scenario Don't Make Me Come Back There!

You are driving bus full of convicted felons to the Hogback Hilton, when you are cut-off by one of their buddies from "the outside". He forces you off the road and into a utility pole. The impact knocks your gun and spare ammo out of your holster (and conveniently onto a table). ☺ It appears that the bad guys are trying to make the most of this unfortunate situation. They have stolen the other guards guns and are looking to escape!

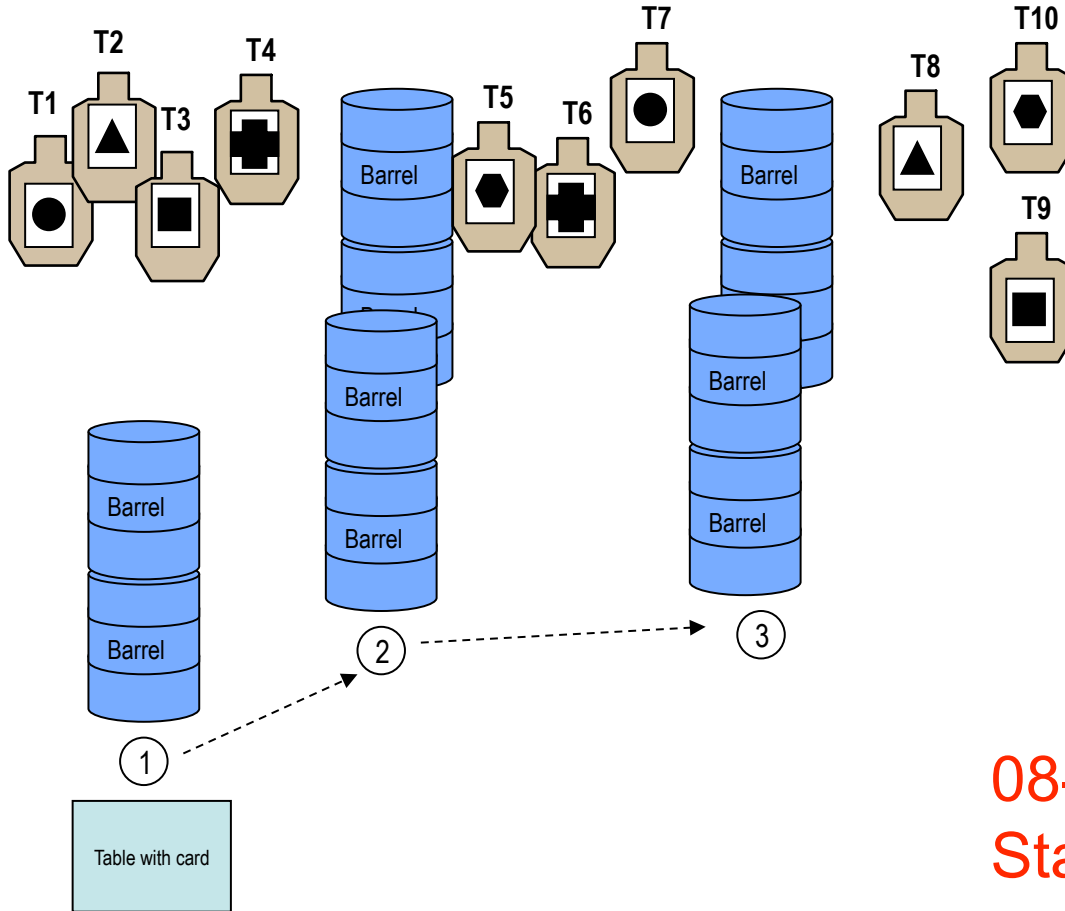


08-22-09
Stage 01

Concealment:	Yes	Scoring: Vickers Count
Pistol:	Loaded w/ (6) rounds, on table in IDPA box	12 scored shots
Style:	Freestyle & Strong hand	Reload: IDPA approved
Start Position:	Seated at P1, facing up range	
Hands at:	Both hands on steering wheel	
At signal:	Retrieve pistol from the box table and engage T1-T3 with (2) rounds each, strong hand only – weak hand on steering wheel , while seated.	
	Reload while seated, move to P2, while KNEELING engage T4-T6 with (2) rounds each, freestyle .	

Tri-County Sportsman's League IDPA Scenario
Who's the bad guy?

This scenario is based upon a timed police training drill. Photorealistic targets were used, and the officer had to draw 2 faces from a card deck. He could take as much time as needed to memorize the faces – and then had to go into the scenario and engage only the targets with the faces he saw.

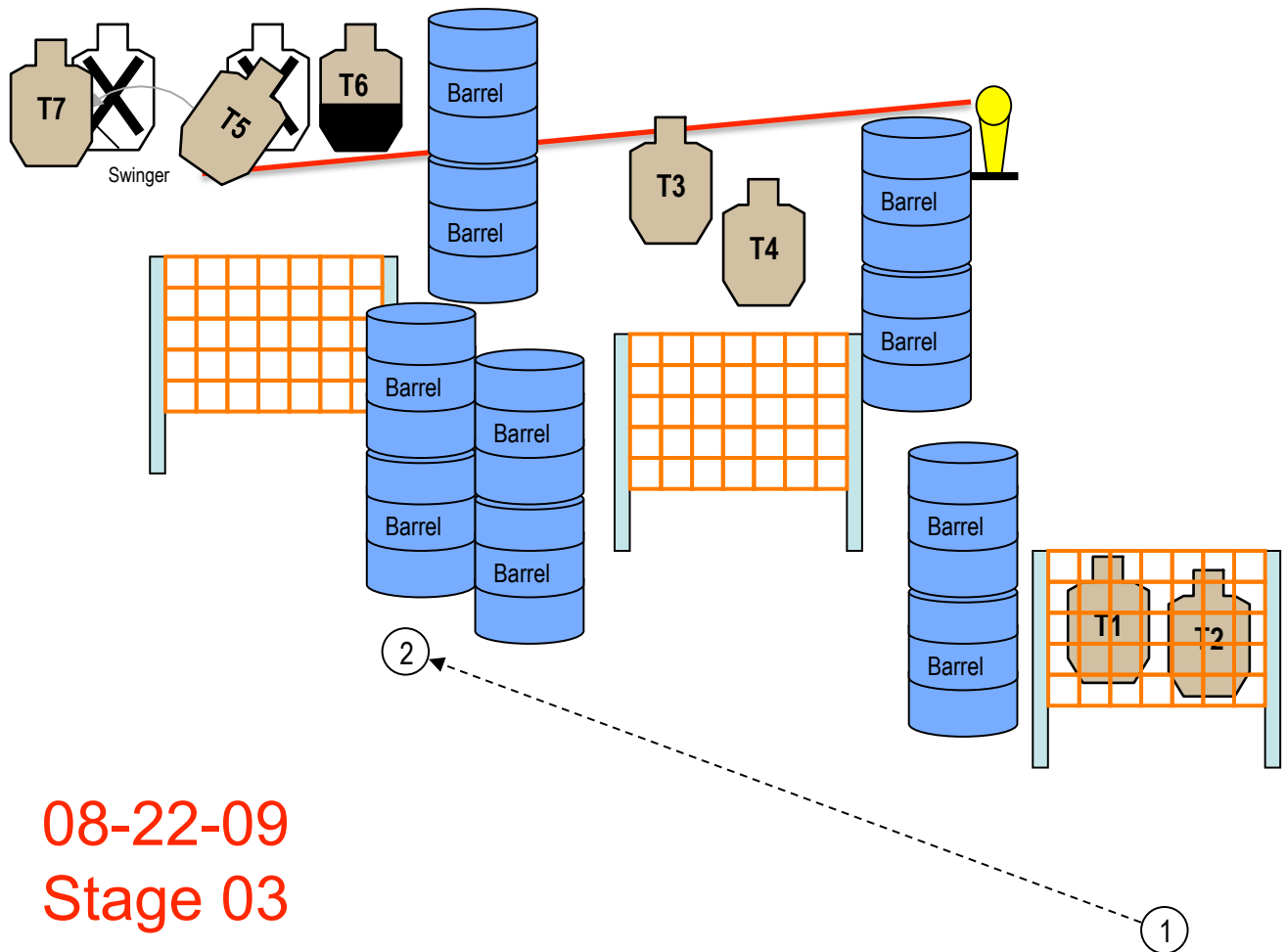


08-22-09
Stage 02

Concealment:	Yes	Scoring:	Vickers Count 12 scored shots
Pistol:	Holstered	Reload:	As necessary
Style:	Freestyle		
Start Position:	Standing up-range, cards on table at position 1		
Hands:	At side		
At signal:	Flip and study cards as long as needed. <u>Leave card on table.</u>		
	SHOOTER: TAKE NOTE OF THE 2 SYMBOLS ON CARD. ALL TARGETS WITH THESE SYMBOLS ARE CONSIDERED NON-THREATS! ALL OTHER TARGETS ARE THREATS!		
	Turn, draw and from P1, P2 and P3 engage T1-T10 with 2 shots each in Tactical Priority using appropriate cover.		
Notes:	The symbols will be printed on paper and stapled to below IDPA targets. TWO symbols will be on randomly selected card.		

Tri-County Sportsman's League IDPA Scenario
 Too Many Fences

Bad guys attack and try to use fences as cover. Teach them the difference between "cover" and "concealment".

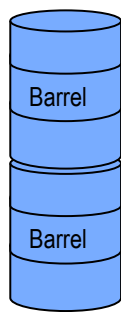
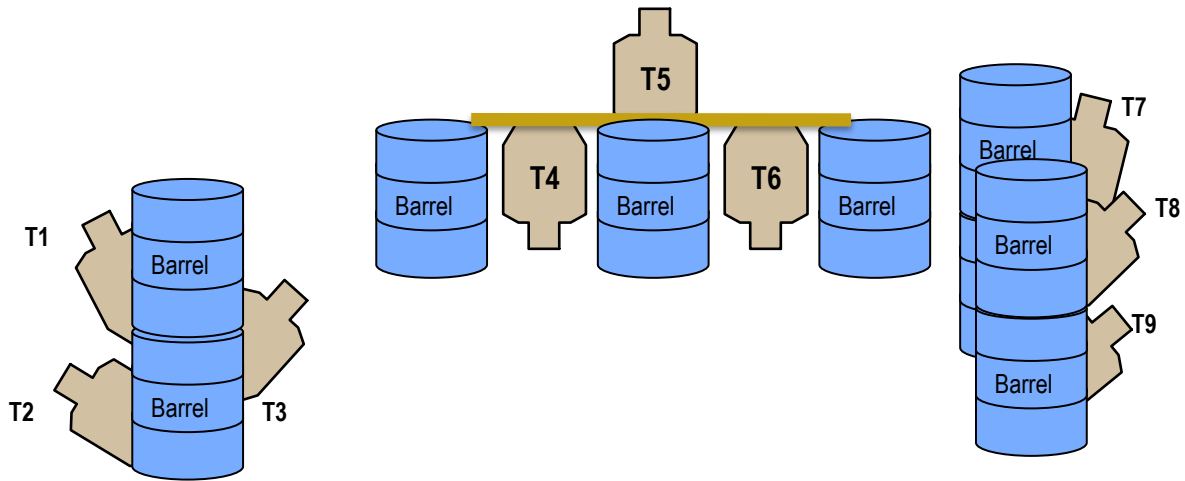


08-22-09
 Stage 03

Concealment:	Yes	Scoring:	Vickers Count
Pistol:	Holstered		15 scored shots
Style:	Freestyle	Reload:	As necessary
Start Position:	Standing at position 1		
Hands at:	Surrender position		
At signal:	Standing at P1 engage T1 – T2 in TACTICAL SEQUENCE with 2 shots each. Also engage popper from P1. Engage T3 – T4 while moving to P2. Engage T5 – T7 from P2 in TACTICAL PRIORITY with 2 shots each.		
Note:	All Reloads start and end behind cover!		

Tri-County Sportsman's League IDPA Scenario Peek-a-Boo Redux

You are ambushed by a group of attackers who understand the concept of "hard cover".
As they peek out to shoot, you pick them off one at a time!

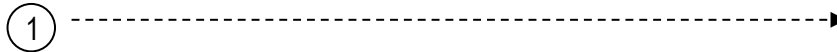


①

08-22-09 Stage 04



②

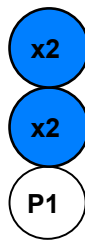
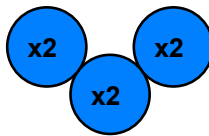
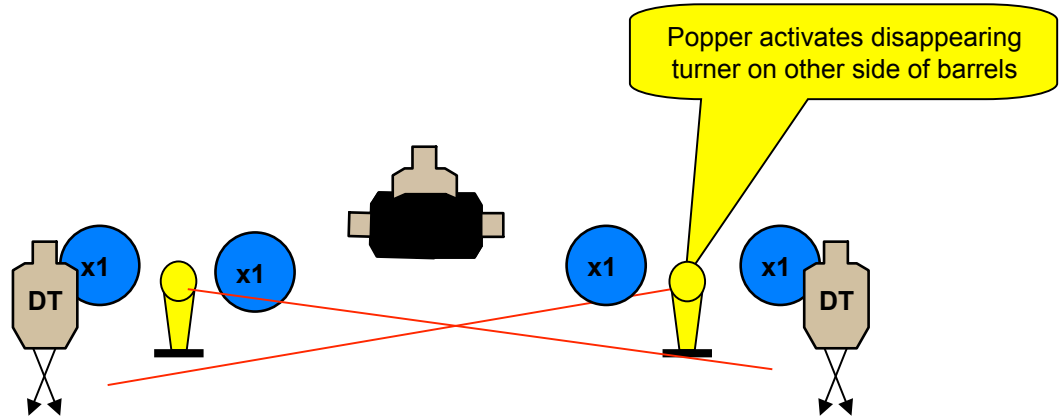


Concealment: Yes	Scoring: Vickers Count
Pistol: Holstered	18 scored shots
Style: Freestyle	Reload: As necessary
Start Position: Standing at position 1.	
Hands at: Hands at side.	
At signal: In Position 1, draw and engage T1 – T3 from P1 in TACTICAL PRIORITY with 2 shots each. Then you may engage T4 – T6 from P1 or on the move. Engage T7 – T9 from RIGHT side of barrels from P2 with two shots each (any order).	
Note: All reloads begin and end behind cover.	



Tri-County Sportsman's League IDPA Scenario Double Duty

You are chosen to guard 2 exits from the same room, and turns out THAT'S the room where the bad guys are!



08-22-09
Stage 05

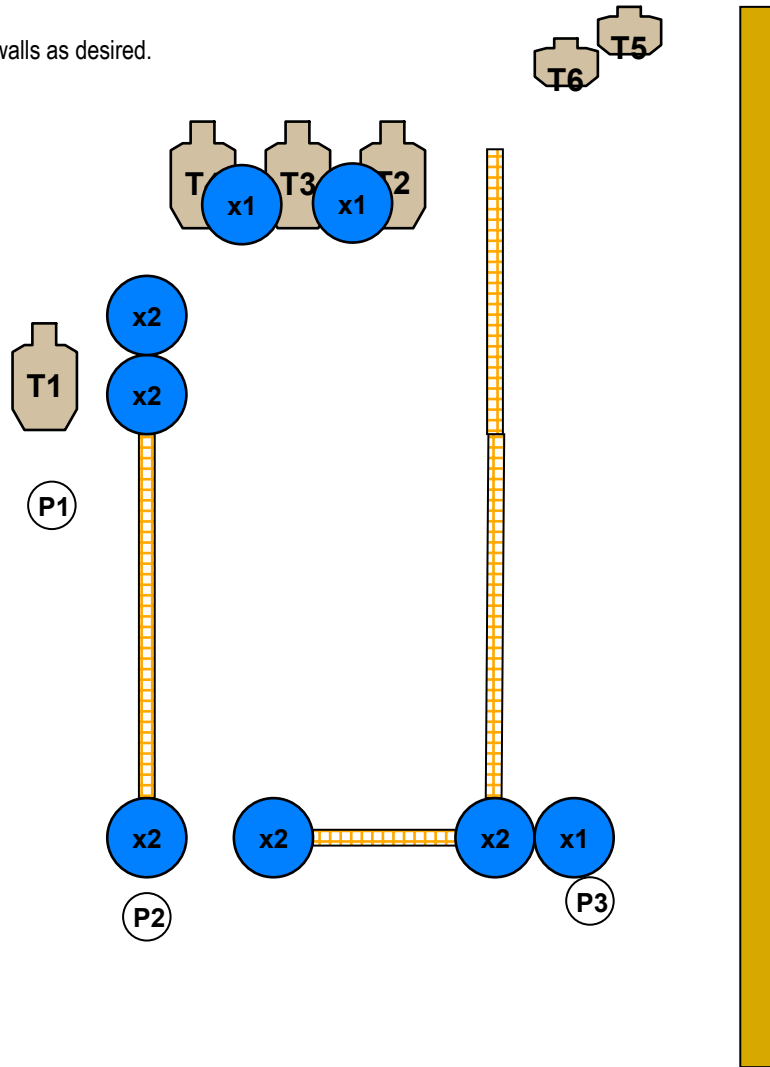
Concealment:	Yes	Pistol:	Low Ready	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1				
At Signal:	Engage poppers and drop turners from P1. Engage remaining targets according to IDPA rules.				
**Notes:	Remember that the left popper activates the right drop turner and vice versa. Keep the muzzle pointed into the berm.				



Tri-County Sportsman's League IDPA Scenario Smarter than your Average Bear

Hey! These bad guys are trying to use cover... Show'em how its done!

*Use 2x barrels in lieu of walls as desired.



Stage #6
08-22-09

Concealment:	Yes	Pistol:	Holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	12
Start:	Standing at P1				
At Signal:	Engage T1 while retreating to P2. From P2 engage T2-T4. Move to P3 and engage T5-T6 while utilizing low cover - one knee down or prone, and shooting from side of barrel - not over it. Engage all targets with a minimum of two rounds.				
**Notes:	T2-T4 are positioned low as if using low cover, but heads and shoulders protrude above barrels. T5 and T6 simulate prone targets - cut off bottom 2/3 of target and set very low.				