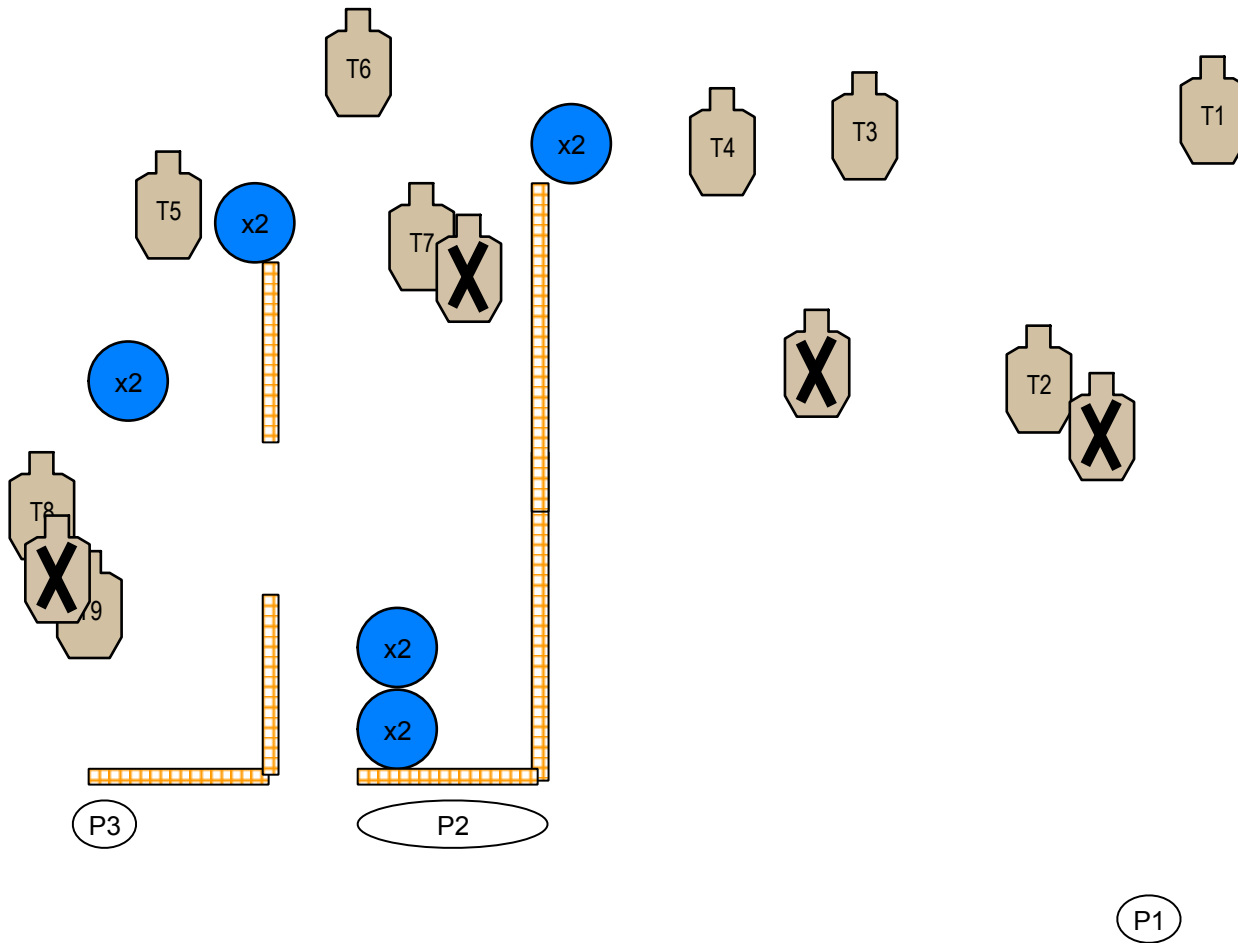
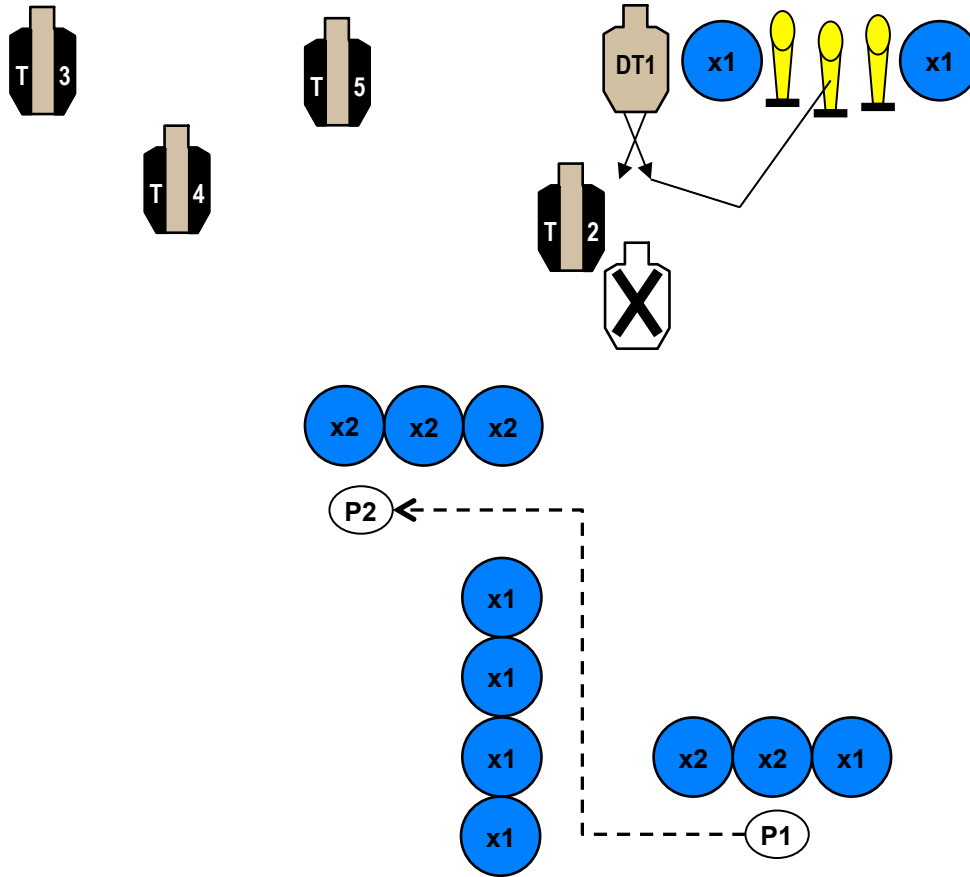


“Get down”

You must move to cover – but even that isn't safe at the shopping mall.



Concealment:	Yes	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	18
Start:	Standing at P1 hands relaxed at sides				
At Signal:	At the signal, draw and engage T1-T4 WHILE MOVING TO P2 in ANY ORDER with 2 shots each. From P2 engage T5-T7 with 2 shots each in Tactical Priority. From P3 engage T8-T9 with 2 shots each in Tactical priority.				
**Notes:	If shooter goes empty between P1 and P2, shooter may re-engage required targets from cover at P2. 180 degree muzzle safe plane rule in effect.				

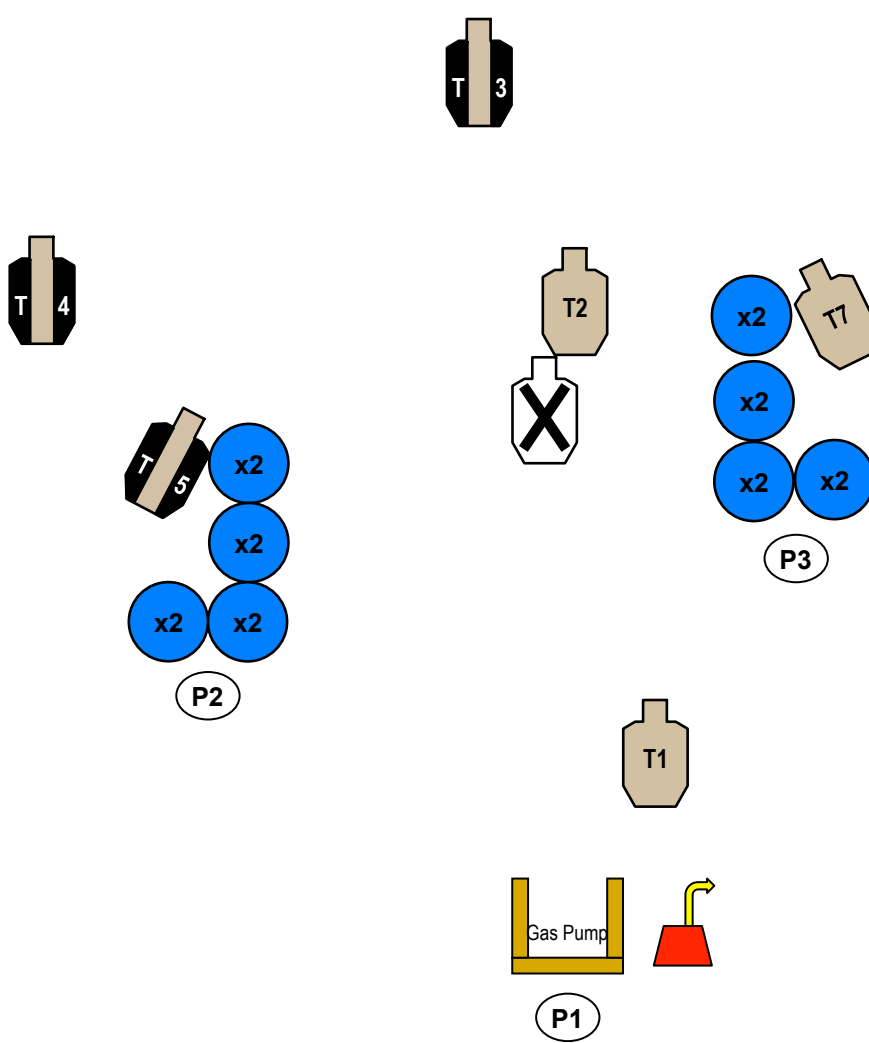


Concealment:	Required	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	13
Start:	Standing at P1 in the center of the 3 barrels				
At Signal:	Engage PP1, PP2, PP3 and DT in tactical priority from P1 Move to P2 and engage T2 with 2 shots while moving down the hallway At P2 engage T3 – T5 with 2 shots each in tactical priority				
**Notes:	180 degree muzzle safe point T2 may be re-engaged from P2 Yes all 3 steel get engaged before the DT SETUP NOTES: Position the no shoot so that T2 cannot be seen from P1 Position the no shoot so that DT cannot be seen from the left side of P1 Use barrels / wood to catch splatter around the steel poppers PP2 activates the DT				



Tri-County Sportsman's League IDPA Scenario
Gas & Go

Stage #3
August 23, 2014



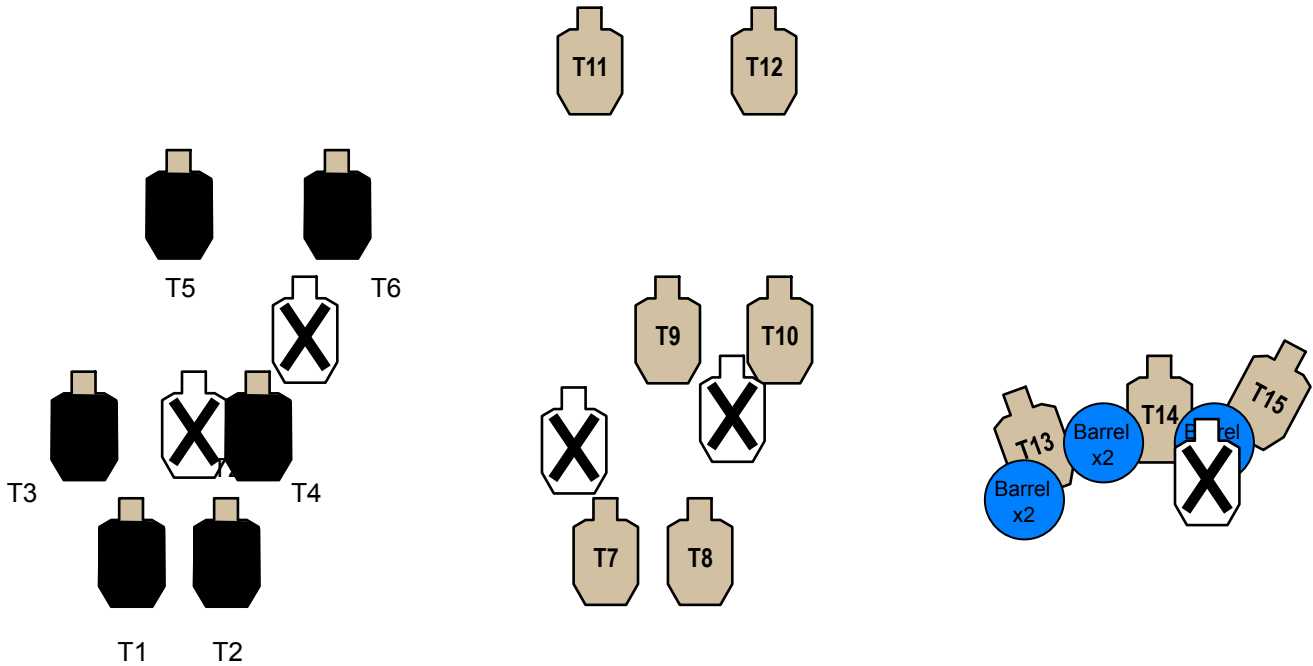
Concealment:	Required	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	14
Start:	Standing at P1 holding nozzle in strong hand with nozzle touching gas can				
At Signal:	Engage T1 – T3 with 2 shots each while at P1 At P2 engage T4 – T5 with 2 shots each in tactical priority At P3 engage T6 – T7 with 2 shots each in tactical priority				
**Notes:	180 degree muzzle safe point Shooter may go to P2 & P3 in any order Targets T2 & T3 may be re-engaged from P2 or P3				



Tri-County Sportsman's League IDPA Scenario
3 strings a plenty

Stage #04
Aug 23, 2014

Three different situations – three different ways to win.



①

②

③

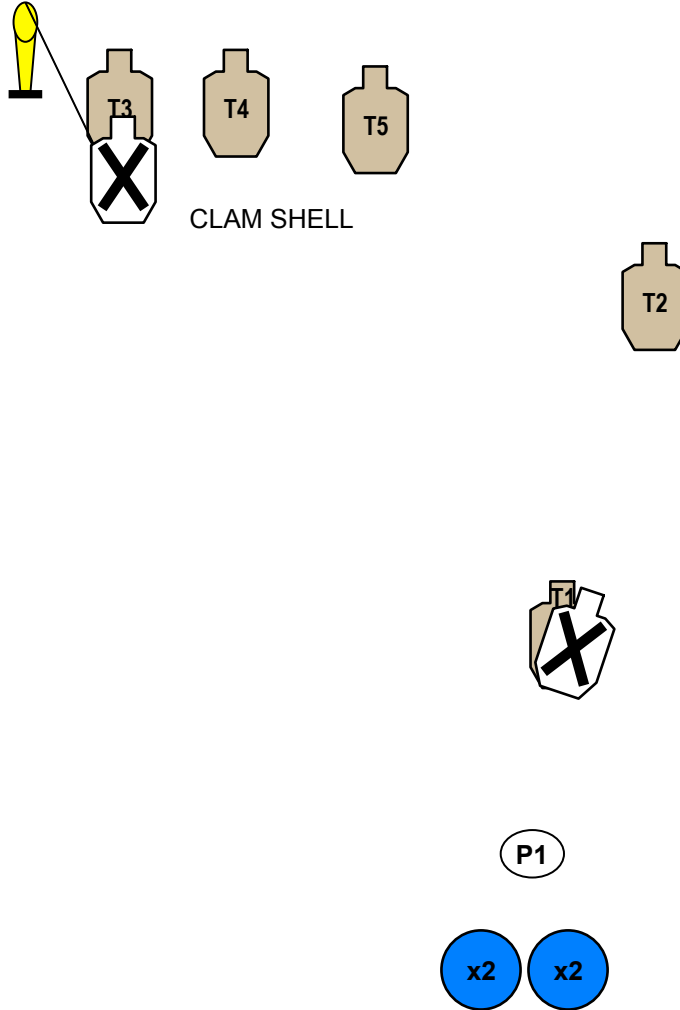
Concealment:	Required	Pistol:	Loaded and holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA approved	Min. Rounds:	18
Start:	String 1 – Standing at P1 - hands naturally at side. String 2 – Standing at P2 - hands naturally at side. String 3 – Standing at P3 - hands naturally at side.				
At Signal:	String 1 – While Standing at P1 – Engage T1 – T6 with 1 HEAD shot each in tactical priority. String 2 – While Standing at P2 – Engage T7 – T12 with 1 shot each in tactical priority, String 3– While Standing at P3 - Engage T13 – T15 with 2 shots each in TACTICAL SEQUENCE.				
**Notes:	Shooter must remain at P1, P2 or P3 respectively when engaging targets for that string. 180 degree Muzzle Safe Plane rule in effect.				



Tri-County Sportsman's League IDPA Scenario
ATM Station Hold-Up

Stage 5
Aug 23, 2014

You're at the ATM when your friend waiting behind you is grabbed by thug and held at gun point.



Concealment:	Required	Pistol:	Loaded & holstered	Scoring:	Vickers
Style:	Freestyle	Reload:	IDPA Approved	Min. Rounds:	11
Start:	Standing at P1 facing up range. Card in Strong hand, card touching slot on ATM. Weak hand naturally at side.				
At Signal:	Turn, then draw. From P1, engage T1 through T5 two shots each in tactical priority, and steel until down.				
**Notes:	There is no cover available in this stage. 180 degree muzzle safe plane rule is in effect				