

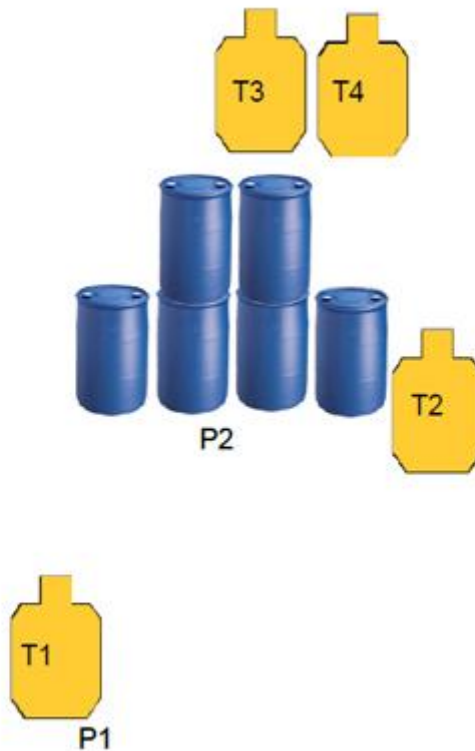
# 1. Need Another Hand



P1

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	At the signal, draw and engage T1-T3 in any order with 6 rounds only (2 each target), freestyle. Execute a Slide Lock/Emergency Reload and engage T1-T3 in any order with 6 rounds only (2 each target), strong/dominant hand only. Execute a Tactical Reload and engage T1-T3 in any order with at least 2 rounds each, weak/support hand only. At this point you can make up shots but they must be shot with the weak/support hand only.				
Start pos	At P1, IDPA Weapon Loaded to 6 rounds only and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 2. Save the Payroll and Get to the Car



Scoring	Vickers Count	Firearm	Handgun	Rounds	11
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	Coming out of the bank, you are approached by thugs intent on robbing you and the bank and leaving no witnesses. At the signal, engage T1 from retention with at least 3 rds and then move towards cover of the car (barrels) and engage T2 on the move with at least 4 rounds strong/dominant hand only. At P2, you can drop the payroll bag and engage T3 and T4 (freestyle) with at least 2 rds in tactical priority from either side of the car (barrels) reloading using any IDPA approved reload.				
Start pos	At P1, IDPA weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

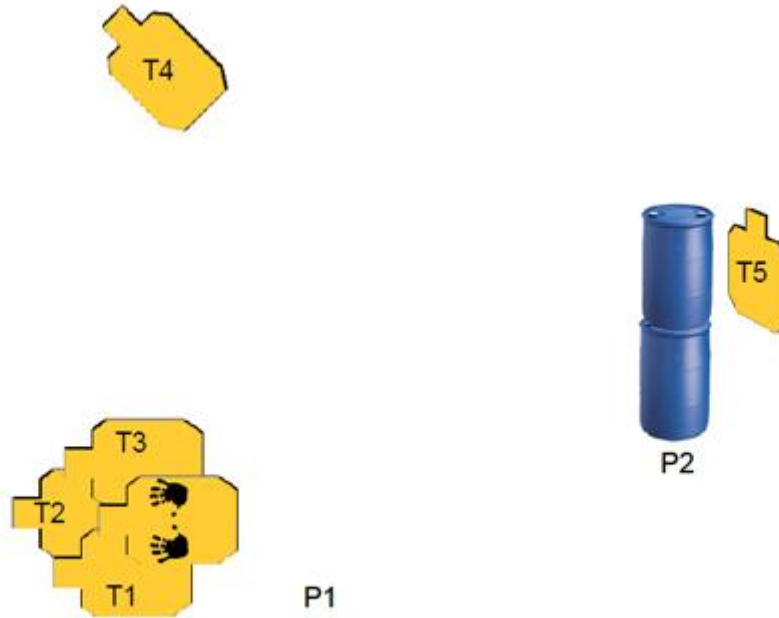
### 3. Rescue the Hostage



P1

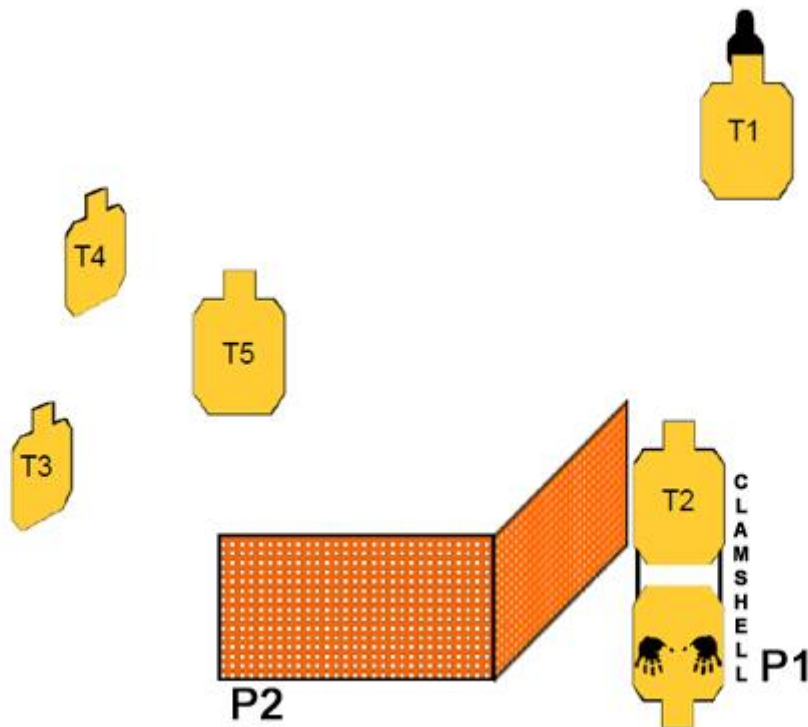
Scoring	Vickers Count	Firearm	Handgun	Rounds	2
Targets	1 paper, 1 no-shoot	Total	1 targets	Strings	1
Scenario & Procedure	You arrive home to find an intruder has kidnapped your family member and has a knife to their throat. At the signal, engage T1 with at least 2 rds.				
Start pos	At P1, IDPA weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

# 4. Bullies



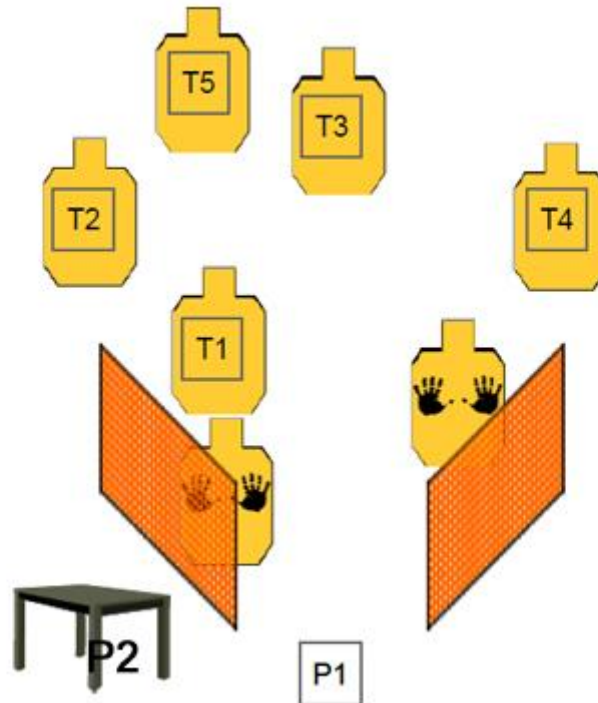
Scoring	Vickers Count	Firearm	Handgun	Rounds	10
	5 paper, 1 no-shoot		Total		5 targets
Targets					
Scenario & Procedure	While walking in the neighborhood, you come across some gang-bangers beating up a younger kid. You yell at them to stop and they pull knives clearly intending to carve you up. At the signal, engage T1 - T4 in tactical priority with at least 2 rds each while retreating to cover at P2. From cover engage T5 with at least 2 rds.				
Start pos	At P1, Weapon loaded to IDPA division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. Hide and Seek



Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	5 paper, 1 popper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	At the signal, engage T1 (target with popper behind it) until steel falls activating the clamshell. Engage T2 with at least 2 rds and then move to the left-hand edge of the wall to engage T3 - T5 in tactical priority with at least 2 rds each.				
Start pos	At P1, Weapon loaded to IDPA division capacity and holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 6. Trick or Treaters Mostly Trick



Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure	You've just opened the door on Halloween night with candy in your hand and discovered home invaders mixed with the trick or treaters. At the signal, drop the candy, retrieve your weapon and spare magazine. Store magazine someplace other than a magazine pouch. Engage T1-T5 with at least 2 rds to the body and 1 to the head.				
Start pos	At P1, IDPA Weapon loaded to divison capacity w/spare magazine in drawer pointing downrange.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					