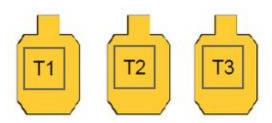
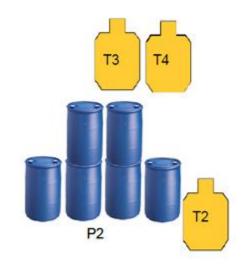
### 1. Need Another Hand



#### 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 engage T1-T3 in any order with 6 rounds only (2 each target), strong/dominicany order with at least 2 rounds each, weak/support hand only. At this point weak/support hand only.	ant hand only. Exec	cute a Tactical Reloa	ad and engage T1-	
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 from retention with at least 3 rds and then move towards cover of the car (bastrong/dominant hand only. At P2, you can drop the payroll bag and engage either side of the car (barrels) reloading using any IDPA approved reload.	arrels) and engage	T2 on the move with	h at least 4 rounds	
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

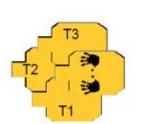


P1

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 rds.	has a knife to their	throat. At the signal	, engage T1 with at	t least 2
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





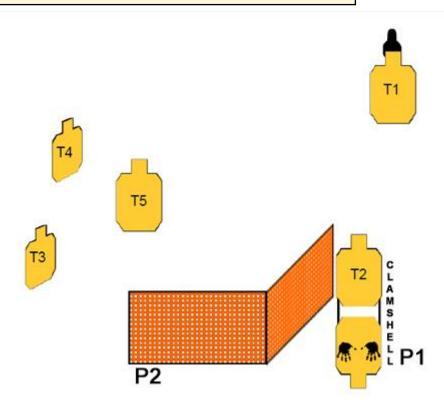


Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	5 paper, 1 no-shoot	Total	5 targets	Strings	1

P1

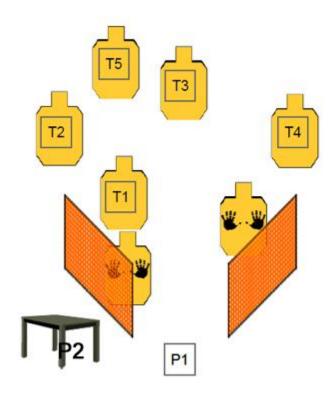
Targets	5 paper, 1 no-snoot	Total	5 targets	Strings	1
Scenario & Procedure	While walking in the neighborhood, you come across some gang-bangers be knives clearly intending to carve you up. At the signal, engage T1 - T4 in tacti from cover engage T5 with at least 2 rds.		<del>-</del>		
Start pos	At P1, 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 activat the left-hand edge of the wall to engage T3 - T5 in tactical priority with at lea		Engage T2 with at le	east 2 rds and then r	move to
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 an signal, drop the candy, retrieve your weapon and spare magazine. Store may 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 drawe	r pointing downrang	ge.		
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					