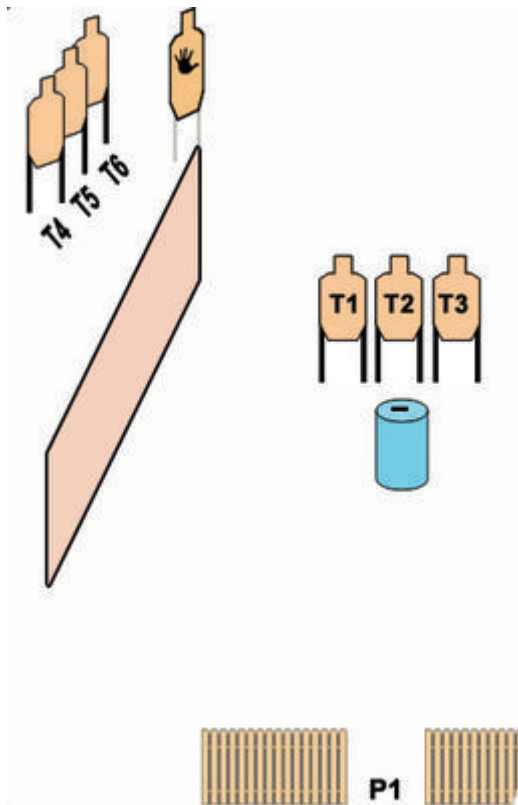
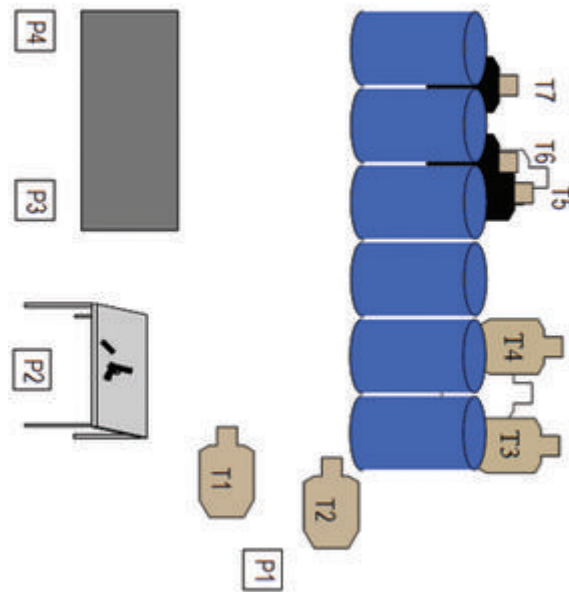


1. Last Ammo on Earth



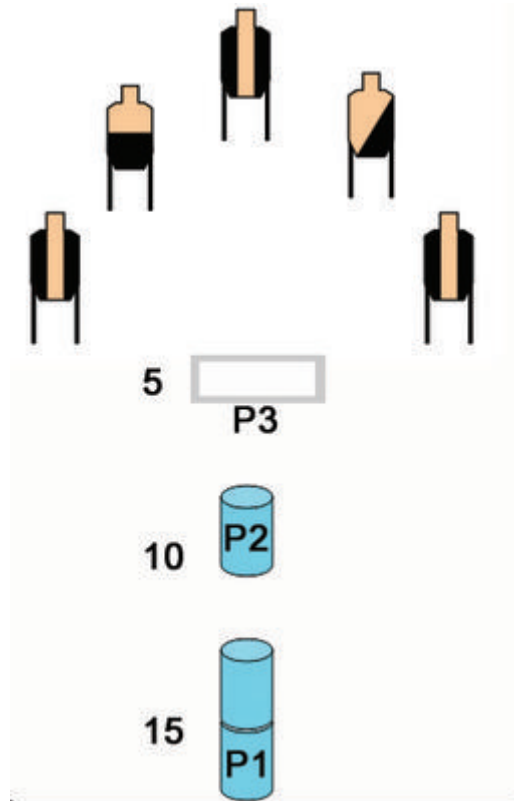
Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	The last ammo on earth is 9 rounds in your gun (6 for revolvers) and 1 full magazine/speedloader on the barrel. At the signal, engage T1-T3 with 3 rounds each (2 for revolvers) in tactical sequence while moving. Retrieve magazine/speedloader and engage T4-T6 in tactical priority with 3 rounds each (2 for revolvers). Note: You may initiate a reload before reaching barrel.				
Start pos	At P1, IDPA weapon loaded with 9 rounds only (6 for revolvers) holstered and concealed and a spare m				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180				
Setup					

2. Drive By Madness



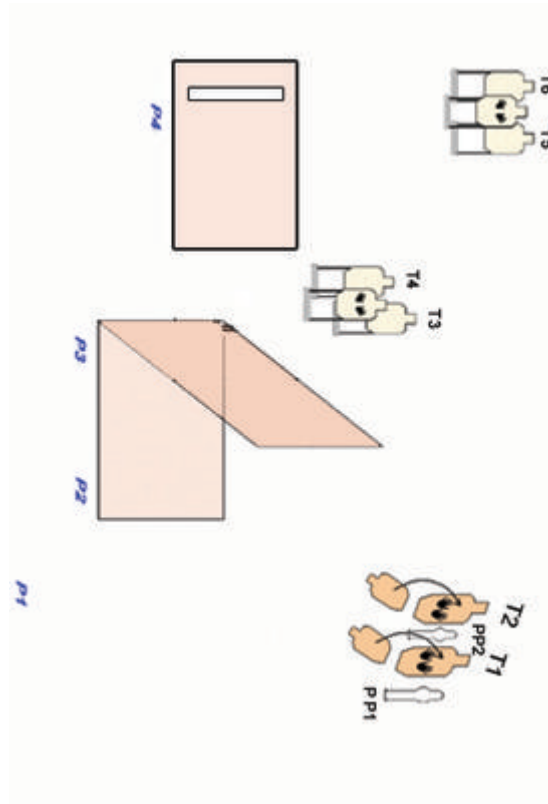
Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	<p>It's the end of the day and you're just about to lock up the store when a pick-up truck pulls up with five armed thugs. They let two snarling dogs off the back of the truck and open up on you. Retrieve the counter gun and defend yourself, but try to avoid the pedestrians behind the truck. At the signal drop the keys, retreat to P2 and retrieve gun from table. Engage T1 and T2 with at least 2 shots each in tactical priority while moving to P3. Engage T3 and T4 in tactical priority with two shots each. Move to P4 and engage T5-T7 in tactical priority with two headshots each.</p>				
Start pos	At P1, unloaded IDPA weapon in drawer with one magazine. Other magazines on belt. Keys in strong h				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180				
Setup					

3. Peek-A-Boo



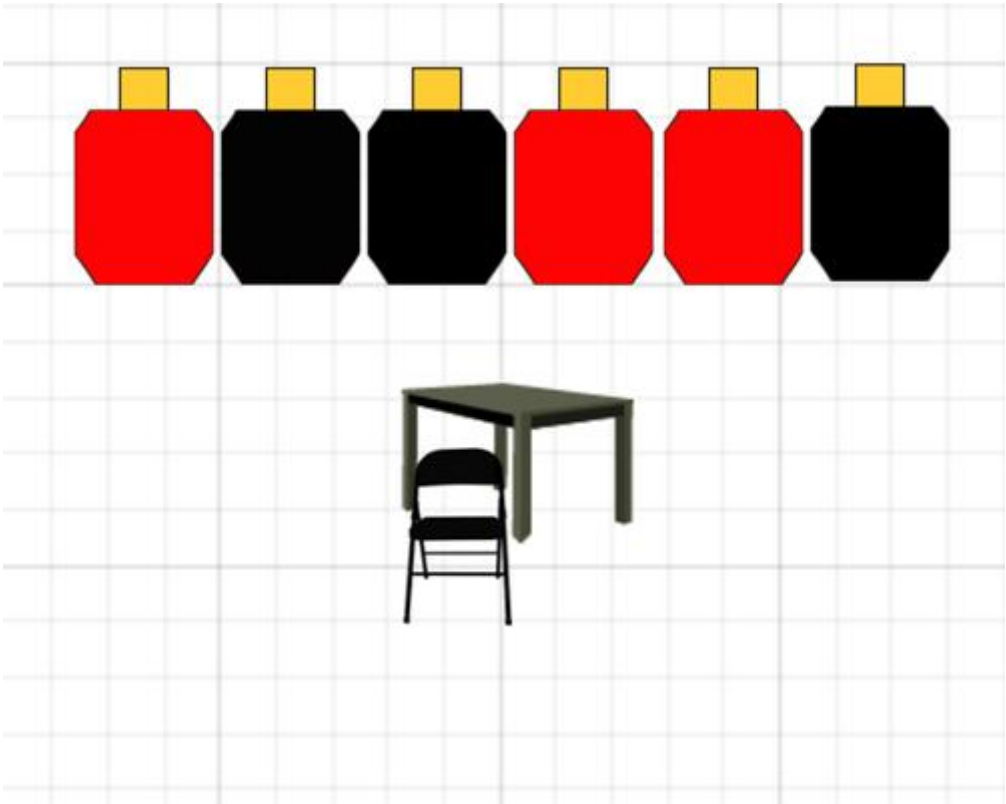
Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Standards stage At the signal, engage T1-T5 in tactical priority from either side of the barrel using cover with 1 round only. Then advance to P2 and using low cover engage T1-T5 in tactical priority from either side of the barrel with at 1 round only. When shooting around (P2) barrel, the muzzle of the firearm may be higher than the top of the barrel, but the shooter's arms and hands must not be extended over the barrel and shots must not go over the barrel. Then advance to a prone position to engage T1-T5 in any order with 1 round only. Cover is not available at P3 but targets must be engaged from within the frame.				
Start pos	At P1, IDPA weapon loaded to division capacity, holstered and concealed behind P1 barrels				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180				
Setup					

4. Pandelerium



Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	4 paper, 1 popper, 1 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure	You walk into a hostage situation. The bad guys freak out and start trying to escape. Protect the hostage. At the signal, engage PP1 until it falls activating T1-T4. Move to P2 and engage T1-T4 with at least 2 rounds each. T1-T4 must be engaged while the TARGETS are moving.				
Start pos	At P1, IDPA weapon loaded to division capacity, holstered and concealed.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180				
Setup					

5. Draw Poker



Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper, 3 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	A poker game turns deadly when three of the six guys you're playing with take exception to your "lucky" draws. Make your final draw and deal, in lead. At signal turn over hand of choice and engage colored targets identified by the majority color of in your hand. Shot count is determined by order of Ace, 2 and 3 read from left to right.				
Start pos	Seated at P1 loaded to division capacity, holstered and concealed, cards face down on table.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Defined by cones				
Setup					

6. Five for Fighting



P1

Scoring	Vickers Count	Firearm	Handgun	Rounds	5
Targets	2 paper, 1 popper, 1 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	You can hear the struggle but you can't see it. Your loved one has disappeared but the bad guys have seen you and draw their weapons. React to save yourself and your loved one. On the signal, engage PP1 while on the move to P2. Once you arrive at P2 (either side of the barricade, engage T1 & T2 to be engaged with at least 2 shots each.				
Start pos	Standing at P1, facing PP1. IDPA weapon loaded to division capacity, holstered and concealed.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180				
Setup					