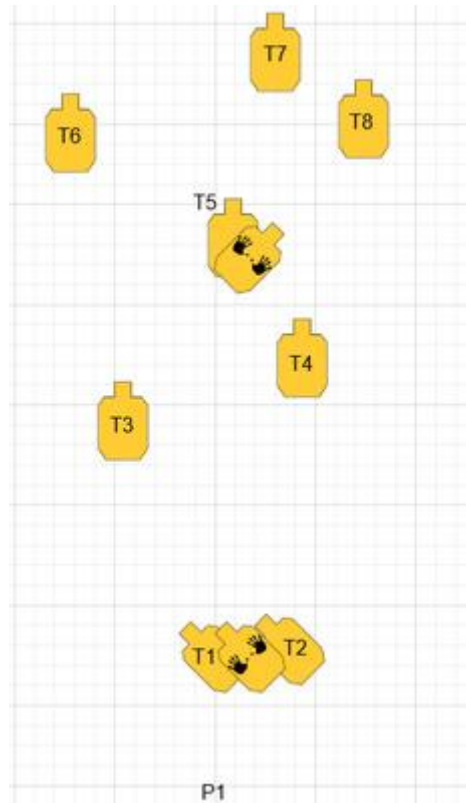
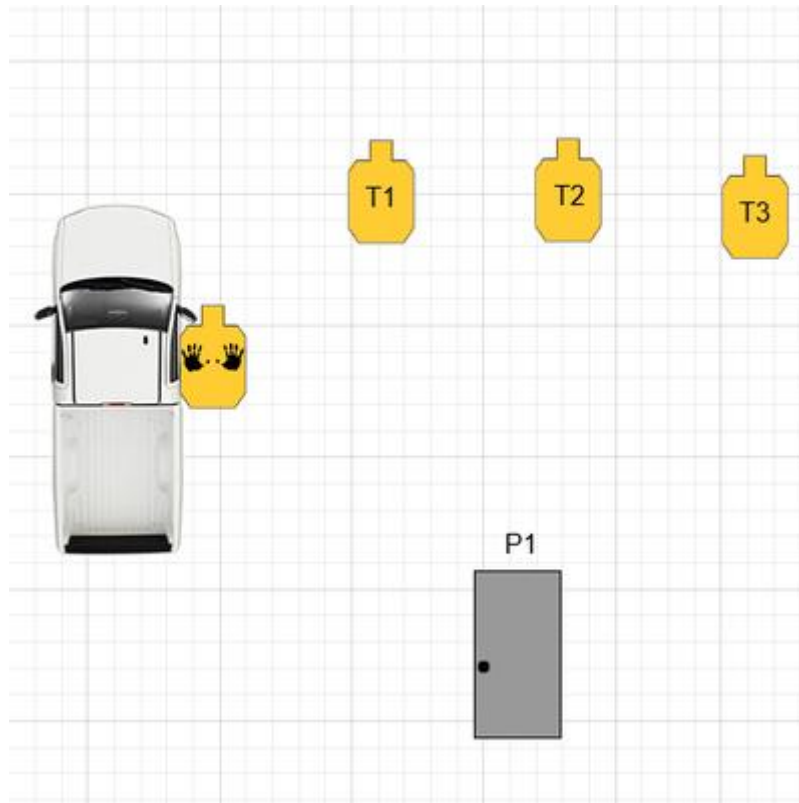


1. ON THE DECK



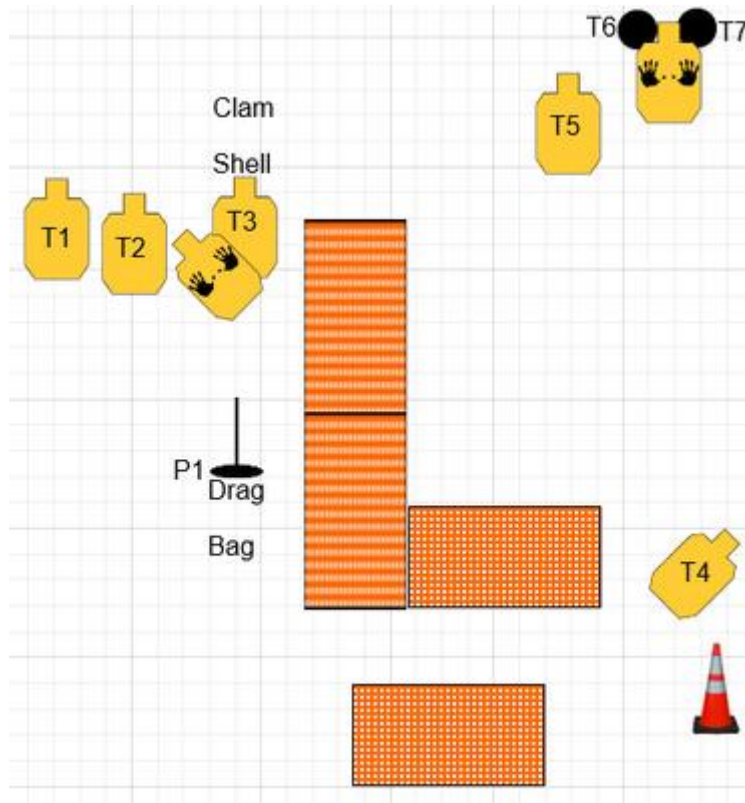
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
	Targets		8 paper, 2 no-shoot		Total
Scenario & Procedure	Sitting on the deck, cold one in your hand when the local gang jumps the fence and grabs your kids. At the signal, drop the beverage and engage T1-T8 in tactical priority from behind any available cover on the deck with at least 2 rounds each.				
	Start pos	Seated on the deck, beverage in your strong hand, IDPA weapon loaded to division capacity, and holst			
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. C-STORE UPROAR



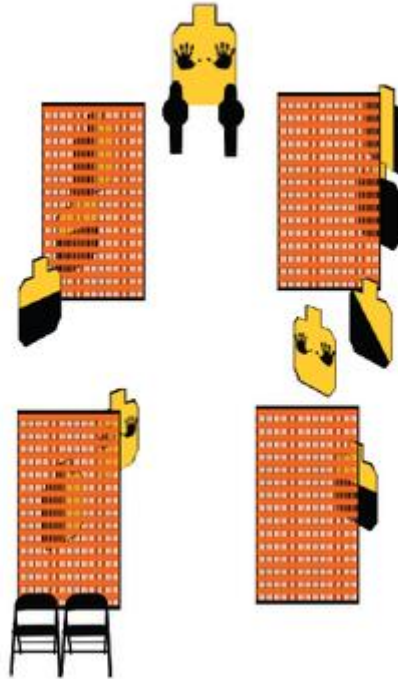
Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper, 1 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	You have just stopped at a convenience store to get a couple of bottles of water on the way to the motel. Knuckleheads are giving your spouse some grief as you return to the car. On the signal, toss water bottles as a distraction, draw and engage T1-T3 in tactical priority while moving away from your car.				
Start pos	At P1, IDPA weapon loaded to division capacity, holstered and concealed. Water bottle in each hand.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. CAR CONFRONTATION



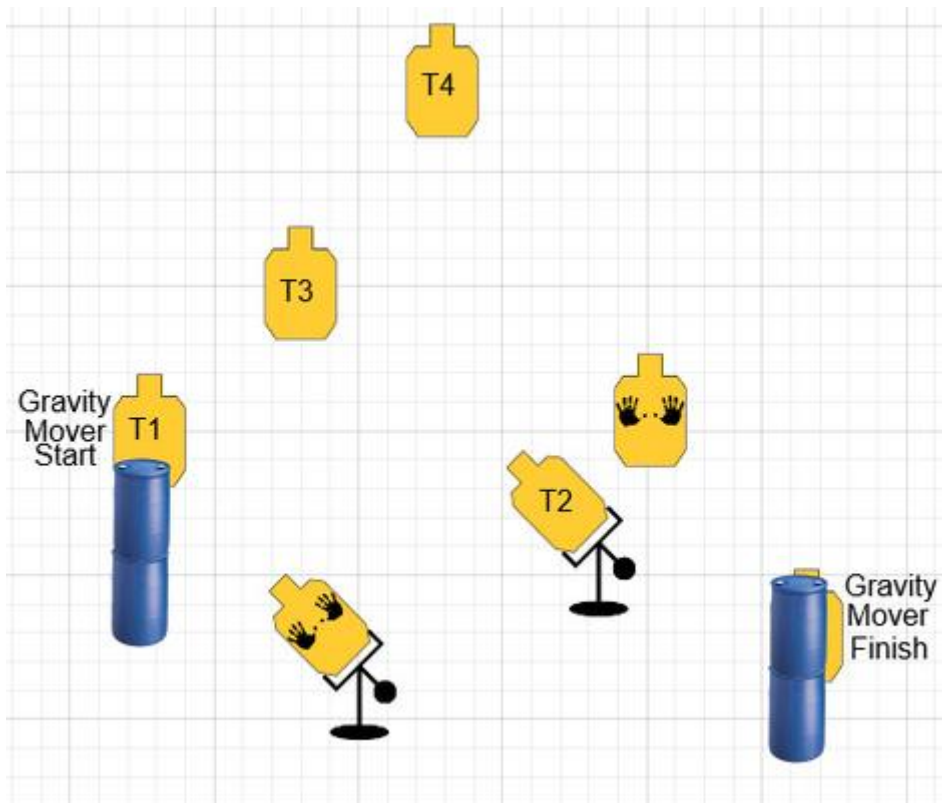
Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	5 paper, 2 plates, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	Headed to your car you are confronted by knuckleheads. At the signal engaged T1-T3 (clamshell) in tactical priority while either moving or from cover. You cannot release bag until clamshell activates. Engage T4-T7 in tactical priority. Engage paper targets with at least 2 rounds, steel must fall.				
Start pos	At P1, weak hand holding bag, 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. MH370



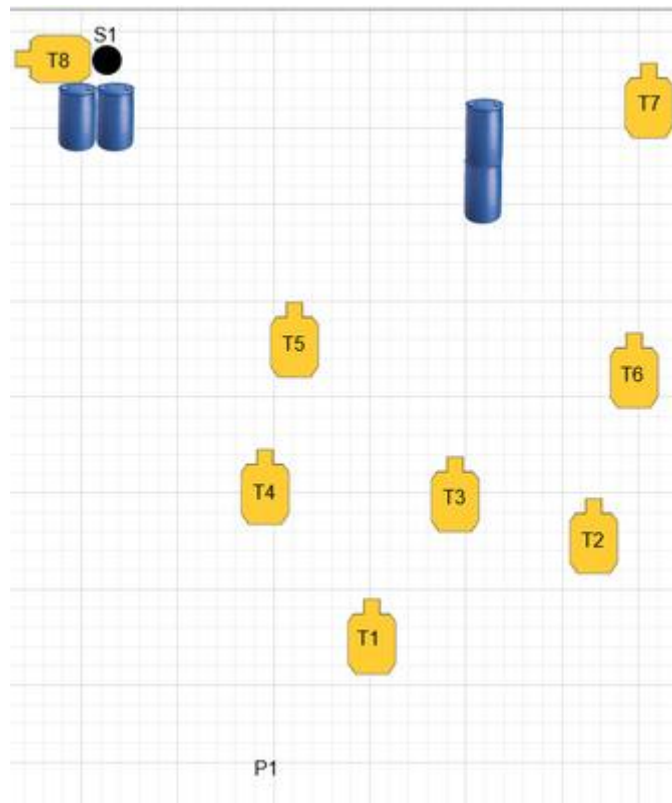
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	8 paper, 2 popper, 3 no-shoot	Total	10 targets	Strings	1
Scenario & Procedure	We have figured out what happened to Malaysian Airlines 370. You're the Air Marshall. Save the passengers, the aircraft and the crew. At the signal, slide to the aisle seat and engage terrorist T1 & T2 (steel poppers) until they fall. Proceed down the aisle to the cockpit engaging terrorist as they become visible. Engage all paper target with at least 2 rounds. Safety note: Steel must fall before you leave your aisle seat.				
Start pos	Seated in the window seat, IDPA weapon loaded to division capacity and concealed.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. WORLD CUP STREAKERS



Scoring	Vickers Count	Firearm	Handgun	Rounds	8
	Targets		4 paper, 2 no-shoot		Total
Scenario & Procedure	4 streakers interrupt the World Cup Final, USA leading Brazil 1-0. Don't shoot the ref or Clint Dempsey. At the signal, step onto the field of play (stomp box) and engage T1-T4 in tactical priority with at least 2 rounds each.				
	Start pos	At the tunnel exit, 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					

6. THE SHOOTOUT IN THE PSALMS



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 plates,	Total	9 targets	Strings	1
Scenario & Procedure	Yea though I walk through the valley of the shadow of death, I will fear no evil. At the signal, engage T1-T7 in tactical priority while continually moving to double stacked barrel (your ONLY cover). At the stacked barrel, engage S1 and the T8 in tactical priority using cover.				
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					