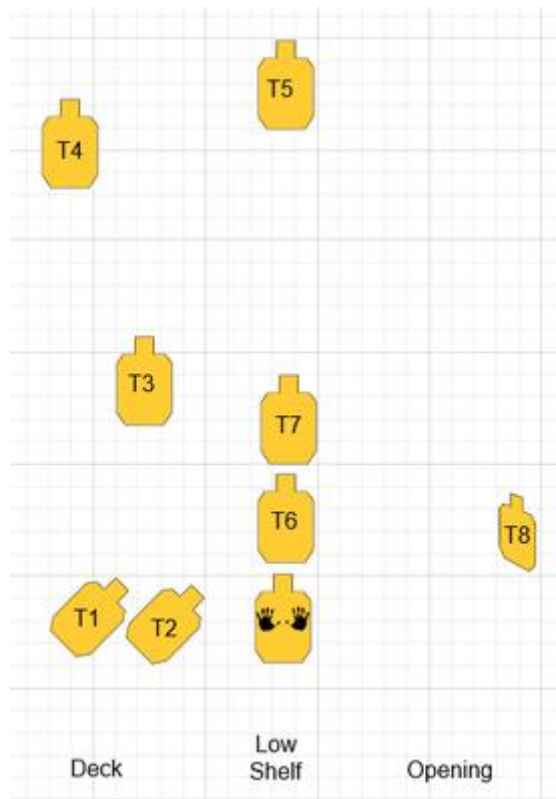
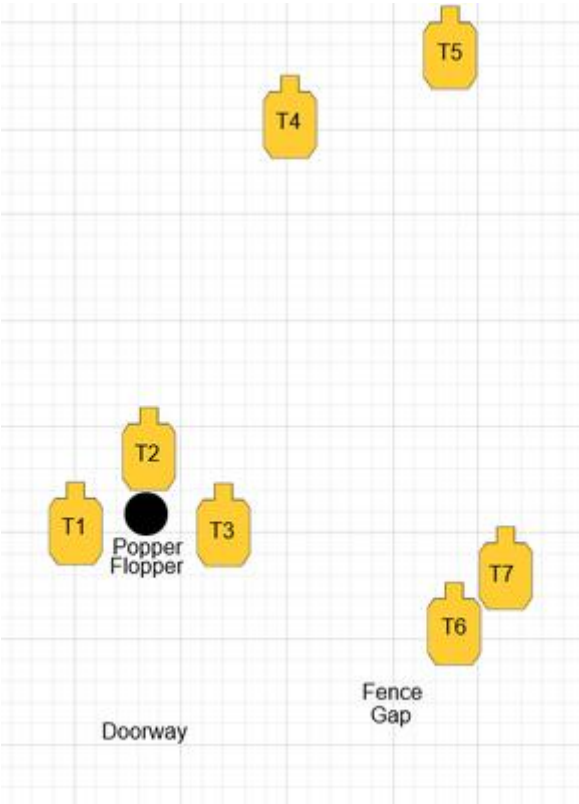


# 1. ON THE DECK AGAIN



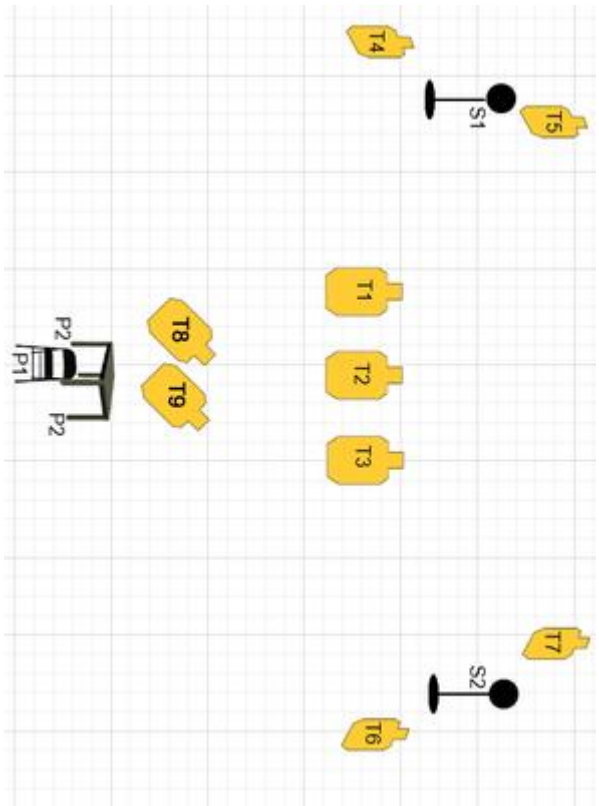
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	8 paper, 1 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	The friends of all the hooligans you killed last month want revenge. At the signal, engage T1-T5 in tactical priority from behind any available cover on the deck with at least 2 rounds each. Move to the Low Shelf and engage T6 and T7 with at least 2 rounds each using cover. Move to opening and from low cover engage T8 with at least 2 rounds.				
Start pos	Seated on the deck, hands on your knees, 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					

## 2. UNFRIENDLY NEIGHBORS



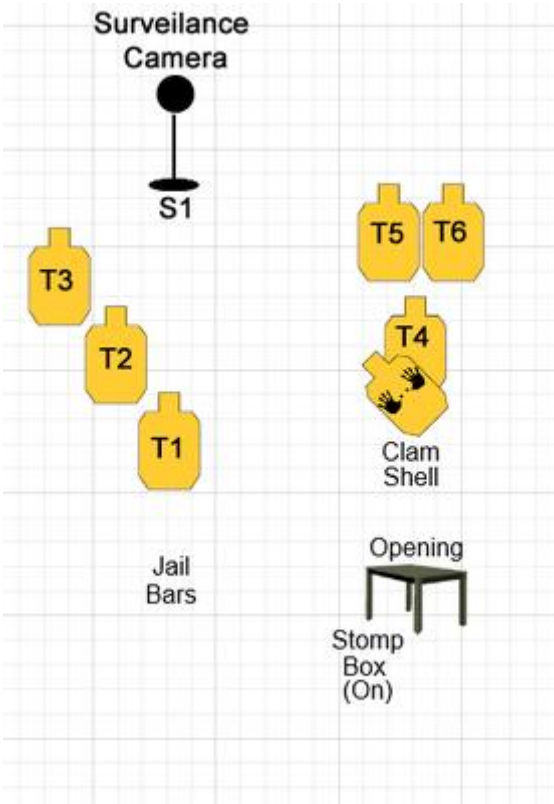
Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper, 1 plates,	Total	8 targets	Strings	1
Scenario & Procedure	New neighbors just moved in and you don't like them very much. The party is too loud and you intend to quiet it down. On the signal, engage T1-T5 and S1 in tactical priority using the door frame for cover with at least 2 rounds each. Steel must fall. Move, using the fence for cover (staying below the top of the fence), engage T6-T7 with at least 2 rounds each from low cover around the end of the fence.				
Start pos	At P1 (either side of the Doorway), 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. RESTAURANT ROBBERY



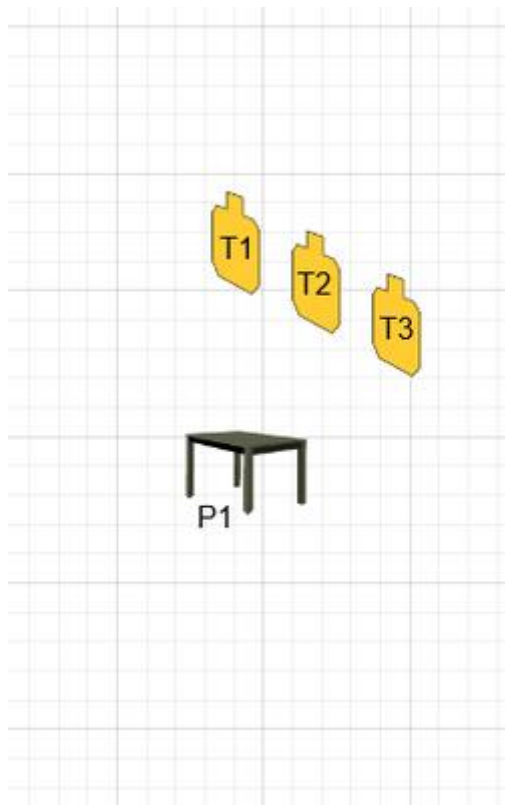
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 plates,	Total	9 targets	Strings	1
Scenario & Procedure	Seated at a restaurant, when the local mafia intends to work the owner over for not paying his protection money. They don't intend to leave witnesses. At the signal engaged T1-T3 in TACTICAL SEQUENCE. Move to P2 and using the table as cover, engage 2 paper targets and 1 steel in tactical priority. Move to other side of the table without breaking cover and engage remaining 2 paper targets and 1 steel in tactical priority. All paper targets are engaged with at least 2 rounds and steel must fall.				
Start pos	T8 and T9 are covered. Seated 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. MORON HOSTAGE TAKERS



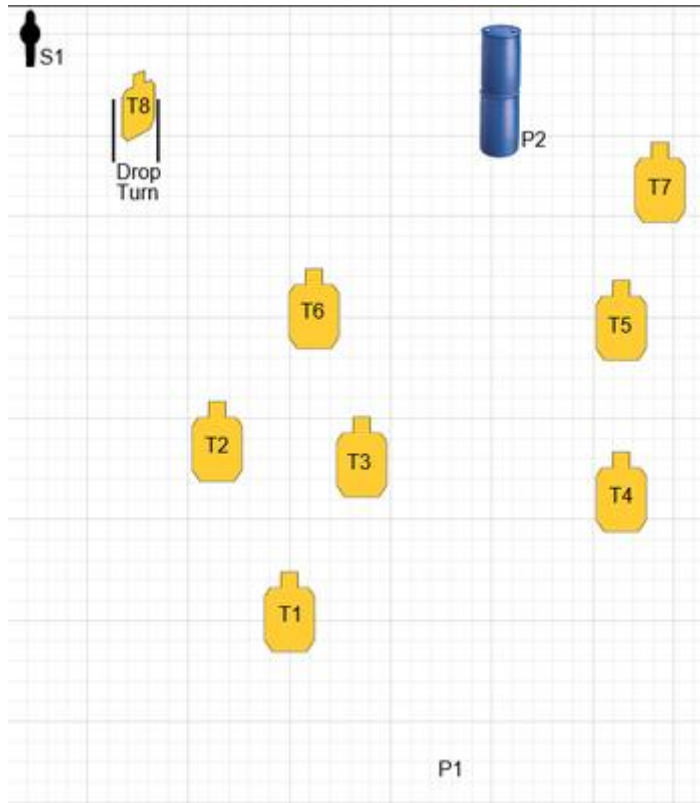
Scoring	Vickers Count	Firearm	Handgun	Rounds	13
Targets	6 paper, 1 plates, 1 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	Terrorists from the Land of Moronica have taken you hostage but have failed to even give you a cursory patdown. At the signal, engage Guards T1-T3 in tactical priority with at least 2 rounds each and Surveillance Camera S1 until it falls. Move to opening (no cover available) and after using stomp box activator, engage T4-T6 in tactical priority.				
Start pos	Standing in your jail cell, IDPA weapon loaded to division capacity and holstered. Concealment garm				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. STANDARDS



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	At the signal, turn and load your weapon and engage T1-T3 with 2 rounds each in any order FREESTYLE. Perform a Slide Lock/Empty Cylinder Reload and engage T1-T3 with 2 rounds each in any order STRONG HAND ONLY. Perform an Slide Lock/Empty Cylinder Reload and engage T1-T3 with 2 rounds each in any order WEAK HAND ONLY.				
Start pos	At P1, standing, facing UP RANGE. IDPA weapon unloaded on table, 3 feeding/loading device loaded wi				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

# 6. THE SHOOTOUT IN THE PINES



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper,	Total	9 targets	Strings	1
Scenario & Procedure	You end up in the middle of a major grow operation during harvest. They have cover, you don't. Fight your way out. 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					