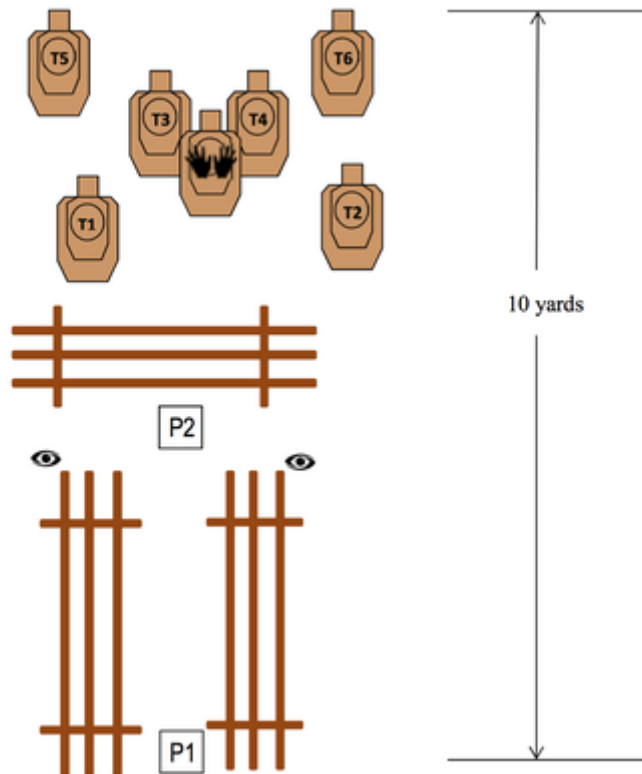
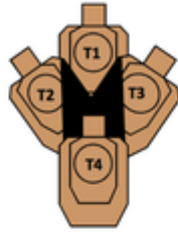


1. On The Fence...



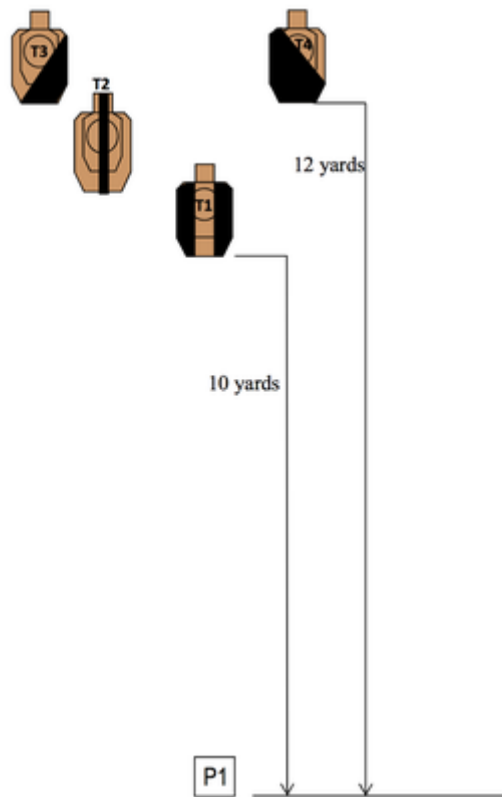
| | | | | | |
|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
| Targets | 6 paper, 1 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | You are enjoying your day, passing the time at the amusement park, walking along the fence line on your way to a picnic. You look up and see a number of interlopers out looking for trouble. Handle it. At the signal, engage T1-T6 with 1 round each, to the body (below the neckline), STRONG HAND ONLY, while advancing down the fence line (all shots must be taken on the move). Basket must be held until all targets have been engaged AND you have reached P2. At P2 (after activating the non-threat), re-engage T1-T6 with one round each to the head (above the neck line), freestyle. | | | | |
| Start pos | Standing at P1, loaded to division capacity, holding the picnic basket on support side (either on th | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | Floating 180 degree | | | | |
| Setup | | | | | |

2. Home Invasion



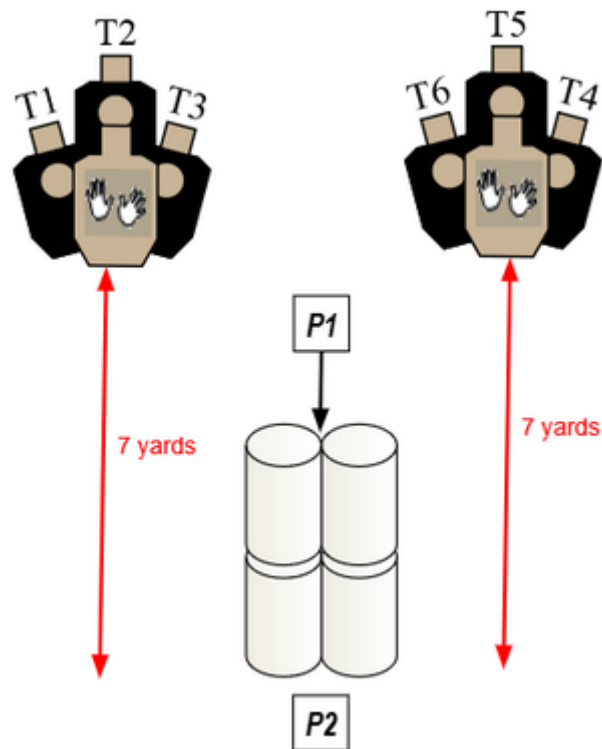
| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
|----------------------|--|---------|-----------|---------|----|
| Targets | 4 paper, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | You are at your home relaxing, when you hear intruders. They are armed and attack you. Defend yourself. Engage all targets in tactical sequence with at least 3 rounds each. | | | | |
| Start pos | Start 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 degree rule | | | | |
| Setup | | | | | |

3. STANDARDS



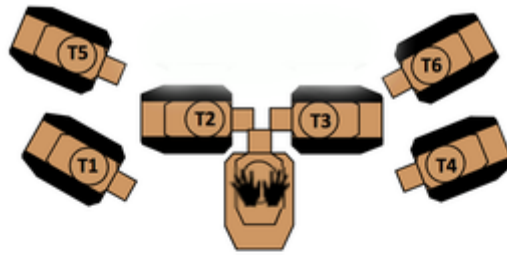
| | | | | | |
|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
| Targets | 4 paper, | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | At the signal, engage T1-T4 with at least 3 rounds each, free style. All targets are equidistant (equal threat) and can be engaged in any order. | | | | |
| Start pos | Start at P1 (straddling PVC Pipe), 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 | 180 degree rule | | | | |
| Setup | | | | | |

4. Odd Body Armor



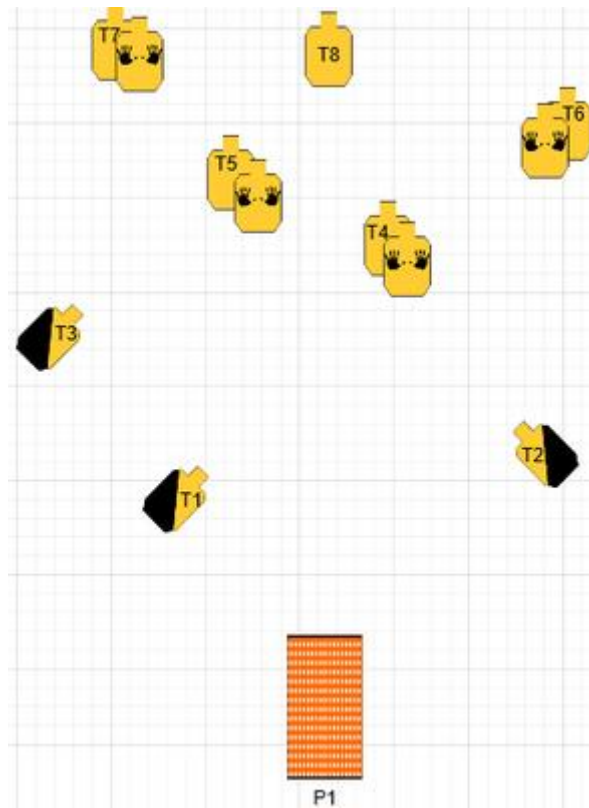
| | | | | | |
|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| Targets | 6 paper, 2 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | Thugs have hostages and precise shooting is the only way to save them. At the signal, engage T1-T6 with at least 3 rounds (at least 1 head shot and 1 body shot) each while retreating or from behind cover. | | | | |
| Start pos | At P1, IDPA loaded to division capacity, holstered and concealed. | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | 180 degree rule | | | | |
| Setup | | | | | |

5. A Good Day Fishing Gone Bad



| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
|----------------------|---|---------|-----------|---------|----|
| Targets | 6 paper, 1 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | During a successful fishing trip, a pack of wolves get the scent of your catch and move in on your buddy while he has his back turned. You must save your buddy and the catch. At the signal, drop the fishing pole, draw your weapon and engage each target with 3 shots each in tactical sequence (1,1,1,1,1,3,2,2,2,2,2) from any safe position except moving forward. | | | | |
| Start pos | Start at P1, IDPA weapon loaded to division capacity, holstered and concealed. Seated on bucket wit | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | 180 degree rule | | | | |
| Setup | | | | | |

6. Bad Guys Galore



| | | | | | |
|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 16 |
| Targets | 8 paper, 4 no-shoot | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | While walking through the woods, you encounter a group of terrorists getting ready to do great harm to some innocent campers. Some campers are being used as human shields. You decide to pick them off and save the campers. Engage T1 –T8 with at least 2 rounds each. | | | | |
| 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 | 180 degree rule | | | | |
| Setup | | | | | |