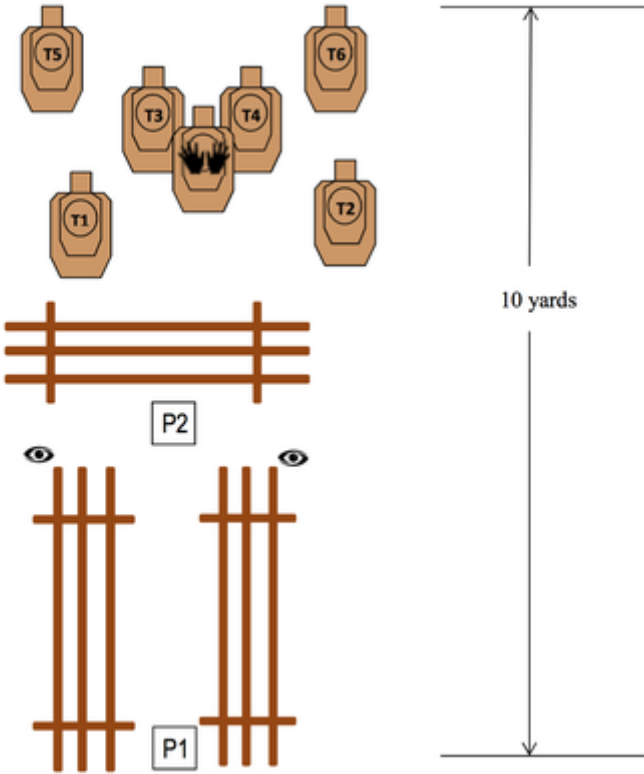
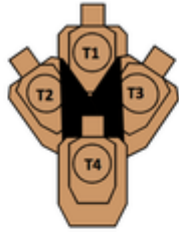


1. On The Fence...



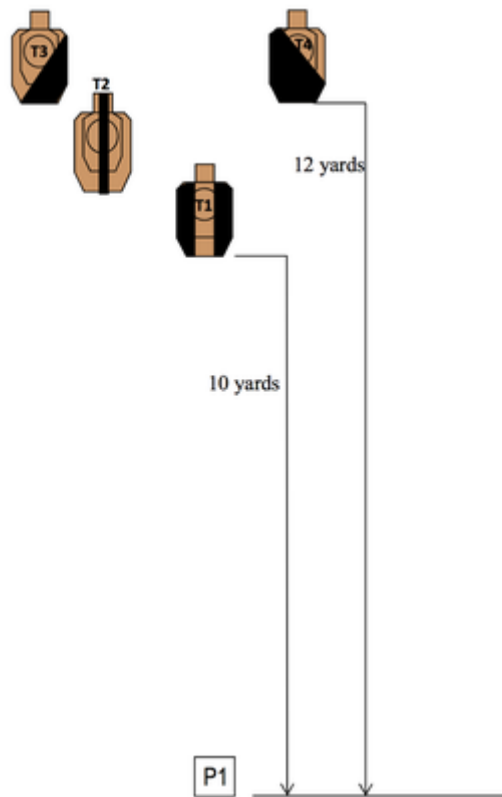
Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	<p>You are enjoying your day, passing the time at the amusement park, walking along the fence line on your way to a picnic. You look up and see a number of interlopers out looking for 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.</p>				
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



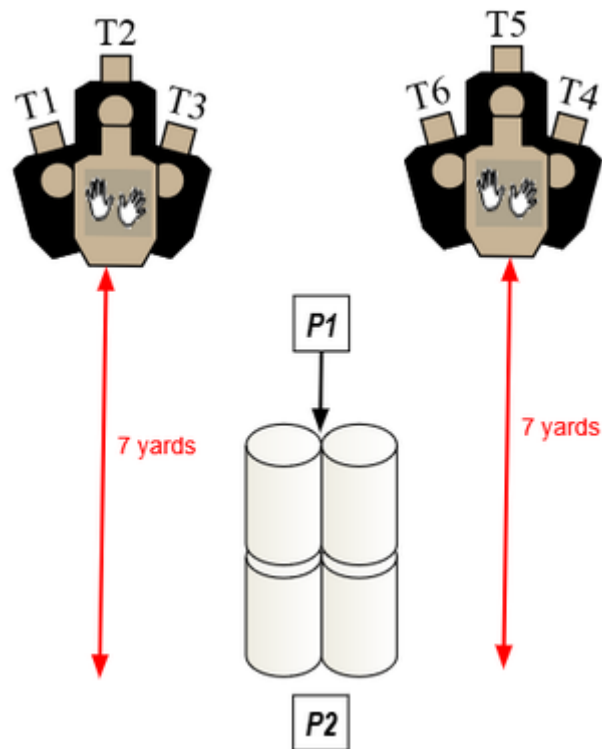
Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	You are at your home relaxing, when you hear intruders. They are armed and attack you. Defend yourself. Engage all targets in tactical sequence with at least 3 rounds each.				
Start pos	Start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



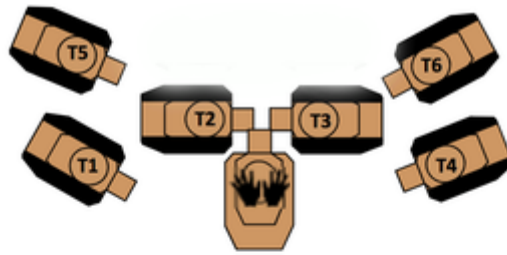
Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	At the signal, engage T1-T4 with at least 3 rounds each, free style. All targets are equidistant (equal threat) and can be engaged in any order.				
Start pos	Start at P1 (straddling PVC Pipe),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



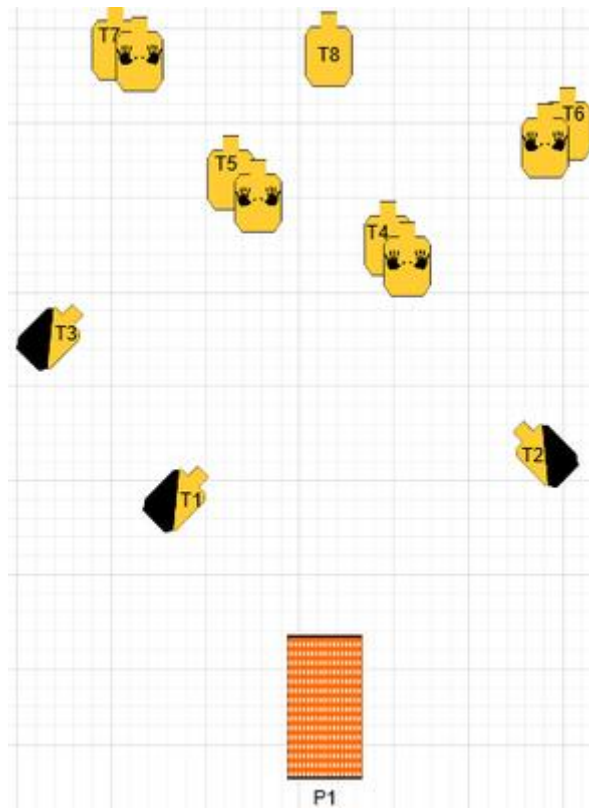
Scoring	Unlimited	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Thugs have hostages and precise shooting is the only way to save them. At the signal, engage T1-T6 with at least 3 rounds (at least 1 head shot and 1 body shot) each while retreating 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					