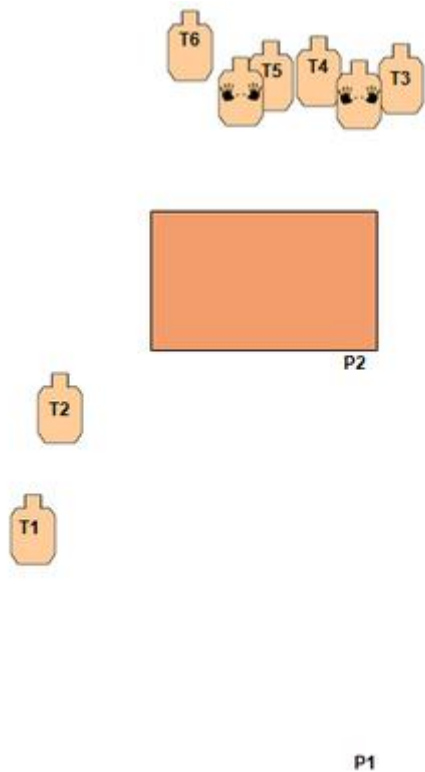
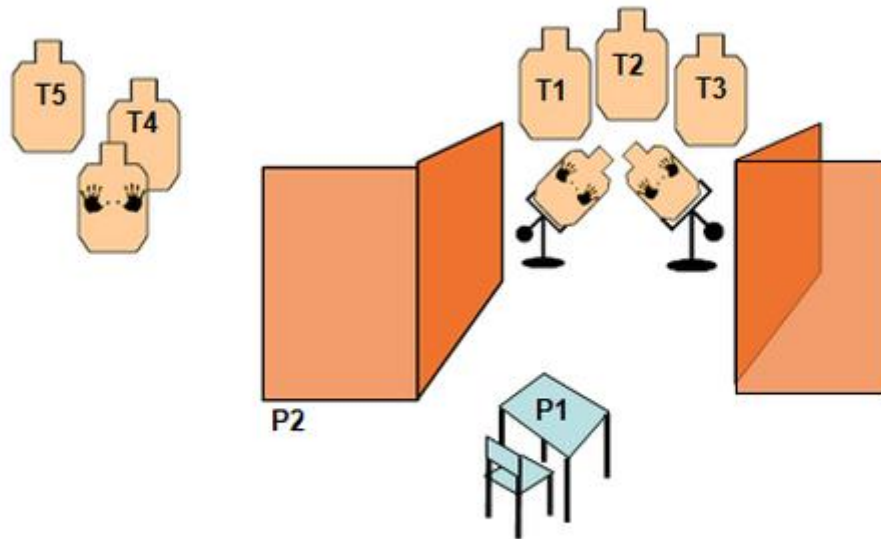


# 1. PLAYGROUND PANDELERIUM



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Your 2 kids are playing at the playground when the local gang rolls up. Protect your kids. At the signal, engage T1 and T2 with at least 2 rounds each while moving to P2. Then from P2 engage T3-T6 in tactical priority with at least 2 rounds each.				
Start pos	Standing at P1 (wide opening in the fort wall), IDPA weapon loaded to division capacity, holstered,				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180 degree rule				
Setup	BAY 1A				

## 2. WORKPLACE VIOLENCE



Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	5 paper, 3 no-shoot	Total	5 targets	Strings	1
Scenario & Procedure	You are finishing up your last multi-million dollar contract when mobsters show up looking for protection money. You've had enough. At the signal, engage T1-T3 in tactical sequence with at least 3 rounds each. Then move to P2 and engage T4 from behind cover with at least 3 rounds.				
Start pos	Seated at P1, IDPA weapon loaded to division capacity, safely stored in the desk drawer, hands on la				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Floating 180 degree rule				
Setup	BAY 1B				

### 3. STANDARDS



T1



T2

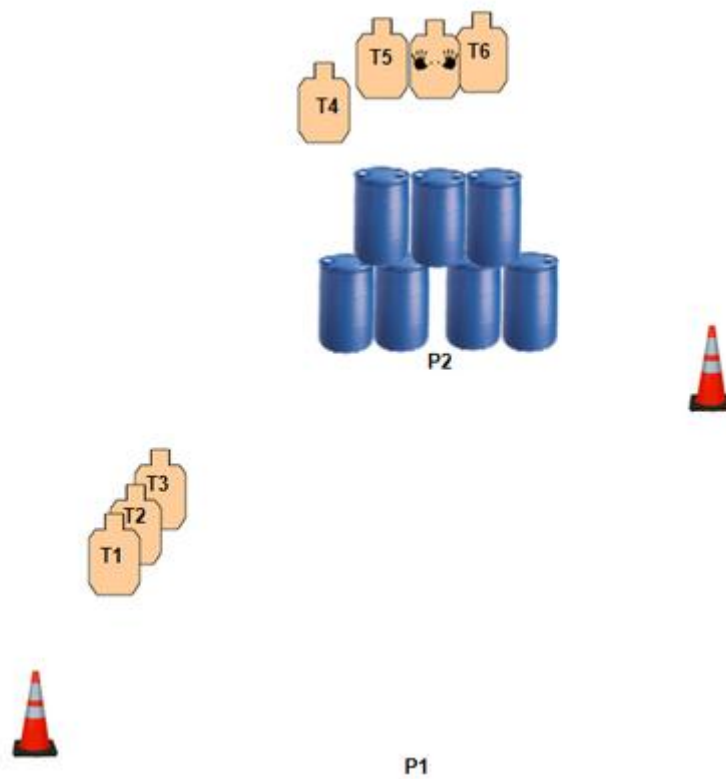


T3

P1

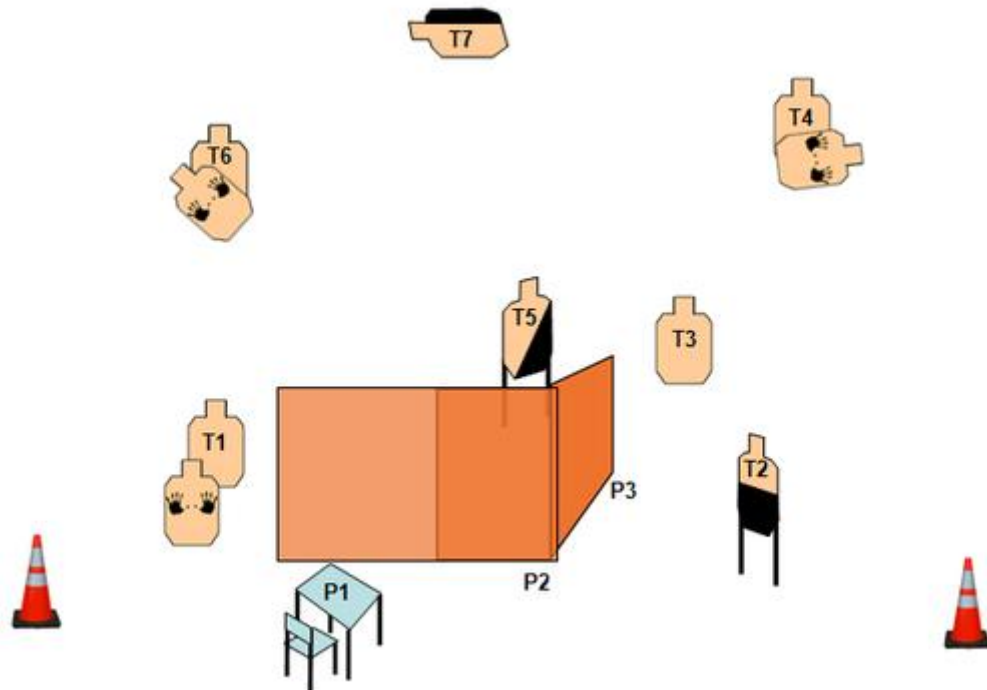
Scoring	Limited	Firearm	Handgun	Rounds	15
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	At the signal, draw and engage T1 – T3 with three rounds to the lower scoring zone and then two rounds to the upper scoring zone in any order. All targets are engaged lower zone first and then upper zone.				
Start pos	Standing at P1, IDPA weapon loaded with four (5) rounds, holstered, and concealed. Two additional a				
Start on	Audible signal				
Stop on	Last shot				
Penalties	Per Current Rulebook				
Safety	Floating 180 degree rule				
Setup	Bay 2				

## 4. DOGGIE DOOR DILEMMA



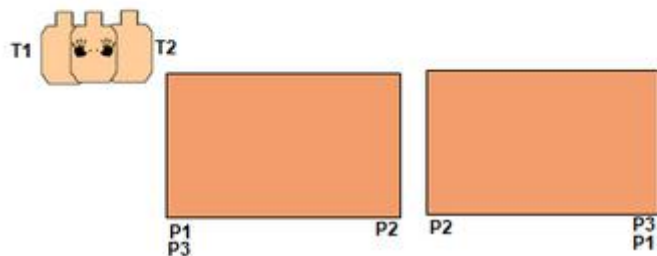
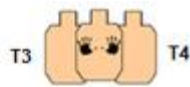
Scoring	Unlimited	Firearm	Handgun	Rounds	15
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	Bad guys accost you in the front yard and your life flashes before your eyes. In your haste to engage the threats, you drop your keys and have to try to get in the house through the doggie door. Just when you start into the doggie door, you hear screams and realize there are bad guys inside as well. At the signal, drop the keys and engage T1-T3 in tactical sequence with at least 2 rounds while moving towards doggie door (P2/opening in barrels). From P2, engage T4-T6 with at three rounds each.				
Start pos	Standing at P1 keys in strong hand, 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	Defined by Orange Cones				
Setup	Bay 3A				

## 5. ANOTHER DAY AT THE OFFICE



Scoring	Unlimited	Firearm	Handgun	Rounds	14
Targets	7 paper, 3 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	You are seated at your desk when you and your staff are attacked by office "visitors". At the signal, neutralize all threat targets and save the hostages. Engage all threat targets with at least two rounds each.				
Start pos	Start seated at desk, handgun holstered with NO round in chamber (Israeli Method). Division capacity				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	Defined by Orange Cones				
Setup	Bay 3B				

# 6. SNIPING KNUCKLEHEADS



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 3 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	You hear a ruckus in the backyard and realize you are being invaded by knuckleheads. Have fun. At the signal, engage T1/T2 from P1, move to P2 and engage T3/T4, then engage T5/T6 from P3. All targets engaged with at least 2 rounds each.				
Start pos	Standing 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	Bay 4				