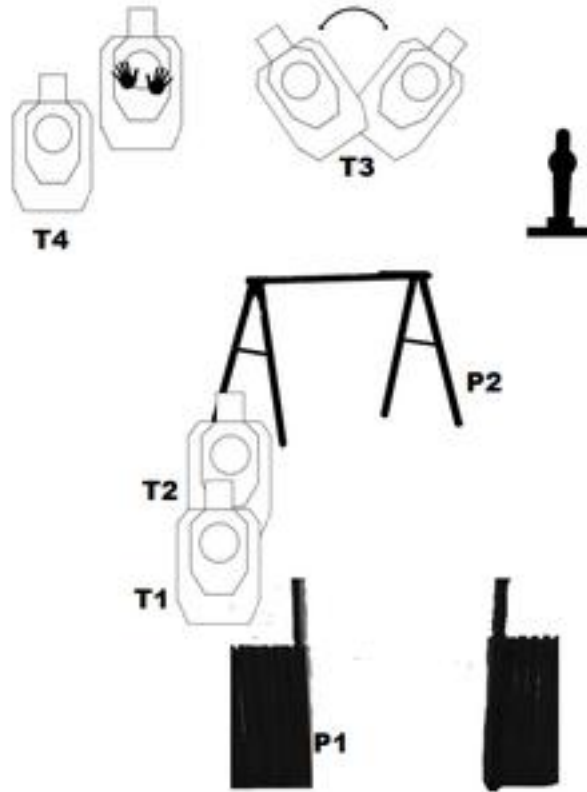


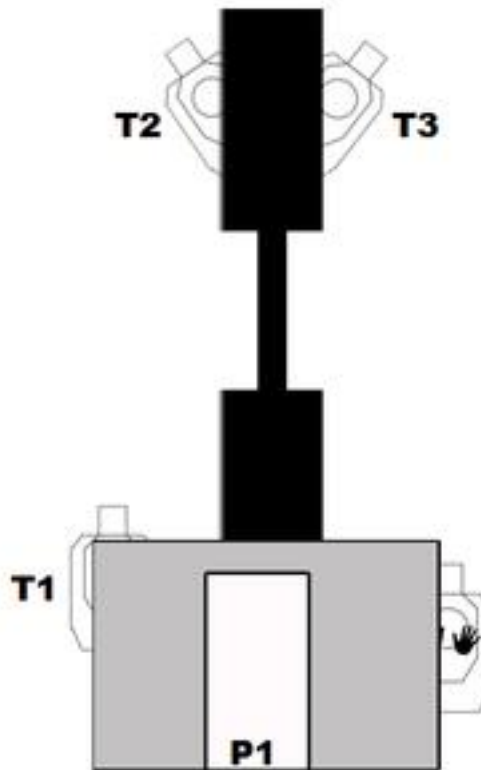
1. Trouble on the Playground



Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	4 paper, 1 popper, 1 no-shoot	Total	5 targets	Strings	1

Scenario & Procedure	A fun time at the local playground goes really bad when the local gang shows up to ruin the day. At the signal, draw and engage T1 and T2 with at least 2 rounds each in Tactical Priority. Engage the Popper until it falls to activate T3 and then advance to the right edge of the swingset and engage T3 (swinger) and T4 in Tactical Priority. You may shoot while moving.				
Start pos	Gun loaded to IDPA division capacity & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

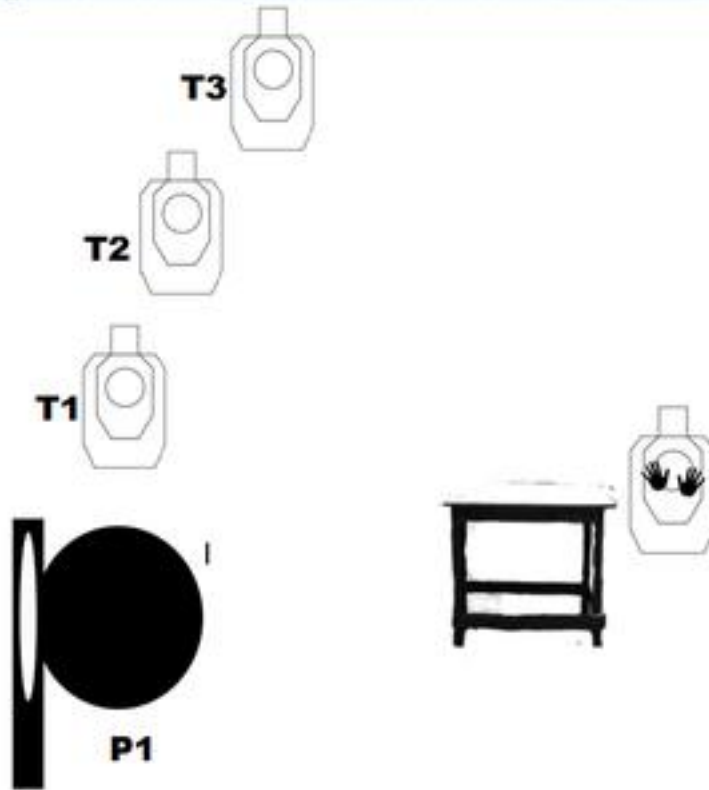
2. Convenience Store Hero



Scoring	Vickers Count	Firearm	Handgun	Rounds	7
Targets	3 paper, 1 no-shoot	Total	3 targets	Strings	1

Scenario & Procedure	At the signal, knock down the customer waiting to checkout. Turn downrange, draw and engage T1 with at least 2 rounds to the body and at least 1 round to the head. From behind cover, engage T2 and T3 with at least 2 rounds each in any order.				
Start pos	Facing uprange, hands on counter, IDPA weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

3. Laundry Day



Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper, 1 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	Laundry day goes bad twice. You have just cleaned your weapon and headed to the Laundromat, unfortunately you forgot to reload it. At the signal, draw and attempt to engage T1. You realize that your firearm is empty. Toss your gun into the laundry basket, and go to your friend's purse and retrieve her firearm. From behind cover of the table, engage T1, T2 and T3 in tactical priority with at least 2 rounds each. There will be no reloads.				
Start pos	Facing dryer, IDPA weapon empty and holstered. No ammunition or magazines on person.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

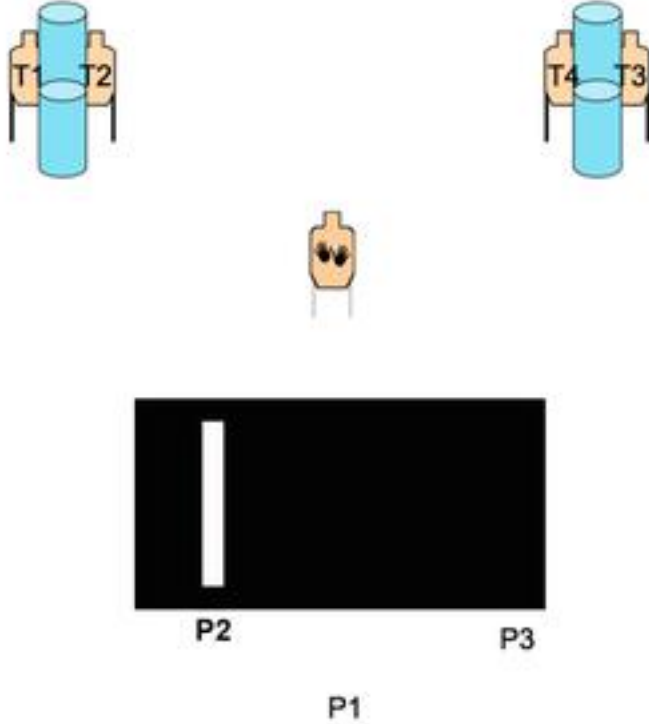
4. Dumpster Diving



**DUMPSTER
P1**

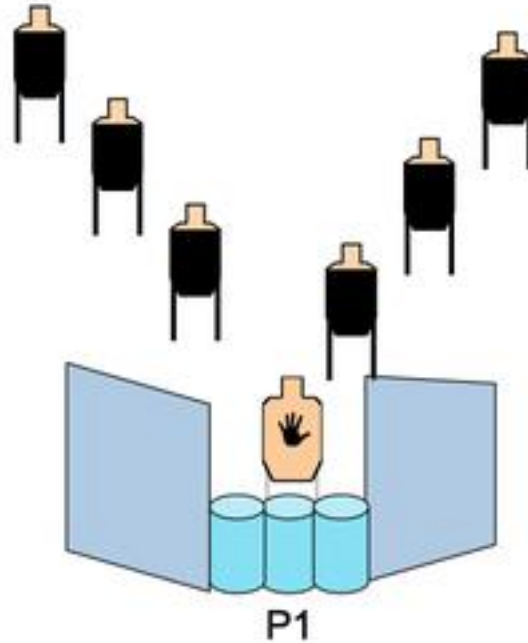
Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	5 paper, 2 plates,	Total	7 targets	Strings	1
Scenario & Procedure	A Gang of thugs thinks you looked at them wrong and chased you down an alley. You dived into a dumpster to hide. You realize they know where you are. At the signal, shoot out the vehicle headlights (steel must fall), then T1 with at least 2 rounds. Then engage T2-T5 with at least 2 rounds in any order.				
Start pos	In the simulated dumpster, IDPA weapon loaded to division capacity and pointed downrange at low read				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	T1 is behind hard cover from bottom 1/3rd of -0 area down to bottom of target. Height of dumpster opening is higher than low cover but lower than standing up (crouching).				

5. No Way Out



Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	4 paper, 1 no-shoot	Total	4 targets	Strings	1
Scenario & Procedure	You are trapped in your office when the bad guys approach to steal all your stuff and do you great bodily harm. At signal move from P1 to P2 or P3 and engage the targets with at least 3 shots each in Tactical Priority using cover. T1 and T2 must be engaged from P2, T3 and T4 must be engaged from P3.				
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					
Setup	Areas of targets behind the barrels will be painted as hardcover.				

6. These Bad Guys Are SERIOUS



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	6 robbers show up wearing bullet proof vests. At the signal engage all targets in tactical priority with 2 rounds each in the head. The black part of the target is considered hard 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					
Setup					