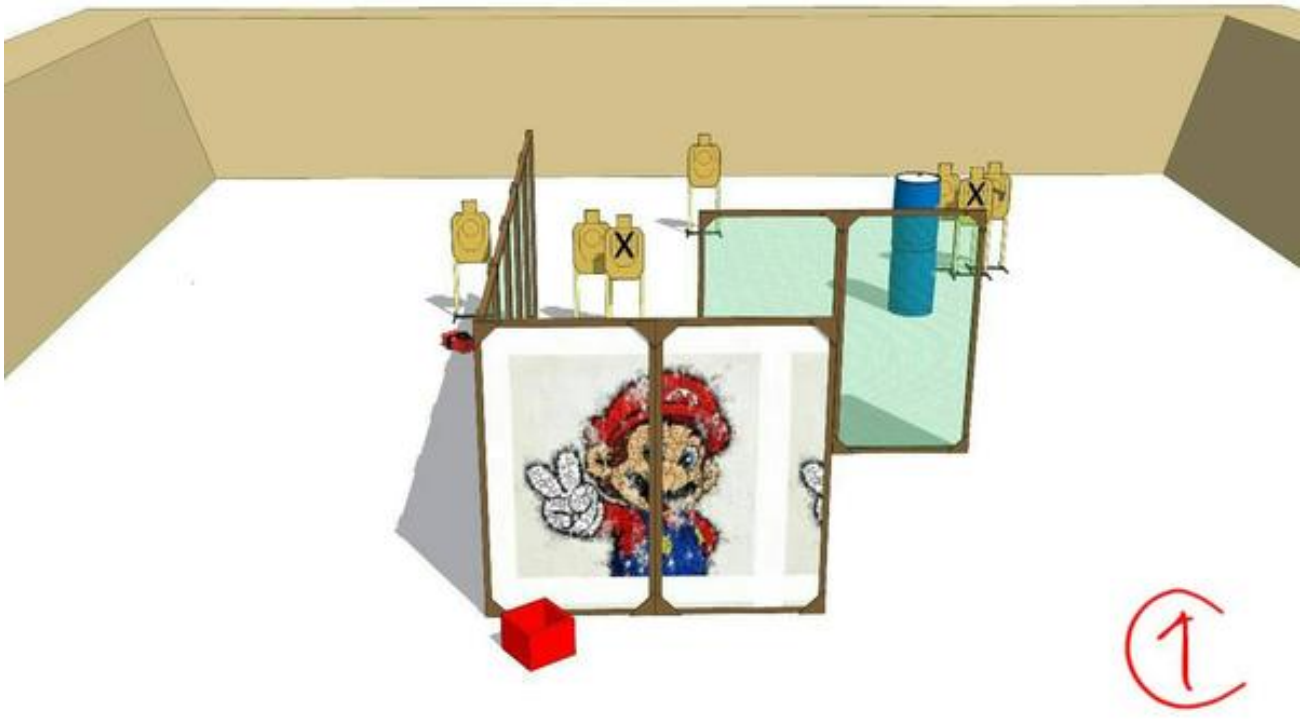
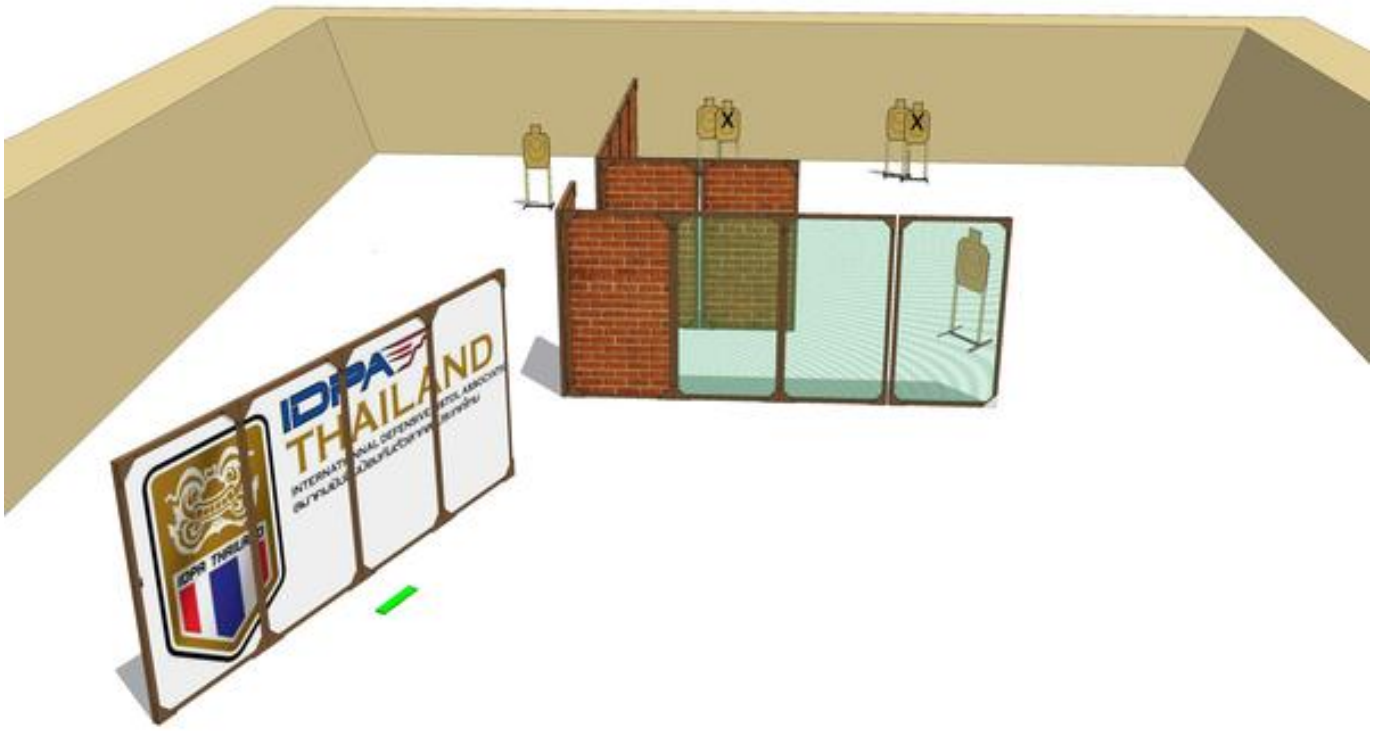
1. BOOM BOOM



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1

Scenario & Procedure	■■■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ T1 ■■■■■■■ ■■■■■■■■■■■■■■■■■■■

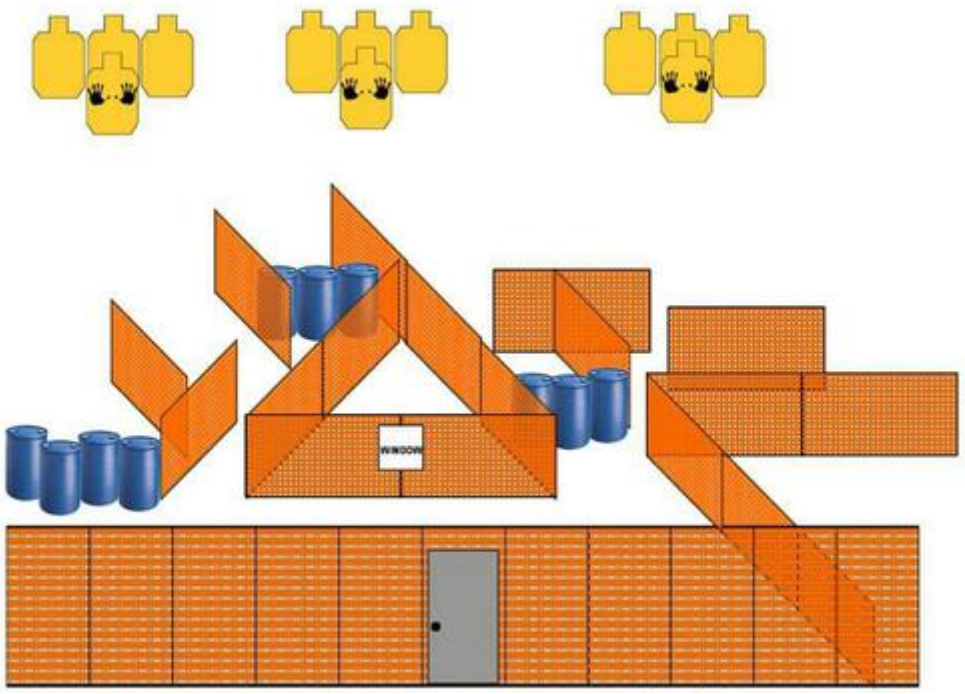
2. Smile for the Camera



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	4 paper, 2 no-shoot	Total	4 targets	Strings	1

Scenario & Procedure	■■■■■■■■■■■■■■■■■■■■■■■■■ ■■■■■■ T1 ■■■■■■■■■■■■■■■■ 6 ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■ T2 ■■■■■■■■■■■ 4 ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ T3 ■■■ T4 ■■■■■■ 2 ■■■■■■■■■■■■■■■■■■ ■■■ ■■■■■■■■■■■■ ////////////////// After start signal, engage T1 with six (6) rounds while advancing towards the target. Then engage T2 with four (4) rounds while advancing to target. Then engage The rest of the targets (T3 & T4) by tactical priority using slice pie method with two (2) rounds each.
Start pos	Gun loaded & holstered. Stand as directed. Not Concealed/■■■■■■■■■■■■■■■■
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

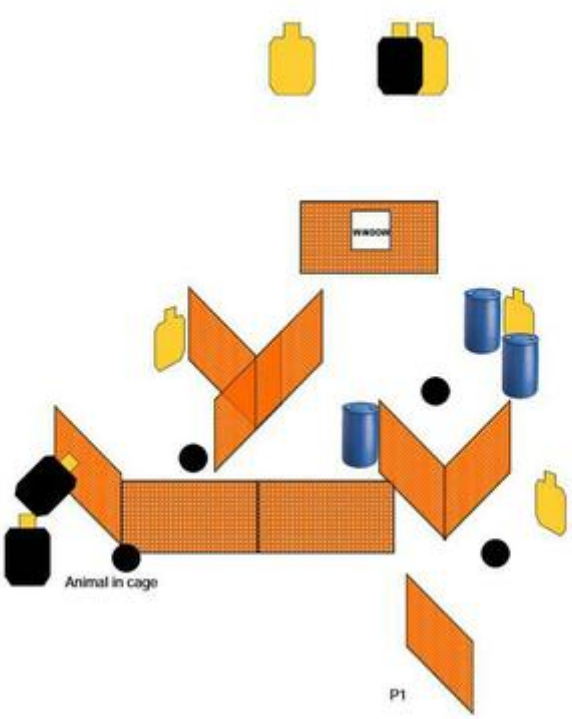
3. Going in BLIND



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 targets	Strings	1

Scenario & Procedure	[redacted] IDPA [redacted] (**[redacted]**) // At the start signal, Open the door and engage every targets with two (2) shot each by using cover.
Start pos	Gun loaded & holstered. Concealed/[redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

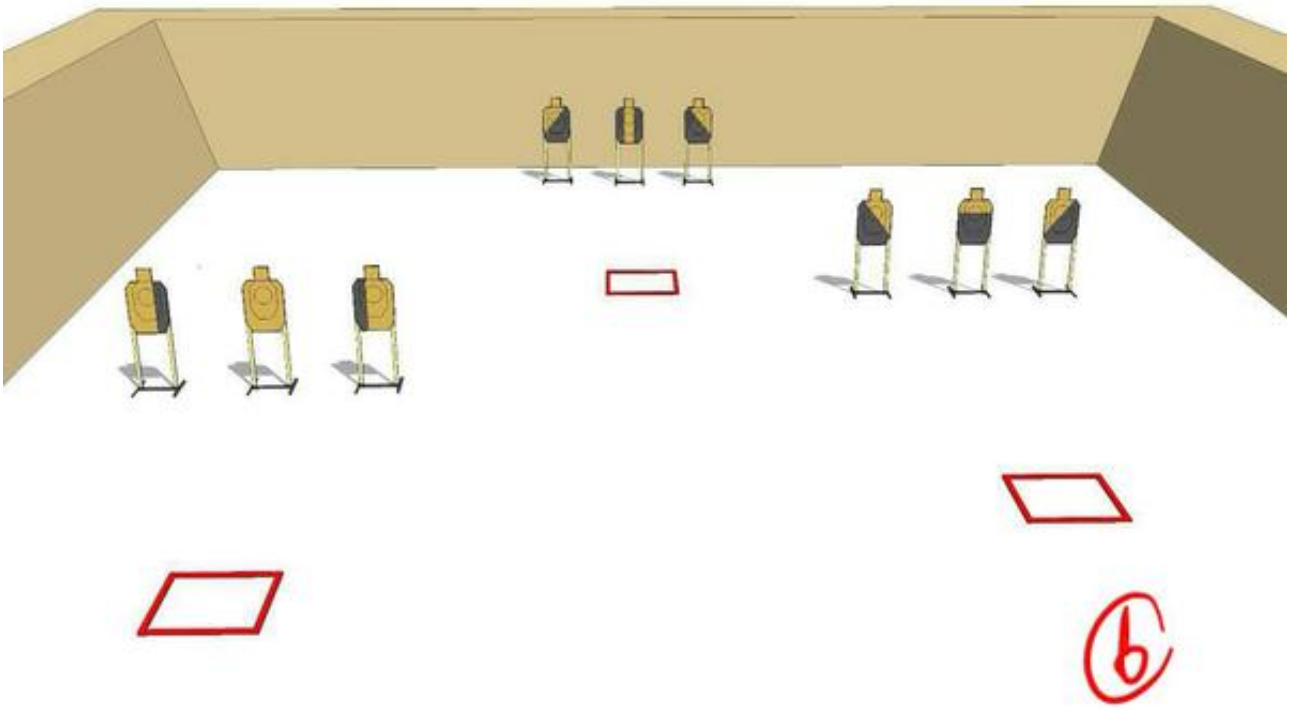
6. Animal Rights



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	7 paper,	Total	7 targets	Strings	1

Scenario & Procedure	[redacted] P1 [redacted] T1-T2 [redacted] T3 [redacted] T4 [redacted] T5 [redacted] T6-T8 [redacted] 1-1-2-1-1 [redacted] ////////////////////////////////// After Start signal, engage T1 & T2 with two body and one head from near to far then release the animal by take it out of the box then engage T3 with two rounds then take the animal. Engage T4 then take the animal. Engage T5 then take the animal. At window engage T6-T8 tactical sequence 1-1-2-1-1. All animals must travel with you the whole stage. At the last the last shooting position you may drop the animal in the designated area.
Start pos	Gun loaded & holstered. Concealed/[redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

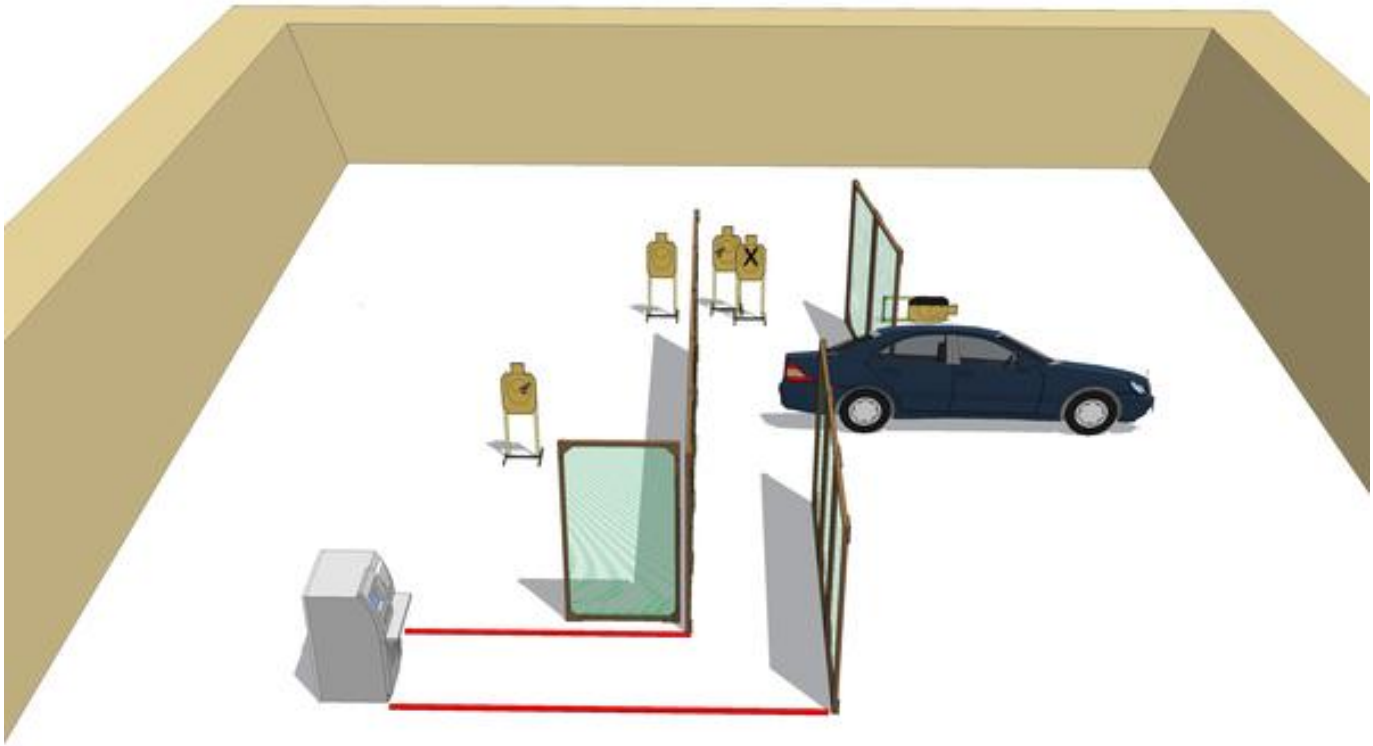
7. Watch Your Sight



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper,	Total	9 targets	Strings	1

Scenario & Procedure	■■■■■■■■■ P1 ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ T1-T3 ■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■■■

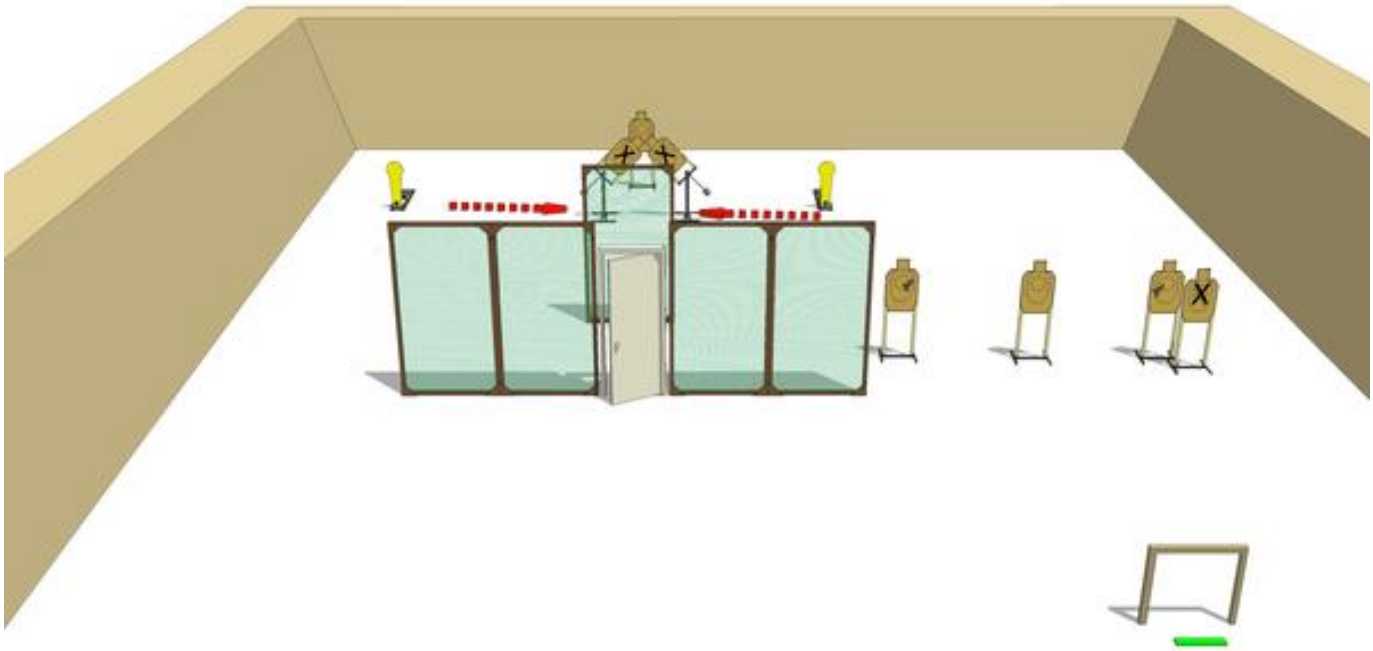
8. Bloody ATM



Scoring	Vickers Count	Firearm	Handgun	Rounds	13
Targets	4 paper, 1 no-shoot	Total	4 targets	Strings	1

Scenario & Procedure	[redacted] ATM [redacted] [redacted] T1 [redacted] [redacted] [redacted] T2 [redacted] [redacted] [redacted] T3 [redacted] 6 [redacted] [redacted] [redacted] [redacted] [redacted]T4 [redacted] ////////////////////// Face the ATM machine with both hands on the money. After start signal, engage T1 with 2 to body and 1 to head and T2 with two (2) shots. Then advance back to the car. In the alley, Engage T3 while moving forward with six (6) shots. Then drop down and shoot T4 from underneath the car with two (2) shots. RULES
Start pos	Gun loaded & holstered. Hands holds money at ATM machine - Concealed/[redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

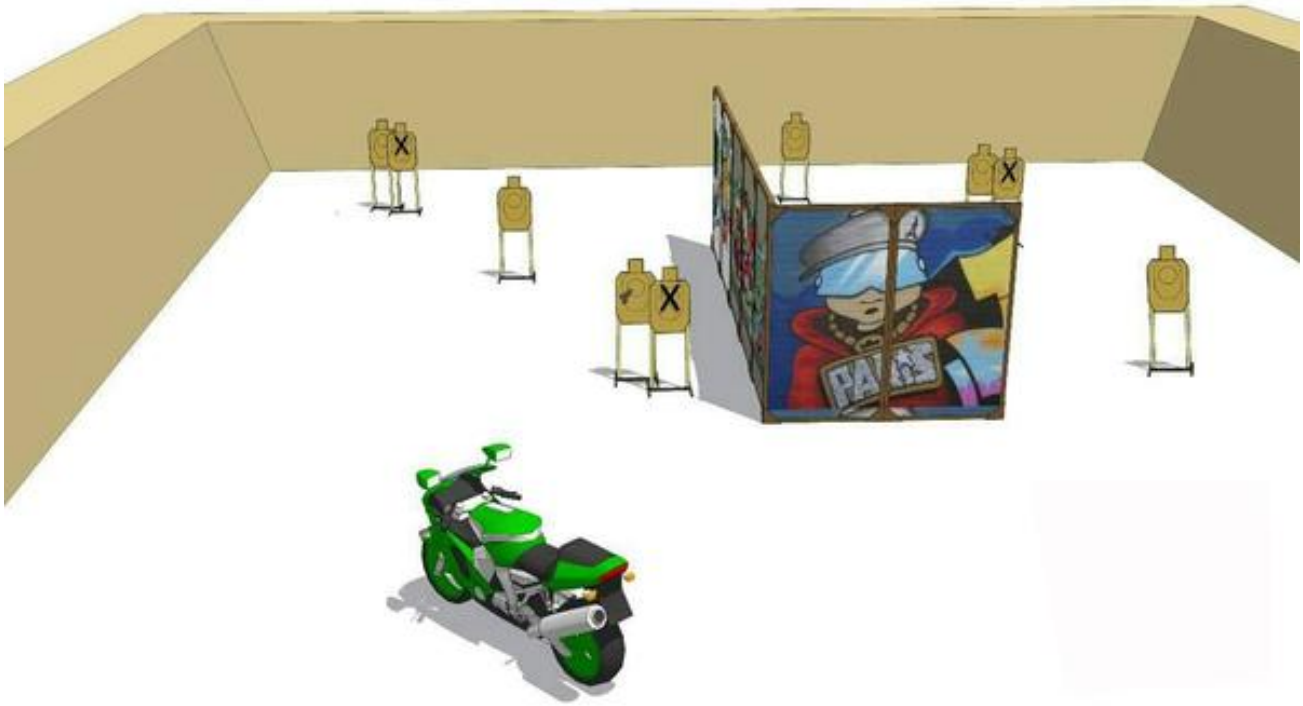
9. Public Enemy (Weak hand start)



Scoring	Vickers Count	Firearm	Handgun	Rounds	10
Targets	4 paper, 2 popper, 3 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	■■■■■■■■■■■■■■■■■■■■■■■■ 45 ■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■ ■■■ T1-T3 ■■■ 1-1-2-1-1 ■■■■■■■■■■■■■■■■■■■

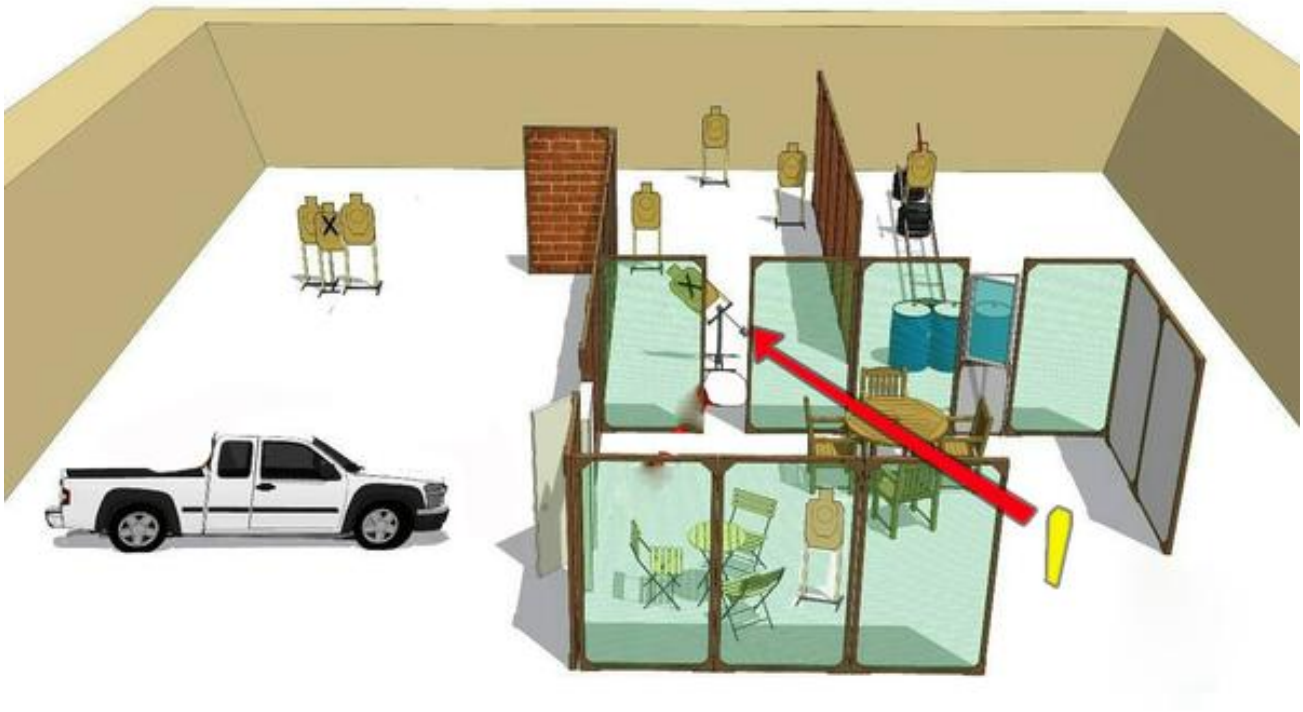
10. Motorcycle Taxi



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper, 3 no-shoot	Total	6 targets	Strings	1

Scenario & Procedure	■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■■■■ ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■ T1-T3 ■■■■■■■■■■■■■■■■■■■■■■■■■ ■■■ ■■■■■■■■■■■■■■■■■■■

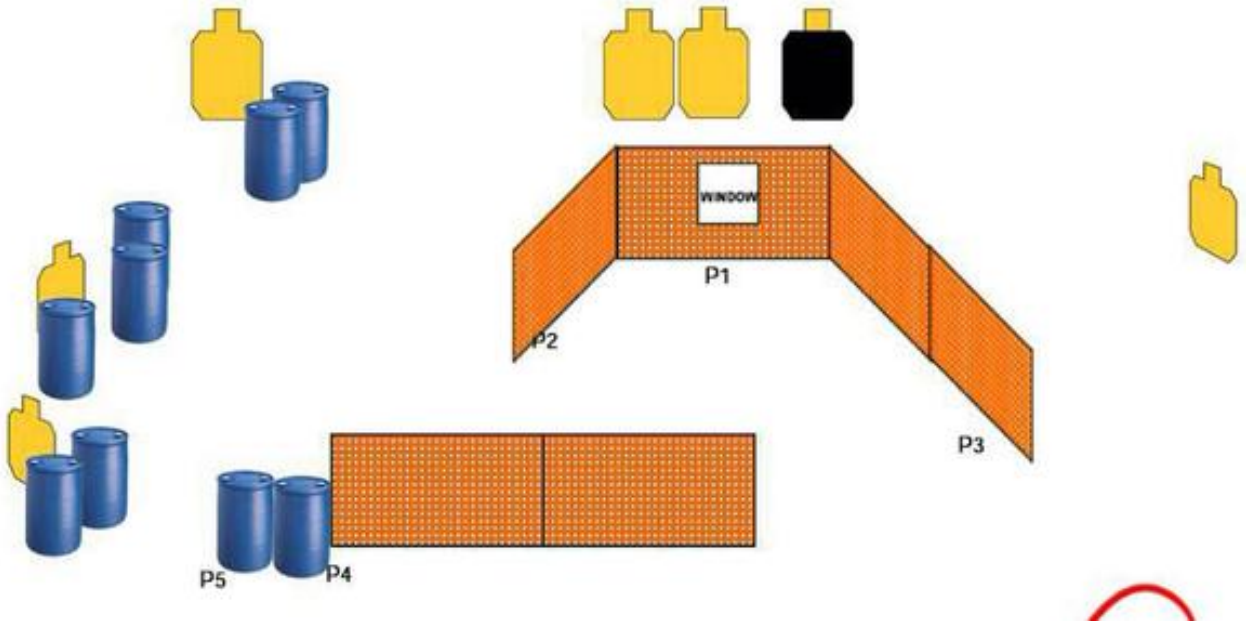
11. I'm in Trouble



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 2 no-shoot	Total	9 targets	Strings	1

Scenario & Procedure	[redacted] T1-T2 [redacted] 1-2-1 [redacted] T3 [redacted] PP1 [redacted] T4-T6 [redacted] ([redacted]) [redacted] T7 [redacted] ////////////////// Start at P1 kneeling in Van with Gun in bag. After start signal, engage T1 - T2 by tactical sequence (1-2-1) then get inside the building engage T3 with two shots on the head on the move then engage PP1. Then engage T4 - T6 by using cover with two shots each. Then engage T7 with five (5) rounds.
Start pos	Gun not chambered with magazine inserted. Concealed/[redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

12. Smoke Bomb



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper,	Total	7 targets	Strings	1

Scenario & Procedure	[redacted] T1-T3 [redacted] 1-1-2-1-1 [redacted] T4 [redacted] ([redacted] DQ) [redacted] T5 [redacted] ([redacted] DQ) [redacted] T6 [redacted] [redacted] T7 [redacted] ////////////////////////////// Stand at the start position with both hands along side. After start signal, grab a smoke grenade and drop it through the window then engage T1-T3 with Tactical sequence (1-1-2-1-1). Then engage T4 with two (2) rounds each by using cover (watch for the DQ line). Then engage T5 with two (2) round each by using cover (watch for DQ line). Then move along the wall and engage the rest of the targets by using cover with two (2) shots each.
Start pos	Gun loaded & holstered. Concealed/[redacted]
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	Flags
Setup	