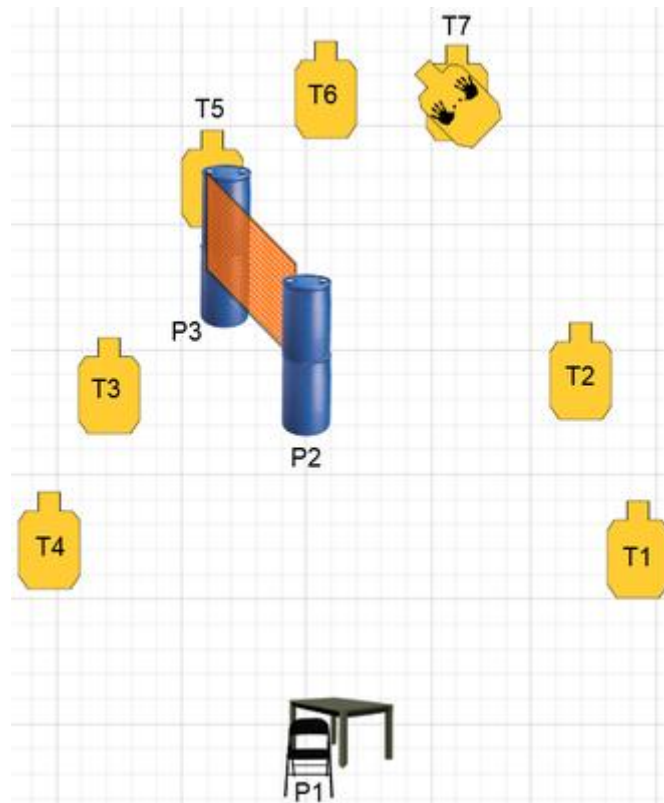
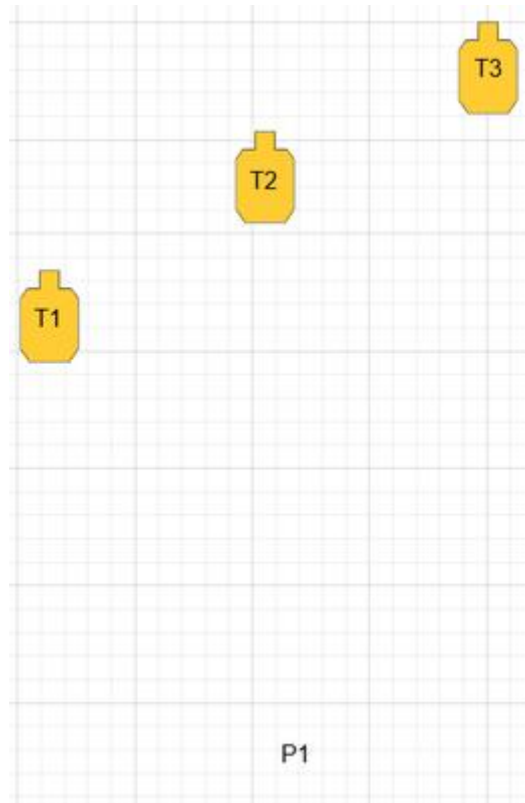


# 1. Your House...Invaded!



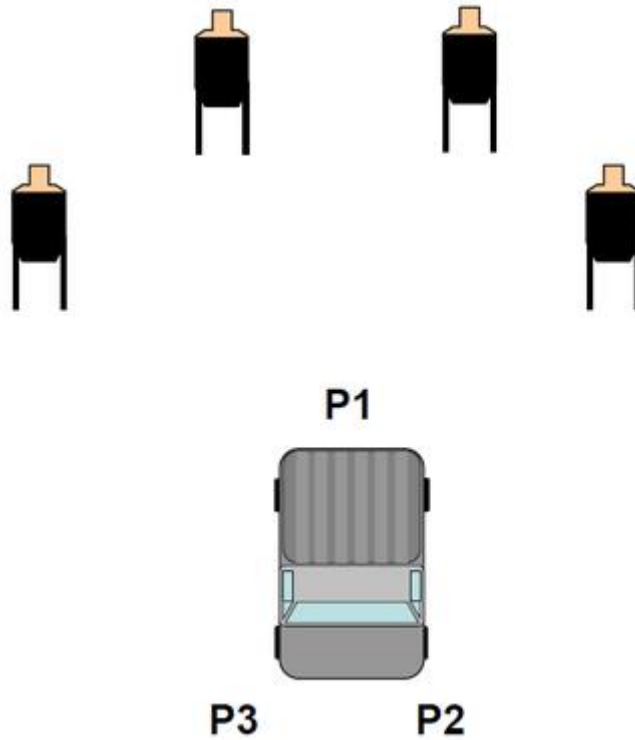
Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 1 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	You just returned from the range. You hear screams from the back of the house as intruders enter the kitchen from 2 separate doors. Defend yourself and your family. At the signal retrieve your weapon, engage T1-T4 in tactical priority. Move to cover behind P2 and engage T5. Move to cover behind P3 and engage T6 and T7. All targets are engaged with at least 2 rounds each.				
Start pos	Seated at P1, hands on knees. IDPA weapon loaded to division capacity in the IDPA box on the table.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 2. Mozambique w/Reloads



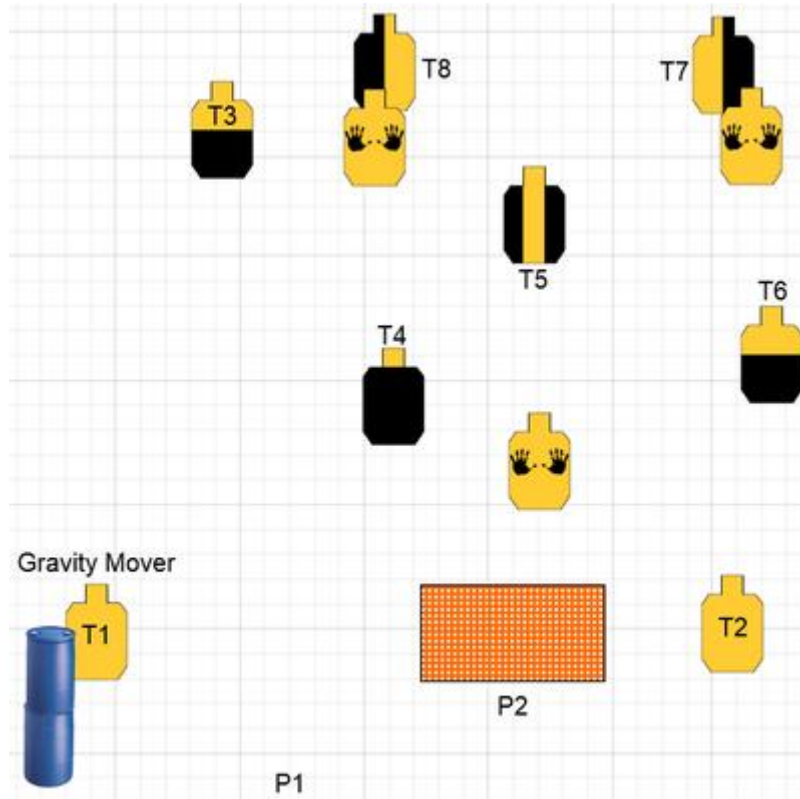
Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	On the signal, draw and engage T1 with two rounds to the lower score region and one to the upper. At slide lock exchange magazines and engage T2 with two rounds to the lower score region and one to the upper. At slide lock exchange magazines and engage T3 with two rounds to the lower score region and one to the upper.				
Start pos	At P1, IDPA Weapon loaded with 3 rounds only, holstered and concealed. Additional ammunition carried				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

### 3. Zombie Apocalypse



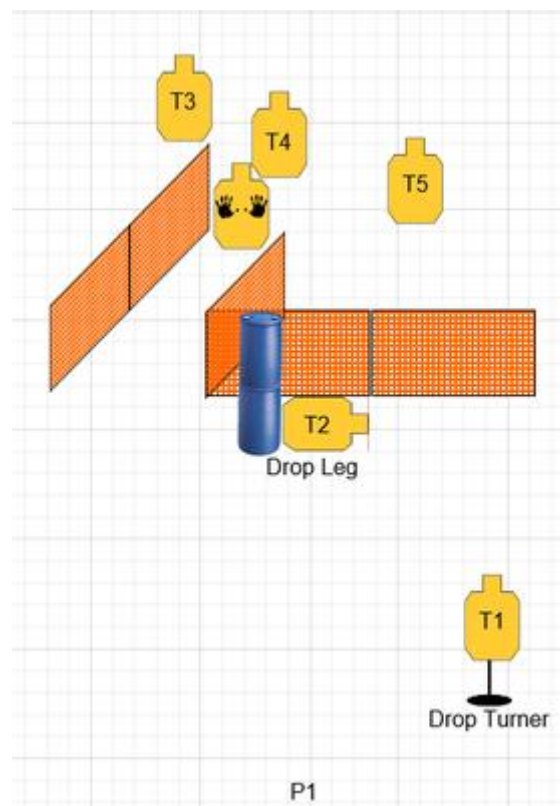
Scoring	Vickers Count	Firearm	Handgun	Rounds	8
Targets	4 paper,	Total	4 targets	Strings	1
Scenario & Procedure	You are walking out to get the morning paper. As you look up you see four zombies approaching to eat your brains. You know that the only thing that will stop them is a head shot. At the signal, drop the coffee cup, retreat to P2 or P3, then draw and engage each zombie in the head with at least 2 rounds.				
Start pos	At P1, IDPA weapon loaded to division capacity, holstered and concealed. Strong hand bent over touc				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 4. Slip Sliding Away



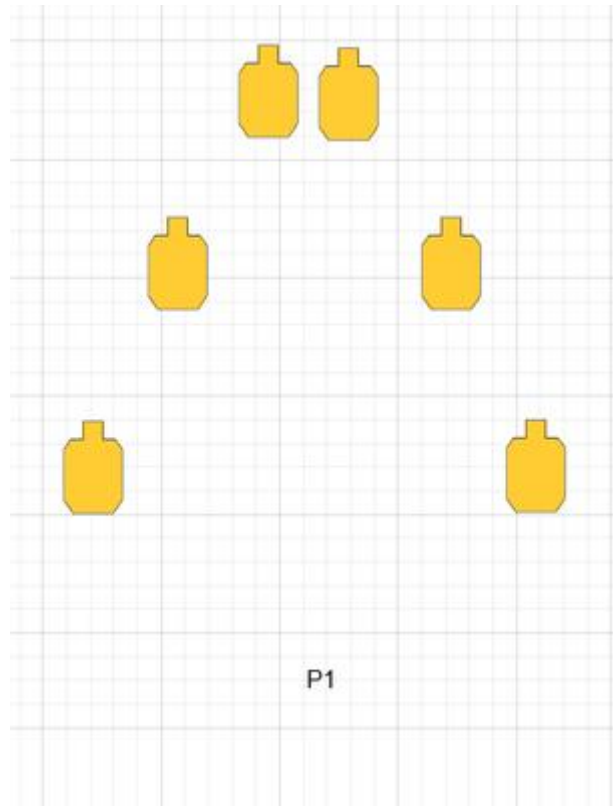
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 3 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	While at the park playing with your dog, you and others are accosted by a gang of punks. When the situation grows more violent, you have to take action to ensure your safety, along with defending innocent bystanders. At the signal, tug your dog's leash, drop the toy and engage T1 & T2 while moving to P2. Then from P2 from low cover, engage T3 – T8 with at least 2 rounds each. T1 and T2 may not be re-engaged from P2.				
Start pos	At P1, IDPA weapon loaded to division capacity,				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. Rude Awakening



Scoring	Vickers Count	Firearm	Handgun	Rounds	11
Targets	5 paper, 1 plates, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	A quiet Saturday morning is rudely interrupted by shattering glass and screams. At the signal, retrieve your gun from the drawer and engage T1 (drop turner) and steel to activate drop leg T2 WHILE SEATED. T2 may be engaged while seated or while moving towards hallway. Proceed into the hallway and engage remaining threats.				
Start pos	Reclining on the couch, feet crossed, hands holding magazine. IDPA weapon loaded to division capaci				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 6. The Rythm Method



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	Standards Stage At the signal, engage targets in tactical priority with at least 2 rounds each.				
Start pos	At P1, IDPA weapon loaded to division capacity, holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					