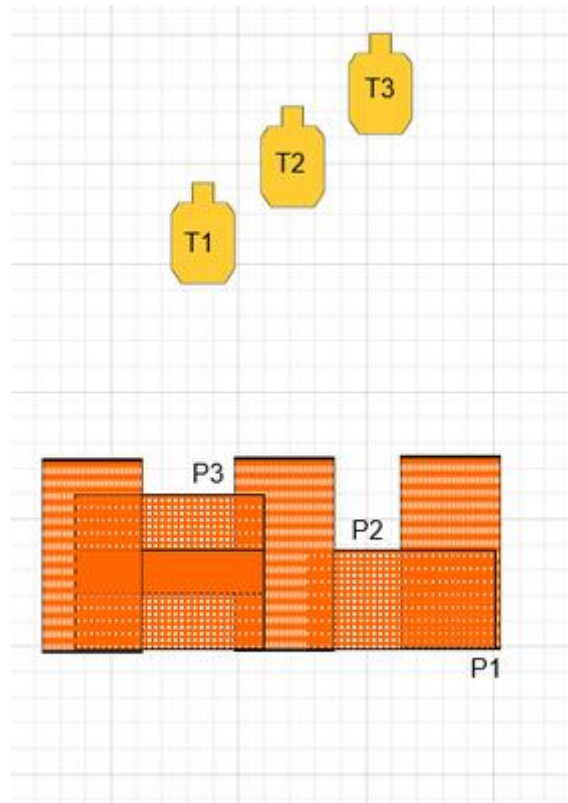
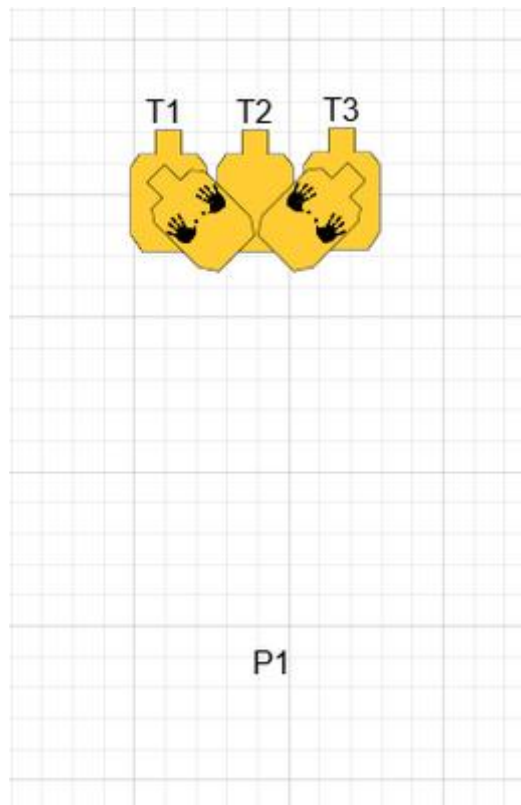


# 1. DANG IT'S HOT



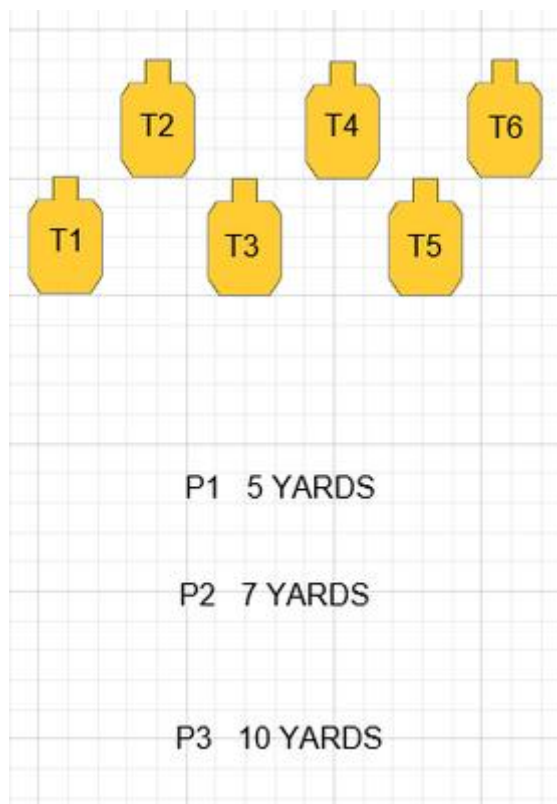
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	You gotta shoot and move! At the signal, engage T1-T3 with at least 2 shots each using from P1 (wide opening) using cover. Move to P2 (low shelf) and engage T1-T3 with at least 2 shots each using cover. Move to P3 (elevated deck) and engage T1-T3 with at least 2 shots each using 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	L/R				
Setup					

## 2. YEA, IT'S DANG HOT!



Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	3 paper, 2 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	Three knuckleheads are hiding behind two hostages as they convulse from heat stroke. At the signal turn downrange, activate the stomp box and THEN draw and engage T1-T3 with 3 rounds each. NT targets are swingers.				
Start pos	At P1 facing uprange, IDPA Weapon loaded to division capacity and holstered.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

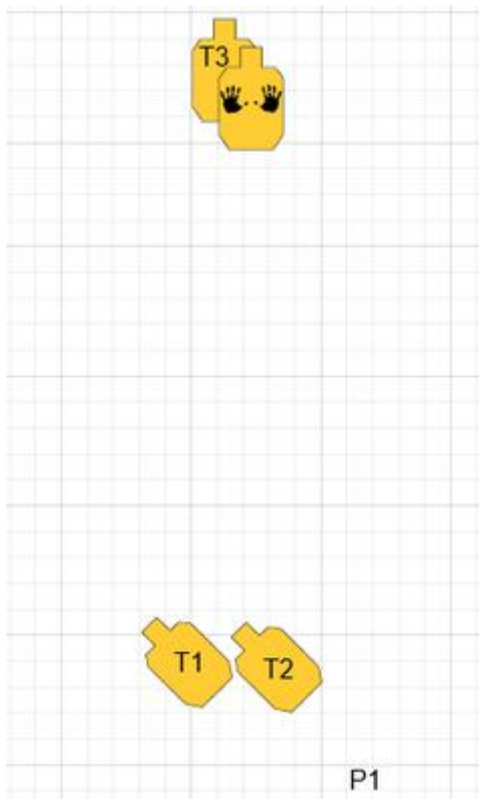
### 3. MOZAM-FREAK



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	1

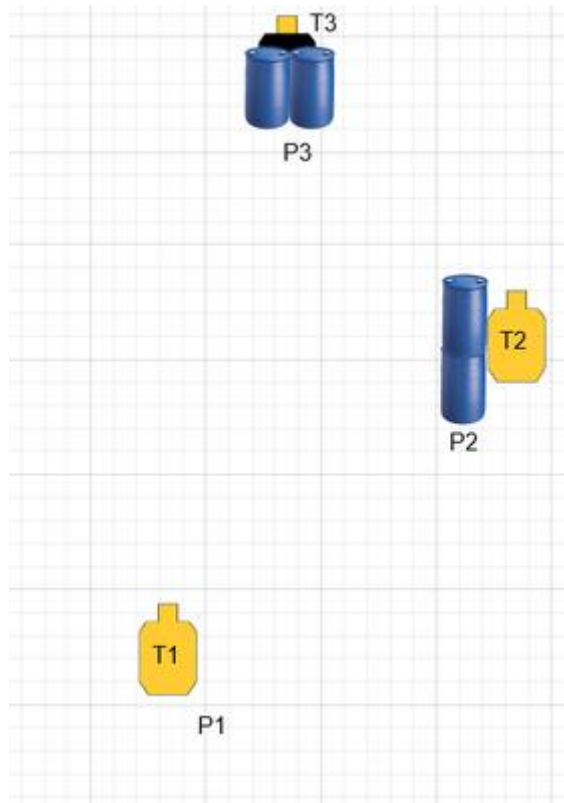
Scenario & Procedure	Procedure: All ammo carriers loaded with a minimum of 6 rounds (max div capacity). Engage T1-T6 with 2 shots to the body and 1 to the head with the following restrictions: 1) Shooter must engage all targets with one round each from each shooting position. 2) Shooter may only use one grip style (strong hand, weak hand, or free style) at each position. 3) Each grip style (strong hand, weak hand, or free style) may only be used once. 4) Minimum of 2 IDPA APPROVED reloads (will depend on number of rounds loaded).
Start pos	At P1, IDPA Weapon loaded with at least 6 rds but no more than division capacity.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

## 4. WHEN YOU CARE ENOUGH TO SHOOT YOUR



Scoring	Vickers Count	Firearm	Handgun	Rounds	9
Targets	3 paper, 1 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	An armed hostage taker has your beloved in a choke hold, with a gun to their head. 2 more are coming for you. At signal draw and engage the hostage takers with at least 3 rounds.				
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	L/R				
Setup					

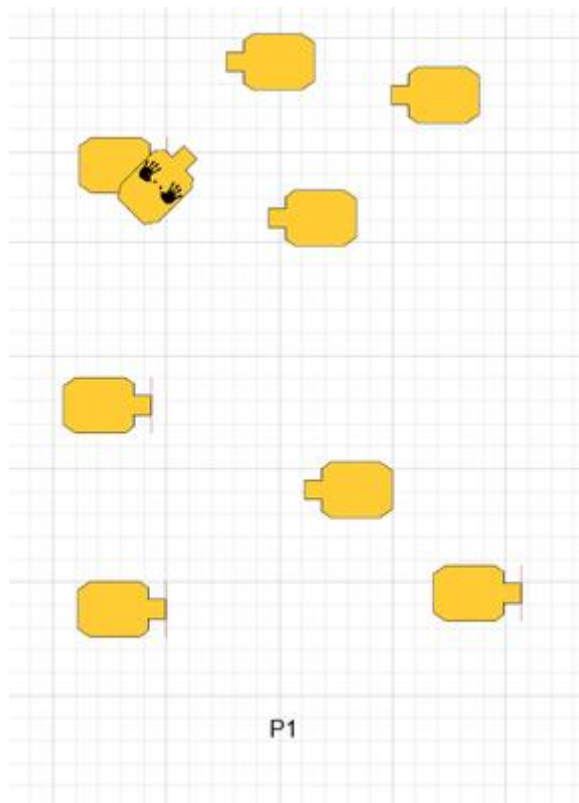
# 5. DIAMOND COURIER



Scoring	Vickers Count	Firearm	Handgun	Rounds	6
Targets	3 paper,	Total	3 targets	Strings	1

Scenario & Procedure	<p>You're a diamond courier who's robbed by armed thieves. After taking the briefcase full of diamonds the ringleader decides you can't live to testify. Defend yourself by eliminating the threats and recover the diamonds. At signal draw and engage T1 with 2 shots from retention. Advance while engaging T2 with 2 shots to the body and 1 shot to the head. Pick up briefcase, advance to P3 and engage T3 with 1 round strong hand only while holding briefcase. Briefcase must be dropped to reload, but must be picked back up before engaging targets.</p>				
Start pos	At P1, IDPA Weapon downloaded to 6 rounds and holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 6. COYOTES



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 1 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	While camping with your family in a local state forest you are set upon by a pack of ravenous coyotes one of which picks up your small child and tries to run into the woods with him. At signal draw and engage all coyotes and the steel popper in any order (shooter's choice) with 2 rounds each. The coyotes will use the trees as cover, so will you. Assume every tree is big enough to provide suitable cover. All shots will be from cover OR while moving.				
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	L/R				
Setup					