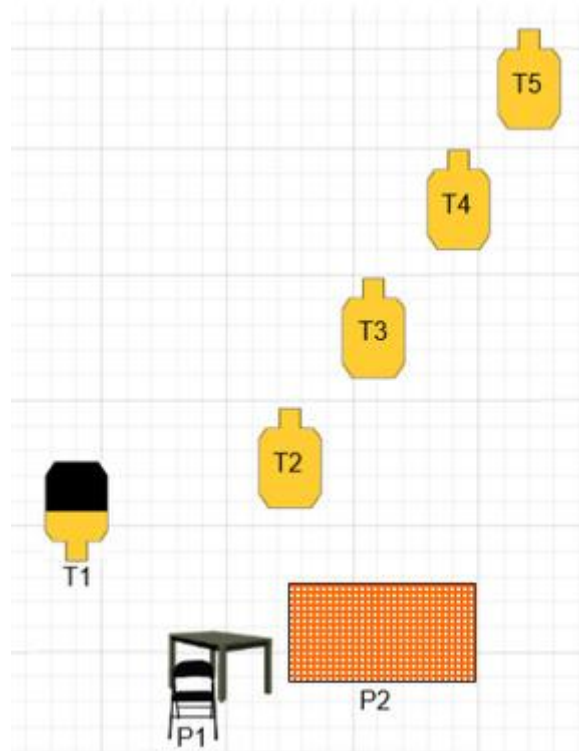
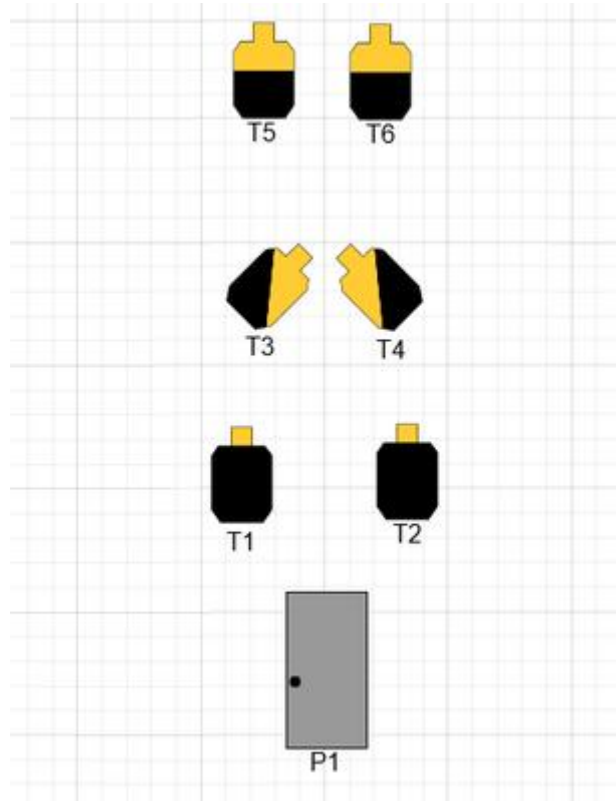


# 1. Chimney Intruder



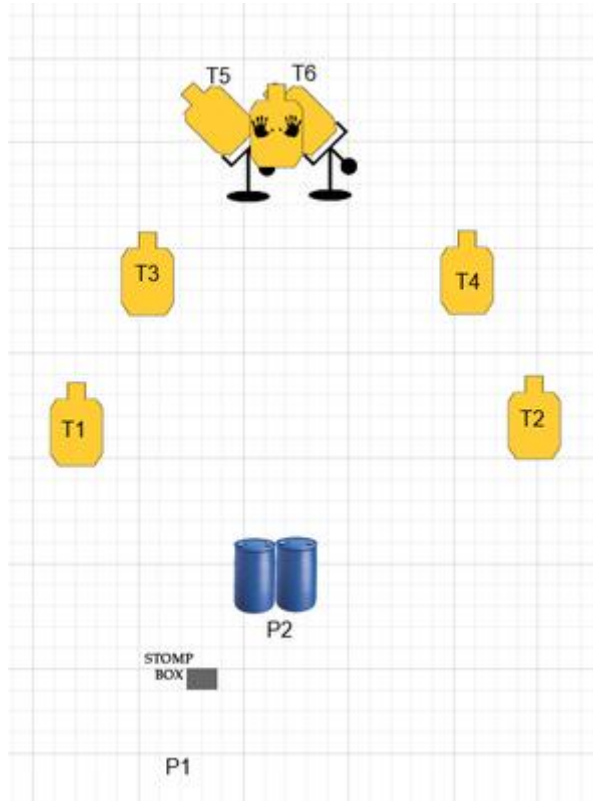
Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Seated in your dining room, you notice an intruder coming headfirst down the chimney. 4 of his knucklehead friends have broken on the house and are coming down the hall. At the signal engage T1 while seated with at least 3 rounds. Move to a prone position at P2 and engage T2-T5 with at least 3 rounds each in tactical priority.				
Start pos	Seated at P1, IDPA Weapon loaded to division inside the IDPA test box. Extra ammunition carriers on				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 2. Standards



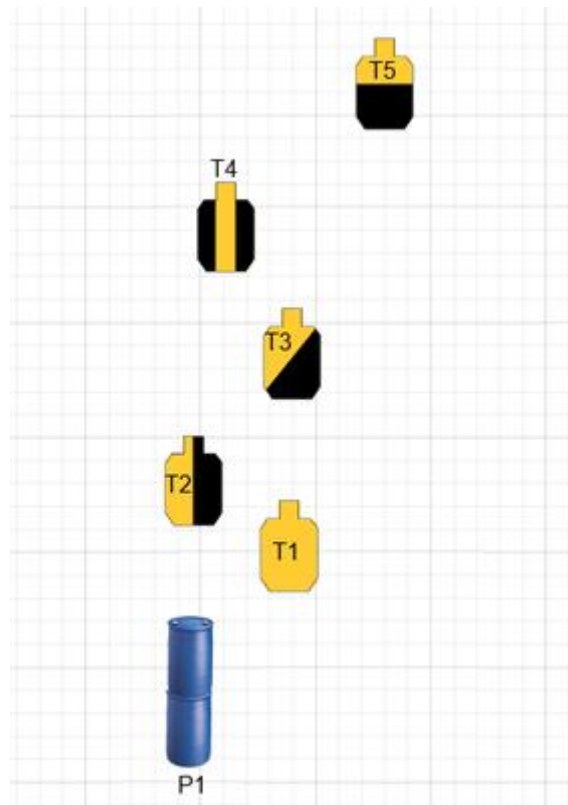
Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	12
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure	At the signal engage T1-T6 with at least 2 rounds each in tactical priority from behind cover.				
Start pos	At P1, loaded to division capacity, holstered and concealed.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

### 3. BAD KNEES?



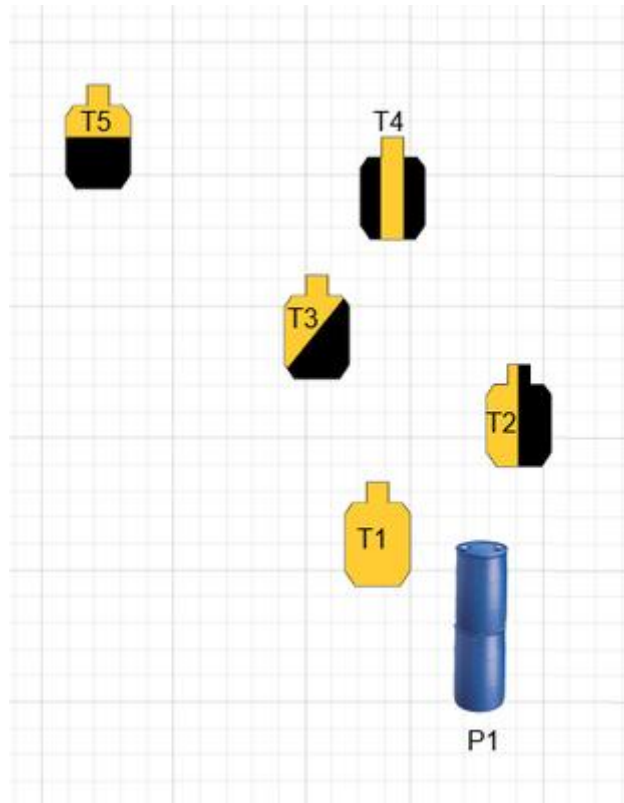
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	6 cracked out knuckleheads. Take a knee and take them out. At the signal draw and advance to P2, activating stomp box on the way. From low cover, engage T1-T6 in tactical priority with at least 3 rounds each. T1-T4 must have at least 1 head shot to score, swinger targets score best 3 in any scoring zone.				
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					

# 4. MIRROR IMAGE



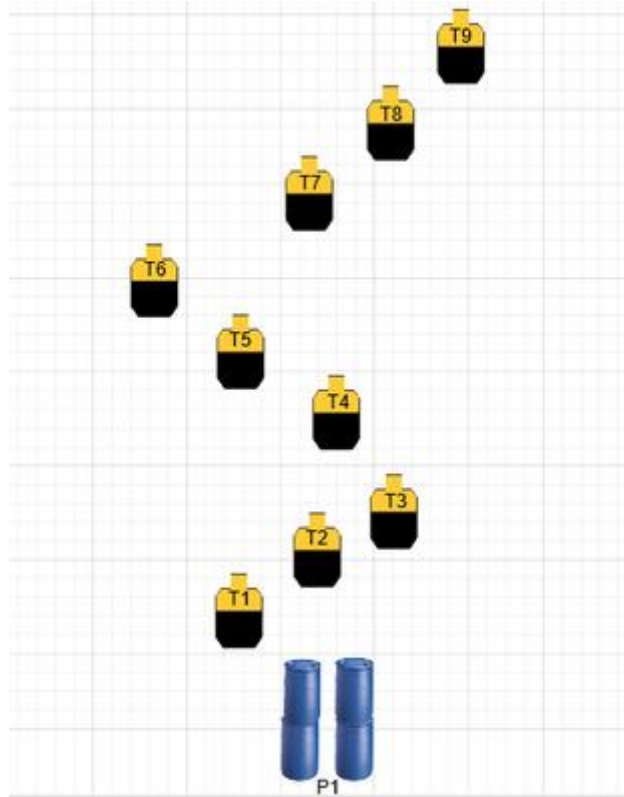
Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Bad guys have chased you down an alley and now you have no choice but fight for survival. At the signal draw and engage T1-T5 in tactical priority with at least 3 rounds from the left hand side of the barricade.				
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. MIRROR IMAGE 2



Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	5 paper,	Total	5 targets	Strings	1
Scenario & Procedure	Bad guys have chased you down an alley (you know better than to go down alleys) and now you have no choice but fight for survival. At the signal draw and engage T1-T5 in tactical priority with at least 3 rounds from the right hand side of the barricade.				
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					

## 6. 18 BULLETS – 9 KILLS



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper,	Total	9 targets	Strings	1
Scenario & Procedure	USMC Sniper Chuck Mawhinney shot 16 bad guys as they were crossing a river. Try your skills on 9 with a handgun. At the signal draw and engage T1-T9 from farthest to closest with at least 2 rounds. You can move behind barrels as required but all shots must be taken from behind cover.				
Start pos	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	L/R				
Setup					