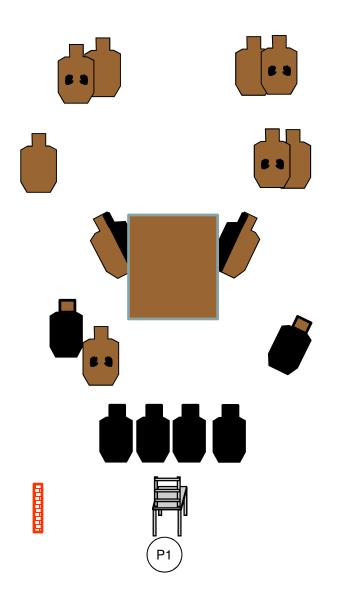


| Scenario             | Make decisions where to shoot from   |  |  |
|----------------------|--|--|--|
| Scoring              | Vickers  |  |  |
| Concealment          | Optional due to hot weather  |  |  |
| Starting<br>Position | P1 Seated at table, hands on legs.<br>Gun loaded to division capacity in "THE BOX"   |  |  |
| Description          | At the signal, retrieve gun and engage the two<br>poppers while seated , then proceed to either end of<br>wall and engage all targets. <u>LEAVING FROM</u><br><u>RIGHTSIDE ONLY</u> Proceed to either end of next<br>wall and engage all targets. Proceed to last wall and<br>engage all targets. All paper gets 2 shots each.<br>Steel must fall. |  |  |
| Scored shots         | 17   |  |  |
| Targets              | 5 x NT, 1 x skunk, 2 x head only, 2 x left<br>HC, 2 x right HC   |  |  |
| Props                | 3 x poppers, table and chair, the box,<br>2 x barrels  |  |  |
| Setup notes          |  |  |  |
| SO Notes             | Once you leave a position, <b>no make ups</b> allowed.   |  |  |
|                      | BAY A  |  |  |

| Decisions Mark<br>Stavrakis | 8 - 2018 |
|-----------------------------|----------|
|-----------------------------|----------|

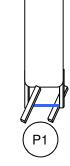


| 2                    | · · · · · · · · · · · · · · · · · · ·   |
|----------------------|---|
| Scenario             | You're the air marshal on a plane when terrorist try to take over. It's your job to stop them.  |
| Scoring              | Vickers   |
| Concealment          | Optional due to hot weather   |
| Starting<br>Position | Seated at P1 with hands on legs<br>Gun loaded to division capacity.   |
| Description          | At the signal, draw and engage targets in tactical<br>order, near to far with 2 shots each . First 2 rows<br>WHILE SEATED, then shooter can stand for the last<br>2 rows. |
| Scored shots         | 16  |
| Targets              | 4 x Plain, 4 x NT, 1 x right HC, 1 x left HC,<br>2 x head, 4 x all black  |
| Props                |   |
| Setup notes          |   |
| SO Notes             | All black targets are hard cover.   |
|                      | BAY B   |

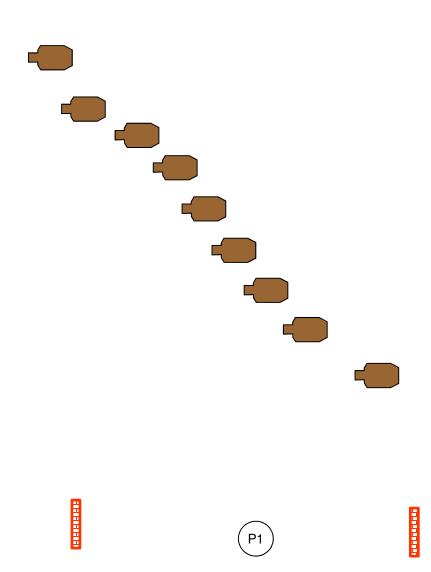
| On the Plane | Mark<br>Stavrakis | 8-2018 |
|--------------|-------------------|--------|
|--------------|-------------------|--------|



| Scenario             | El Presidente variation  |  |  |
|----------------------|--|--|--|
| Scoring              | Vickers  |  |  |
| Concealment          | Optional due to hot weather  |  |  |
| Starting<br>Position | P1 Facing UP RANGE<br>Gun loaded with 6 rounds only.   |  |  |
| Description          | Using Bianchi as Cover: At the signal turn, draw and<br>engage from either side of the barricade, each target<br>with 1 shot only, then re-engage with 2 shots each<br>from <b>RIGHT</b> side using <b>WEAK</b> hand only.<br>Then from the <b>LEFT</b> side, engage each target with 2<br>shots each using <b>STRONG</b> hand only. |  |  |
| Scored shots         | 18   |  |  |
| Targets              | 3 x open, 2 x NT 2 x skunk, 1 x midget   |  |  |
| Props                | Bianchi  |  |  |
| Setup notes          | Farthest shot can only be 7 yards  |  |  |
| SO Notes             |  |  |  |
|                      | BAY C  |  |  |

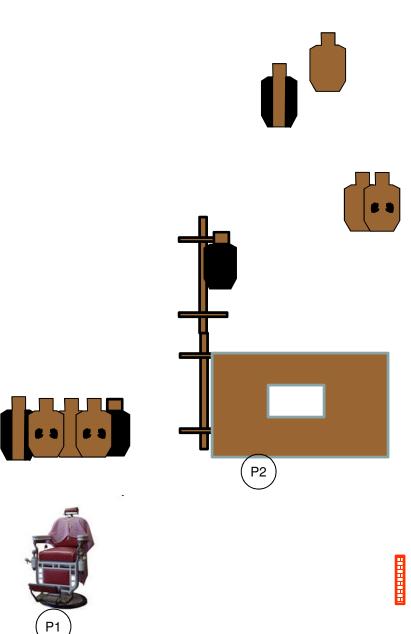


| El Presidente ala PSC | Mark Stavrakis | 8-2018 |  |
|-----------------------|----------------|--------|--|
|                       |                |        |  |



| Scenario             | You're hiking in the woods and hear something<br>behind you. When you turn around you see you're<br>about to be attacked by a crazy rabid coyote on<br>crack. He just won't die!                |
|----------------------|---|
| Scoring              | Vickers   |
| Concealment          | Optional due to hot weather   |
| Starting<br>Position | P1 Back to targets<br>Gun loaded to division capacity.  |
| Description          | At the signal, turn, draw and engage all target with 2 shots each starting with farthest target and the rest in order far to near. Stay inside shooter's circle. Shooting out of order is a PE. |
| Scored shots         | 18  |
| Targets              | 9 x midgets   |
| Props                |   |
| Setup notes          |   |
| SO Notes             |   |
|                      | BAY D   |

| Crazy coyote | Mark<br>Stavrakis | 8 - 2018 |
|--------------|-------------------|----------|
|--------------|-------------------|----------|



| Scenario             | You stopped by to get a haircut when a group of thugs come in to rob and harass everybody.  |
|----------------------|---|
| Scoring              | Vickers   |
| Concealment          | Optional due to hot weather   |
| Starting<br>Position | P1 With covered with a sheet.<br>Gun loaded to division capacity.   |
| Description          | At the signal, throw off sheet, draw and engage<br>targets while seated.<br>Proceed to P2 and engage targets in barricade<br>order using window as cover.<br>All paper gets 2 shots each. |
| Scored shots         | 14  |
| Targets              | 2 x plain, 3 x NTs, 2 x skunk, 2 x head only  |
| Props                |   |
| Setup notes          |   |
| SO Notes             |   |
|                      | BAY E   |

| Haircut 2 bits | Mark Stavrakis | 8-2018 |
|----------------|----------------|--------|
|                |                |        |

|         |    |    |       | Scenario                       | While taking your groceries to the car, not knowing<br>you are a highly skilled IDPA warrior, two dirtbags<br>try to rob you. After taking them out you find out they<br>were part of a gang. UH-OH! |
|---------|----|----|-------|--------------------------------|--|
|         |    |    |       | Scoring                        | Vickers  |
|         |    |    |       | Concealment                    | Optional due to hot weather  |
|         |    |    |       | Starting<br>Position           | P1 Both hands on cart<br>Gun loaded to division capacity.  |
| T2      |    |    |       | Description                    | At the signal, engage T1 & T2 with 2 shots to the<br>body and then1 to the head .<br>Proceed to P2<br>At P2 engage all paper targets with 2 shots each.<br>Steel must fall.                          |
|         |    |    |       | Scored shots                   | 17   |
|         |    |    |       | Targets                        | 4 x open, 4 x NT, 2 x skunk, 1 x head  |
|         |    | T1 | Props | Popper, swinger, Shopping cart |  |
| (P1)    |    |    |       | Setup notes                    |  |
|         |    | •• |       | SO Notes                       |  |
| \<br>`★ | P2 |    | Ħ     |                                | BAY F  |
|         | I  |    |       |                                |  |

| Leave the groceries | Mark<br>Stavrakis | 8-2018 |
|---------------------|-------------------|--------|
|---------------------|-------------------|--------|