



Stage 1: IDPA Basics #1

Round Count: 18

Target Distance: 7 yards

Targets Required: 3 Threat Targets

Props Required: 1 Barricade

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1.

Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

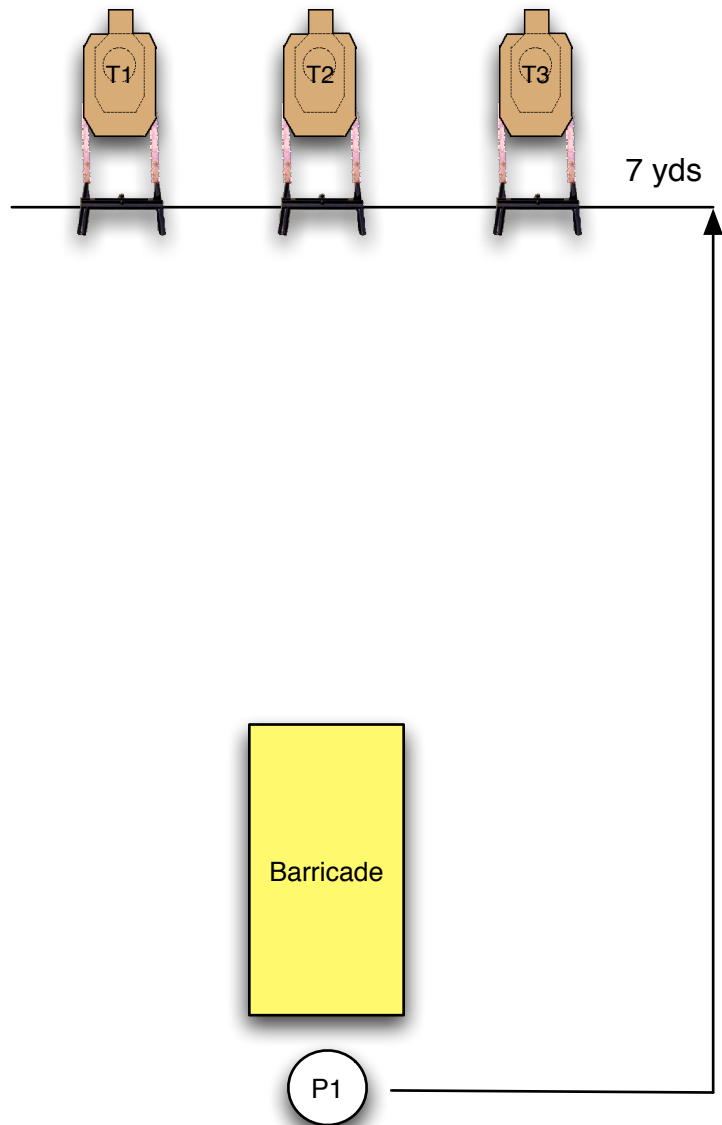
Procedure:

String 1: Load to division maximum and top off. Shooter begins at Position P1, hands relaxed at their sides. On the start signal, shooter will draw and engage Targets T1 through T3, freestyle, in Tactical Priority (slicing the pie) from either side of the barricade, using the barricade for cover.

String 2: Same as String 1, except Strong Hand only, and from the strong side of the barricade.

String 3: Same as String 1, except Shooter will start with their handgun in their Weak Hand, pointing down range at a 45 degree angle, and all shots will be taken from the Weak Side of the barricade.

Scoring: All targets should have 6 hits.





Stage 2: Mugging, Interrupted

Round Count: 12

Target Distance: 5-12 yards

Targets Required: 4 Threat Targets, 2 Poppers, 1 Drop-Turner, 1 No Shoot Target

Props Required: 2 Barricade, 2 Barrels

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1.

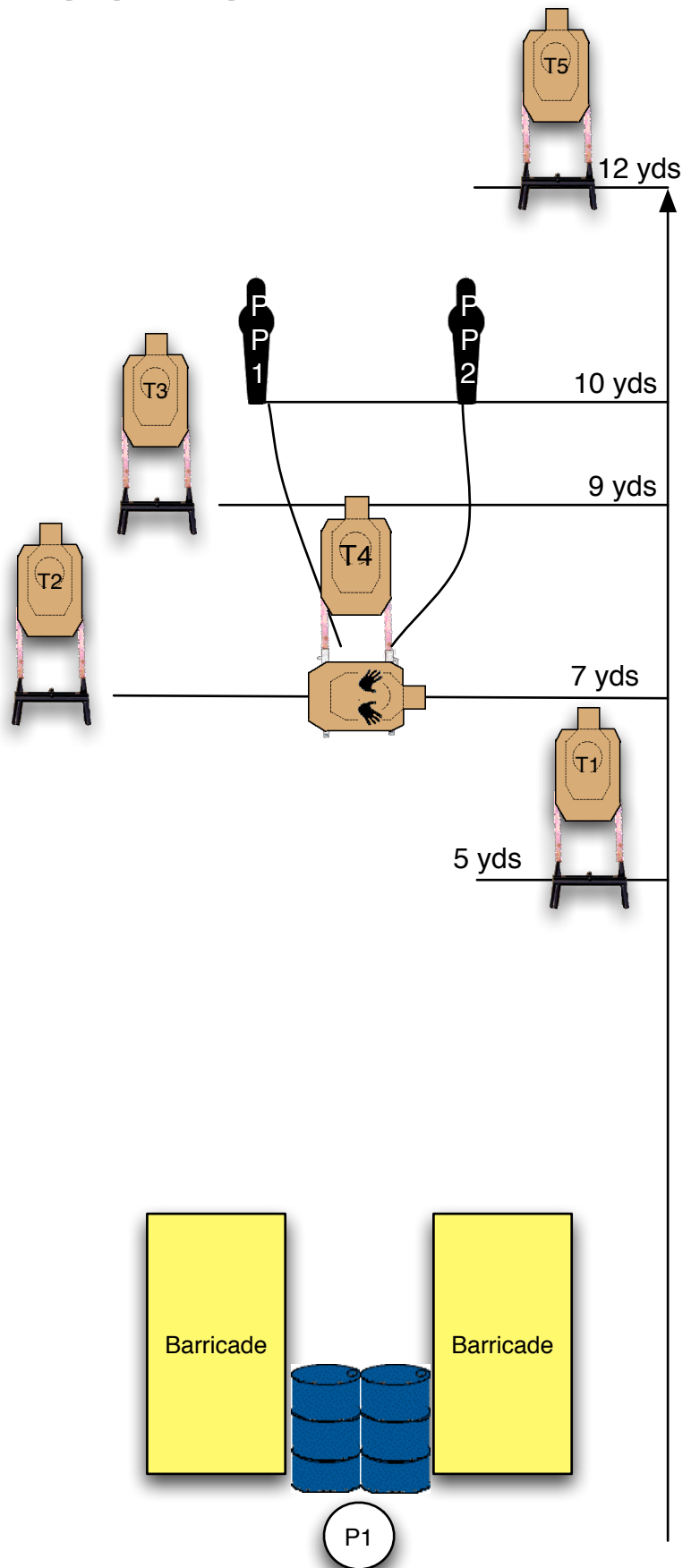
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You're enjoying a nice evening at home when you hear a commotion in the alley next to your flat. You look out the window and see a group of gang-bangers beating some one up. When they pull weapons, you realize you don't have time to call 911, so you draw your weapon and protect the life of the now unconscious victim.

Procedure: Load to division maximum and top off. Shooter begins at Position P1, hands relaxed at their sides. On the start signal, shooter will draw and engage all threat targets using the barrels for cover.

Scoring: All targets should have 2 hits. All steel must fall.



Notes: Target heights should vary, and targets should be placed laterally so that shoot-throughs are not likely. Randomly select which Popper activates the Drop-Turner, and keep that information from the shooter. Make sure to issue a procedural to any shooter who does not top off or use cover properly.



Stage 3: Just Plain Mean

Round Count: 16

Target Distance: 3 to 10 yards

Targets Required: 4 Threat Targets, 2 Poppers, 2 Drop-Turners, 1 Swinger

Props Required: 2 barricades, 2 No-Shoot Targets

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, holding a hammer in your strong hand.

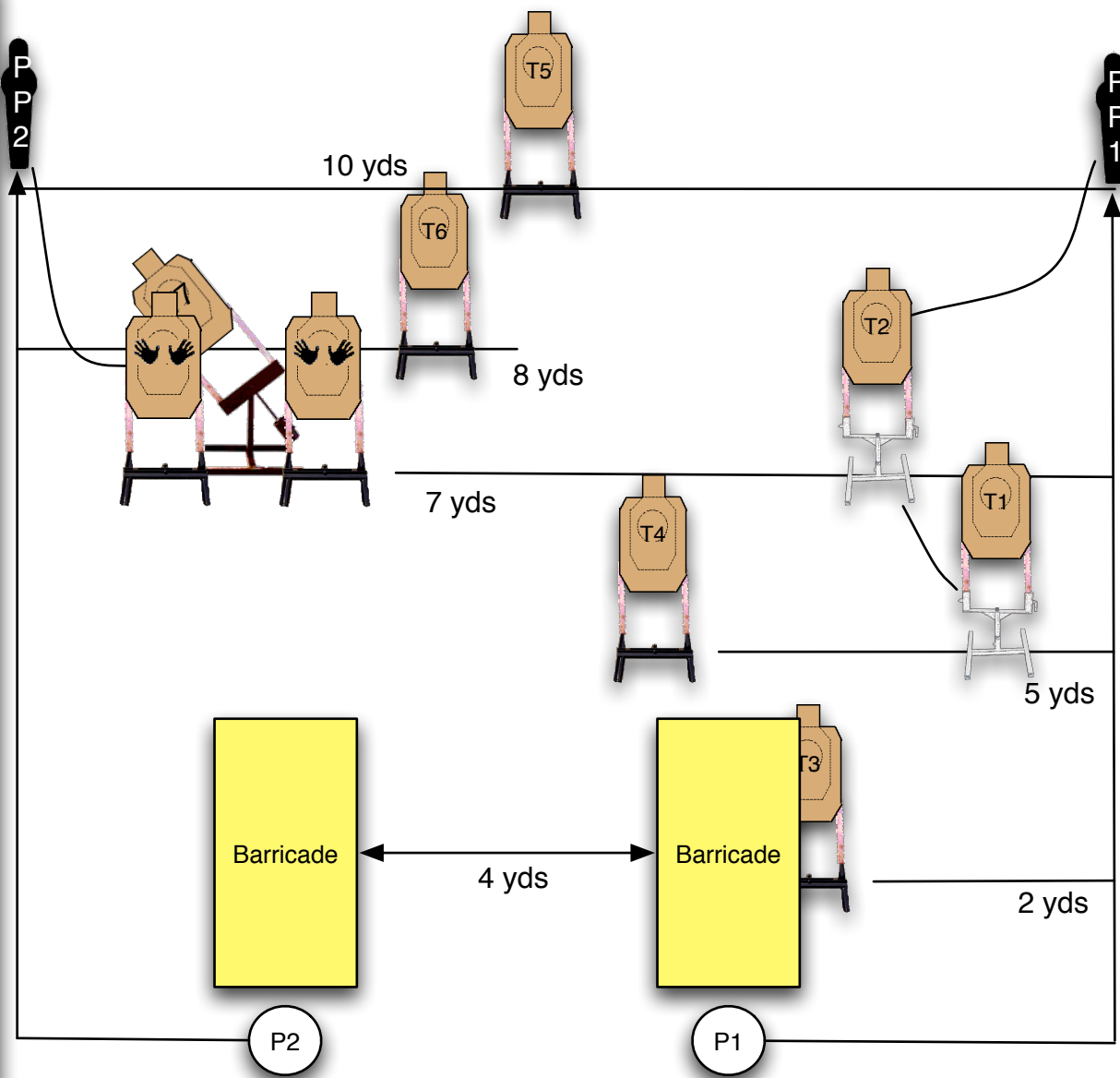
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: You should have known that the foreclosed house you bought was too good to be true. While you're working on remodeling it, you hear a cry of "This is OUR house!!" from outside the window. You look out and see the local gang rushing your house. You have to defend yourself. Then sell the place ASAP.

Procedure: Load to division maximum and top off. Shooter begins at Position P1. On the start signal, shooter will drop the hammer, draw and engage Poppper PP1, the Drop-Turners, and Target T3 from the right side of the barricade at Position P1. Shooter will then move to Position P2, engaging Targets T4-T6 while moving. At Position P2, shooter will engage Popper PP2 and the Swinger from the left side of the barricade.

Scoring: All targets should have 2 hits. All steel must fall.



Notes: Target heights should vary. Make sure to issue a procedural to any shooter who does not top off. Targets should be placed so that shoot-throughs are not likely.



Stage 4: Alternating

Round Count: 17

Target Distance: 7 to 15 yards

Targets Required: 8 Threat Targets, 1 Popper

Props Required: None

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands at your sides.

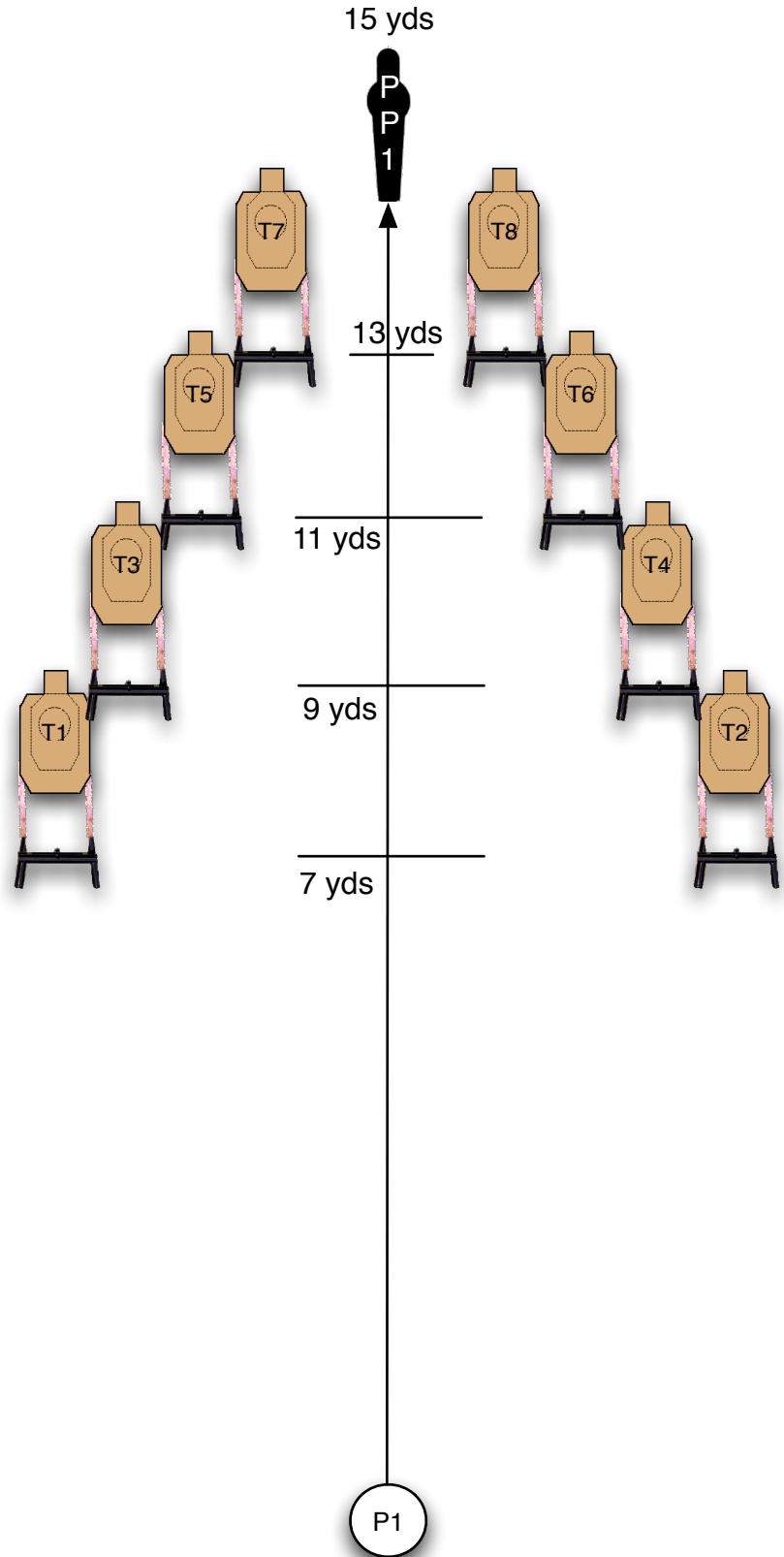
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None. This is a skills test.

Procedure: Load to division maximum and top off. Shooter begins at Position P1. On the start signal, shooter will draw and engage Targets T1 through T8, alternating left to right between each target (IE: T1, T2, T3, T4, etc.), then engage Popper PP1.

Scoring: All targets should have 2 hits.
All steel must fall.



Notes: Target heights should vary. Make sure to issue a procedural to any shooter who does not top off. Targets should be placed so that shoot-throughs are not likely. There should be between 1 and 2 yards between Targets T7 and T8.



Side: Two Gun

Round Count: 14

Target Distance: 4 to 12 yards

Targets Required: 6 Threat Targets, 2 Poppers,

Props Required: 1 barricade, 2 No-Shoot Targets, 1 Table

Scoring Method: Vickers Count

Starting Position: Standing, facing down range at position P1, hands naturally at your sides.

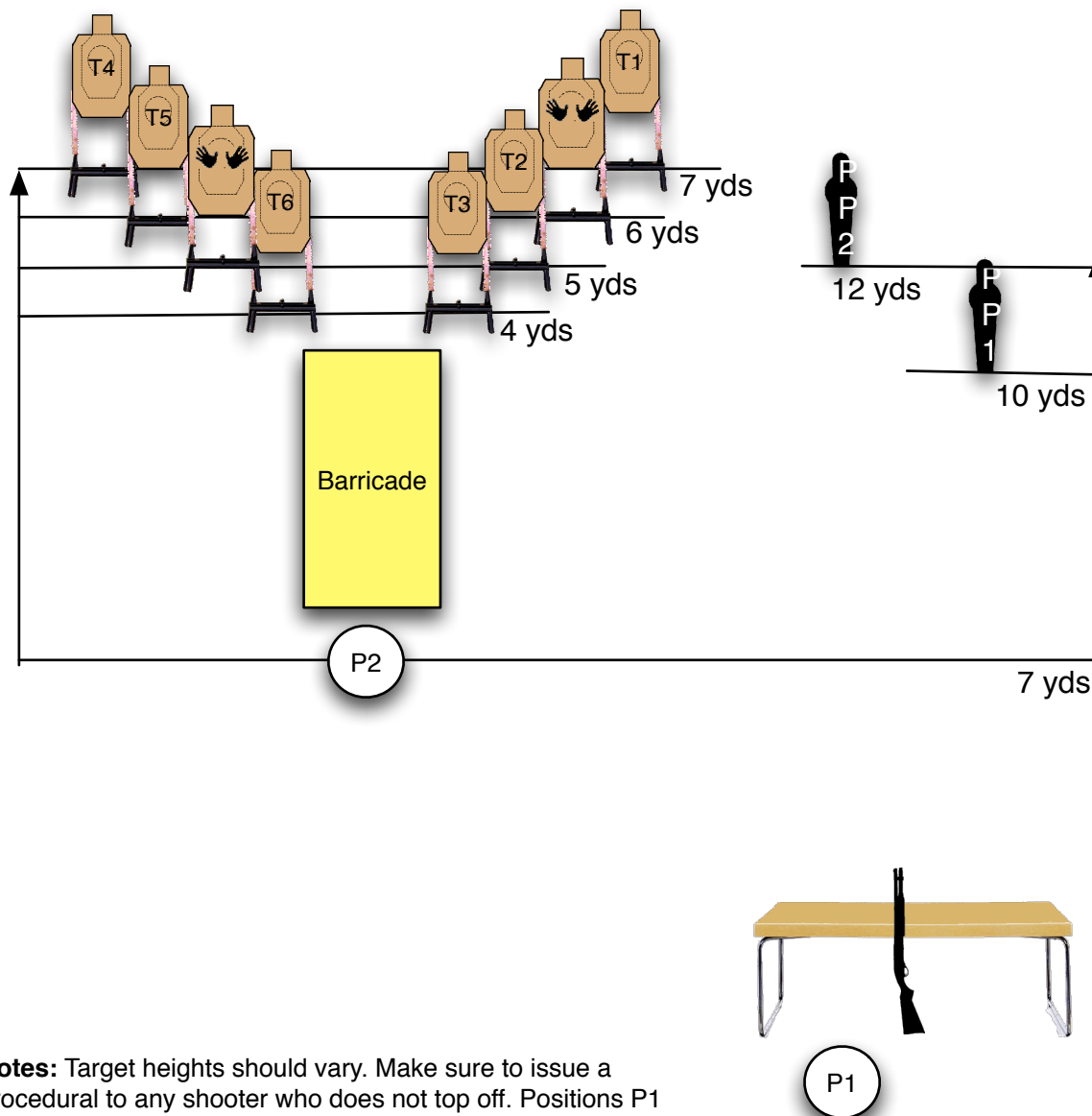
Start Signal: Audible

Stop Signal: Last Shot Fired

Scenario: None.

Procedure: Load to division maximum and top off. Shooter begins at Position P1. On the start signal, shooter will pick up the shotgun and fire one round at each of the Poppers. Shooter will then draw their handgun, and, IF BOTH POPPERS HAVE FALLEN, advance to position P2. If any of the Poppers have not fallen, the Shooter must engage them with their handgun from P1 until they do fall, and then advance to position P2. Once at position P2, shooter will engage Targets T1 through T3 in Tactical Priority (slicing the pie) from the right side of the barricade, and Targets T4-T6, also in Tactical Priority, from the left side of the barricade.

Scoring: All targets should have 2 hits. All steel must fall.



Notes: Target heights should vary. Make sure to issue a procedural to any shooter who does not top off. Positions P1 and P2 should be 10 yards apart laterally. The shotgun should be loaded with 2 rounds only, and be in an uncocked, unchambered condition when the Shooter picks it up. If the Shooter advances and engages the Poppers with their handgun, STOP them and issue a DQ. Engaging the Poppers from closer than the table is a serious safety issue.