NCRR IDPA March 11th, 2010

Stage 1 – Dog Attack

START POSITION: Handgun loaded to division capacity. Reload as necessary. **Concealment Optional**. Time of Day – Dusk

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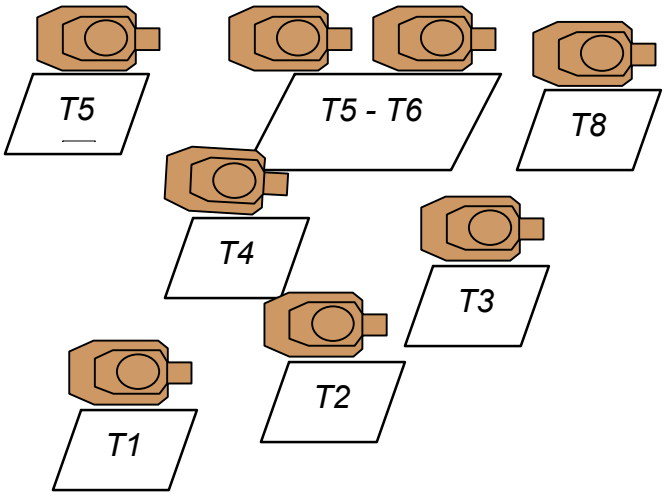
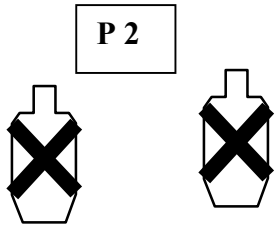
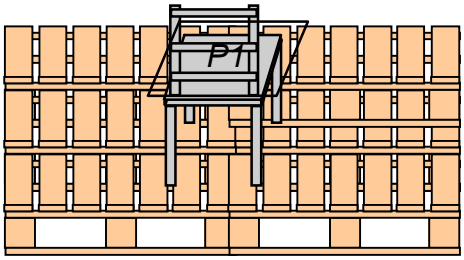
STAGE PROCEDURE: *Sitting on your back porch, watching your children playing in the back yard you see a pack of Dogs trotting your direction. You come off the porch to* **position yourself between your children and the dogs and draw your firearm and engage the threats with 2 shots each in tactical priority.**

SCORING

SCORING:Vickers -16 rounds
TARGETS: 8 IDPA
SCORED HITS: Best 2
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit: 5 sec.
Failure to do right: 20 sec
Failure to neutralize: 5 sec







Set Up: Use short bullet traps for the front 4 dogs and put the back 4 on the edge or in the rubber. Cut the -3 zones off all targets.

Stage 2 – Speed Drill

START POSITION: Handgun loaded to division capacity. **Concealment <u>required</u>.** Time of Day – Noon.

STAGE PROCEDURE:

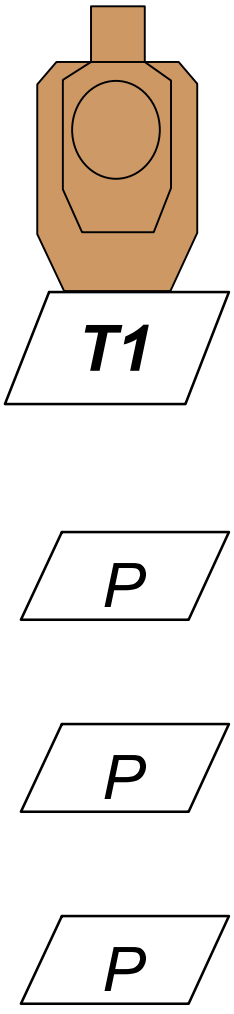
String 1: Position 1 – 4 feet from target. On signal draw your firearm and from RETENTION fire 3 rounds to the body.

String 2: Position 2- 7 feet from target - on signal draw your firearm and fire 3 rounds: 2 BODY and 1 HEAD.

String 3: Position 3 – 10 feet from target – on signal draw your firearm and engage the target with 3 shots: 2 BODY and 1 HEAD.

SCORING

SCORING: <u>Limited</u> Vickers- 9 rounds
TARGETS: 1 IDPA
SCORED HITS: 7 body/2 head
START-STOP: Audible - Last shot
PENALTIES: Procedural: 3 sec
No-shoot hit: N/A
Failure to do right: 20 sec
Failure to neutralize: 5 sec



Stage 3 – Problems at the Bank

START POSITION: Handgun loaded to division capacity. Reload as necessary. **Concealment REQUIRED**.

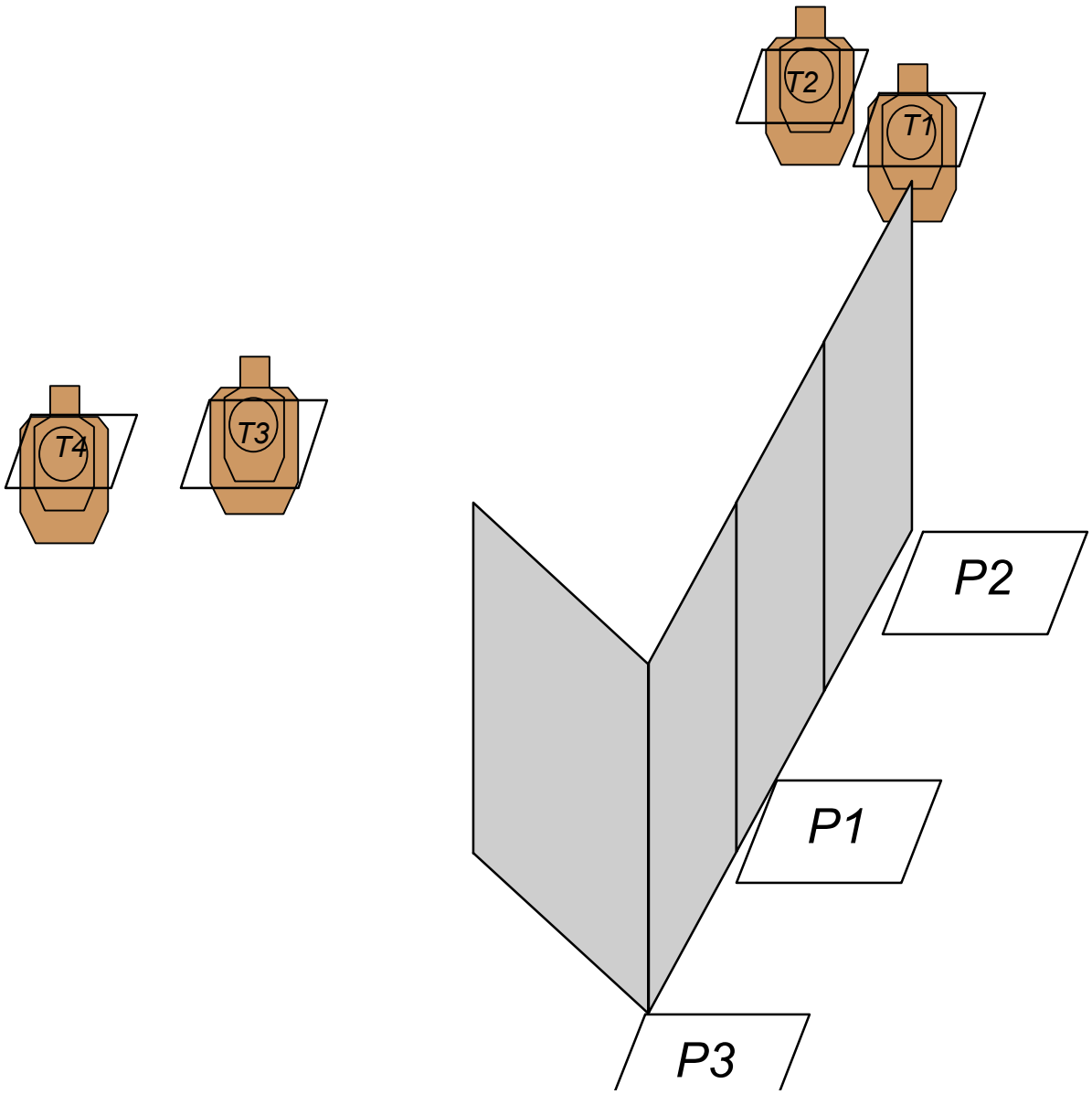
Scenario: ***You're coming out of the bank carrying your toddler in a car seat. You turn left and head down the street. When you get to the corner you see two men running in your direction with knives drawn.***

STAGE PROCEDURE: Standing at P1, turn left and head down the street – (down range) - carrying your child in a car seat. At P2, draw and engage T1 & T2 STRONG HAND only, keeping yourself between the threat and your child, with 3 rounds each. Backing back up the street you reach P3 where you notice 2 more bad guys coming your way. Placing the car seat down behind the wall, engage T3 & T4 with 3 rounds each.

REMEMBER: Place the car seat down gently as to not injure the child. Failure to do so will be considered a PROCEDURAL PENALTY

SCORING

SCORING:Vickers – 12 rounds
TARGETS: 4 IDPA Targets
SCORED HITS: Best 3
START-STOP: Audible - Last shot
PENALTIES:
Procedural: 3 sec
No-shoot hit: N/A
Failure to do right: 20 sec
Failure to neutralize: 5 sec



Stage 4 – Help Me, Please

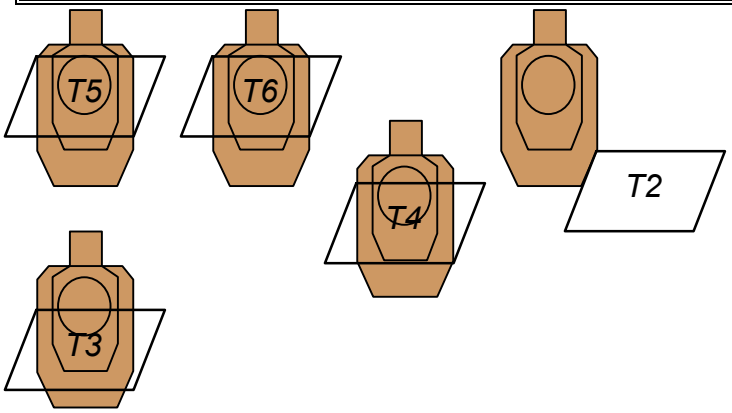
START POSITION: Division Capacity, **Concealment Optional**, Time of Day - Noon

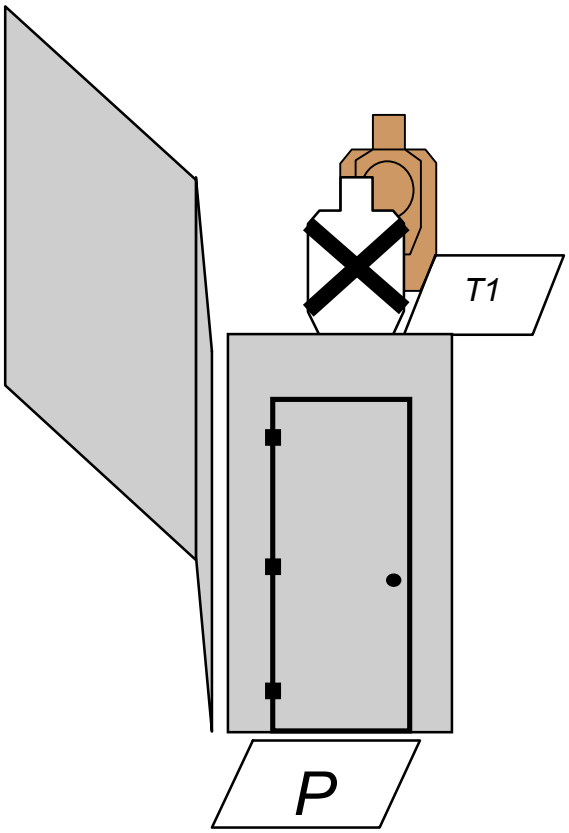
STAGE PROCEDURE: ***You're inside your house you hear someone screaming for help outside. With firearm at the ready you open the front door. As you open the door you see a Thug holding a lady hostage with a knife demanding to come into your house.***

Engage T1 with 2 Body and 1 Head. T2 rushes towards you (target carrier) engage with 3 shots. Then engage T3 – T6 with 3 shots each.

SCORING

SCORING: Vickers - 18 rounds
TARGETS: 6 IDPA
SCORED HITS: Best 3 each
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit: 5 sec.
Failure to do right: 20 sec
Failure to neutralize: 5 sec





Set up: Make sure the floor absolutely cannot be shot on the moving target at any point even if a very tall shooter shoots low. If necessary create a stop point for it.

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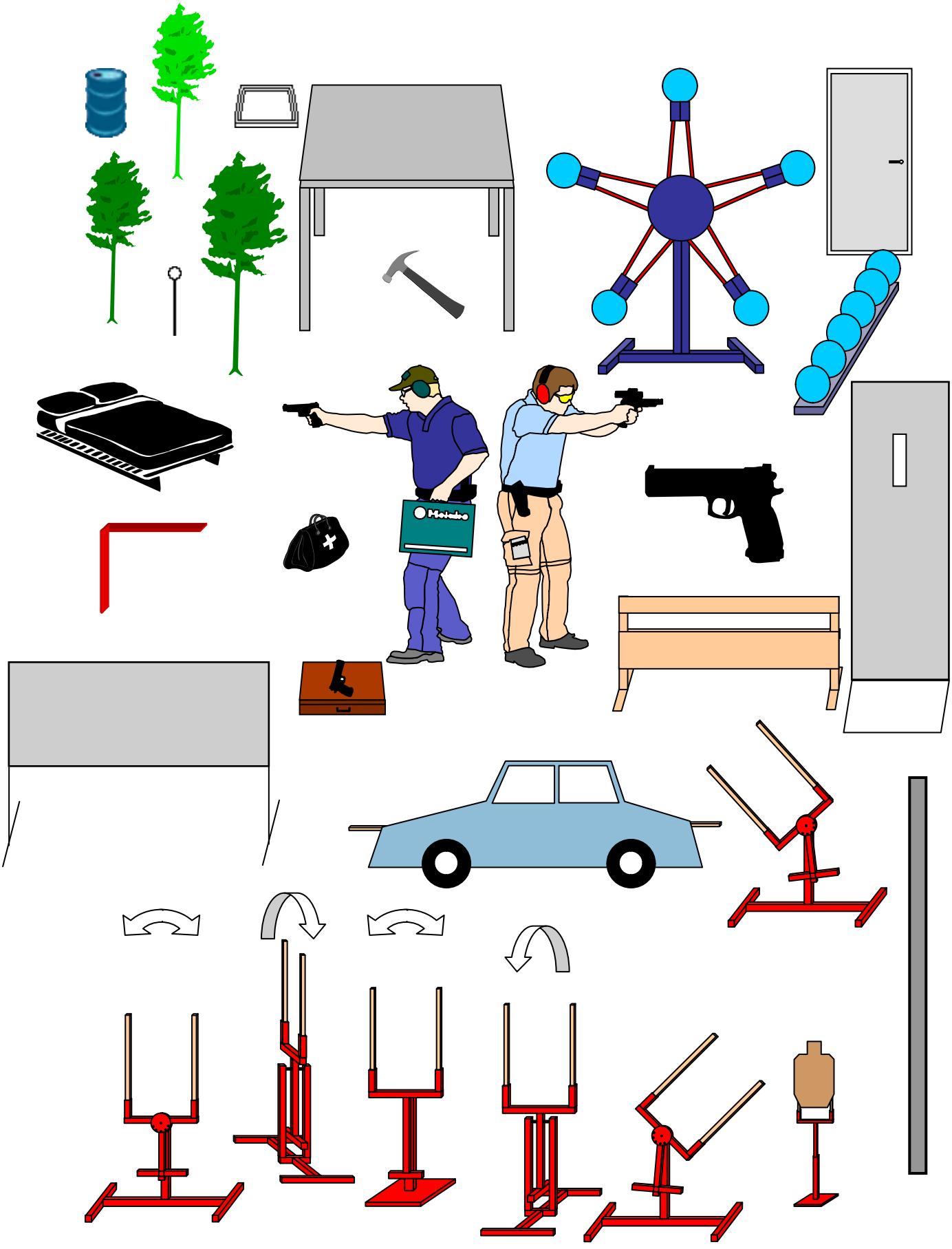
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