

WELCOME TO NCRR IDPA

NCRR IS A COLD RANGE. No loaded weapons are allowed in the Clubhouse or in the range unless under the direct supervision of a Range Safety Officer. If you come to the club loaded, proceed immediately to the clearing barrel outside the front door of the range and unload and clear your firearm. DO NOT UNLOAD IN THE DRY FIRE AREA OR ANYWHERE OTHER THAN WHERE THE RO DIRECTS, INCLUDING YOUR VEHICLE.

Fundamental Rules for Gun Safety:

1. **ALWAYS** keep the gun pointed in a safe direction.
2. **ALWAYS** keep your finger off the trigger until ready to shoot.
3. **ALWAYS** keep the gun unloaded until ready to use.
4. **ALWAYS** Know your target and what is beyond.

The Dry Fire Area is the only place you are allowed to handle your firearm, other than when the range officer gives you the commands to load and make ready, and when you are firing your stage. There is no ammo allowed in or around the Dry Fire Area.

No Steel Core ammo or Hollow points are allowed at NCRR IDPA matches. If you aren't sure, there is a magnet in the range at the brass barrels to check your ammo with.

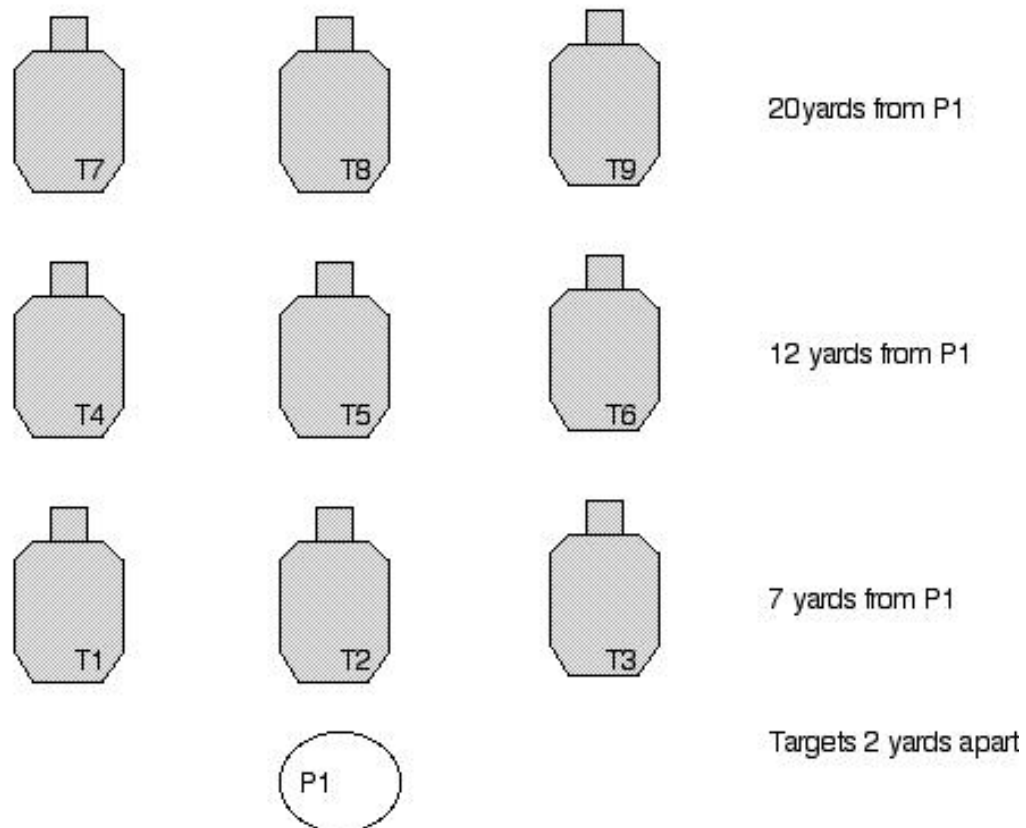
You may load ammo in magazines and speed loaders anywhere **except** in the dry fire area.

When entering the range area you must have eye and ear protection on.

Please open only one door to the range at a time.

IF AT ANY TIME YOU SEE A UNSAFE ACT, YOU ARE EXPECTED TO STOP THAT ACT AND/OR NOTIFY A RANGE OFFICER IMMEDIATELY. SAFETY IS EVERYONE'S RESPONSIBILITY

IDPA-ST-0012 Carolina Standards



Course Designer: "The Range" Oxford NC

Round Count: 18 rounds

Target Distance: 7 to 15 yards

Targets Required: Three threat targets

Scoring Method: Limited Vickers Count

Starting Position/Hand Position: Hands Relaxed at sides

Start Signal: Audible

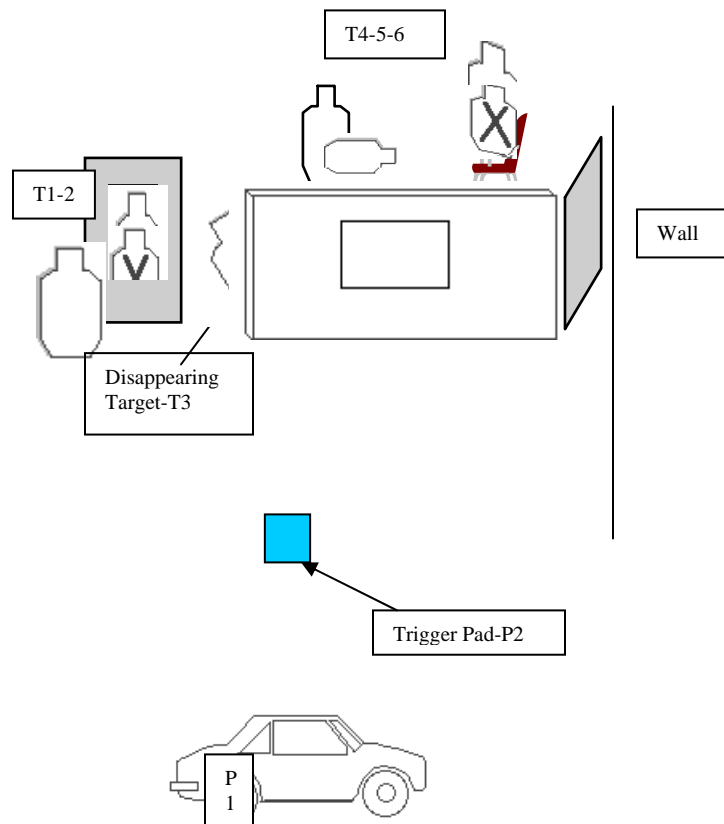
Stop Signal: Last shot fired

Scenario: This is a Standards drill, not a tactical exercise.

Procedure: Shooter to load with six rounds only, and have 2 spare magazines with six rounds each.

At start signal, shooter will engage T1-T3 with two rounds each. Perform an emergency reload and engage T4-T6 with two rounds each. Perform an emergency reload and engage T7-T9 with two rounds each.

Setup in right corner of range and (as always) be wary of corner shot angles. Car is 10-15 yards from T1-2.
12 Scored hits- best 2 on everything. T4-5-6 should probably be in the dirt. Don't make them too close.



Start with **6 rounds in gun** standing at **P1**. At the buzzer, go to low cover from behind car and engage T1 & T2 in any order without hitting the non-threat hostage. (Stay behind the wheels or it will be a cover call).

Come around either side of car-advance to **P2 (the trigger pad for the disappearing target-stand on it)** and engage T3 from the trigger pad. After neutralizing T3 (and not until) advance to **P3** and shoot T4-5-6 in any order through the window while using cover.

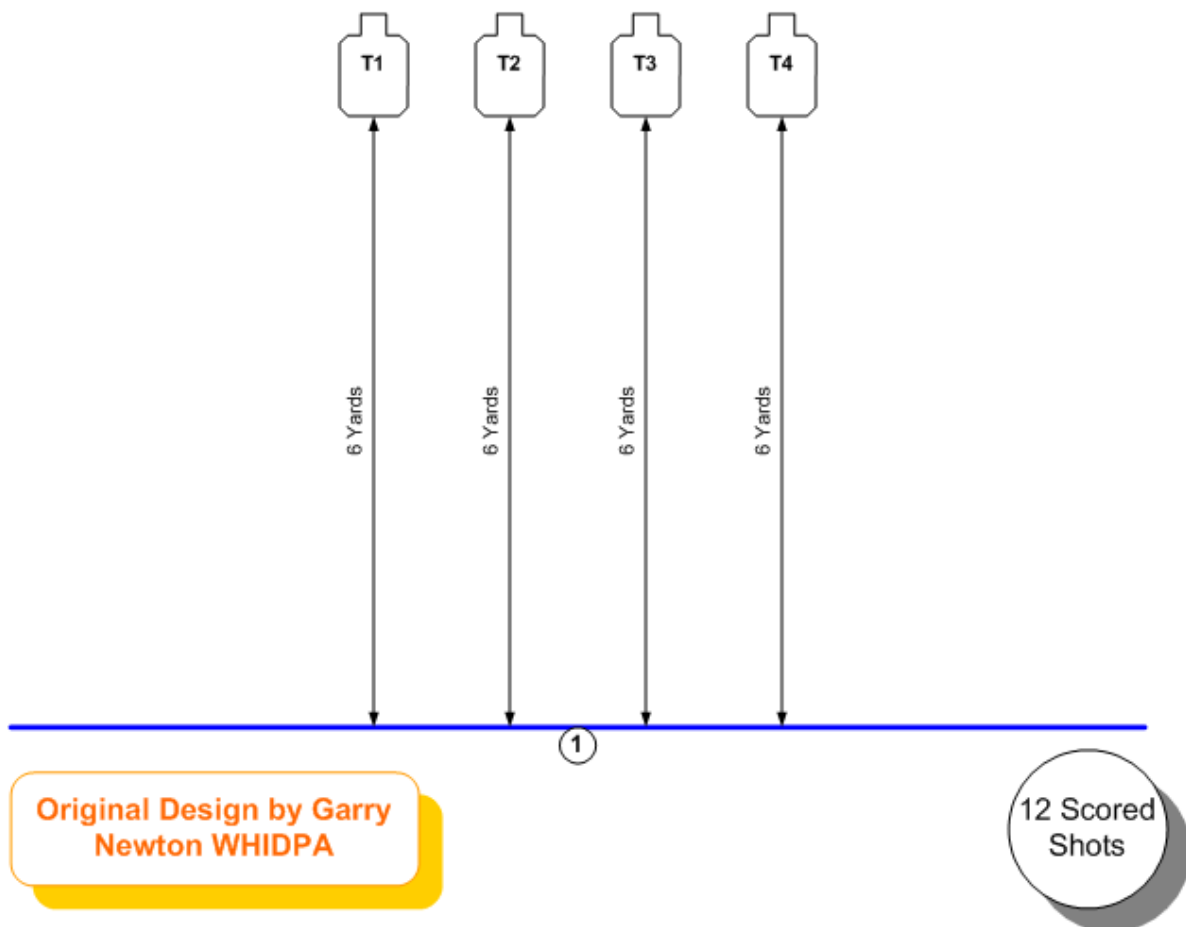
EVERYBODY GETS **2 SHOTS EACH**- Reload as necessary. Vickers count

Scenario #932

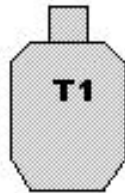
Execution

Concealment - Vickers Count

Shooter begins at Position 1 on knees with hands on top of head. At the signal draw and engage Targets T1, T2, T3 & T4 with three (3) shots each in Tactical Sequence.



IDPA-SS-0024 The Bill Drill



7 yards



Course Designer: Bill Jordan

Round Count: 6 Rounds Maximum

Target Distance: Seven yards

Targets Required: One threat target

Scoring Method: Limited Vickers Count

Starting Position/Hand Position: Hands Relaxed at sides

Start Signal: Audible

Stop Signal: Last shot fired

Scenario: This is a shooting drill not a tactical exercise.

Procedure: On the start signal, shooter will engage target T1 with six rounds

Notes: This stage tests the shooter's ability to control rapid multiple shots