

# NCRR IDPA

## Stage 1

**START POSITION:** Handgun loaded to division capacity. Concealment Required. Range is dark. **Flashlight** required.

### STAGE PROCEDURE - Runaway ... Cowards.

It's nighttime. A group of Gangbangers has grabbed your daughter in the park. When you draw your weapon, they drag your daughter away and run into the tree line. As you follow them, a few of the gang turn back to face you with weapons in their hands. Save your daughter.

Shooter starts facing down range at P1 hands at side. On signal, shooter will engage T1 – T2 in Tactical Sequence with 2 rounds each. Taking cover at P2, shooter will engage T3 with 2 shots to the body and one to the head from right side of barrels. Taking cover at P3, shooter will engage T4 with 2 shots to the body and one to the head from left side of the barrels. Taking cover at P4, shooter will engage T5 & T6 with 3 shots each from either side of the barrel.

Distance from P1 to T2 is 10 ft.

**SCORING: Vickers -min 16 rounds**

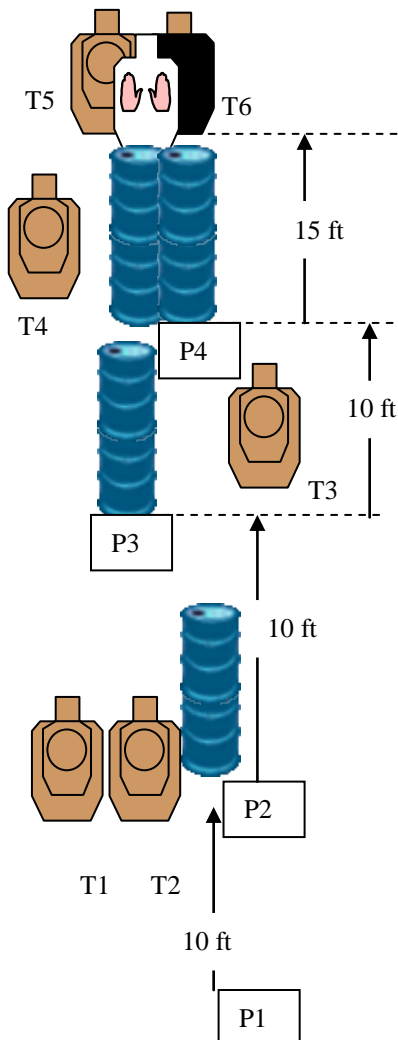
**TARGETS:** 6 IDPA, 1 NT

**SCORED HITS:** Best 2/3 on target per COF

**START-STOP:** Audible - Last shot

**PENALTIES: All standard penalties apply**

COF may be adjusted by MD as needed for safety and fit



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## Stage 2

**START POSITION:** Handgun loaded to division capacity. Reload as needed. Concealment Required.

### STAGE PROCEDURE- Speed Drill

First String:

While moving from P1 to P2 engage T1 with 2 shots to the body and 1 to the head. On the same string, while moving from P2 to P1 engage T1 with 2 shots to the body and 1 to the head. Shooter must move completely to P2 before reversing direction.

Second String: (reverse)

While moving from P2 to P1 engage T1 with 2 shots to the body and 1 to the head. At P1 shooter will perform a tactical reload. On the same string, while moving from P1 to P2 engage T1 with 2 shots to the body and 1 to the head. Shooter must move completely to P1 before reversing direction.

**NOTE:** Each string will start at division capacity.

**SCORING: Limited Vickers -12 rounds**

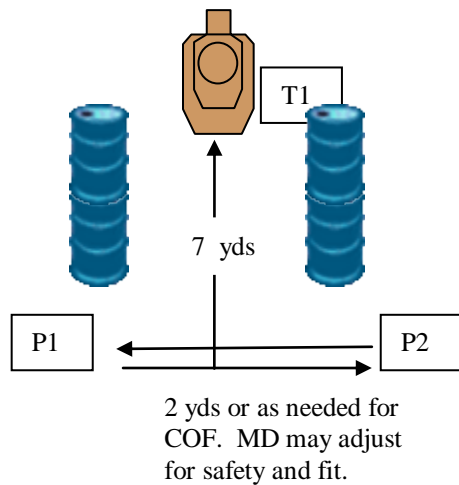
**TARGETS:** 1 IDPA

**SCORED HITS:** Best 12 on target per COF

**START-STOP:** Audible - Last shot

**PENALTIES:** All standard penalties apply

COF may be adjusted by MD as needed for safety and fit



**Note:**

**Barrels should interfere with LOS from P1 to T1 and P2 to T1**

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## Stage 3

**START POSITION:** Handgun loaded to division capacity. Concealment Required. Low-light conditions. (suggest up-range lights off) Flashlight optional.

## STAGE PROCEDURE -Hostage

A group of BG's has grabbed the boss and taken her to a back office. Fight through the BG's and save your boss ... yeah, I know ... but it's the right thing to do.

Shooter starts facing down range at P1 hands at side. On signal, shooter will engage T1 with 3 rounds while moving to P2. Then engage T2 with 3 rounds using all available cover. From P3, engage remaining targets in tactical priority with 3 shots each.

Shots on T1 must be made while moving and within first 5 ft of starting position.

Distance from P2 to P3 approx 18 ft. To be adjusted by MD as needed.

**SCORING: Vickers -min 15 rounds**

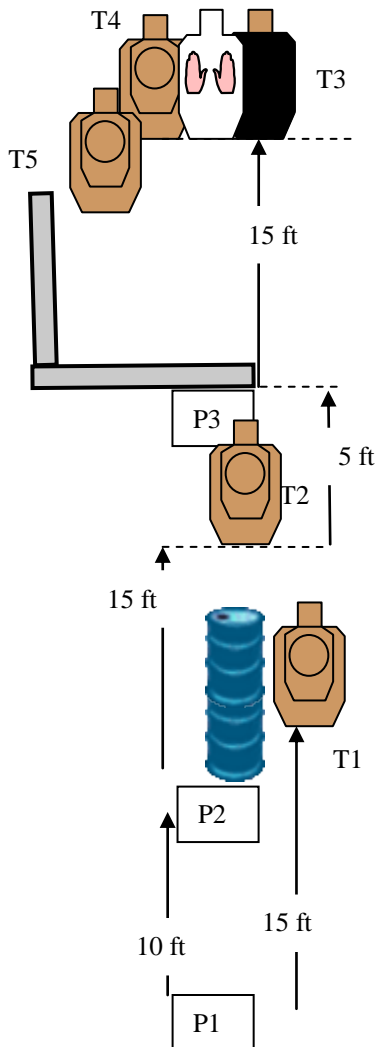
**TARGETS: 5 IDPA, 1 NT**

**SCORED HITS:** Best 3 on target per COF

**START-STOP:** Audible - Last shot

**PENALTIES: All standard penalties apply**

COF may be adjusted by MD as needed for safety and fit



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## Stage 4

**START POSITION:** Shooter starts facing up range. Handgun loaded to division capacity. Concealment Required.

### STAGE PROCEDURE - Just shoot

Shooter starts facing up range at P1 with hands at side. On signal, shooter will, in Tactical Sequence, engage T1 -T4 with 2 rounds to the body and 1 to the head.

T2 and T4 are 3 ft up range of T1 and T3.

**SCORING:** Limited Vickers - 12 rounds

**TARGETS:** 4 IDPA

**SCORED HITS:** Best 3 on target per COF

**START-STOP:** Audible - Last shot

**PENALTIES:** All standard penalties apply

COF may be adjusted by MD as needed for safety and fit

