

NCRR IDPA

Stage 1 - Standards

START POSITION: Facing down range at P1. Handgun loaded to division capacity and holstered. Concealment not required. All reloads are off the clock.

Stage Scenario: Standards

Stage Procedure:

String 1 - Standing at P1. At the start signal engage T1 & T2 with 3 rounds freestyle while moving to P2.

String 2 - Standing at P2. At the start signal engage T1 & T2 with 3 rounds freestyle.

String 3 - Standing at P2. At the start signal engage T1 & T2 with 3 rounds strong hand only, while moving to P3.

String 4 - Standing at P3, at low ready. At the start signal engage T1 & T2 with 3 rounds each non-dominant hand only.

Shooters may bring a fourth magazine to this stage.

SCORING: Limited Vickers - 24 rounds

TARGETS: 2 IDPA

SCORED HITS: Best 9 below the neck perf and best 3 shots above the neck perf on each target

START-STOP: Audible - Last shot

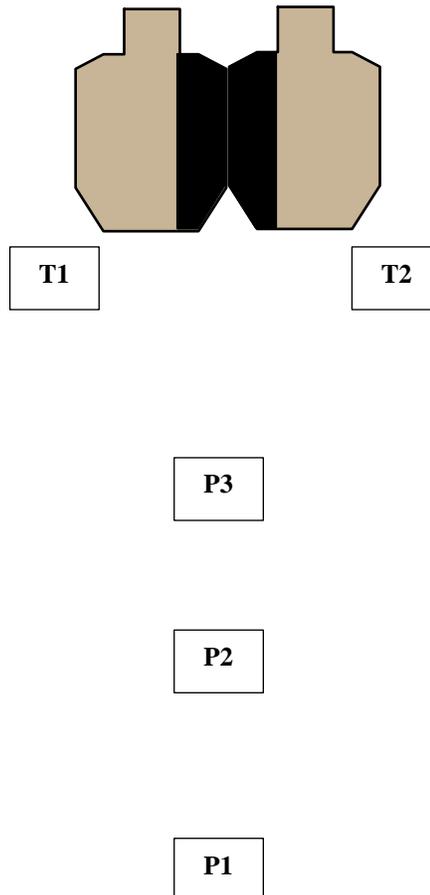
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec

Setup notes:

Use 5' bullet traps centered on lane 2

P1 to T1/2 - 10 yards, P2 to T1/2 - 7 yards, P3 to T1/2 - 4 yards

Use pylons to visually depict P2 and P3 points



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Stage 2 – Plumb Dangerous

START POSITION: Facing down range. Handgun loaded to division capacity and holstered. Hands clasped over your mouth in horror. Concealment Required.

Stage Scenario: You are working at your company, a plumbing supply house, that stores lots of copper tubing and scrap metal. Hearing a sound, you look out the window onto the warehouse floor and are horrified to see two of your employees running from gun-wielding hooligans. Protect them!

Stage Procedure: At the start signal, engage T1 – T4 with 2 rounds to the body and one round to the head on each target.

Setup notes:

P1 to Targets - 5 yards

Put all targets in the pit with NT centered on lane 3

Use the coroplast wall with the center port/window.

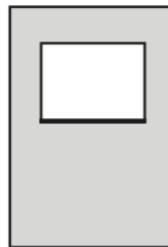
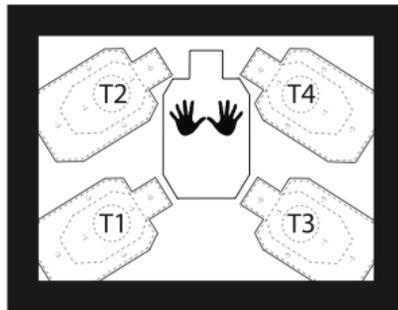
SCORING: Vickers - 12 rounds

TARGETS: 4 IDPA / 1 NT

SCORED HITS: Best 2 below the neck perf and best 1 shots above the neck perf on each target

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



P1

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Stage 3 – At the Salon (Dark Stage)

START POSITION: Facing down range, seated. Handgun loaded to division capacity and holstered. Concealment required. Flashlight required (Dark stage).

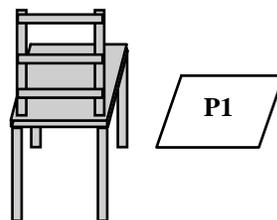
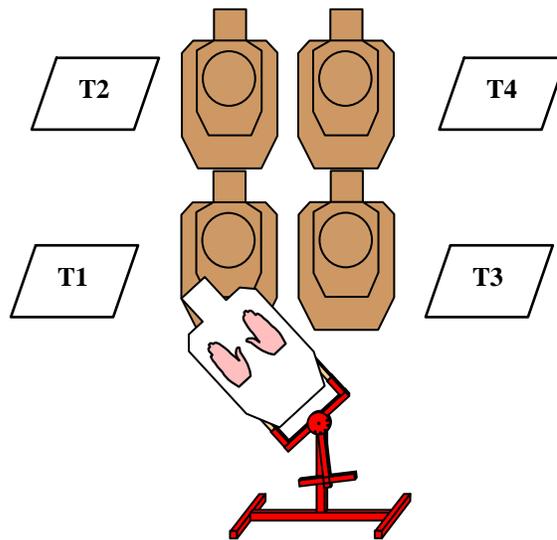
Stage Scenario: Knowing that nail salons house lots of cash, some bad actors burst in during your manicure, turn off the lights, and take the nail salon owner hostage. Save him.

Stage Procedure: Shooter starts seated, facing downrange. Flashlight in non-dominant hand turned off. Rope in strong hand. At the signal, activate the swinger, stand, and engage T1 - T4 with three shots each.

Setup note: P1 to Targets - 6 yards

SCORING: Vickers - 12 rounds
TARGETS: 4 IDPA / 1 NT
SCORED HITS: Best 3 on paper
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



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Stage 4 – Bad Encounter Bill Drill

START POSITION: Facing down range. Handgun loaded to division capacity and holstered. Hands in surrender position above shoulders. Concealment required.

Stage Scenario: You've stumbled up against some very tough bad guys in an alley. Their leader is very big and strong, and needs extra care.

Stage Procedure: At the start signal, the shooter starts to retreat and engages T1 with 6 rounds. Shooter then engages T2 - T4 with 2 rounds each. All shots must be fired on the move.

Setup notes:

P1 to T1: bad breath distance

P1 to T3: 5 yards

P1 to T4: 7 yards

SCORING: Vickers - 12 rounds
TARGETS: 4 IDPA
SCORED HITS: Best 6 on T1, best 2 each on T2 - T4
START-STOP: Audible - Last shot

PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec

