

Port Malabar Rifle & Pistol Club – IDPA

Shed Shoot Out

Course Designer: Pete Simmons

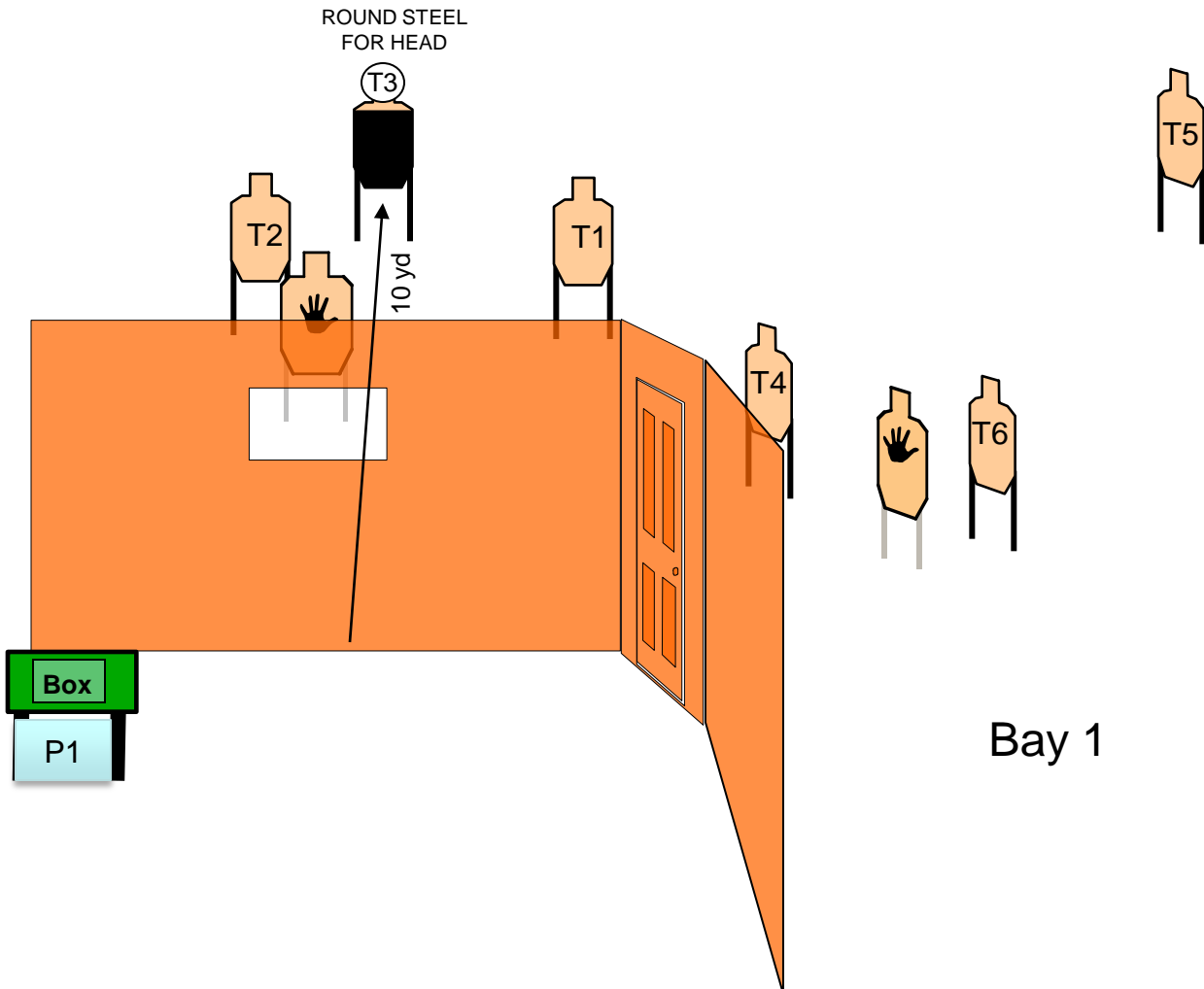


SCENARIO: While working in your shed you are attacked by a gang of home invaders.

GUN READY CONDITION: EMPTY gun in IDPA box on bench. Mag loaded to division capacity (DO NOT OVERLOAD HIGH CAPS) next to box.

STAGE PROCEDURE: Standing at P1 with hands holding wood, at the signal remove gun from box on bench, load and engage T1-T3 thru window using cover. Open door to engage T4-T6.

STRINGS: 1
SCORING: 11 rounds min, **Vickers**
TARGETS: 5 IPDA paper, 1 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: NOT Required



Port Malabar Rifle & Pistol Club – IDPA Clubduction

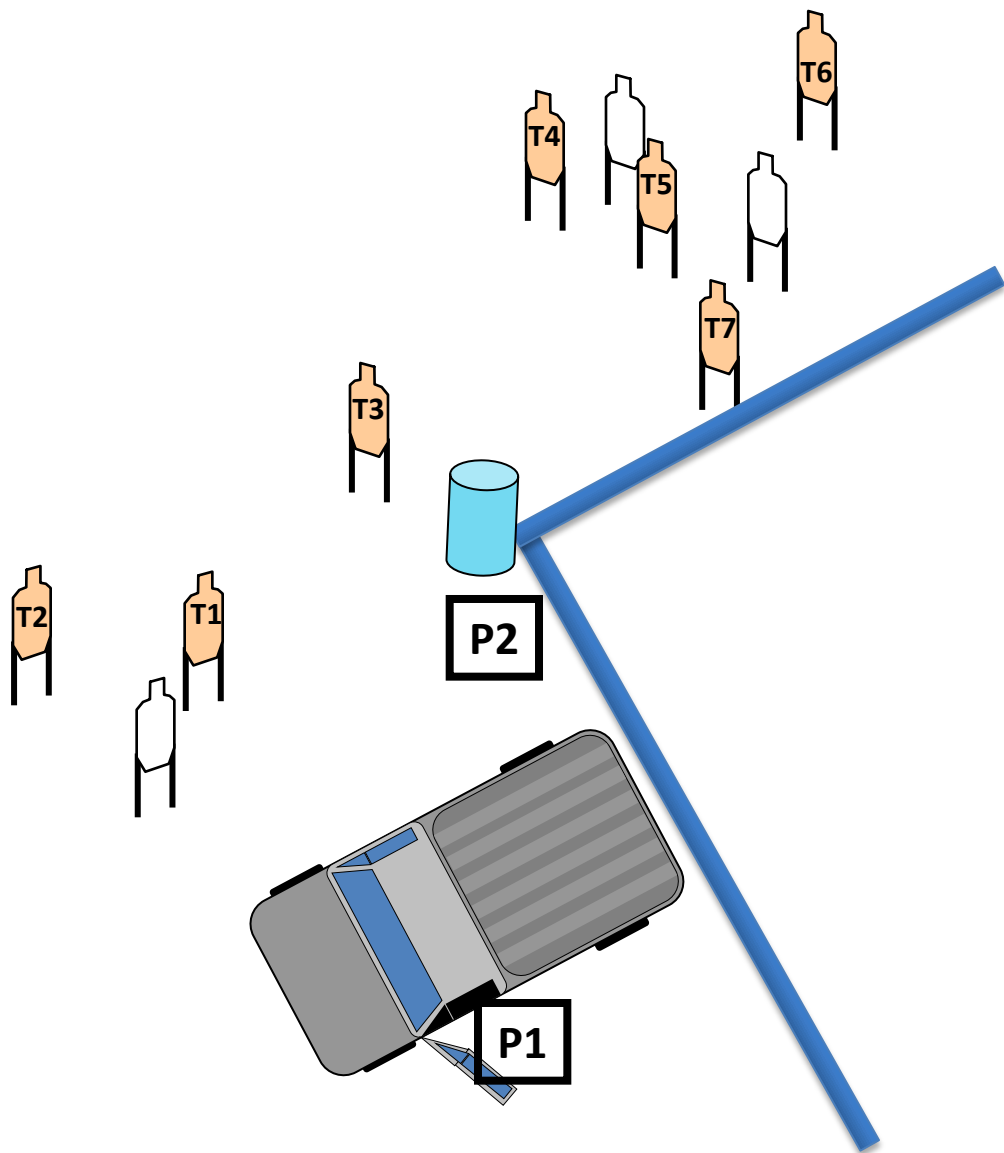
Course Designer: Joaquin Torres

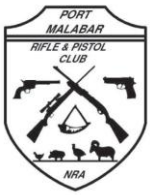
SCENARIO: After leaving a sketchy night club, a mild riot ensues and a group of 'bangers abducts somebody, dragging them past your vehicle. Get your weapon from your car and rescue the hostage without putting holes in any of the drunk clubbers.

GUN READY CONDITION: Gun loaded to division capacity, placed in glove box with extra mag. Shooter is fully seated in driver seat with driver door open and hands on wheel at 10 & 2.

STAGE PROCEDURE: At start signal, retrieve gun and mags and move to P1. Carry mag in weak hand, engage T1, T2 STRONG HAND ONLY. Move to P2, engaging T3 ON THE MOVE. Engage the rest of the targets from LOW COVER at P2 freestyle. DO NOT SHOOT OVER THE BARREL.

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 7 threat, 4 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: NOT Required





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Clean Up on Aisle 2

Course Designer: Larry Gilbert (FL State Match)

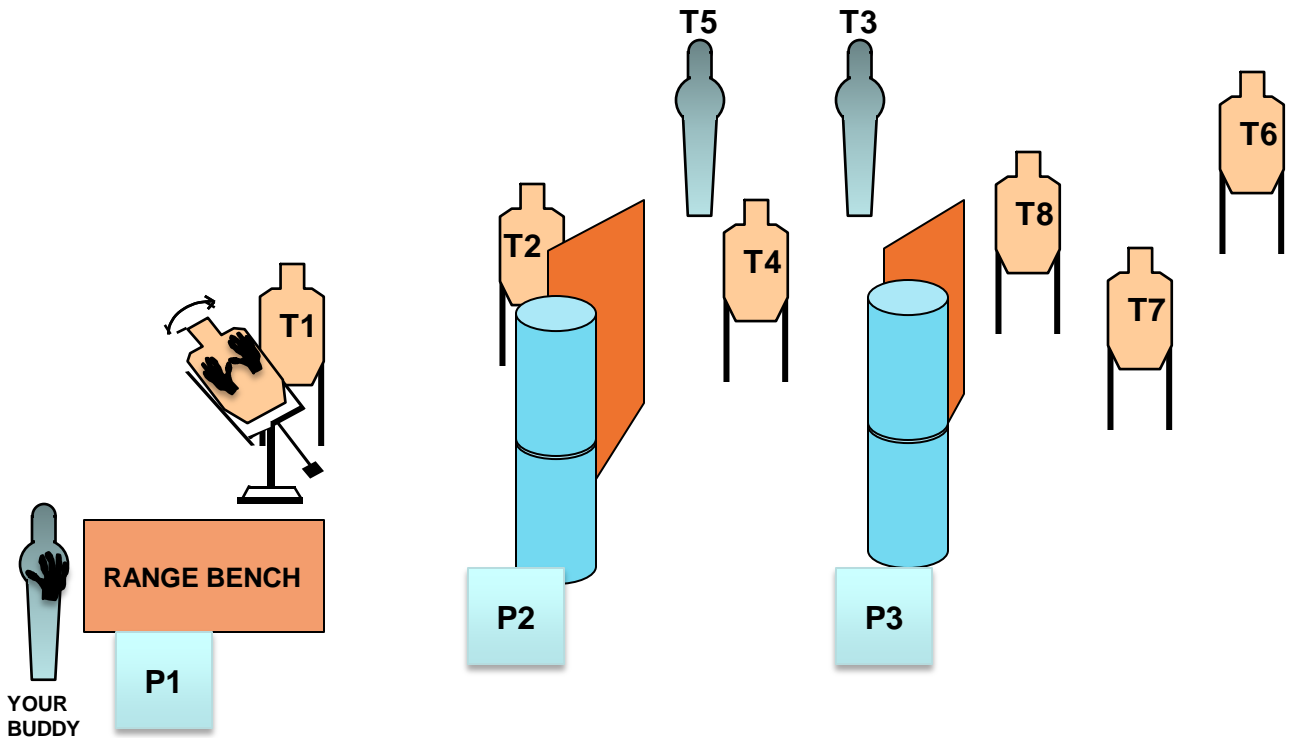


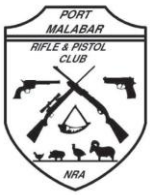
SCENARIO: You enter a quick mart with a buddy. You notice several thugs entering the store as you move to the checkout. As you put your items on the checkout belt one of the thugs approaches the cashier and pulls a gun. You push your buddy to safety and take action.

START POSITION: Start at P1 with quick mart item in hand facing T1. Gun loaded to division capacity and holstered with concealment.

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 6 IDPA paper. 2 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: On start signal, push large popper (buddy) down then engage targets with a minimum of 2 rounds each as you clear each aisle. T1 & T2 must be engaged while moving to cover at P2. Remainder of targets are engaged using cover from P2 and P3.





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Stage Name- Life in Kabul

Course Designer: Damon Wilson

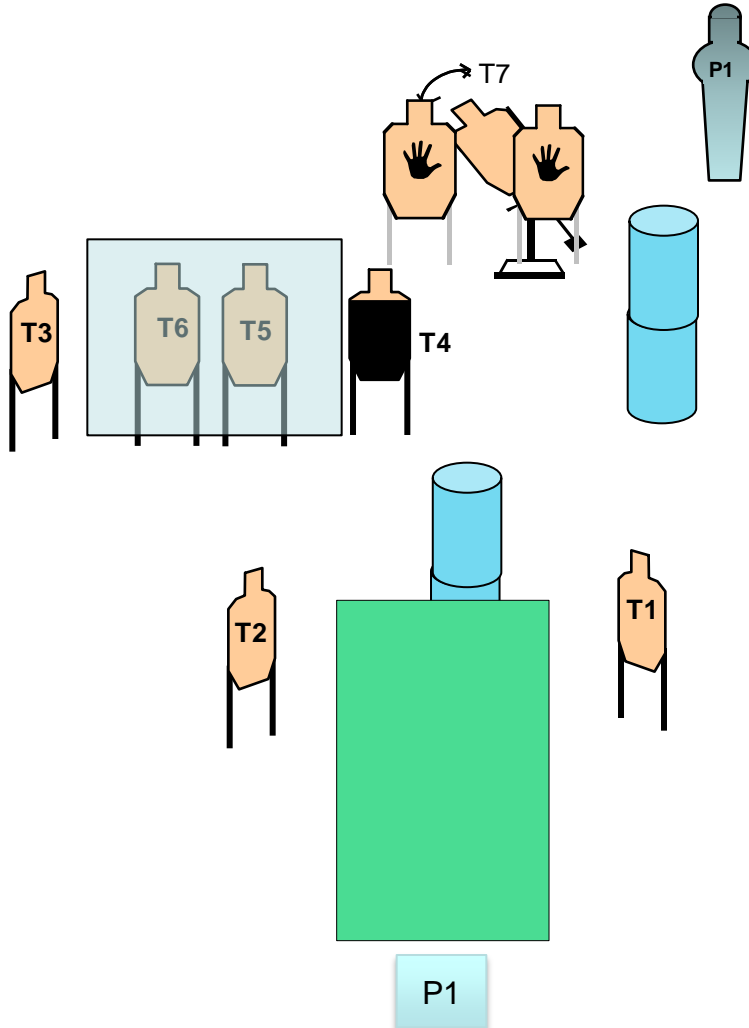


SCENARIO: You are responsible for protecting a Foreign Diplomat in Afghanistan. While leaving the Diplomat's house you see insurgents approaching the door. You decide being the shooter that you are, to take cover and engage the insurgents.

START POSITION: Loaded to Division capacity and holstered at P1 with hands relaxed at sides.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 10 threat, 2 non threat, 3 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Cover Required

STAGE PROCEDURE: Engage all targets in tactical priority from either side of cover. P1 must be engaged to activate T7.





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Office Clearing

Course Designer: Kevin Luke



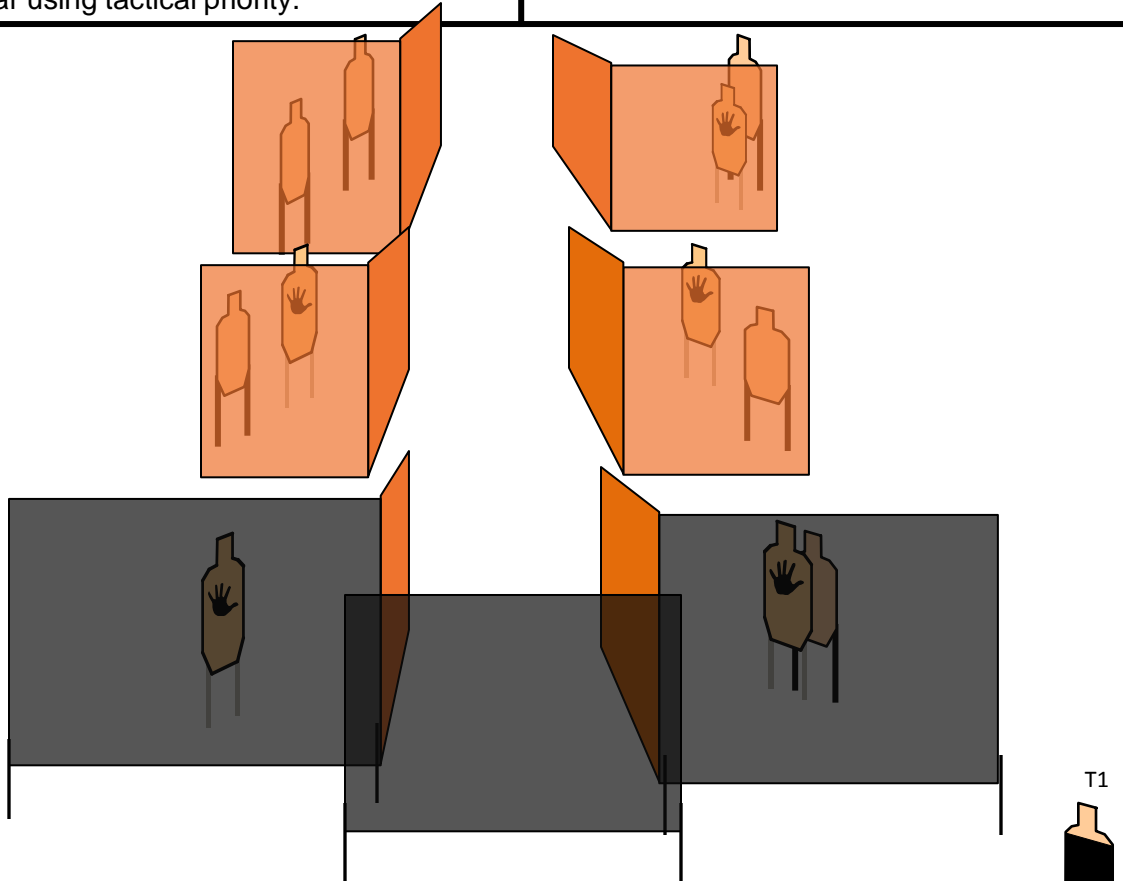
SCENARIO: You walk into the side entrance to the office instead of the main door. You round the corner to be face to face with a bad guy. Neutralize him before carefully picking your way through the cubicles as you don't know where the rest of your co-workers are. Careful, cubicles are thin and you aren't loaded with frangible ammo.

START POSITION: String 1 - Division capacity, holstered. S2 – low ready (NO RELOAD)

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 7 threat, 5 non threat
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE:

String 1 - From P1 engage T1 with at least one shot within 3 seconds. (1 procedural if any shots are over 3 second time limit) (No reload between strings)
String 2 - Low ready from P1. Using cubicles for cover engage T2-T7 down the aisle working your way to the rear using tactical priority.



Reloads must be made next to cubicles already cleared. Failure to do so will result in a procedural.

TARGET POSITIONS SHOWN ARE JUST A DEPICTION OF WHAT IT MIGHT LOOK LIKE WHILE ACTUAL SET UP WILL VARY.

P1

T1



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EI Pres 2.127374

Course Designer: Anonymous



SCENARIO: Modified from Rob Leatham's DOTM "EI Pres 2.0".

GUN READY CONDITION: SIX ROUNDS IN GUN.

Holstered facing up range at P1.

STRINGS:

1

SCORING:

18 rounds, Limited Vickers

TARGETS:

6 threat, 1 non threat

SCORED HITS:

2 per paper

START-STOP:

Audible - Last shot

RULES:

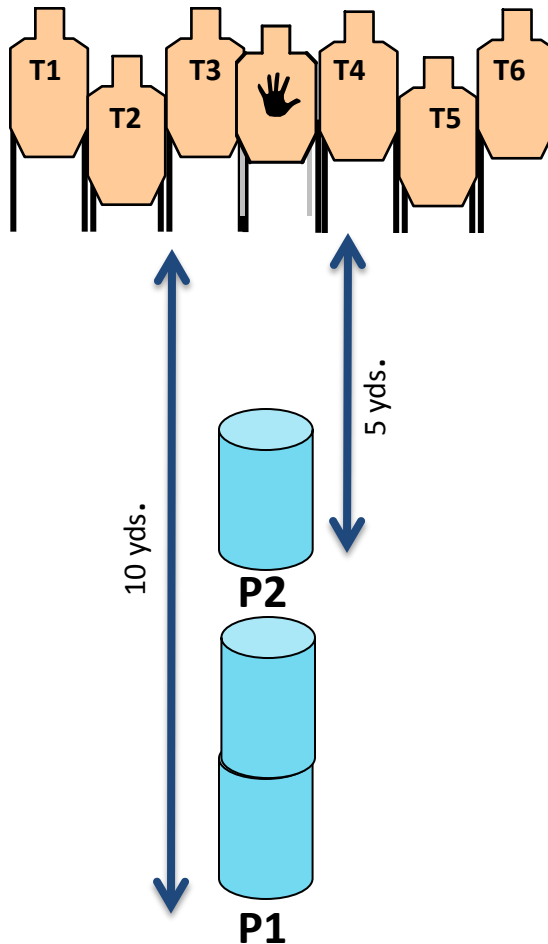
Current IDPA Rulebook

COVER GARMENT:

NOT Required

STAGE PROCEDURE:

Start facing up range. At signal, turn and engage T1 – T3 or T4 – T6 from one side of cover, reload, engage remaining targets from other side of cover. Move to P2 (low cover) and engage all targets with one head shot.



Bay 6