



Port Malabar Rifle & Pistol Club – IDPA
Stage 1 - Lights Out
 Course Designer: Damon Wilson



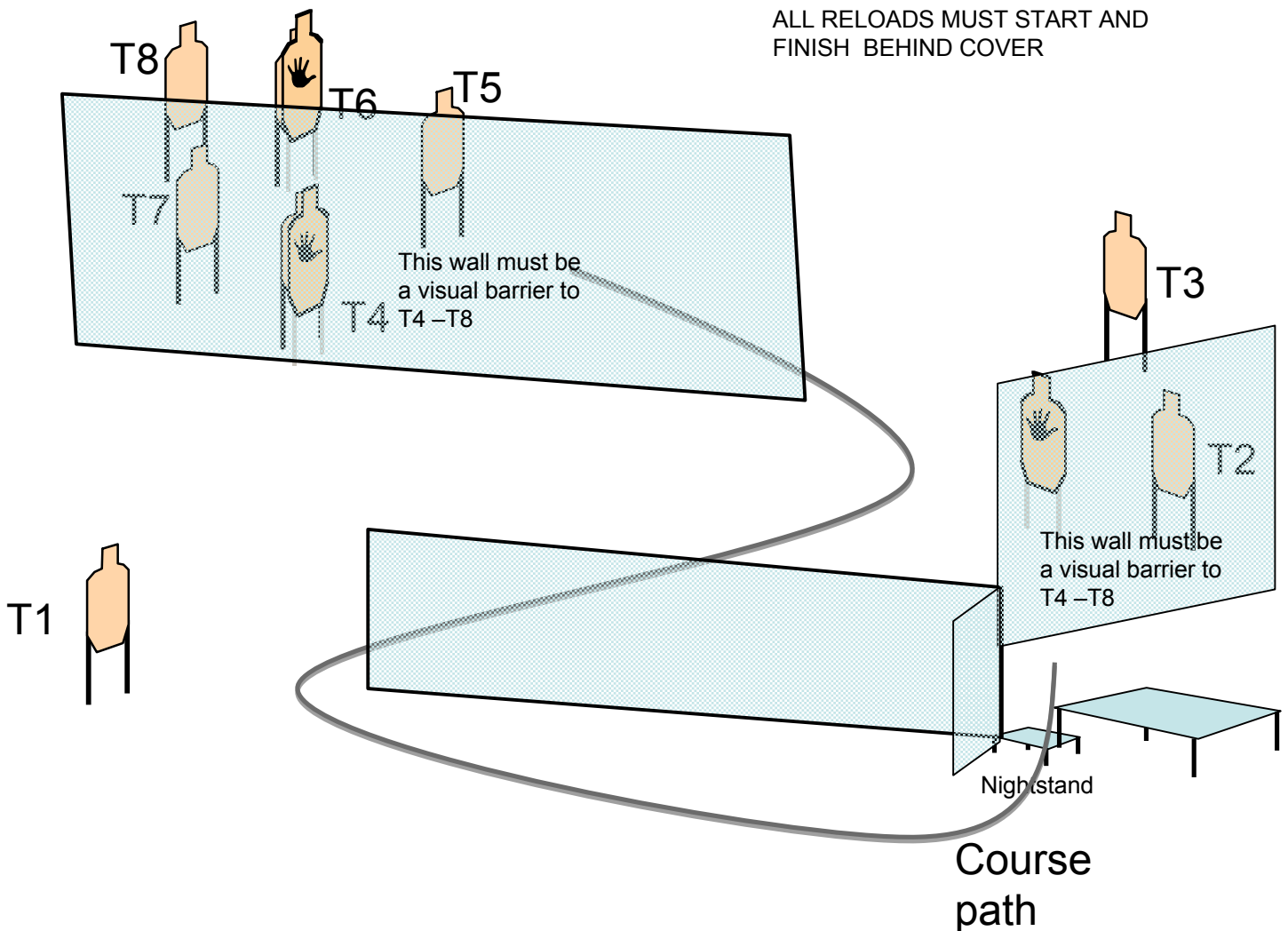
SCENARIO: You are asleep when a noise awakens you. You attempt to turn on the lights but the power has been cut. Get out of bed, retrieve your weapon, flashlight and spare magazine (or speed loader).

GUN READY CONDITION: Loaded to division capacity, flashlight and magazines on night stand.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 threat, 3 non threat, 0 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not required

STAGE PROCEDURE: Start laying down with hands at sides. Upon signal retrieve your gear (DO NOT use mag pouch). All shots are while advancing on threats.

NOTE: SO will change T4 thru T8 for each shooter always incorporating two non-threats.





Port Malabar Rifle & Pistol Club – IDPA
Stage 2 – STOP! STOP!
Course Designer: ALAN BAKER



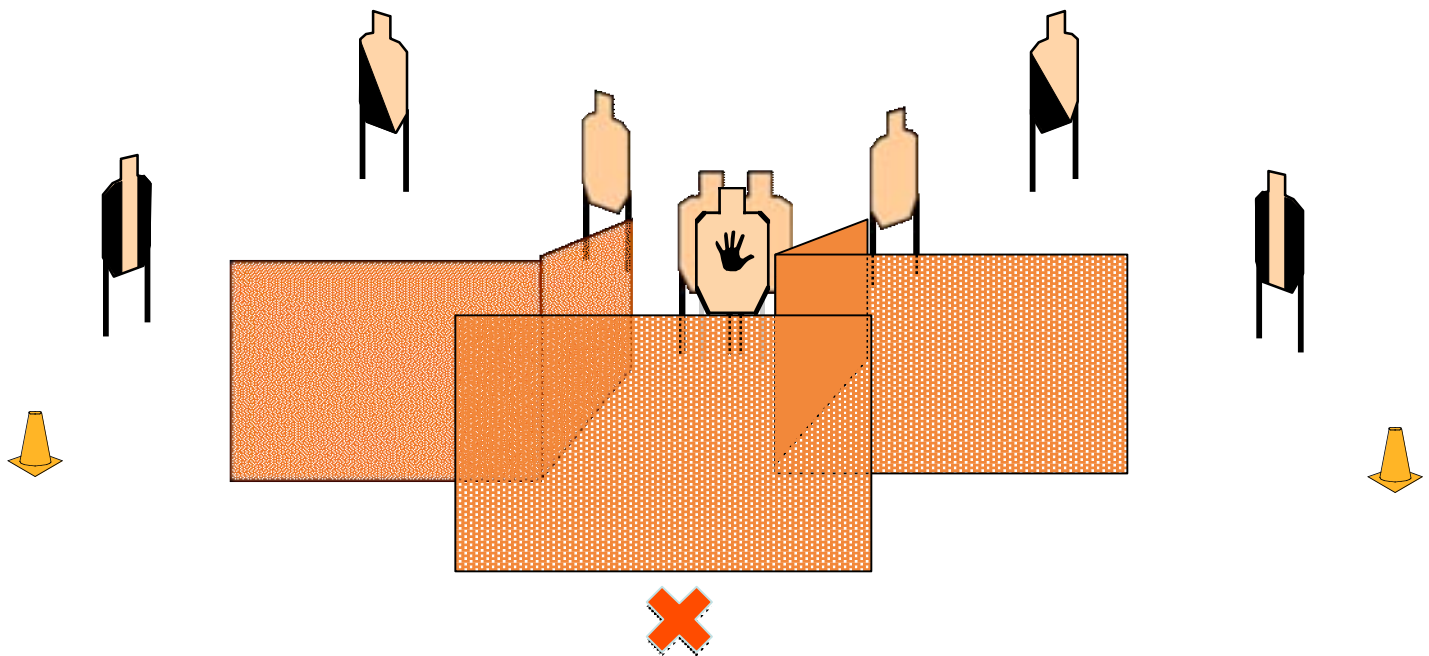
SCENARIO: YOU'RE AT A IDPA MATCH STANDING ON A X WITH SINISTER LOOKING PAPER TARGETS HIDING IN FRONT OF YOU. BEHIND YOU ARE EYEWITNESSES TO YOUR ACTIONS. DEFEND YOURSELF AND MAKE IT LOOK LIKE YOU'RE THE VICTIM.

GUN READY CONDITION: LOADED TO DIVISION CAPACITY

STRINGS: 1
SCORING: 16 rounds – Vickers (unlimited)
TARGETS: 8 threat, 1 non threat, 0 Steel
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: START STANDING AT THE X WITH HANDS RELAXED AT SIDES. YOU MUST YELL "STOP" BEFORE SHOOTING EACH THREAT.

ONE PROCEDURAL FOR FAILING TO YELL STOP. DO NOT GO FORWARD OF THE ORANGE CONES.





Port Malabar Rifle & Pistol Club – IDPA
Stage 3 - Retail Store Shootout
 Course Designer: Rich Petrone



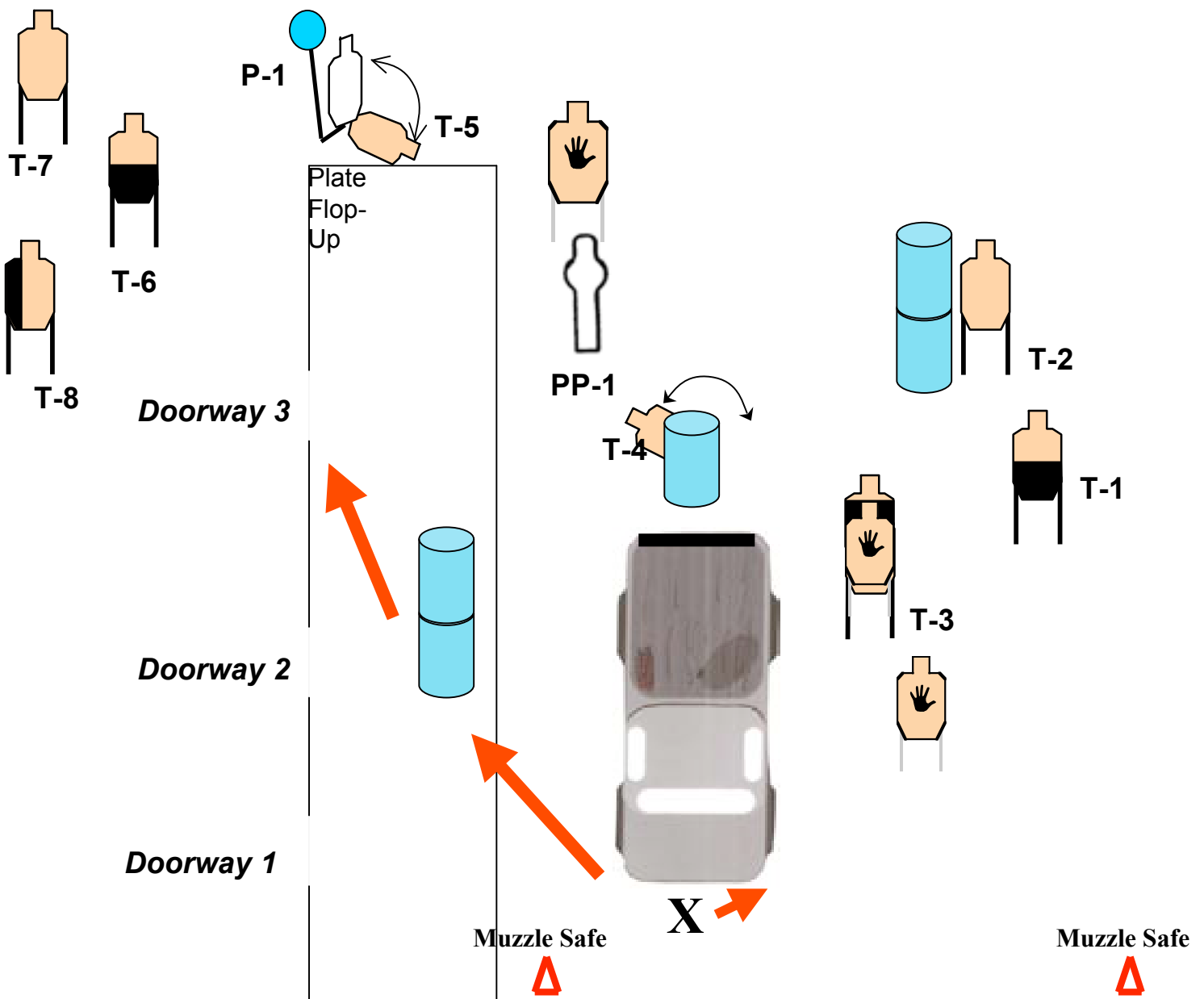
SCENARIO: You have had words with some local gang bangers at a retail store, and try to leave when your truck won't start. A shot rings out (buzzer) and you must protect your life with your concealed gun.

GUN READY CONDITION: Gun loaded to division capacity and holstered
CONCEALMENT: Required

STRINGS: 1
SCORING: 18 rounds, Vickers (unlimited)
TARGETS: 8 threat, 3 non-threat, 2 Steel
SCORED HITS: Best 2 per paper (18 rounds min.)
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook

STAGE PROCEDURE: Start standing on X with hands on radiator. Engage T1 – 3 from low cover then move to cover (barrels) and engage PP-1 and disappearing T-4 *while on the move*. Engage P-1 & T-5 then move to Doorway 3 and engage T6 – 8.

There is no FTN penalty on disappearing target T-4
Not shooting on the move while engaging PP-1 and Disappearing target T-4 will incur a Procedural Error.





Port Malabar Rifle & Pistol Club – IDPA
Meeting Adjourned
Course Designer: Joaquin Torres

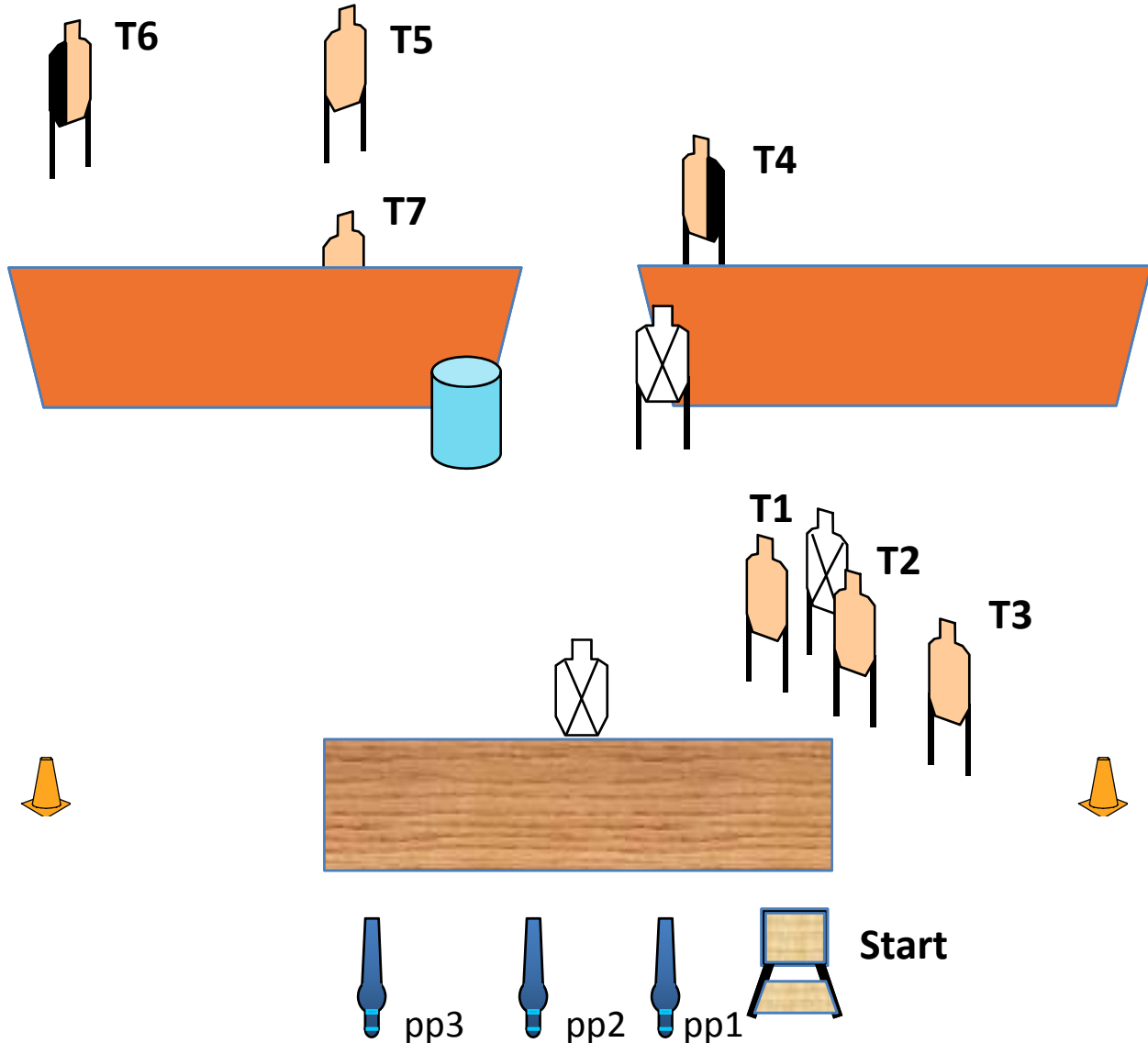


SCENARIO: You are in a conference room, participating in a demonstration when the meeting is suddenly interrupted by armed intruders. While engaging the threat, you attempt to get some of your co-workers behind cover.

GUN READY CONDITION: Gun loaded to division capacity and holstered.

STRINGS: 1
SCORING: 14 rounds min, Vickers
TARGETS: 7 threat, 3 non threat, 3 Steel (pushed/pulled, not shot)
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Start seated, with palms flat on table surface. At start signal, stand and engage targets T1 – T3 in **tactical sequence**. After engaging T1 – T3, move around rear of table, knocking down pp1 – pp3 on the way to doorway. Engage T4 using cover, then engage T5 – T7 from cover. Failure to knock down all three poppers before engaging T4 will result in a FTDR.





Port Malabar Rifle & Pistol Club - IDPA

2 + 2 x 3 Drill

Course Designer: Andy Zavalla



GUN READY CONDITION: Gun downloaded with 2 rounds to start each string.

STAGE PROCEDURE:

String 1: On signal facing T1 - fire 2 shots , reload + 2 shots to T1.

String 2: On signal facing T2 - fire 2 shots , reload + 2 shots to T2.

String 3: On signal facing T3 - fire 2 shots , reload + 2 shots to T3.

STRINGS: 3

SCORING: Limited Vickers, 12 round

TARGETS: 3 IDPA

SCORED HITS: 4 per target

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: NO

