



Port Malabar Rifle & Pistol Club - IDPA  
**Stage 1 Front Sight? I Don't Use it Anyways!**  
 Course Designer: Andy Zavalla

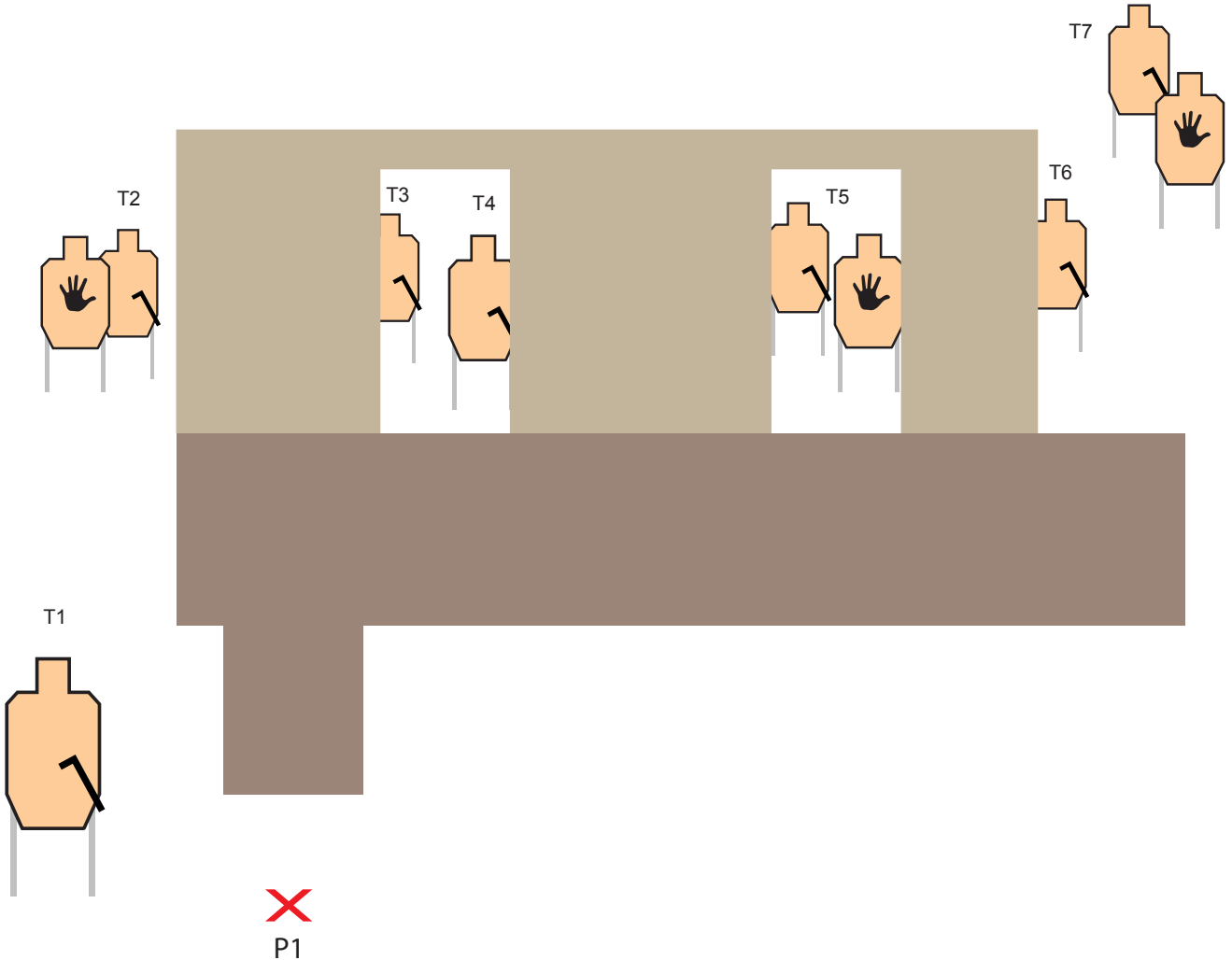


**GUN READY CONDITION:** Gun loaded to Division Capacity, Holstered.  
 Front sight TAPED obscuring the sight picture.

**STAGE PROCEDURE:** Starting at P1 engage targets according to IDPA rules.

**STRINGS:** 1  
**SCORING:** Vickers, 14 round  
**TARGETS:** 7 IDPA  
**SCORED HITS:** 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** YES

**SO NOTES:** Have shooter on deck tape their own front sight, SO verify each shooter's front sight is taped according to SO walkthrough.





# Port Malabar Rifle & Pistol Club – IDPA

## Stage 2 - Trapped

Course Designer: Rich Petrone

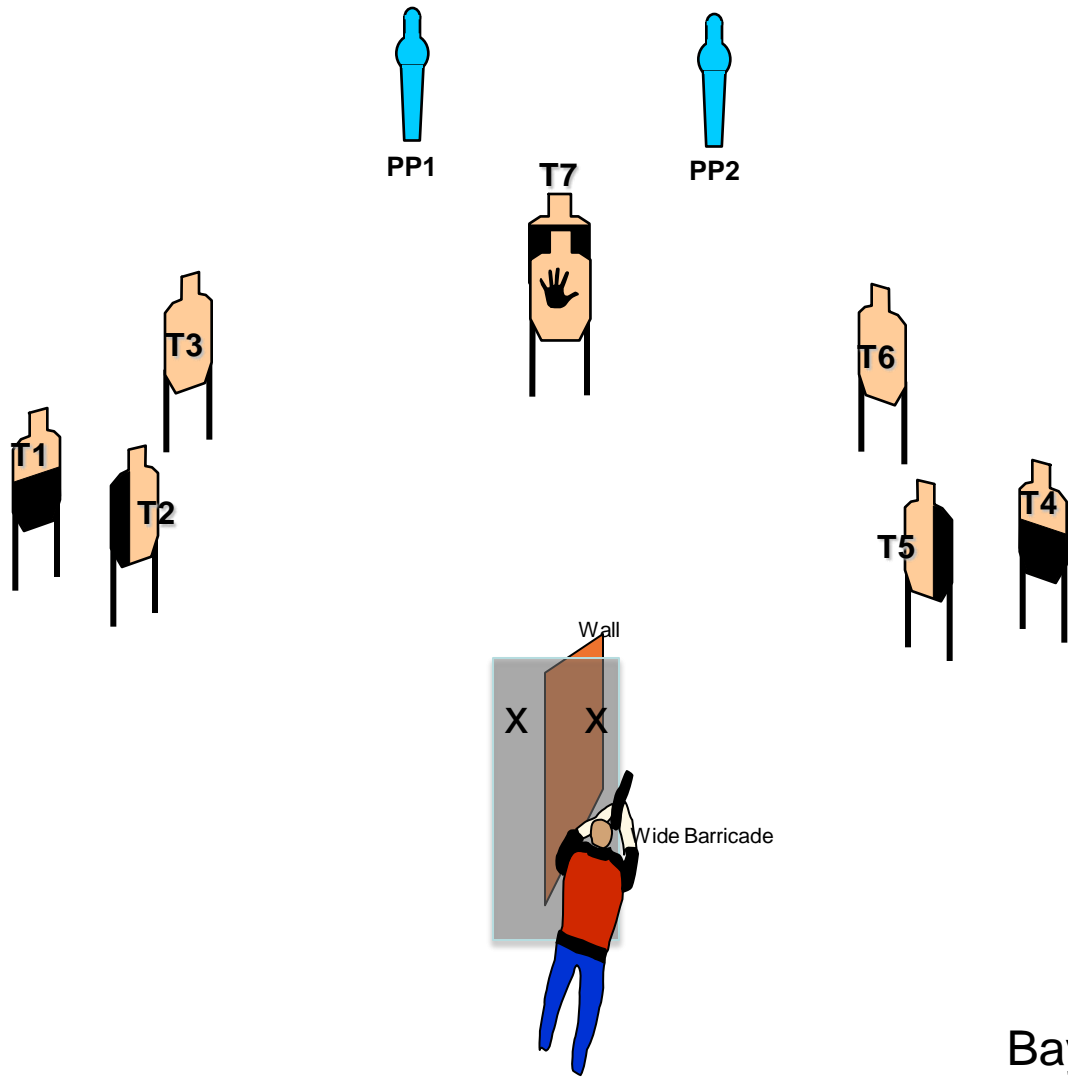


**SCENARIO:** You are trapped standing behind a wide barricade under attack with nowhere to go. Defend yourself!

**GUN READY CONDITION:** Holstered and loaded to division capacity.

**STRINGS:** 1  
**SCORING:** 16 rounds min, **Vickers**  
**TARGETS:** 7 threat, 1 non threat, 2 Steel  
**SCORED HITS:** Best 2 per paper, Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**STAGE PROCEDURE:**  
 Start facing the barricade with hands on X marks.  
 Do not leave the safety of the barricade. Using barricade as cover engage all threat targets in tactical priority.





Port Malabar Rifle & Pistol Club – IDPA  
Stage 3 - Dinner Interrupted  
Course Designer: James Collier



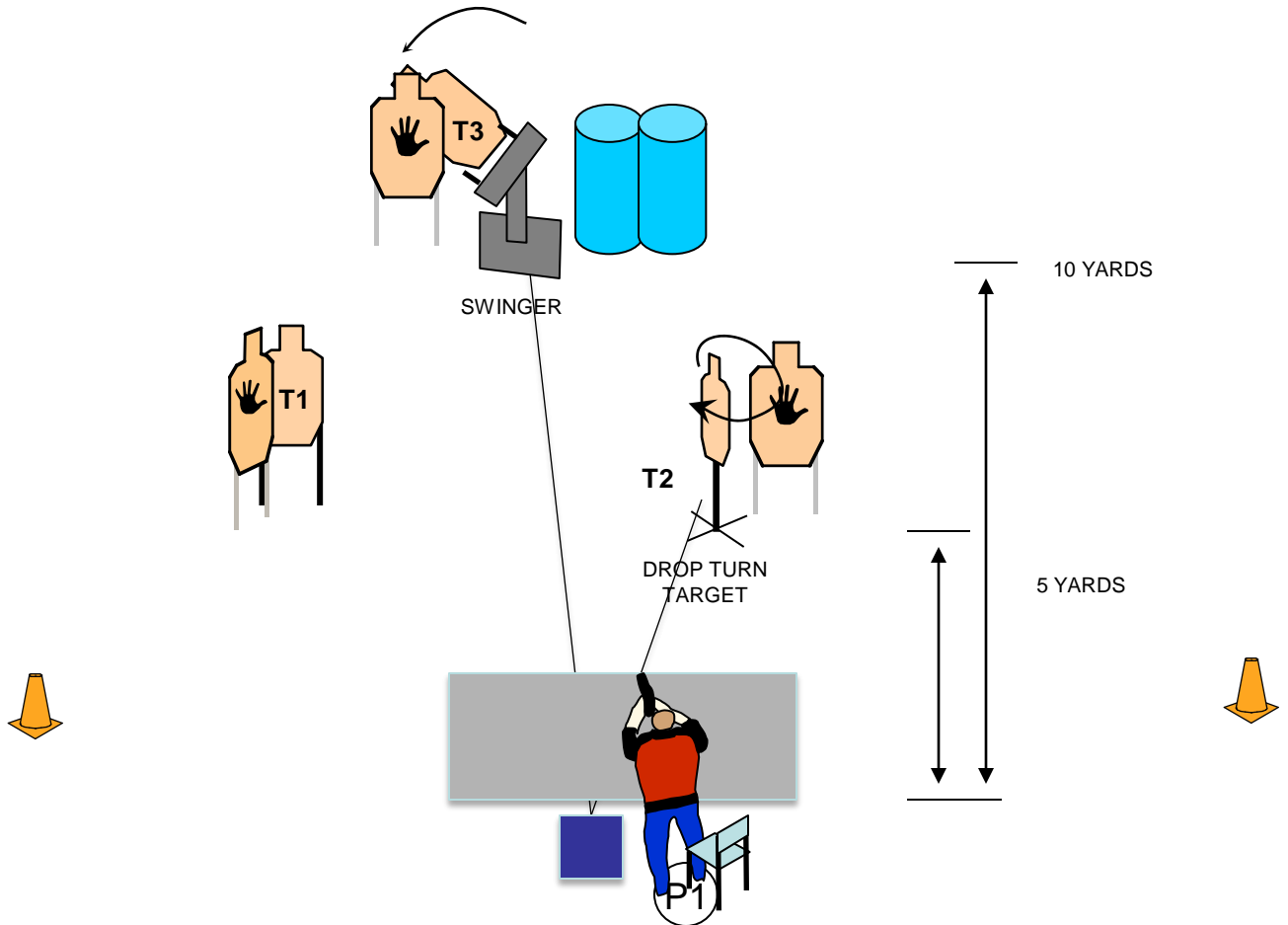
**SCENARIO:** You're seated in a restaurant when three men enter. One guarding the door, one robbing the cashier and the last man robbing the patrons.

**GUN READY CONDITION:** Loaded to division capacity and holstered.

**STRINGS:** 1  
**SCORING:** 6 rounds min, Vickers  
**TARGETS:** 3 threat, 3 non threat, 1 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**STAGE PROCEDURE:**

Start seated holding menu. From the seated position engage T1, stand and move to left to step on "bear trap", engage T2 – T3 in tactical priority.





# Port Malabar Rifle & Pistol Club – IDPA

## Stage 4- Left or Right ?

Course Designer: Randy M

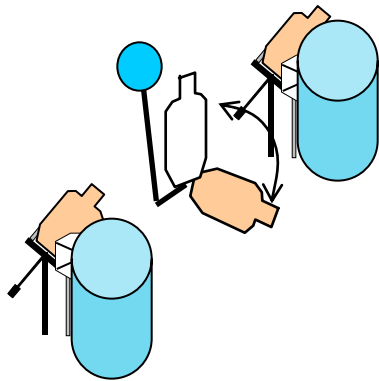


Scenario: A Mother screams for help behind a wall as an armed thug runs directly toward you. Stop the thugs and rescue the family.

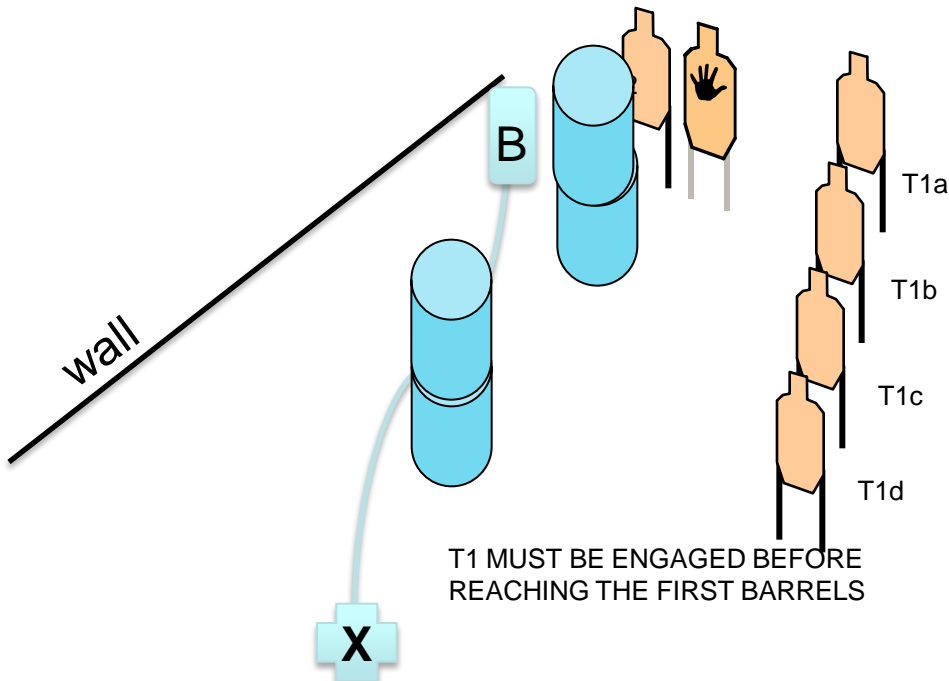
**GUN READY CONDITION:** Holstered, loaded to division capacity, concealed.

**STAGE PROCEDURE:** Standing at 'X', on signal, engage T1a thru T1d (representing a man running towards you) Only one shot per target required on T1a – T1d. Proceed to 'B' and engage targets as they appear.

**STRINGS:** 1  
**SCORING:** Vickers  
**TOTAL SCORING:** 12 rounds  
**TARGETS:** 8 threat, 2 non threat, 1 Steel  
**SCORED HITS:** Best 2 per paper, [T1- one shot]  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required



ONE of the swingers is a non-threat – The location will change before each shooter





# Port Malabar Rifle & Pistol Club – IDPA Stage 5 - Poker Game Over, Time to Go!

Course Designer: Jon Rhoades

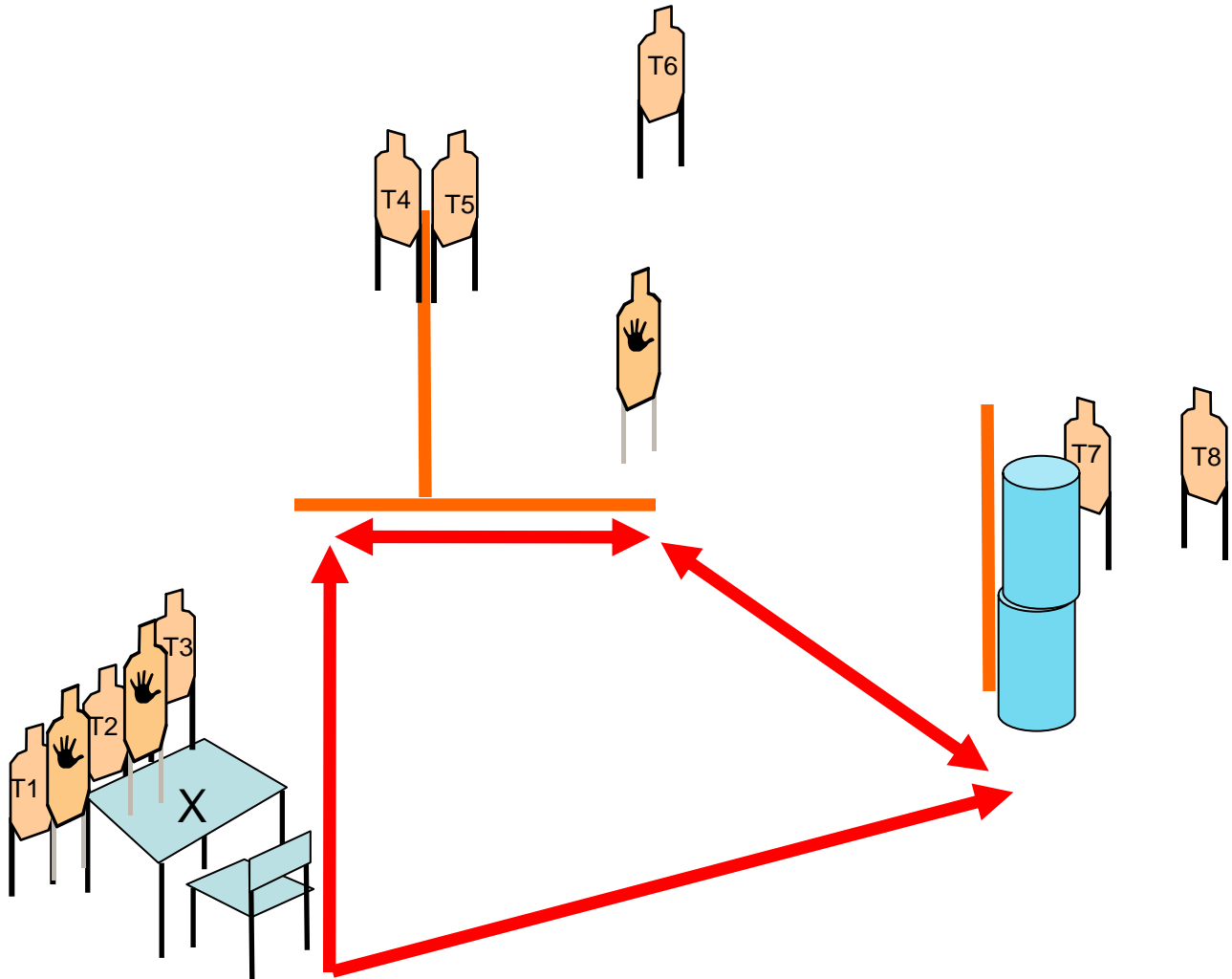


**SCENARIO:** You are having a good night playing poker but some of your opponents are not taking your success very well. They decide they would rather shoot you than pay you. Defend yourself at the table and make your way out of dodge.

**GUN READY CONDITION:** Loaded to division capacity and holstered.

**STAGE PROCEDURE:** Sitting in chair both hands on the X mark. On start signal engage T1-3 in tactical sequence. Engage remaining targets using proper cover and tactical priority.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Vickers  
**TARGETS:** 7 threat, 3 non threat  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required



Bay 5

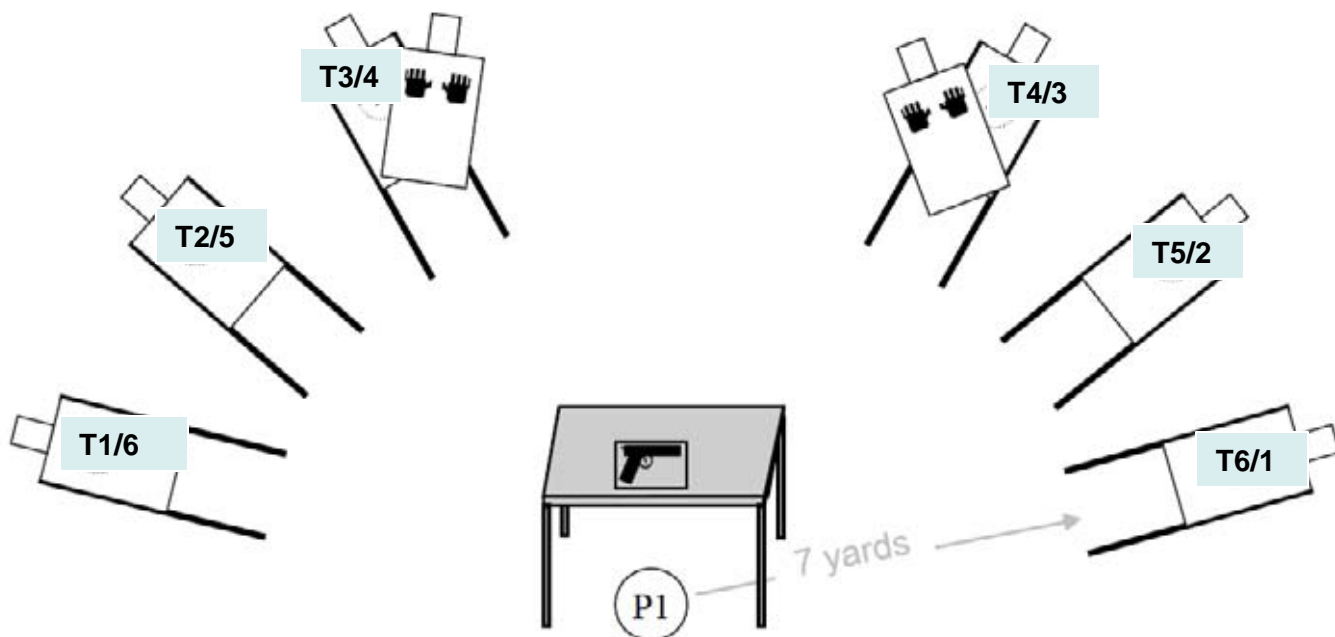
**Port Malabar Rifle & Pistol Club IDPA**  
**Stage 6 - Strong Hand / Weak Hand Drill**  
**Course Designer: Lincoln Salvador**

**START POSITION:** At P1 with hands relaxed by your side.

**GUN READY CONDITION:** Loaded with 5 +1 rounds and in IDPA box on table. The box may be oriented to the shooter's preference but must remain upright.

**SCORING:** Limited Vickers, 12 rounds  
**TARGETS:** 6 IDPA  
**SCORED HITS:** 2 each on T1-T6  
**START-STOP:** Audible - Last shot  
**RULES:** IDPA current edition  
Concealment not required.

**STAGE PROCEDURE:** On the buzzer, retrieve gun from the IDPA box engage T1 – T6 STRONG hand only one shot each, perform emergency reload, then engage targets T6 – T1 WEAK hand only with one shot each. Right handed starts on left T1. Left handed starts on right T1.





Port Malabar Rifle & Pistol Club – IDPA  
**Stage 7 - Double Nickel**  
 Course Designer: Dept of Homeland Security



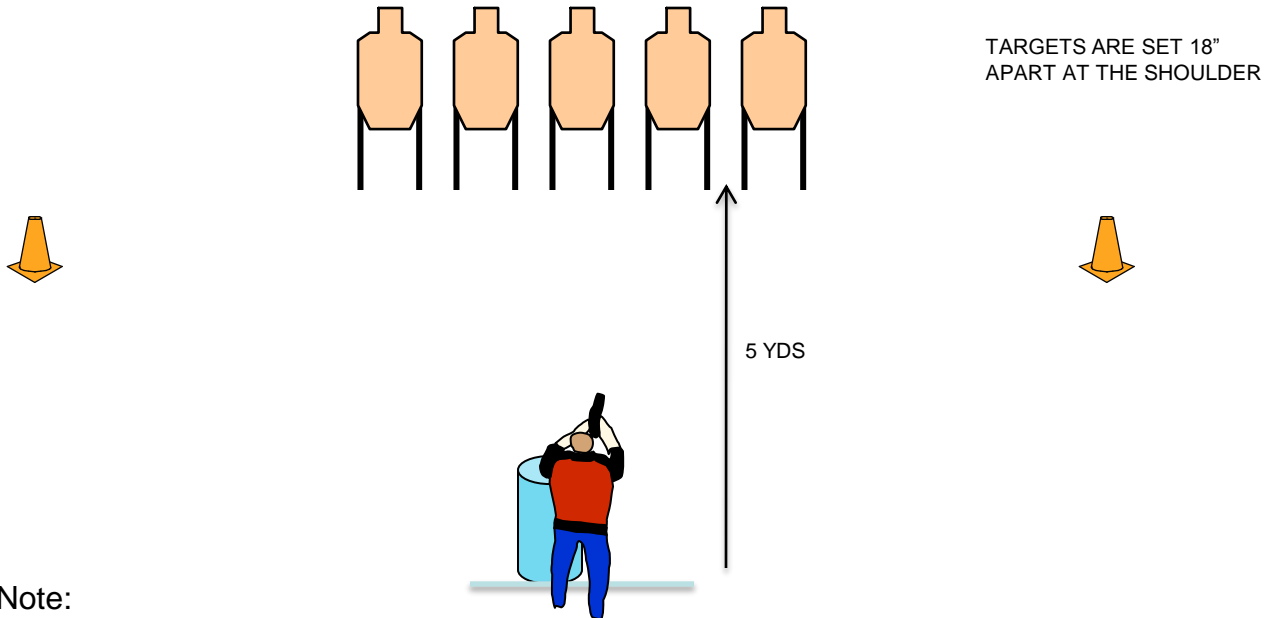
**SCENARIO:** Drill stage

**GUN READY CONDITION:** Loaded to division capacity and holstered.

**STRINGS:** 2  
**SCORING:** 20 rounds **Limited Vickers**  
**TARGETS:** 5 threat  
**SCORED HITS:** 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** On the buzzer, shooter must draw and engage each target with two shots. *After* the first target is engaged but *before* the last target is engaged, the shooter must perform a reload.

**Repeat one time.**



**Penalty Note:**  
 No Procedural for dropping a loaded magazine

**Scoring Note:**  
 For a shot to count as a hit, it must be within the -0 or -1 scoring zone. All hits in the -0 and -1 zone will be counted as a down 0. Hits outside the scoring zone are considered a **miss**.

**Drill History:**  
 The original drill is called the Triple Nickel because the agency uses a five second standard to complete the drill. Shooters who can successfully perform the drill in under five seconds three times in a row with 100% hits are awarded a special commemorative coin.