



**Port Malabar Rifle & Pistol Club – IDPA  
Stage 1: Weak/Strong/Free**

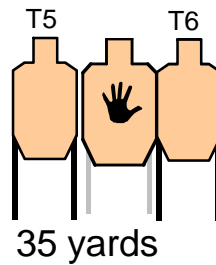


**Standards**– Test of accuracy using Weak Hand, Strong Hand, and Free-Style at maximum distances

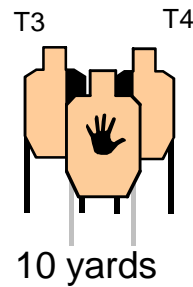
**START POSITION:** Gun loaded and holstered. Standing inside shooting box at P1 with both hands relaxed at side.

**STRINGS:** 1  
**SCORING:** 18 rounds, LIMITED  
**TARGETS:** 6 threat, 3 non-threat, 0 Steel  
**SCORED HITS:** 3 to each target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** NOT Required

**STAGE PROCEDURE:** On signal draw and engage targets in Tactical Priority with 3 rounds each.  
 T1-T2 are engaged Weak Hand Only  
 T3-T4 are engaged Strong Hand Only  
 T5-T6 are engaged Free Style  
 Shooter must remain in the box.



**LIMITED**



**P1**



## Port Malabar Rifle & Pistol Club – IDPA Stage 2: Dry Cleaning Escape!



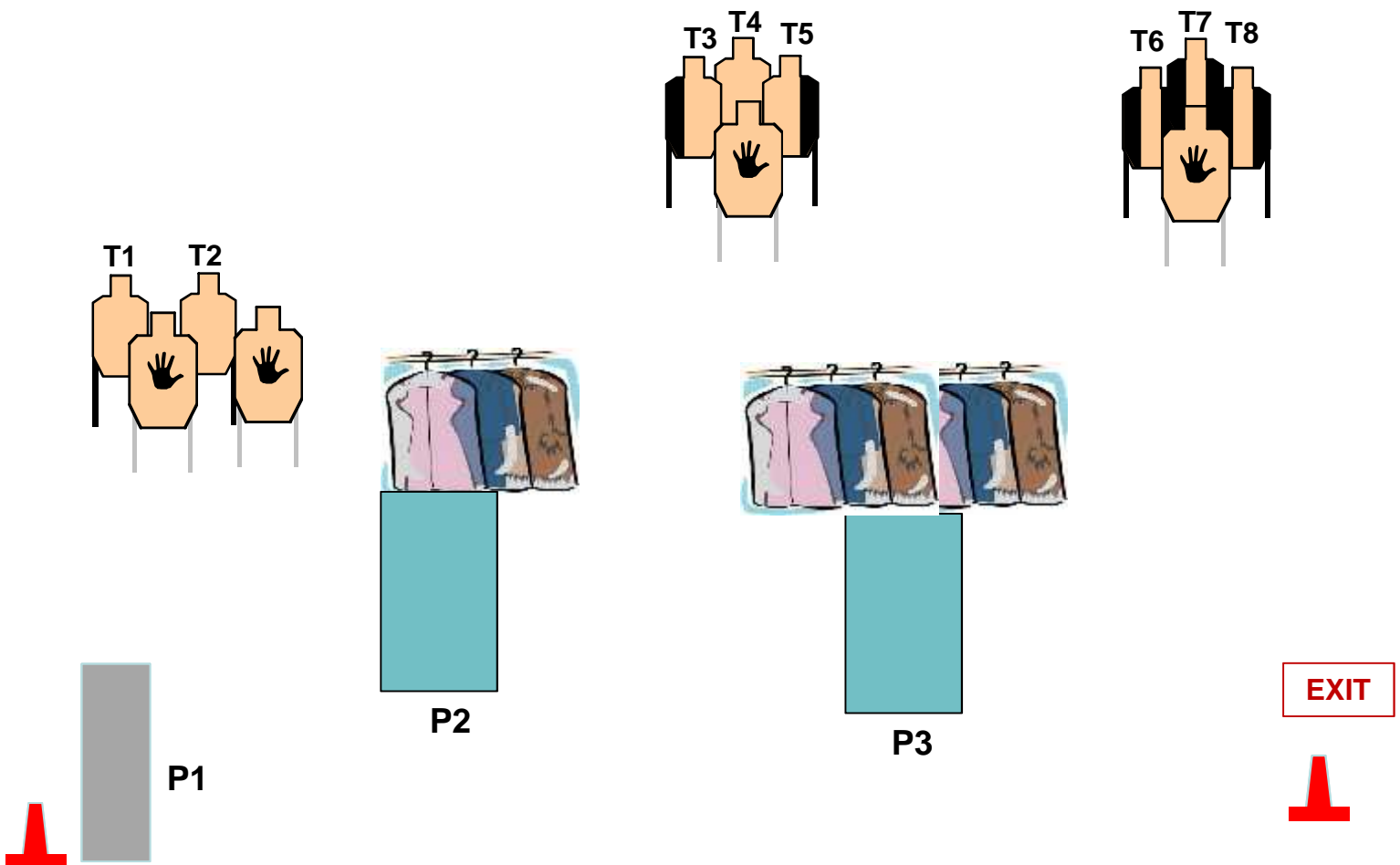
**SCENARIO:** Working in a Designer-Only dry cleaning facility, you are attacked by a group of armed bad guys intent on taking all the clothes – leaving no witnesses. Defend yourself and your co-workers while fighting your way to the exit.

**START POSITION:** Gun loaded to division capacity, holstered, and concealed. Standing at P1 facing counter (body square with counter), holding clothes with both hands with arm stretched out in front of you.

**STAGE PROCEDURE:** On signal turn, draw, and engage T1 –T2 with 2 to the body and 1 to the head while MOVING to cover at P2. From P2, advance to cover at P3 engaging appearing targets T3-T5 on the move. From P3, advance to EXIT - engaging appearing targets T6-T8 on the move.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 8 threats, 4 non-threats  
**SCORED HITS:** Best 2 to torso and 1 to head on T1 & T2; best 2 to T3-T8.  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**NOTE:** Clothes Racks provide vision barrier ONLY.



3.6.2.4 The shooter has the option of going back to cover to reload, if available and if going back can be done safely. After a reload behind cover the shooter may engage or re-engage the “in the open” targets.

6.28.3 Vision barriers may not be designated as a point of cover for engaging targets or reloading, i.e. no slicing the pie around a vision barrier.



## Port Malabar Rifle & Pistol Club – IDPA Stage 3: Car Attack

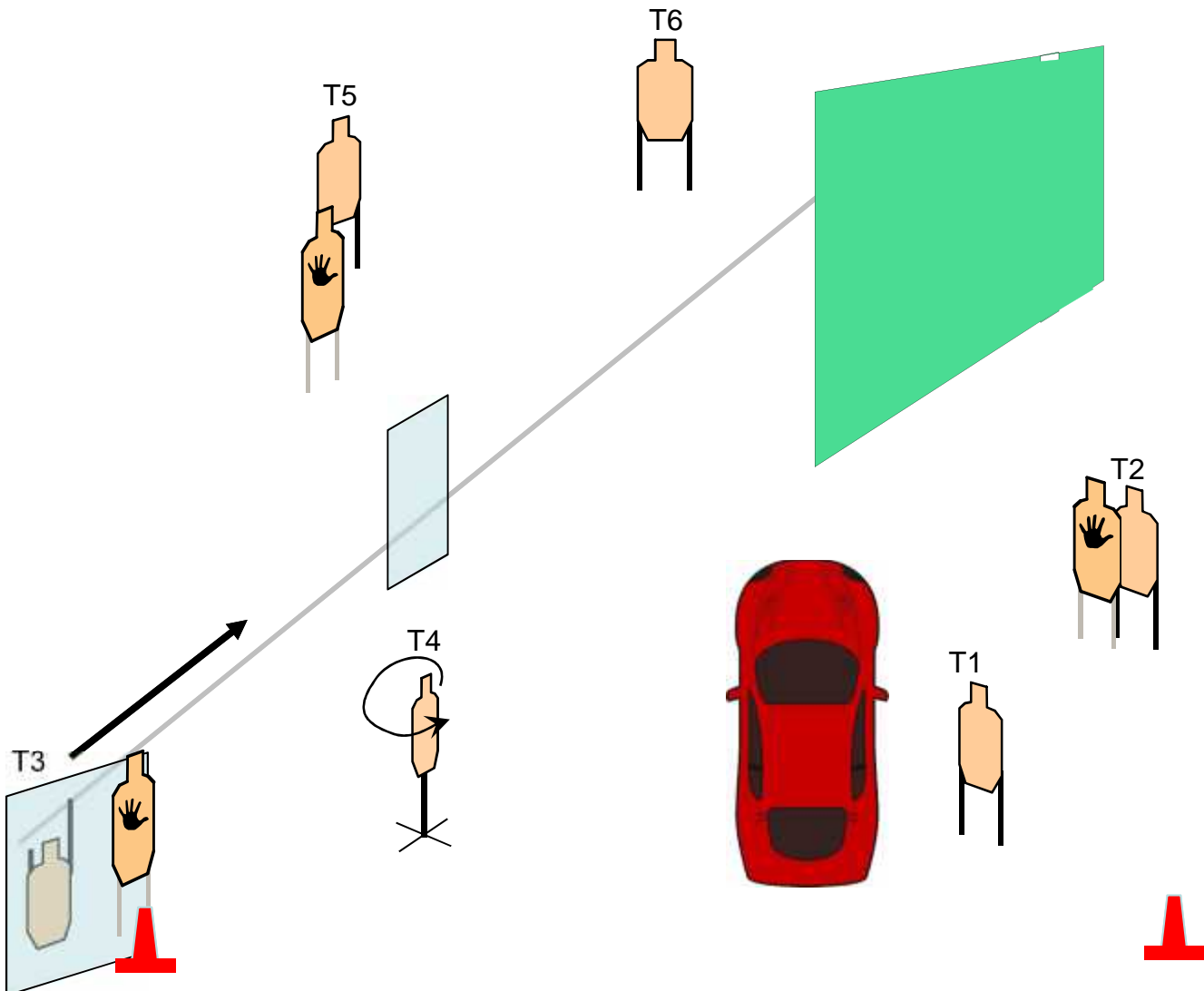


**SCENARIO:** Traveling to an IDPA match in an unknown city, you pull up to the Rooms for a Dollar motel. Just as you are about to get out of your car, a gang of thugs notice your NRA sticker and decide to take your firearms. For comfort while driving you put your pistol and ammunition in your range bag.

**START POSITION:** Seated in drivers seat, gun loaded to division capacity with CHAMBER EMPTY, and stowed with ALL ammunition in the Range Bag on passenger seat. Both hands on steering wheel at 10 & 2.

**STRINGS:** 1  
**SCORING:** 18 rounds min, unlimited  
**TARGETS:** 6 threat, 3 non-threat, 0 Steel  
**SCORED HITS:** Best 3 per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Not required

**STAGE PROCEDURE:** On signal, engage threats T1-T2 with 3 rounds each. Then press the brake fully and engage remaining targets with 3 rounds each. Shooter must remain seated with door closed. T3 & T4 are disappearing – no FTN applies.





## Port Malabar Rifle & Pistol Club – IDPA Stage 4: Down Low

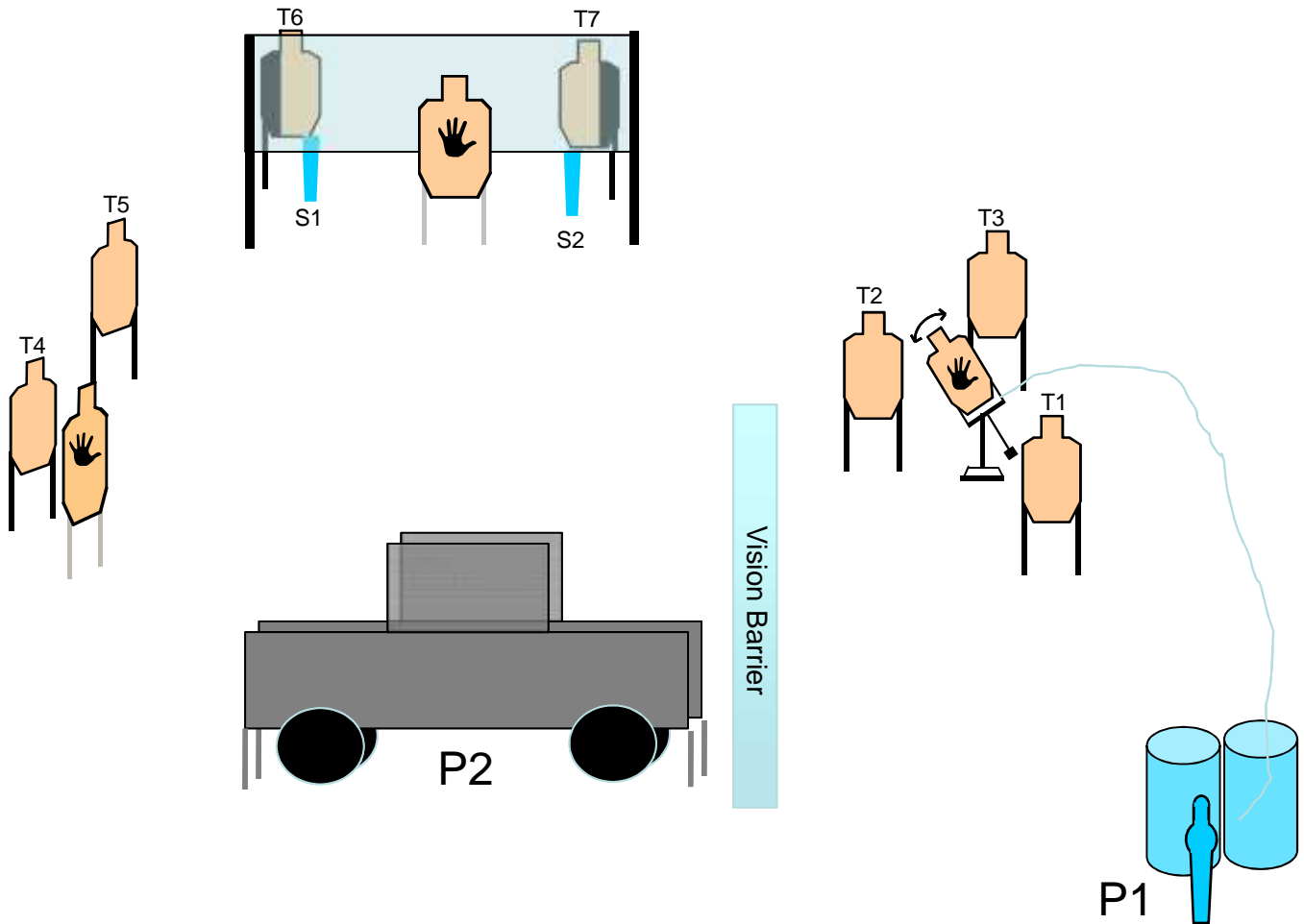


**SCENARIO:** While Trick or Treating with your child, you are set upon by a group of thugs out to terrorize the neighborhood. Protect your kid.

**START POSITION:** Standing at P1 facing child (body square with child), Gun loaded to division capacity, holstered and concealed.

**STRINGS:** 1  
**SCORING:** 16 rounds min, Unlimited  
**TARGETS:** 7 threat, 3 non-threat, 2 steel  
**SCORED HITS:** Best 2 per target, Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** On signal push your child (steel) to the ground behind barrels with strong hand, then turn, draw, and engage T1-T3 in tactical sequence while moving to cover at P2. Engage all remaining targets from prone under vehicle.





## Port Malabar Rifle & Pistol Club – IDPA Stage 5: Clear the House



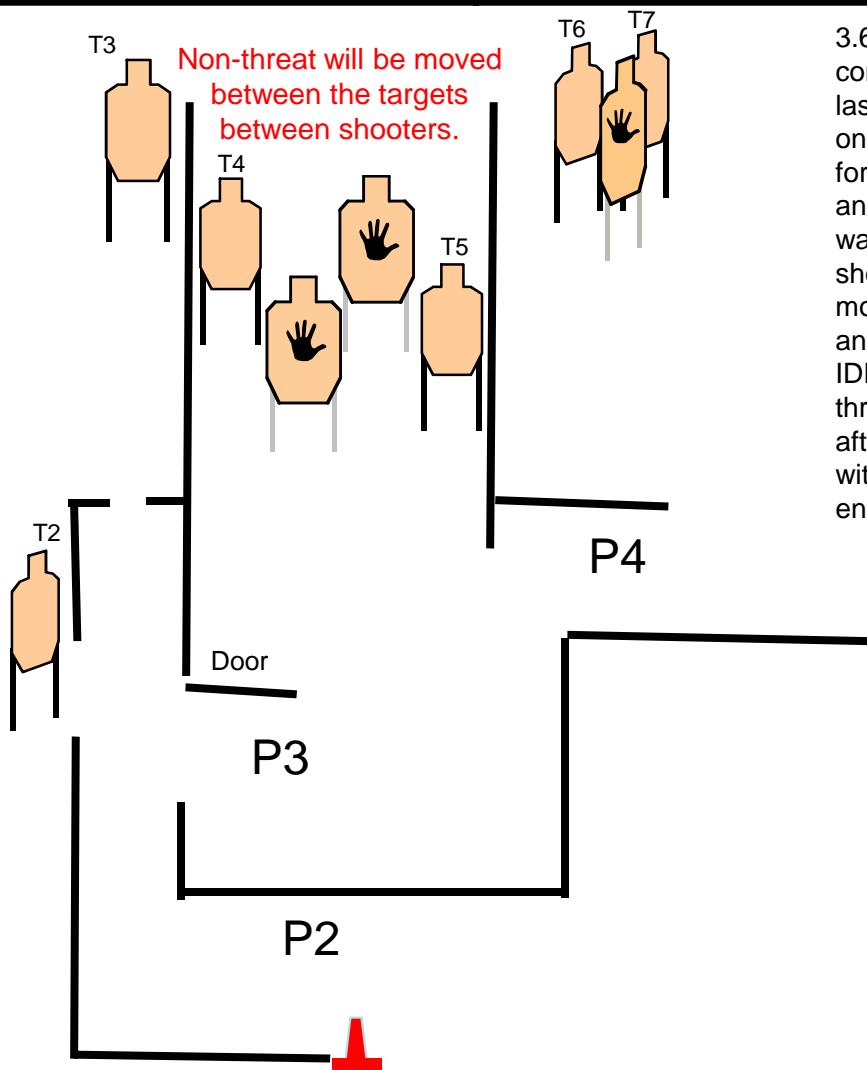
**SCENARIO:** You come home to discover a group of candy crazed thugs have invaded your home and have your family hostage. Save them!

**START POSITION:** Standing at P1 with gun loaded to division capacity, holstered, and concealed. Wrists above shoulders in surrender position.

**STRINGS:** 1  
**SCORING:** 14 rounds min, Unlimited  
**TARGETS:** 7 IDPA, 3 non-threat  
**SCORED HITS:** Best 2 per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At signal, draw and engage T1 with 2 rounds from RETENTION (all shots to T1 must be from retention). Then move to P2 and engage T2 & T3 from cover. Engage remaining threats using cover at P3 & P4.

Note: T4 & T5 will be changed with non-threats between shooters.



3.6.4.4 When a contiguous wall from the last shooting position and one or more other wall(s) form a hallway or room, and the combination of walls provide cover for the shooter on two sides or more, the shooter can do any kind of approved IDPA reload while moving through a hallway or room after all visible targets within have been engaged.

**Retention – Shooter’s elbow or forearm must be in contact with the body.**



## Port Malabar Rifle & Pistol Club – IDPA Stage 6: Halloween Street Party



**SCENARIO:** You are manning the Twinkie concession stand at the local Halloween street party when you find yourself surrounded by a hoard of thugs dressed as zombies.

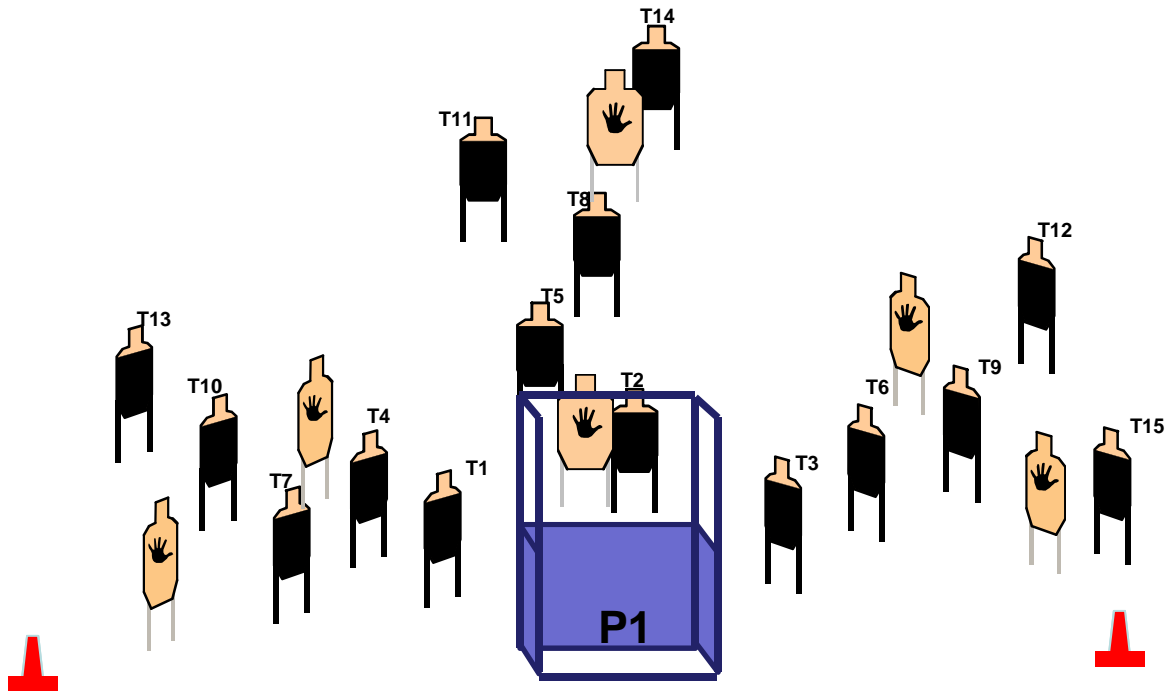
**START POSITION:** Standing at P1 with hands in a fist and on X's on the shelf. Gun loaded to division capacity, holstered, and concealed.

**STRINGS:** 1  
**SCORING:** 15 rounds min, unlimited  
**TARGETS:** 15 threat, 6 non-threats  
**SCORED HITS:** Best 1 head shot per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** On signal, draw and engage all threats in tactical priority with one shot to the head.

Note: Shooter must remain in the booth.

There is NO cover in this stage. Low walls are vision barrier only.





## Port Malabar Rifle & Pistol Club – IDPA Stage 7: Swing Surprise

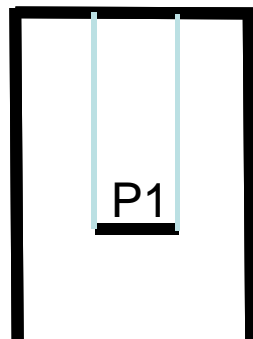
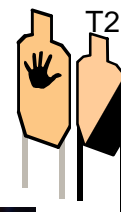
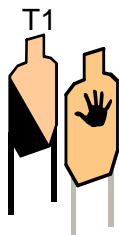
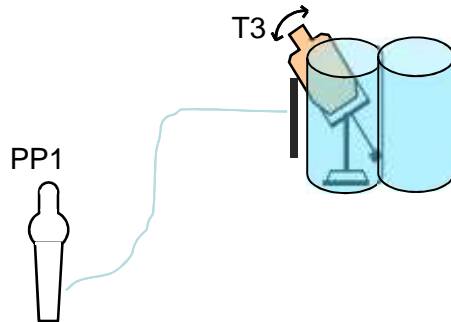
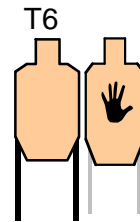
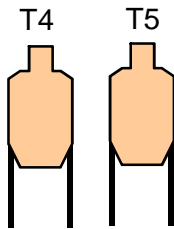


**SCENARIO:** You are enjoying a nice Halloween evening sitting on a garden swing in your front yard and handing out candy when you witness a group of armed costumed thugs attempt to force kids into their car. Take action to save the kids.

**START POSITION:** Gun loaded with CHAMBER EMPTY, holstered, and concealed. Sitting back and centered in swing with candy bowl on lap held with both hands.

**STRINGS:** 1  
**SCORING:** 13 round minimum - Unlimited  
**TARGETS:** 6 IDPA, 3 non-threat, 1 Steel  
**SCORED HITS:** Best 2 per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** At start signal, engage all threats in tactical priority.  
 Shooter may not touch support frame or place feet on ground.



**WATCH MUZZLE DIRECTION AT ALL TIMES!!!**



## Port Malabar Rifle & Pistol Club – IDPA Stage 8: Bad Day at the Office



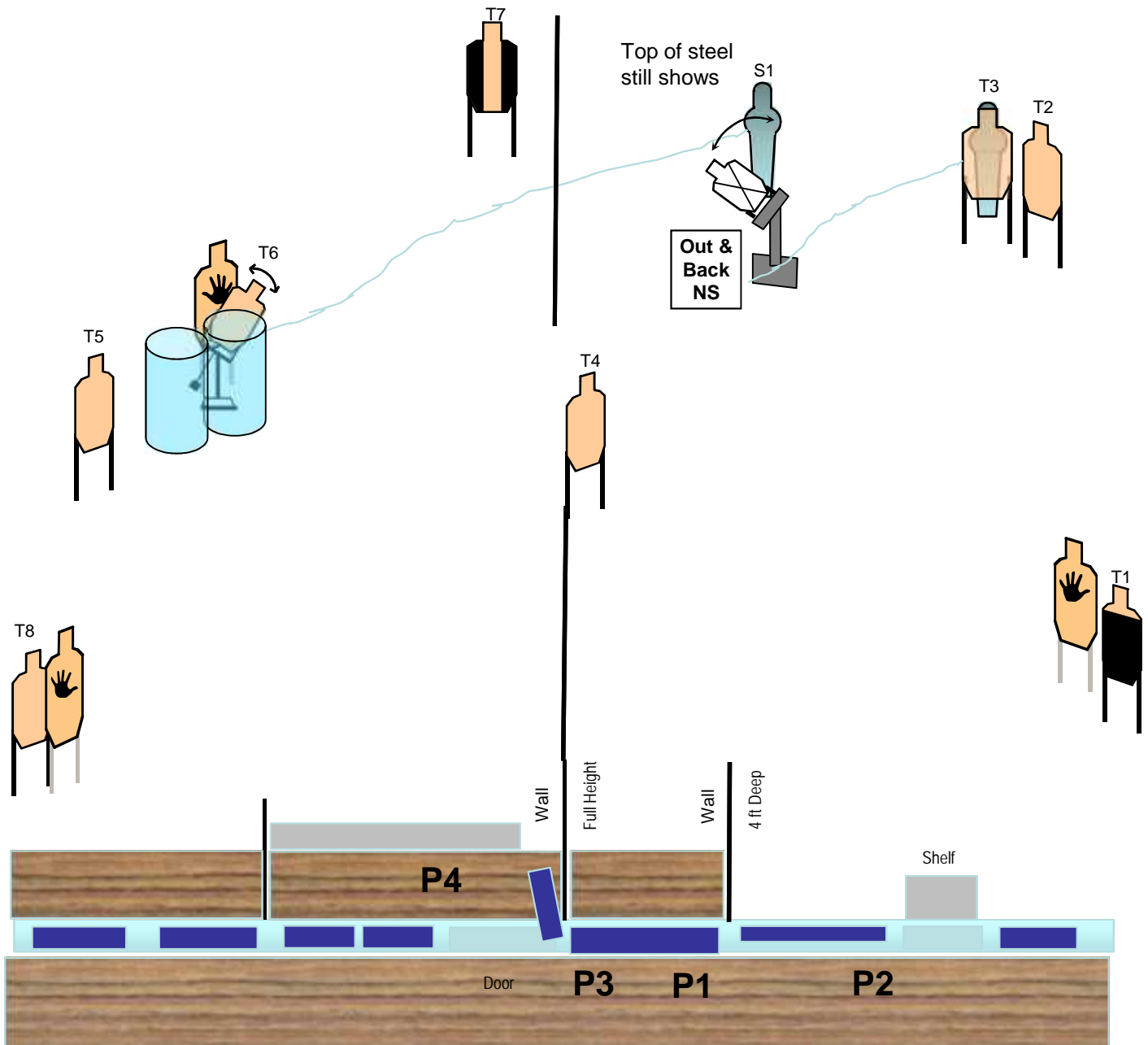
**SCENARIO:** As you arrive at your office, you hear shooting from two offices near you. Save your co-workers.

**START POSITION:** Standing at P1 facing the wall, gun loaded to division capacity, holstered and concealed.

**STAGE PROCEDURE:** On signal, draw and engage threats from P2 using cover. Then move to P3 and P4 to engage all targets from cover.

T6 is not a disappearing target – FTN applies.

**STRINGS:** 1  
**SCORING:** 17 rounds min, Unlimited  
**TARGETS:** 8 IDPA, 4 non-threat, 1 steel  
 1 Non-scored Steel  
**SCORED HITS:** Best 2 per target, Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required







## Port Malabar Rifle & Pistol Club – IDPA Stage 9: Get off my Boat!

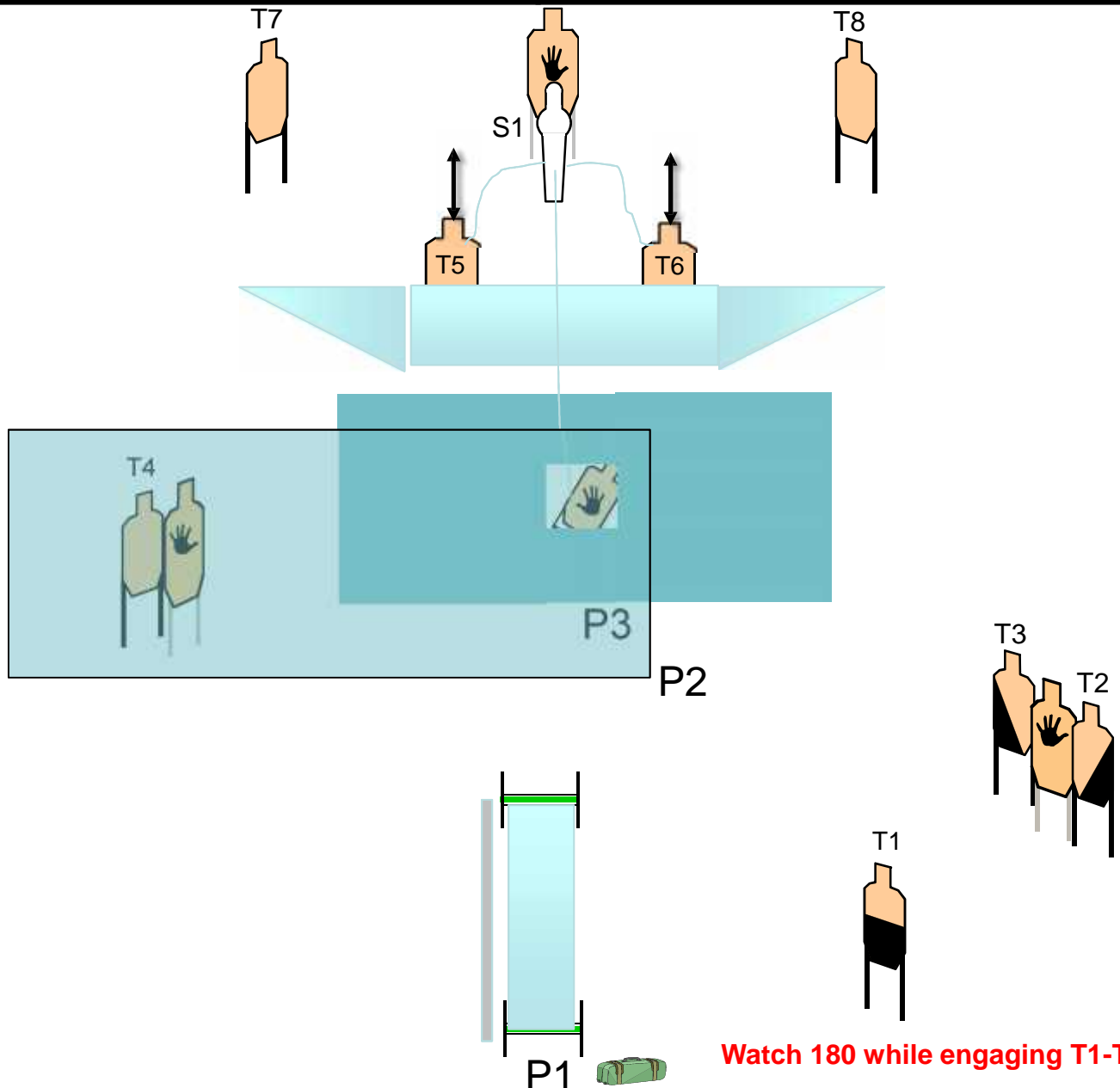


**SCENARIO:** You are headed to your boat for a long weekend. As you are crossing the dock, you notice drug traffickers have commandeered your boat to make a drug run. They are not willing to give it back and have decided to kill you and keep the boat. Save yourself and your boat.

**START POSITION:** Standing at P1 with bag in strong hand. Gun loaded to division capacity holstered and concealed.

**STRINGS:** 1  
**SCORING:** 17 rounds min, unlimited  
**TARGETS:** 8 IDPA, 4 non-threat, 1 steel  
**SCORED HITS:** Best 2 on target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required

**STAGE PROCEDURE:** On signal, draw and engage T1-T3 from dock *while moving* towards P2. Then engage T4 from P2. Engage all remaining targets from LOW COVER at P3. T5 and T6 are NOT disappearing targets – FTN applies.





**Port Malabar Rifle & Pistol Club – IDPA  
Stage 10: First Shots - Double Bill Drill**



**SCENARIO:** Drill - Test of Speed and Accuracy.

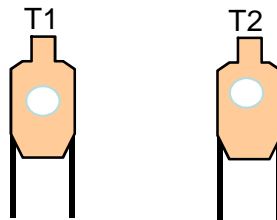
**START POSITION:** Standing at P1 with hands relaxed at sides. Gun loaded with 6 rounds only and holstered.

**STRINGS:** 1  
**SCORING:** 12 rounds, Limited  
**TARGETS:** 2 IDPA, 0 non-threat, 0 Steel  
**SCORED HITS:** 6 per target  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** **Not** Required

**STAGE PROCEDURE:** On signal draw and engage either target with six rounds. Reload and engage opposite target with six rounds.

Shooter can choose to start with either T1 or T2.

**LIMITED**



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P1